



CM 03-05

Paper Poppers

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team

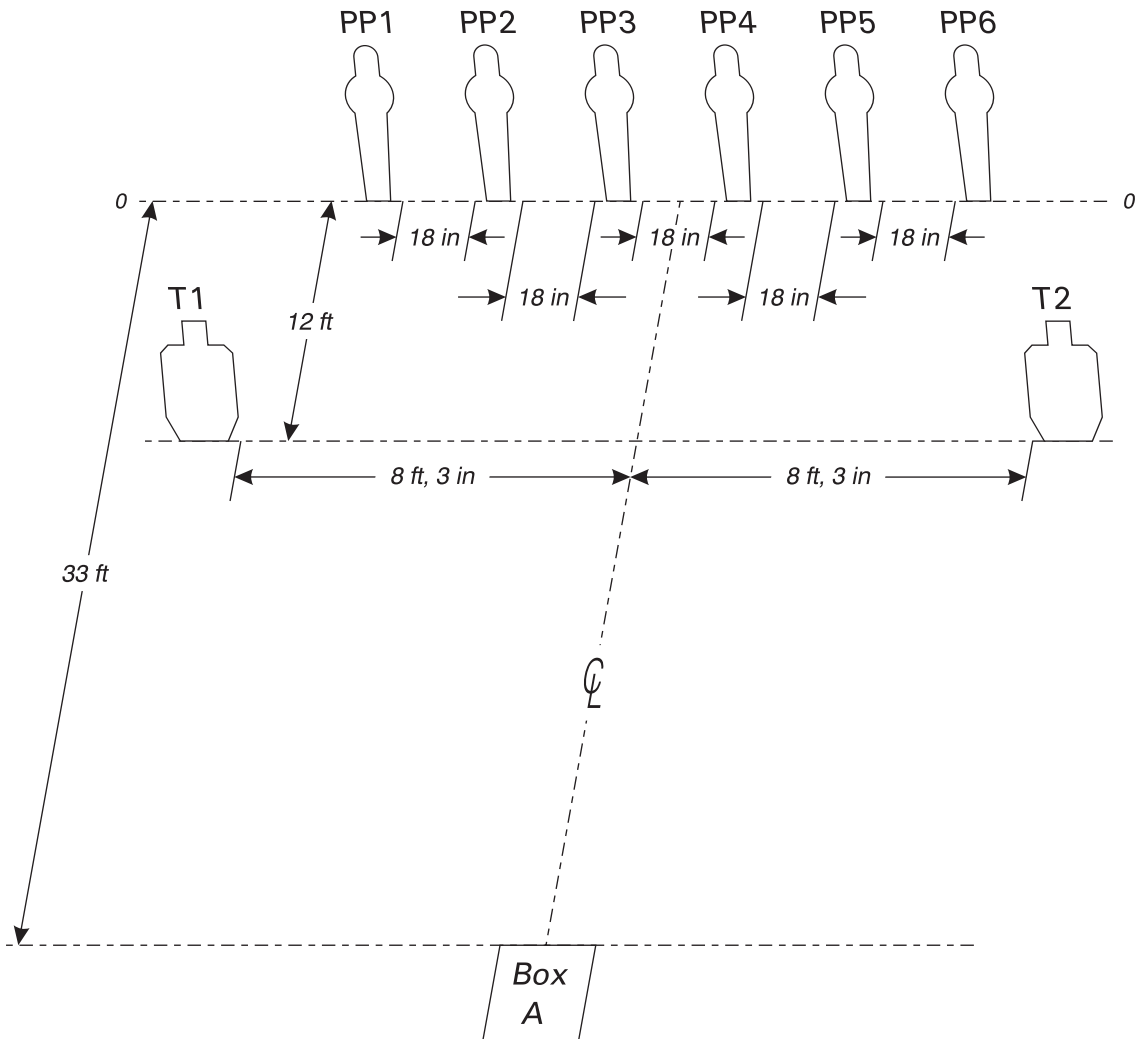
START POSITION: Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage either Array 1, or Array 2, perform a mandatory reload and engage the second array. Paper requires two rounds each and steel must fall to score. A mandatory reload is required whenever changing arrays. Array 1 = paper; Array 2 = steel.

SCORING

SCORING: Comstock, 10 rounds, 50 points
TARGETS: 2 IPSC, 6 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3-feet by 3-feet.



Closer Quarters

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

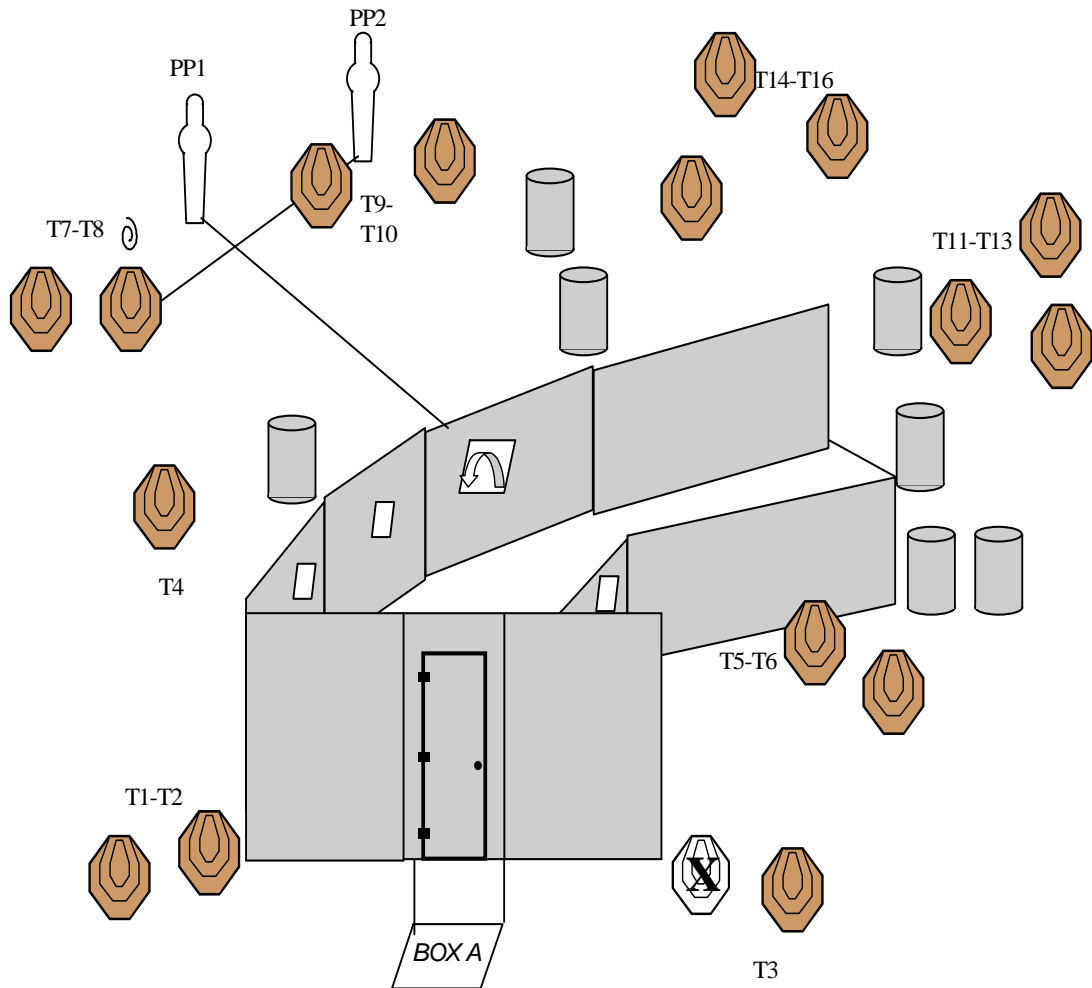
START POSITION: Standing in box A, facing downrange with hands relaxed naturally at sides.

STAGE PROCEDURE

On signal engage all targets as they become visible from within fault lines. All props are hardcover and walls extend to the ground. Steel must fall to score.

SCORING

SCORING: Comstock, 34 rounds, 170 points
TARGETS: 16 Classic, 2 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: PP1 activates flop-out doors. PP2 activates T8

RO NOTES:

Pair They Are!

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Ray J. Pierce

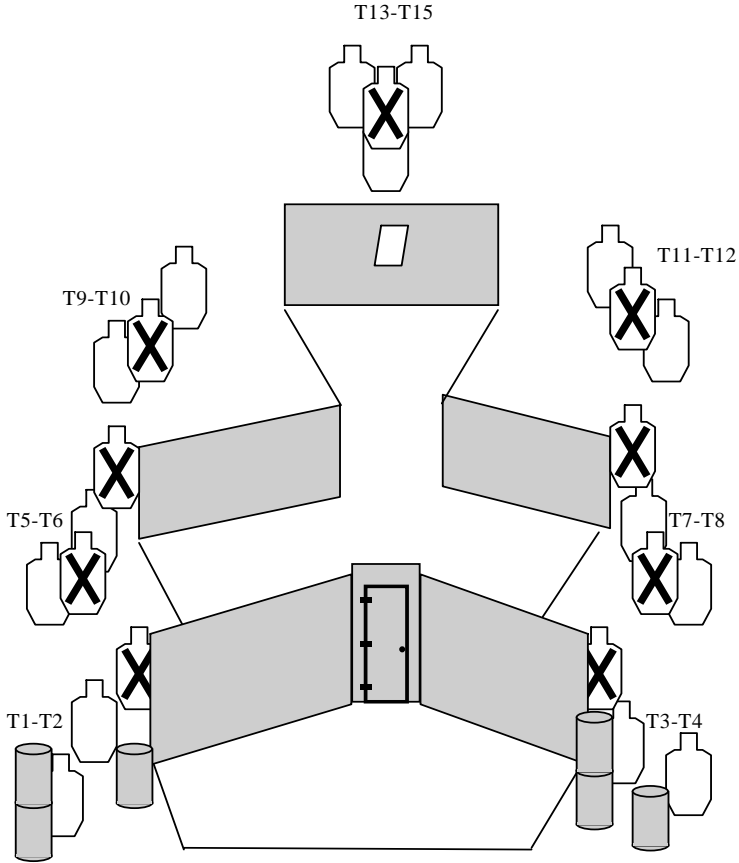
START POSITION: Standing naturally at door, strong hand holding doorknob, weak hand flat on door at marks.

STAGE PROCEDURE

On signal, engage all targets as they become visible from within fault lines. All props are hardcover and walls extend to the ground.

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 15 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Be careful with 180 traps, use barrels to limit shooter movement.

RO NOTES:

BURNIN

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

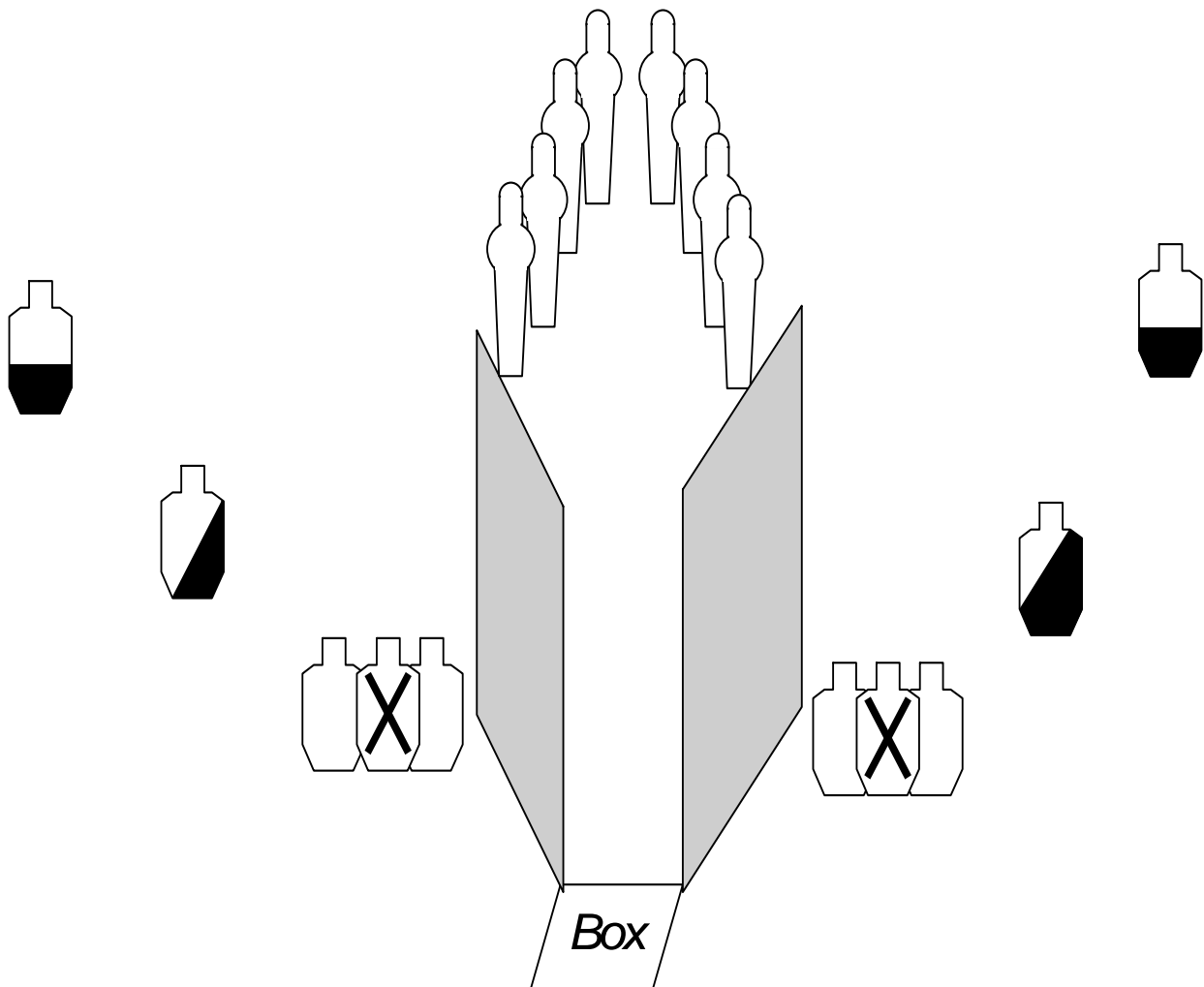
START POSITION: Standing in box A, hands grasping walls at marks.

STAGE PROCEDURE

On signal engage T1-T4 with 2 rds each, perform a mandatory reload and knock-down PP 1-8, perform a mandatory reload and engage T5-T8 with 2 rds each. Shooters choice as to order of engagement, steel must fall to score

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 8 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: Paper targets go back to 15 yds, poppers overlap and may be no closer than 10 yds.

Equipment needed: 2- 8 foot walls and 4 feet to support them, 1 box, 8 target stands and 8 poppers.

Cajun Countdown

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

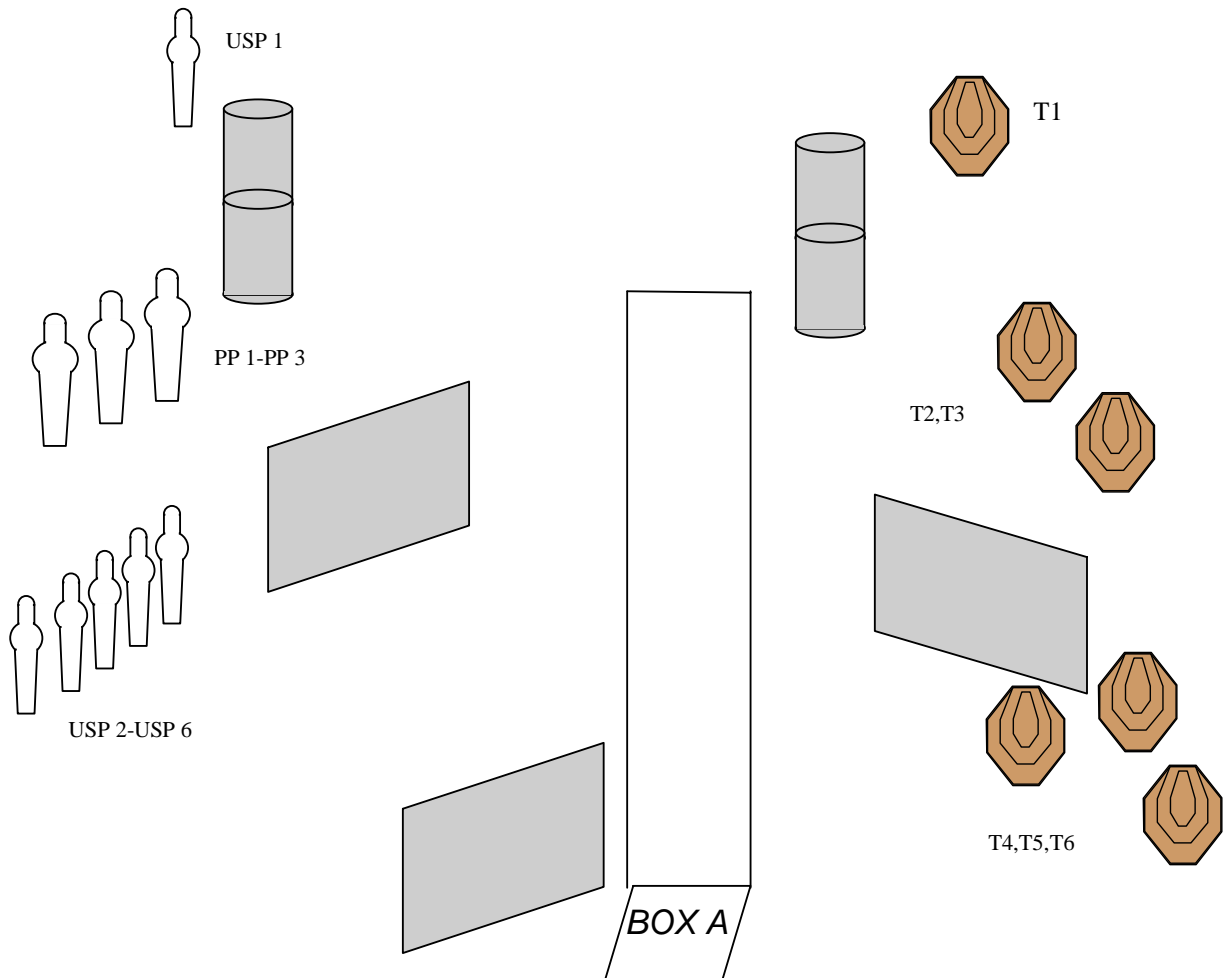
START POSITION: Standing in box A, hands naturally at sides.

STAGE PROCEDURE

On start signal, engage all targets as they become visible from within fault lines. All props are hardcover and walls extend to the ground. Steel must fall to score.

SCORING

SCORING: Comstock, 21 rounds, 105 points
TARGETS: 6 Classic, 3 PP, 6 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: Set the arrays and vision barriers so that no array is visible from more than one position. Paper targets should be closer engagements than steel targets.

RO NOTES:

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

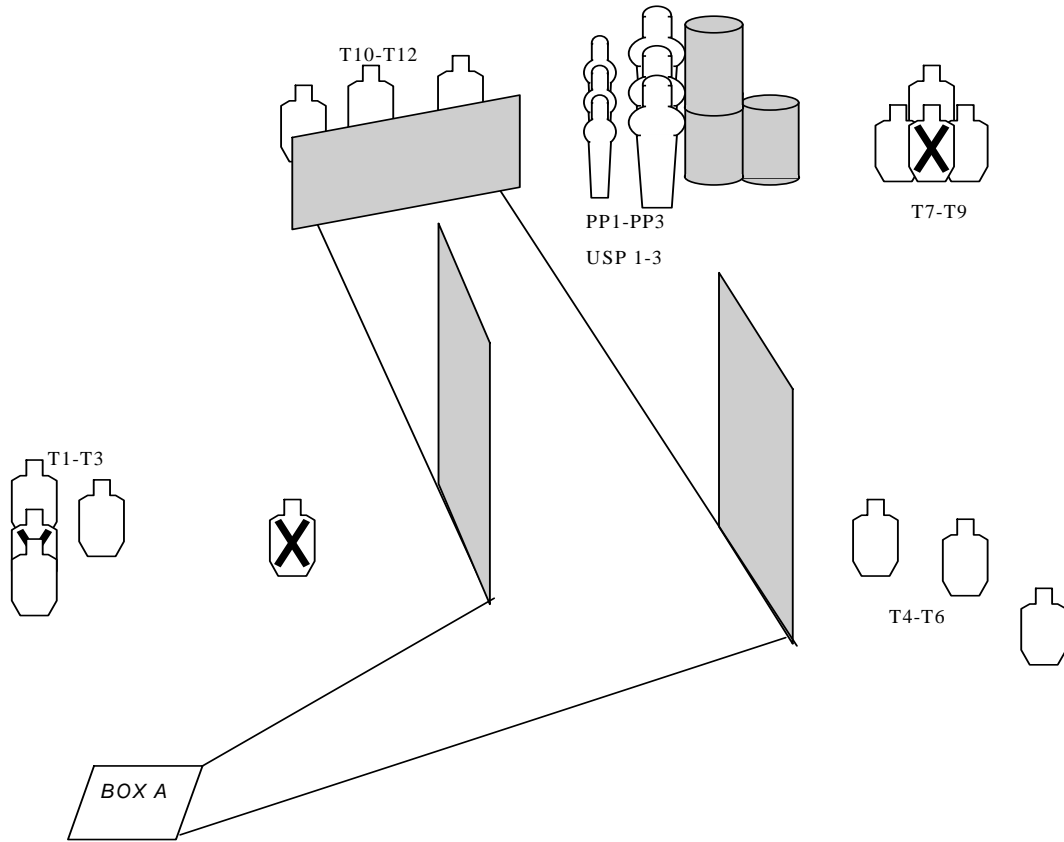
START POSITION: Standing in box A, hands naturally at sides.

STAGE PROCEDURE

On signal, engage all targets as they become visible from within fault lines. All props are hardcover and walls extend to the ground. Steel must fall to score.

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 12 IPSC, 3 PP, 3 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: Use no shoots or barrels to help prevent 180 violations.

RO NOTES:

Hot Options

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Ray J. Pierce

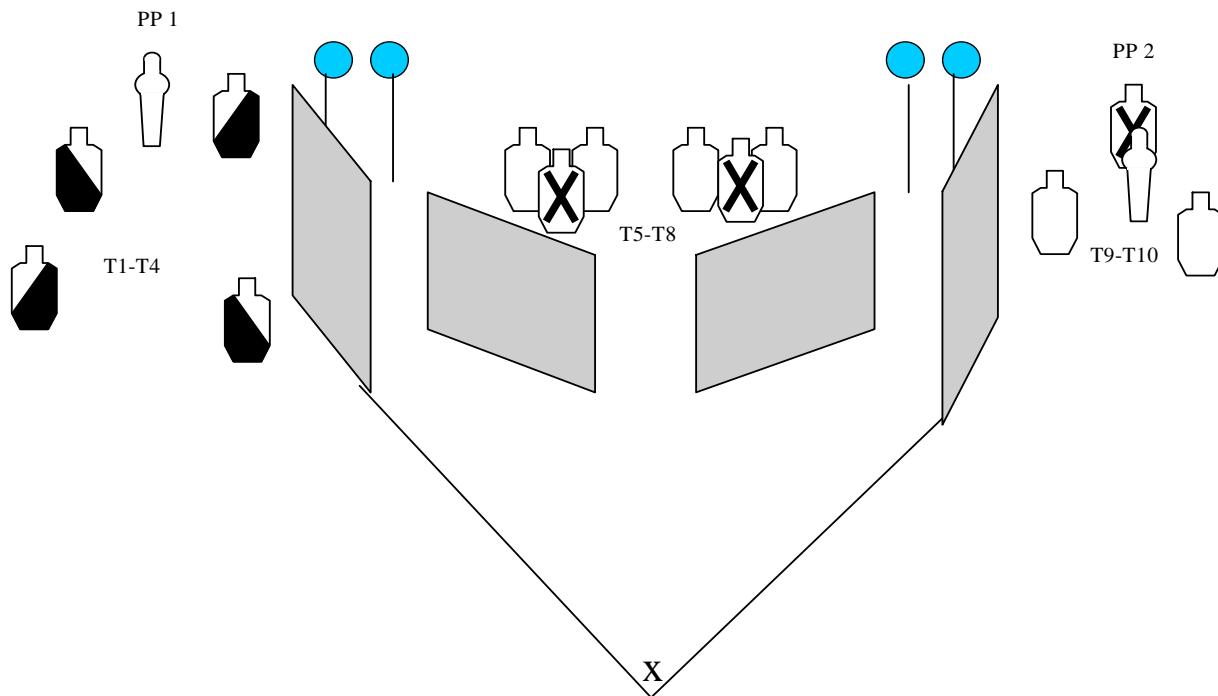
START POSITION: Standing within fault lines, facing uprange, wrists above shoulders, toes touching corner at X.

STAGE PROCEDURE

On signal, engage all targets as they become visible from within fault lines. All walls are hardcover and extend to the ground. Steel must fall to score.

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 10 IPSC, 2 PP, 4 plates
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: Set walls so that the shooter has to move to engage all targets. Fault lines may be made of rope or 2x4's.

RO NOTES:

Boudreaux Strikes Back

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

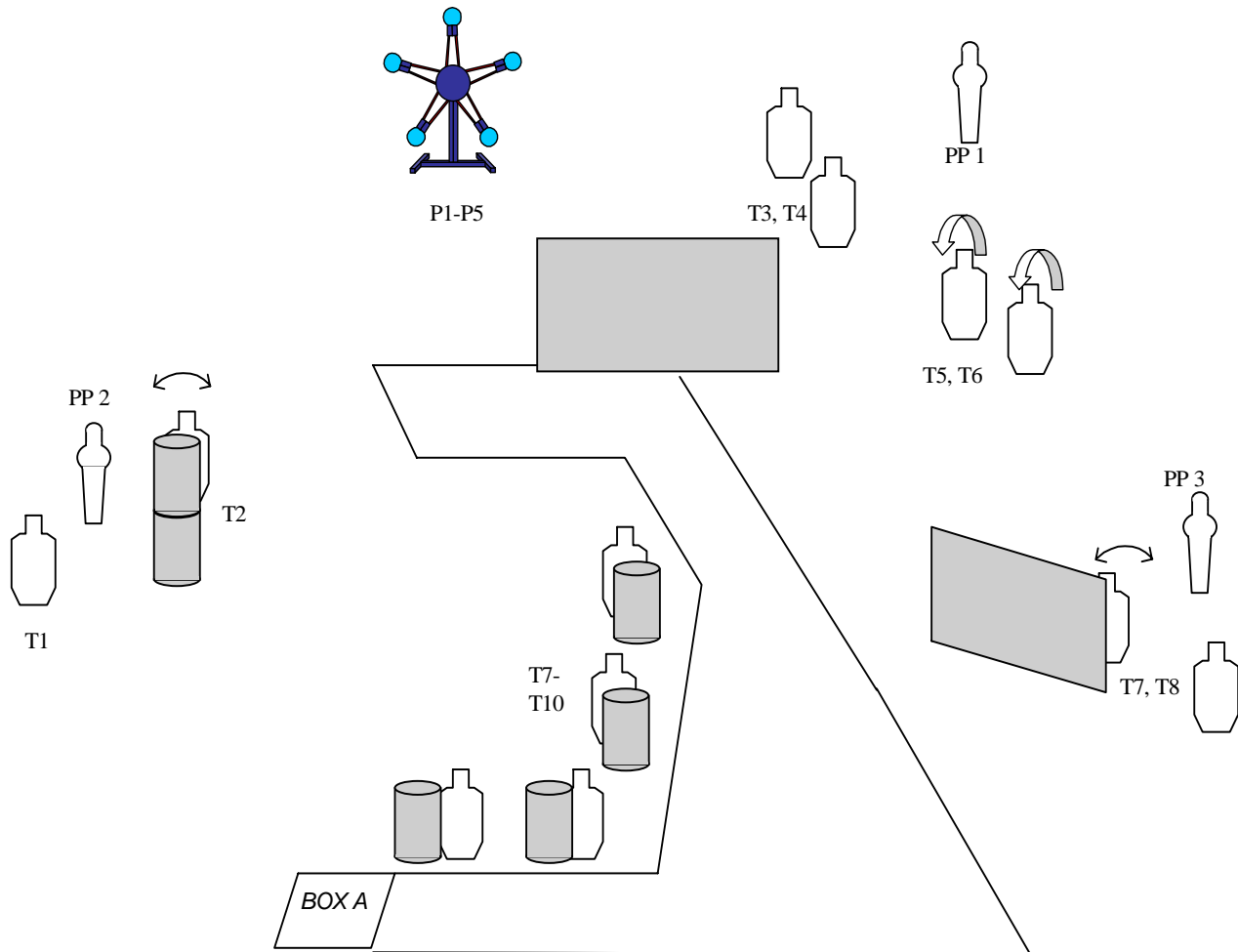
START POSITION: Standing in box A, hands naturally at sides.

STAGE PROCEDURE

You are Cajun Knight Boudreaux, sent to save Planet Andouille from your nemesis, Darth Thibodaux and his evil Death Star. On start signal, engage all targets as they become visible from within fault lines. All props are hard cover and walls extend to the ground. Steel must fall to score.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 12 IPSC, 3 PP, 5 plates
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: T7 - T10 are hidden behind barrels. PP1 activates clamshell targets T5-T6. PP2 activates swinger T2, PP3 activates swinger T7. All activators are constant targets and do not disappear.

RO NOTES:

Space Invaders Redux

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

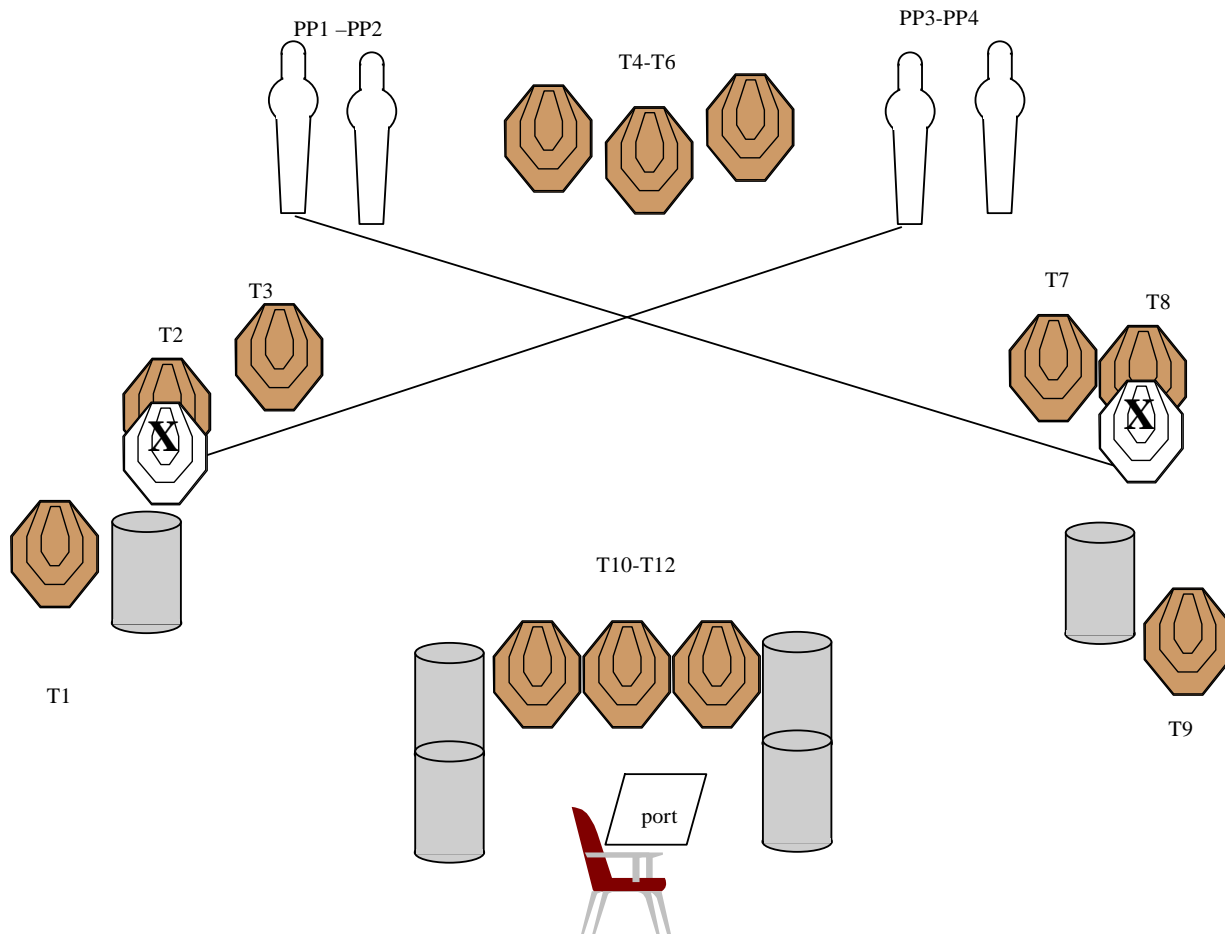
START POSITION: Shooter begins seated completely in chair with back resting against back of chair and hands on respective thighs, gun on shelf, chair facing directly down range.

STAGE PROCEDURE

On signal retrieve gun and engage all targets as they become visible thru port. All shots fired must be fired thru the port only. Steel must fall to score, all props are hardcover.

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 12 Classic, 4 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: Beware the 180 when rotating chair.
 All rounds must pass thru the port when fired.

RO NOTES:

Twisted

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

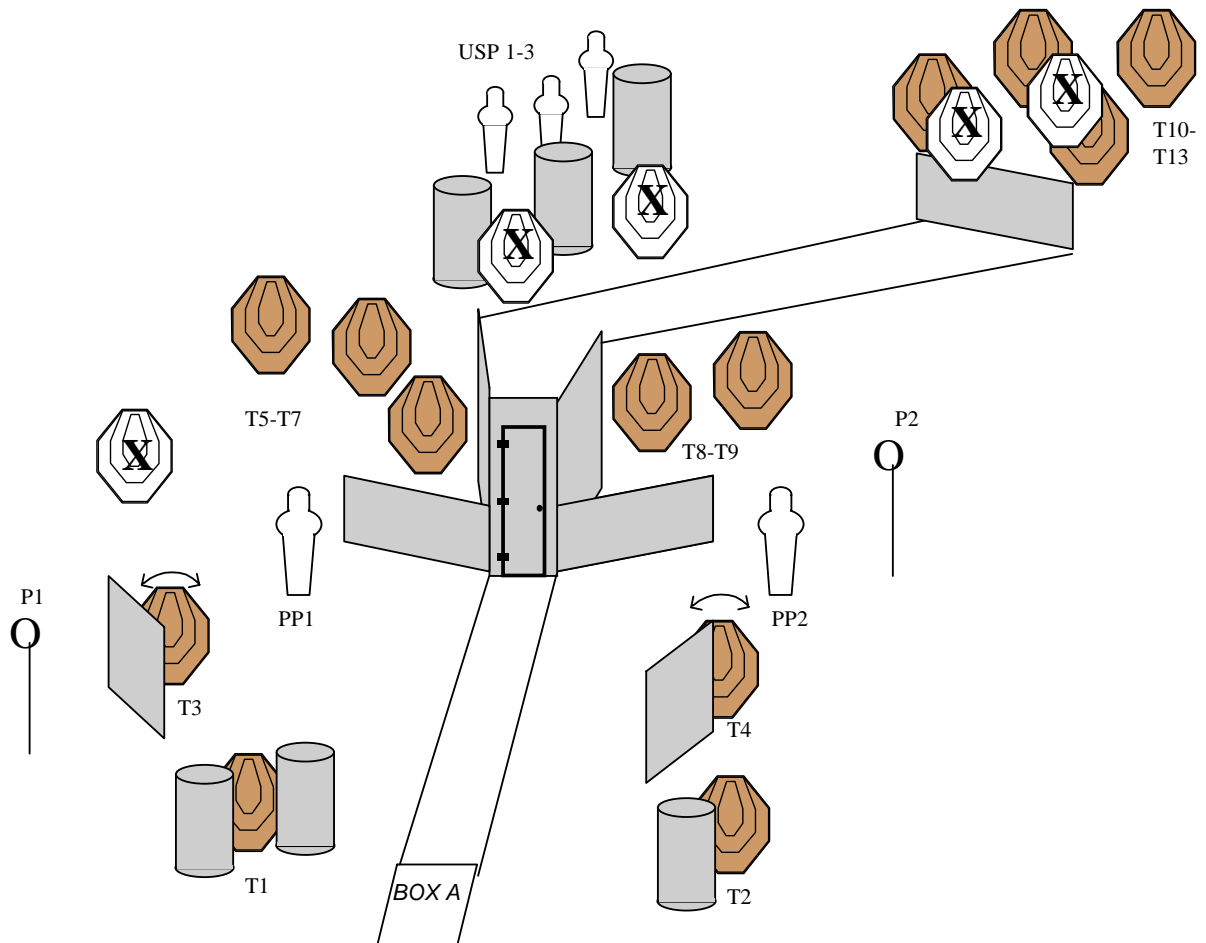
START POSITION: Standing in box A, wrists above respective shoulders.

STAGE PROCEDURE

On signal engage all targets as they become visible from within fault lines. All props are hardcover and walls extend to the ground. Steel must fall to score.

SCORING

SCORING: Comstock, 33 rounds, 165 points
TARGETS: 13 Classic, 2 PP, 3 USP, 2 plates
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: Low walls are used by the sides of the door and for T10-T13. Set all targets to encourage shooter movement. PP1 activates T3 swinger, PP2 activates T4 swinger.

RO NOTES:

Duck!!!

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

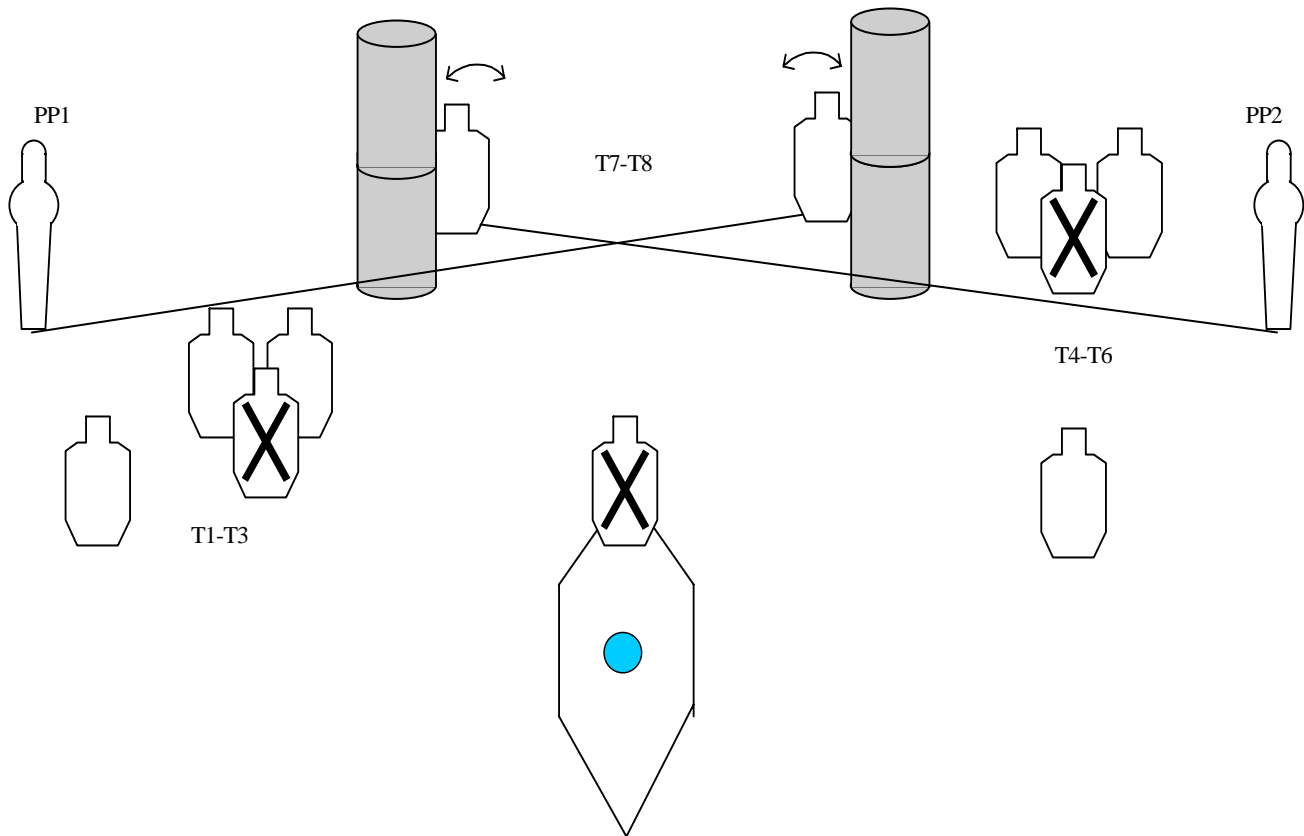
START POSITION: Kneeling in pirogue, holding paddle in both hands, gun lying flat on bucket facing downrange.

STAGE PROCEDURE

On signal, engage all targets as they become visible from within the confines of the boat. All poppers are hardcover.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 8 IPSC, 2 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: Swingers are set so the poppers are opposite of each other. Pirogue is on the ground, and the shooter must remain in the boat.

RO NOTES:

Queen Of Diamonds

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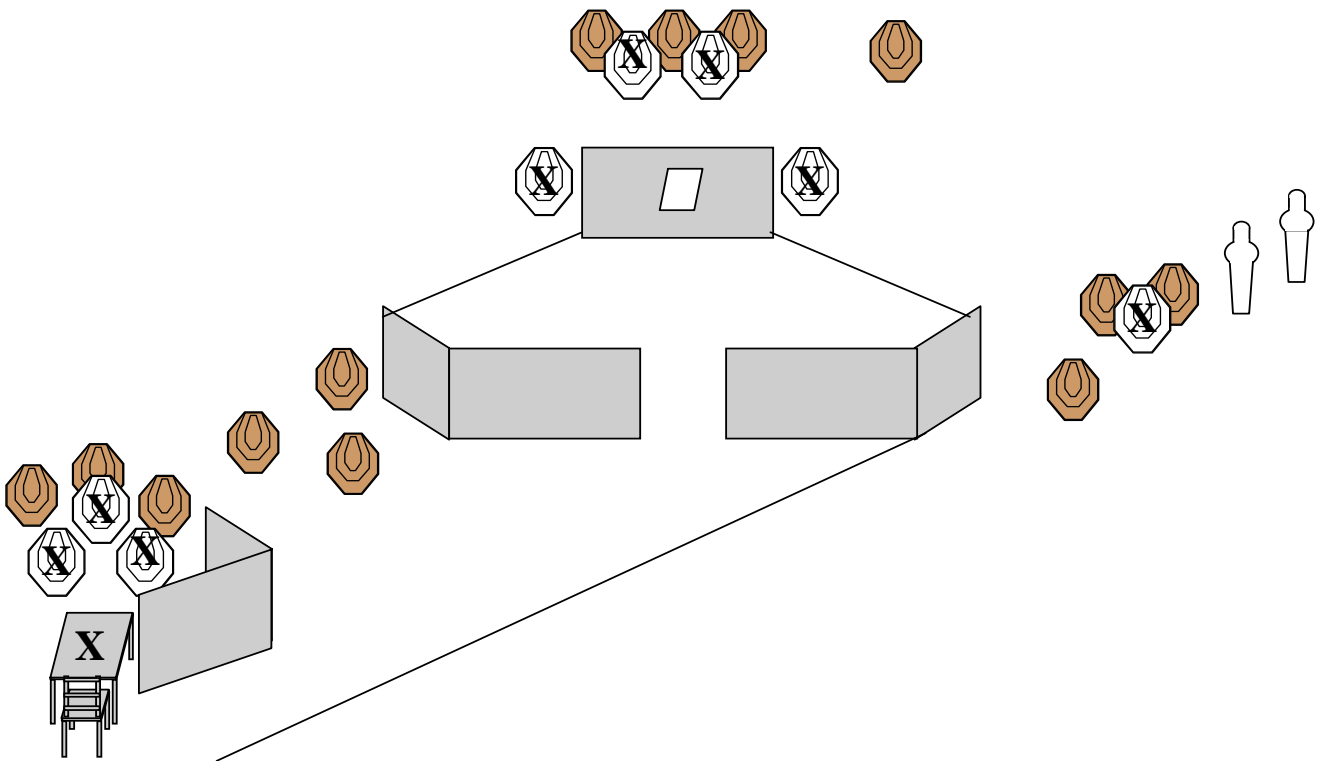
START POSITION: Sitting at table, back against chair, fingers interlaced on top of head, gun lying flat on table on marks.

STAGE PROCEDURE

On signal engage all targets as they become visible from within fault lines. Steel must fall to score. All props are hardcover and walls extend to the ground.

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 13 Classic, 2 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: The 3 no-shoots by the table make a shooting port. Use barrels if necessary to prevent shoot-thru's and 180 problems.

RO NOTES: