

# Home Early

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** KW Hipps

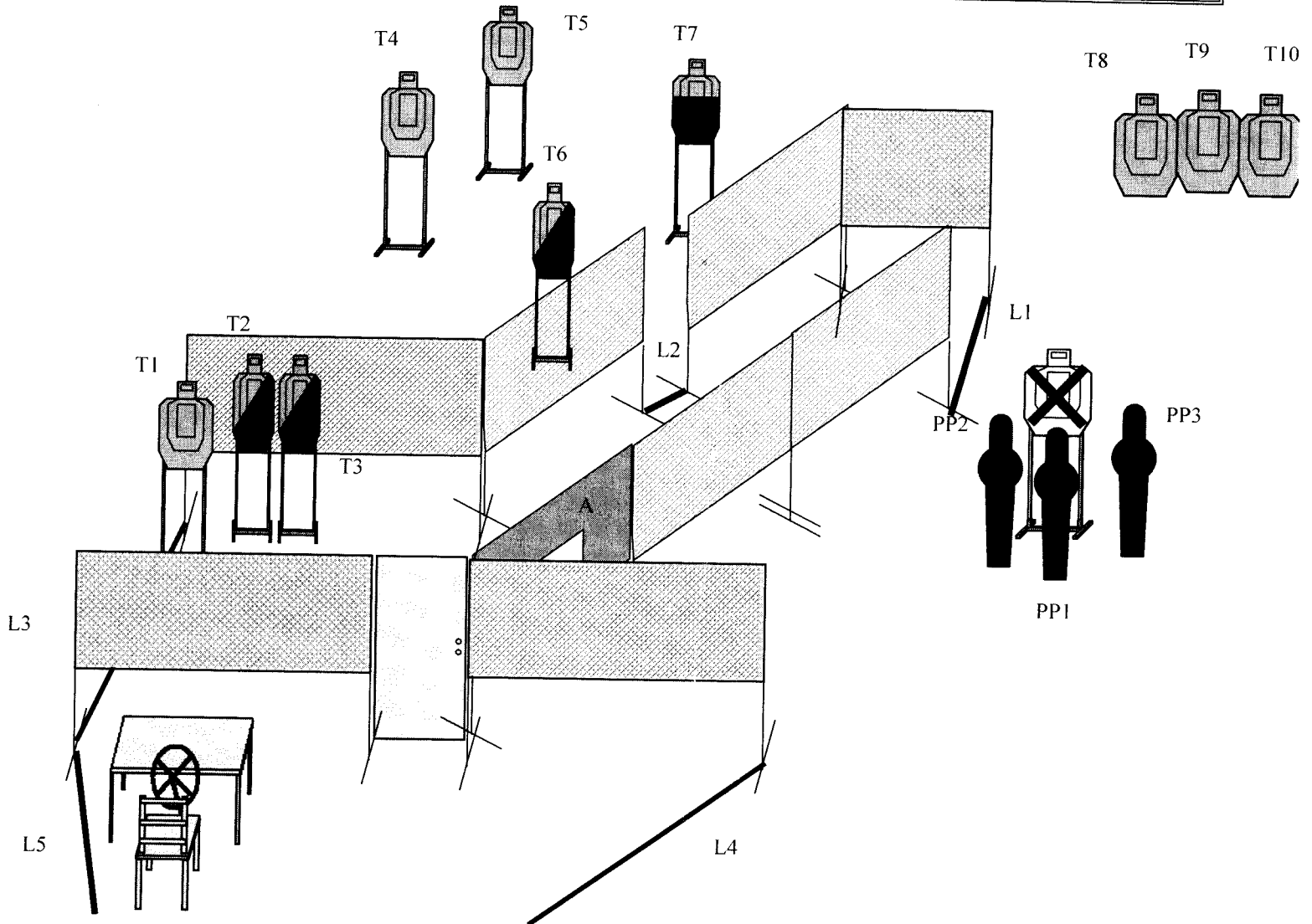
**START POSITION:** Handgun loaded and holstered as per 8.1.1 & 8.1.2. Competitor seated in drivers seat with hand son wheel at 10 and 2 o'clock. Legs and feet on respective side of steering column.

### STAGE PROCEDURE

At the start signal, you enter your house and engage targets as they become available.

### SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 10 IPSC, 3 PP  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural -10, No-shoot -10  
 Miss -10, FTE -10



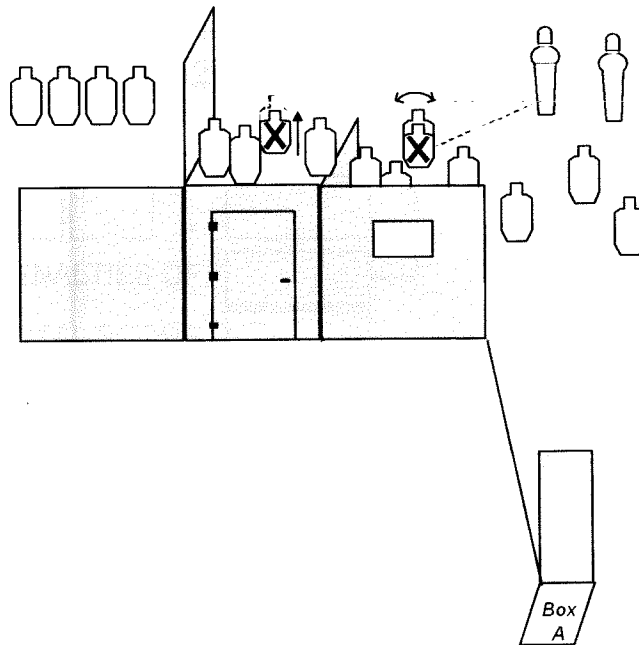
**SETUP NOTES:** T1-T3 are set close together, 5 ft at the shoulder and in the back corner of the room allowing the competitor to respect the 180. PP2&PP3 are 9 yds from port A, while PP1 is 8 yds away. Set the steel close to the no shoot. T4-T7 are visible only through the opening at fault line L2 and are 4, 5, 2 & 4 yds from L2, respectively. T8-T10 are visible only from the turn in the hall way are placed 10 yds from L1 and touching. They are set to 3.5 ft at the shoulder.  
 Note fault lines L1 - L5

**RO NOTES:** Both rooms on the left require that the competitor take care not to enter too far and break the 180. Also, caution the competitor about not sweeping themselves as they open the door and enter the house.

# Knock Knock is Saddam Home? Knock Knock is Saddam Home?

**RULES:** Practical Shooting Handbook, Latest Edition      **COURSE DESIGNER:** Wayne L. Patmore

<b>START POSITION:</b> Standing in Box A.	
<p><b>STAGE PROCEDURE</b></p> <p>On signal engage the two pepper poppers from Box A, then shoot all targets as they become visible.</p>	<p><b>SCORING</b></p> <p><b>SCORING:</b> Comstock, 32 rds, 160 points</p> <p><b>TARGETS:</b> 15 IPSC, 2 PP <b>SCORED HITS:</b> Best 2 per IPSC, steel down = 1A</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10</p>



<b>SETUP NOTES:</b>	<b>RO NOTES:</b>



# CM 99-21

# Mini-Mart

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Mike Knupp—Modifications by US Design Team

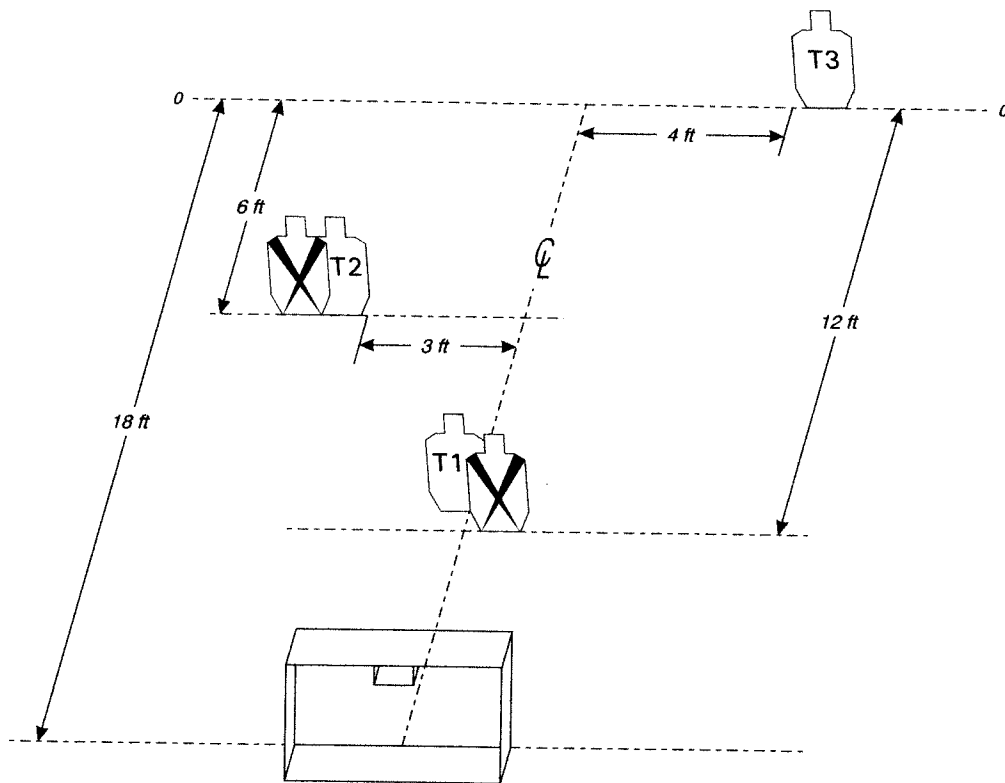
**START POSITION:** Standing behind counter, both wrists above respective shoulders, loaded gun and magazines to be used on the shelf under the counter as per ready condition in rule 8.1.1 and 8.1.2. Gun must be on its side - not propped up by any artificial means. Magazines may be flat or on edge on the shelf. Neither the gun nor the magazines may extend beyond the open edge of the shelf.

### STAGE PROCEDURE

Upon start signal, from behind the counter engage T1-T3 with only two rounds per target. Then make a mandatory reload with a magazine taken from the shelf and from behind the counter engage T1-T3 with only two rounds per target.

### SCORING

**SCORING:** Virginia Count, 12 rounds, 60 points  
**TARGETS:** 3 IPSC  
**SCORED HITS:** Best 4/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Practical Shooting Handbook.  
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. The “counter” can consist of saw horses. The shelf can be an opened cardboard box nailed to the underside of planking or boards. Have a replacement handy. Counter is 4 feet high by 8 feet wide by 2 feet deep.



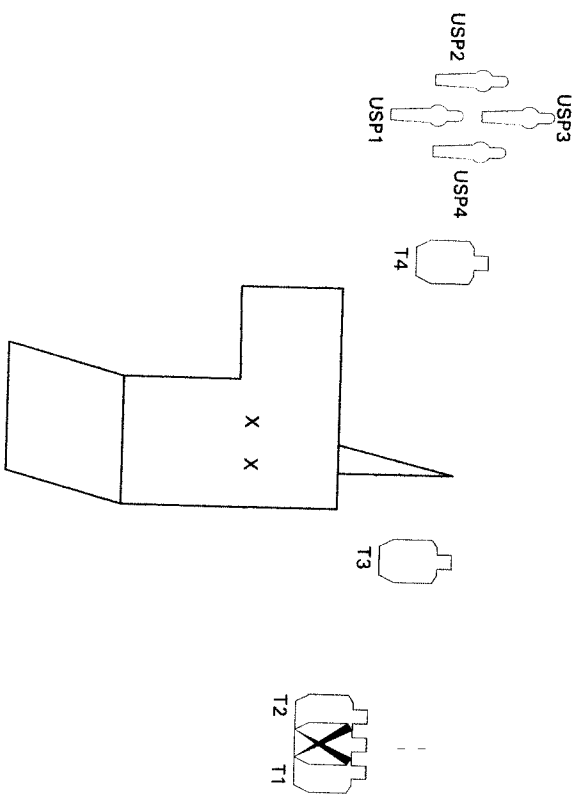
Shelf is 12 inches wide by 12 inches deep by 6 inches high. The edge of the no-shoot's non-scoring border is touching the A-zone perforation of T1. This edge is also used to center the target array on center line. The top of the no-shoot is even with the shoulder of the target.

Stage 8  
**Up and Down**  
 Charles Varnold - CRO

<b>Stage Designer:</b>	US Nationals Design Team
<b>Scoring Method:</b>	Comstock
<b>Targets:</b>	4 IPSC, 4 US Poppers
<b>Points/Rounds:</b>	60 points/12 rounds
<b>Start/Stop:</b>	Audible/Last Shot
<b>Penalties:</b>	As per latest edition USPSA Rule Book.
<b>Starting Position:</b>	Hands on X's.
<b>Stage Procedure:</b>	On start signal, engage targets as they become visible.

PERSONAL STAGE DATA	
Points: _____	Stage Points: _____
Time: _____	Stage Percent: _____
Hit Factor: _____	Stage Place: _____
High Hit Factor: _____	HHF Shot by: _____

# Brazos Custom Gunworks

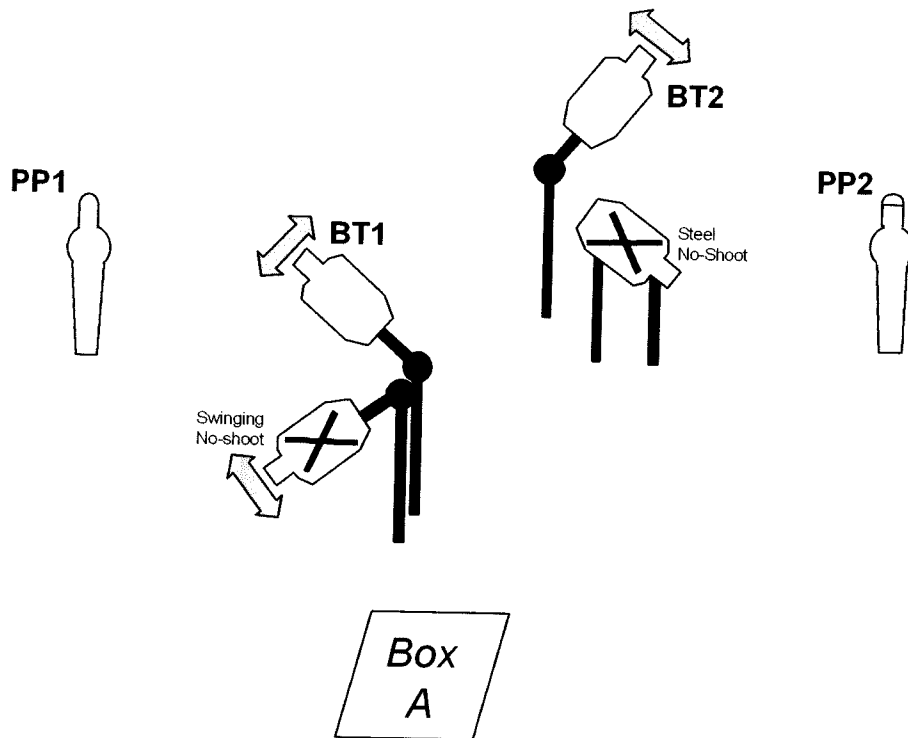


# Freestyle Torture

**RULES:** Practical Shooting Handbook, Latest Edition      **COURSE DESIGNER:** David Re, TY-25626

**START POSITION:** Standing in Box A, facing uprange, arms fully extended, parallel to ground, grasping course description with both hands (grasping means all fingers and both thumbs in contact).

STAGE PROCEDURE	SCORING
At start signal, drop course description, draw, and engage targets as they become available. PP1 and PP2 shall score as 10 point poppers.	<b>SCORING:</b> Comstock, 6 rounds, 40 points <b>TARGETS:</b> 2 IPSC, 2 10pt. PP <b>SCORED HITS:</b> Best per IPSC, steel down = 2A <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



**SETUP NOTES:** The swing arcs of BT1-2, and swinging no-shoot should all overlap as fully as possible. However, BT1 and the swinging no-shoot should not cause a shoot through problem with regard to the steel no shoot. BT1 should start invisible behind the swinging no-shoot, both starting swung to the shooter's left. BT2 should start hidden behind the stationary steel no-shoot. PP1 activates BT2. PP2 activates BT1 and the swinging no-shoot.

**RO NOTES:** Because paper targets are not truly impenetrable, score the best two hits per IPSC target and any no-shoot hits, without regard for shoot through issues.