

# The Quick and the Undead (stage 1)

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

**START POSITION:** Sitting in chair, hands on knees, pistol holstered, magazine in, chamber empty. Shotgun loaded, chamber empty, staged on shelf.

**STAGE PROCEDURE:** On start signal, retrieve shotgun and engage P1 to P10 through doorway and ports. Clear and ground shotgun, draw pistol and engage T1 to T5, and C1 to C5 through doorway and ports.

## SCORING

**SCORING:** Comstock, 20 rounds, 100 points

**TARGETS:** 5 IPSC, 10 Plates, 5 Clay

**SCORED HITS:** Best 1 per IPSC, steel down = 1A, Clays must break or fall.

**START-STOP:** Audible - Last shot

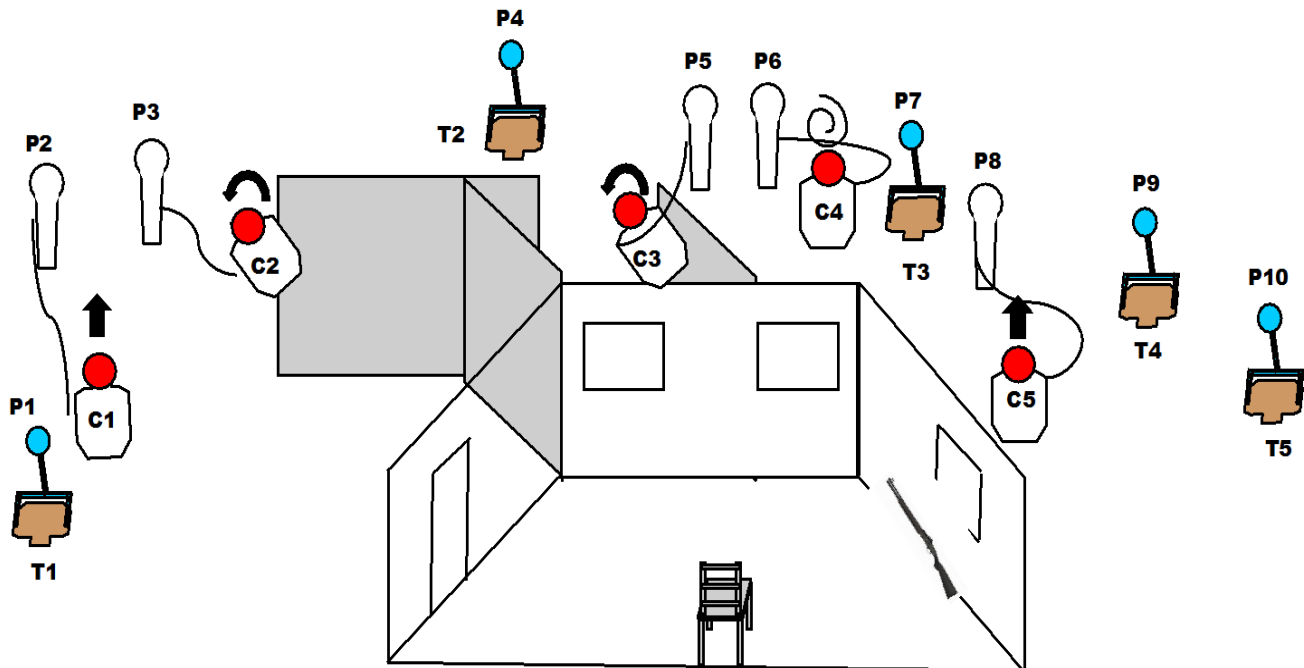
**PENALTIES:** Procedural. -10

No-shoot hit. -10

Miss. -10

**SETUP NOTES:** Steel activates clay target holders. Drop turner should be set for 1 90-degree turn, stays visible.

**RO NOTES:** T1 to T5 are head shots – any hit to head scores an “A” hit. Shooter may stand on platform outside doorway to engage targets.



# What'dya Say?! (stage 2)

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

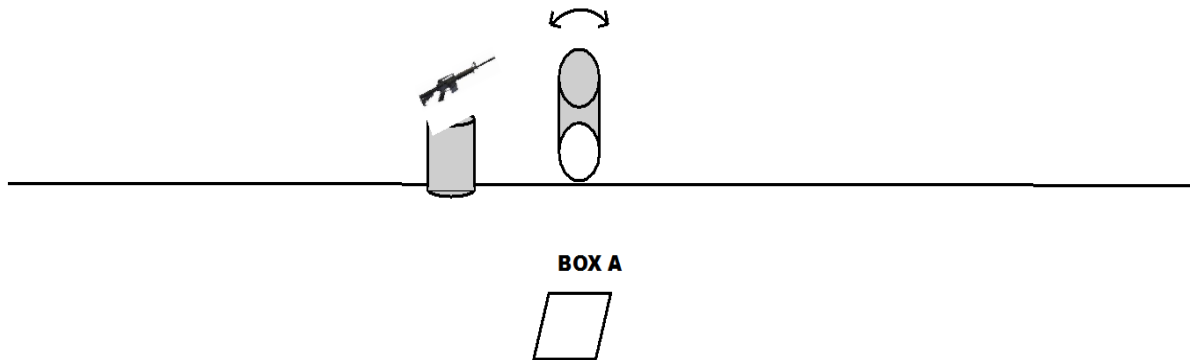
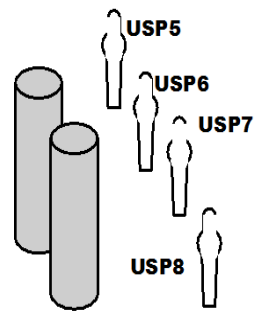
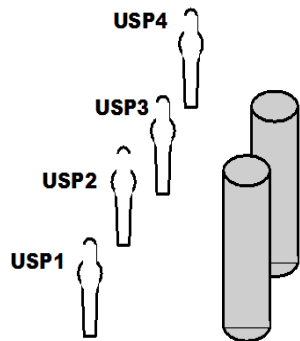
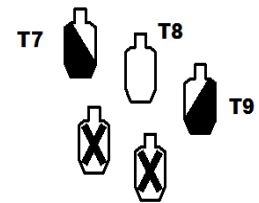
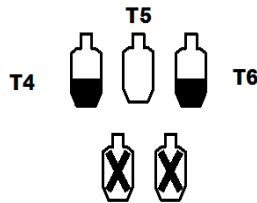
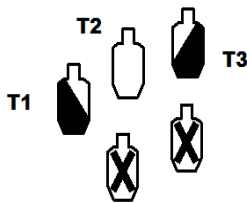
**START POSITION:** Standing in Box A, hands relaxed at sides, handgun loaded and holstered, rifle loaded and staged on barrel. Both weapons have chambers empty.

**STAGE PROCEDURE:** On start signal, step out of Box A and engage USP 1-8 with handgun, and T1-9 with 2 rounds each with rifle through the rotating tube. Shooter may use either gun to start and clear and ground the first gun before proceeding to the second.

**SCORING**  
**SCORING:** Comstock, 26 rounds, 130 points  
**TARGETS:** 9 IPSC, 8 USP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10

**SETUP NOTES:** provide dump container for both guns

**RO NOTES:**



# I See Everything Twice! (stage 3)

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

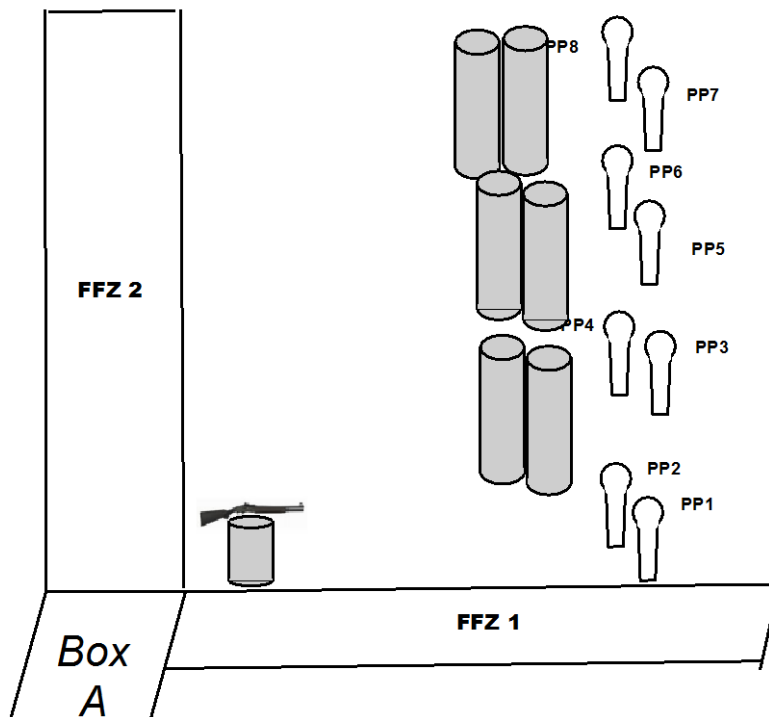
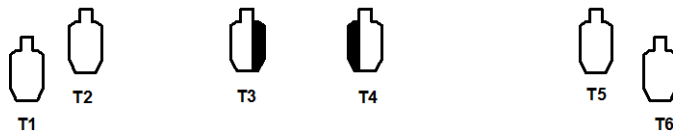
**START POSITION:** Standing in Box A, loaded rifle at port arms, loaded shotgun staged on barrel.

**STAGE PROCEDURE:** On start signal, step into FFZ 1 and engage T1 to T6 with 2 rounds each. Clear and ground rifle. Retrieve shotgun, enter FFZ 2 and engage PP1 to PP8.

**SCORING**  
**SCORING:** Comstock, 20 rounds, 100 points  
**TARGETS:** 6 IPSC, 8 PP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10

**SETUP NOTES:**

**RO NOTES:** Box A is not part of either FFZ.



# YOU NAME IT (stage 4)

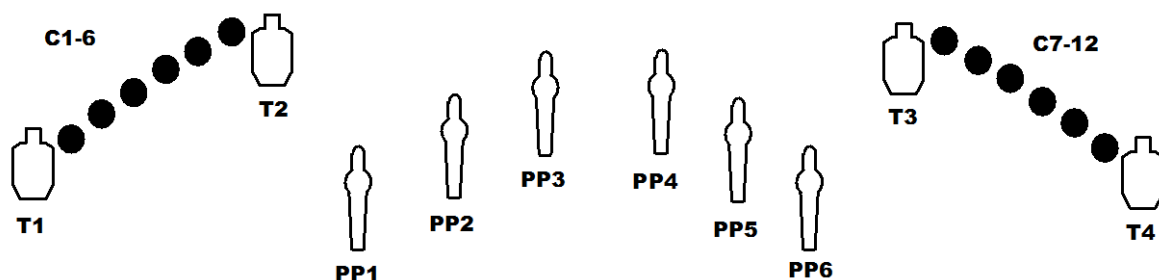
**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:**

**START POSITION:** Standing in Box A, rifle loaded and held at low ready. Pistol loaded and holstered (chamber empty). Shotgun loaded (chamber empty) and staged on barrel.

**STAGE PROCEDURE:** On start signal, engage T1, T2, and C1-6 from Box A. Enter FFZ, ground rifle, retrieve shotgun and engage PP1 – PP6. Ground shotgun, draw pistol and engage T3, T4, and C7-12 from within Box B.

## SCORING

**SCORING:** Comstock, 26 rounds, 130 points  
**TARGETS:** 2 IPSC, 2 mini-IPSC, 6 PP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A, clays must break or fall  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 Miss. -10



**SETUP NOTES:** T1 and T2 are mini IPSC targets

**RO NOTES:**



# Shooting Stars (stage 5)

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

**START POSITION:** Standing in Box A, wrists above shoulders, handgun loaded and holstered. Shotgun is staged on barrel, loaded, chamber empty.

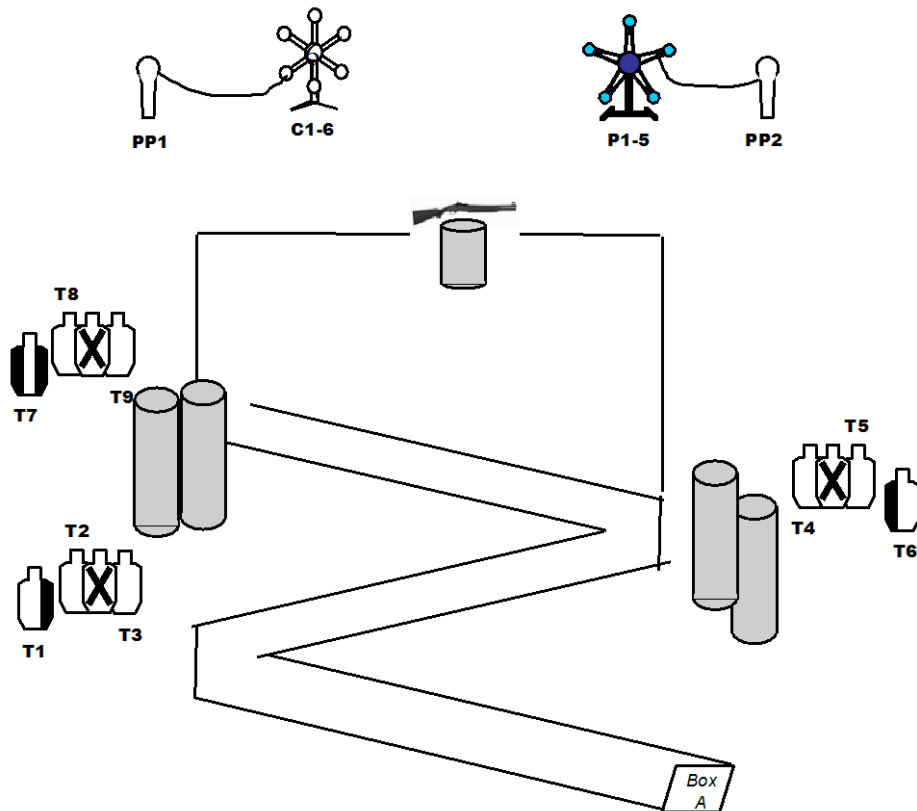
**STAGE PROCEDURE:** On start signal, step out of box A, draw handgun and engage T1 to T9 with 2 rounds each as they become visible, from within the free fire zone. Clear and ground handgun, retrieve shotgun and engage PP1 and PP2 before engaging C1-6 and P1-5.

## SCORING

**SCORING:** Comstock, 31 rounds, 155 points  
**TARGETS:** 9 IPSC, 2 PP, 5 Plates, 6 clays  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A, clays must break or fall  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10

**SETUP NOTES:** both stars should be set with a weight to activate rotation when PP's are shot. Clay star should have weight attached to 1 arm to cause swinging like a pendulum.

**RO NOTES:** Pistol may have chamber loaded to start.



# Flippin' the Bird (stage 6)

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

**START POSITION:** Standing in Box A, rifle loaded and held at low ready position. Shotgun staged on barrel, loaded with chamber empty.

**STAGE PROCEDURE:** On start signal, engage P1 to P2, and P3 and P4 with 1 round each through their respective barrels. Engage T1 to T8 with 2 rounds each as they become visible. Clear and ground rifle, retrieve shotgun and engage P5 to P13 and C1 to C5 as they become visible.

## SCORING

**SCORING:** Comstock, 34 rounds, 170 points  
**TARGETS:** 8 IPSC, 13 Plates, 5 Clays  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A, Clays must break  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10

**SETUP NOTES:** Paper target arrays – N/S covers to center of A-zone of top target, butts up to A-zone of middle target, bottom target cover to center of A-zone on N/S.

**RO NOTES:** Clays will not be scored as disappearing targets. No Failure to Engage will be assessed if clay is not engaged.

