

# SS 12 Bay 2

# Knock Knock

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

**COURSE DESIGNER:** Mike McCarter

**START POSITION:** Standing in Box A with hands hanging naturally at sides  
Handgun is loaded and holstered per ready condition in 8.1.1 and 8.1.2

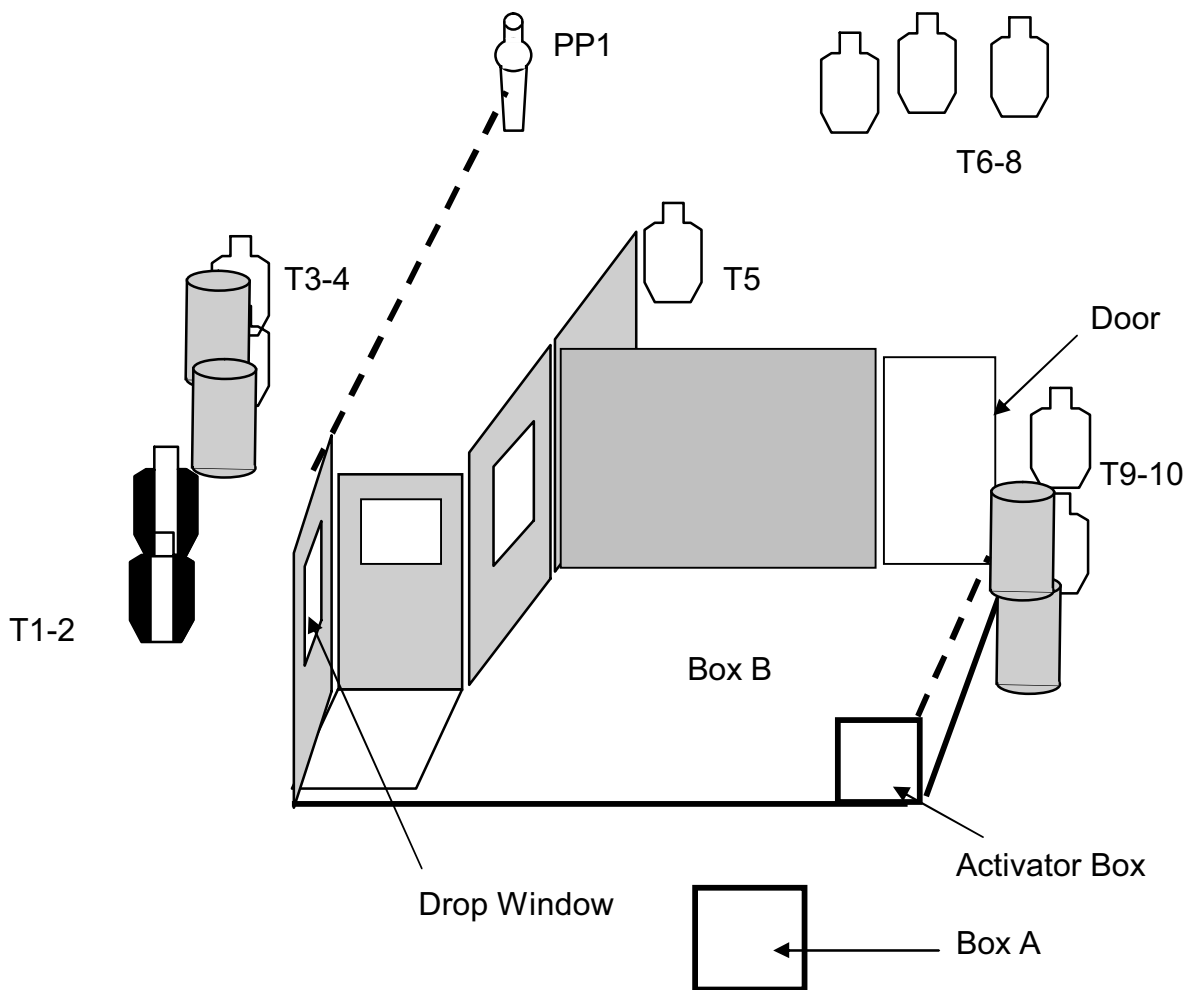
### STAGE PROCEDURE

On signal enter Box B and engage all targets from Box B only as they become visible.

Note: PP1 activates drop window to see T1-2  
Activator Box opens door, when door is open T9-10 cannot be seen

### SCORING

**Scoring:** Comstock, 21 rds, 105 points  
**Targets:** 10 IPSC, 1 Steel  
**Scored Hits:** Best 2 per IPSC, steel=1A  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
No Shoot -10  
Miss -10



# SS 12 Bay 3

# Can't Sleep

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

**COURSE DESIGNER:** Mike McCarter

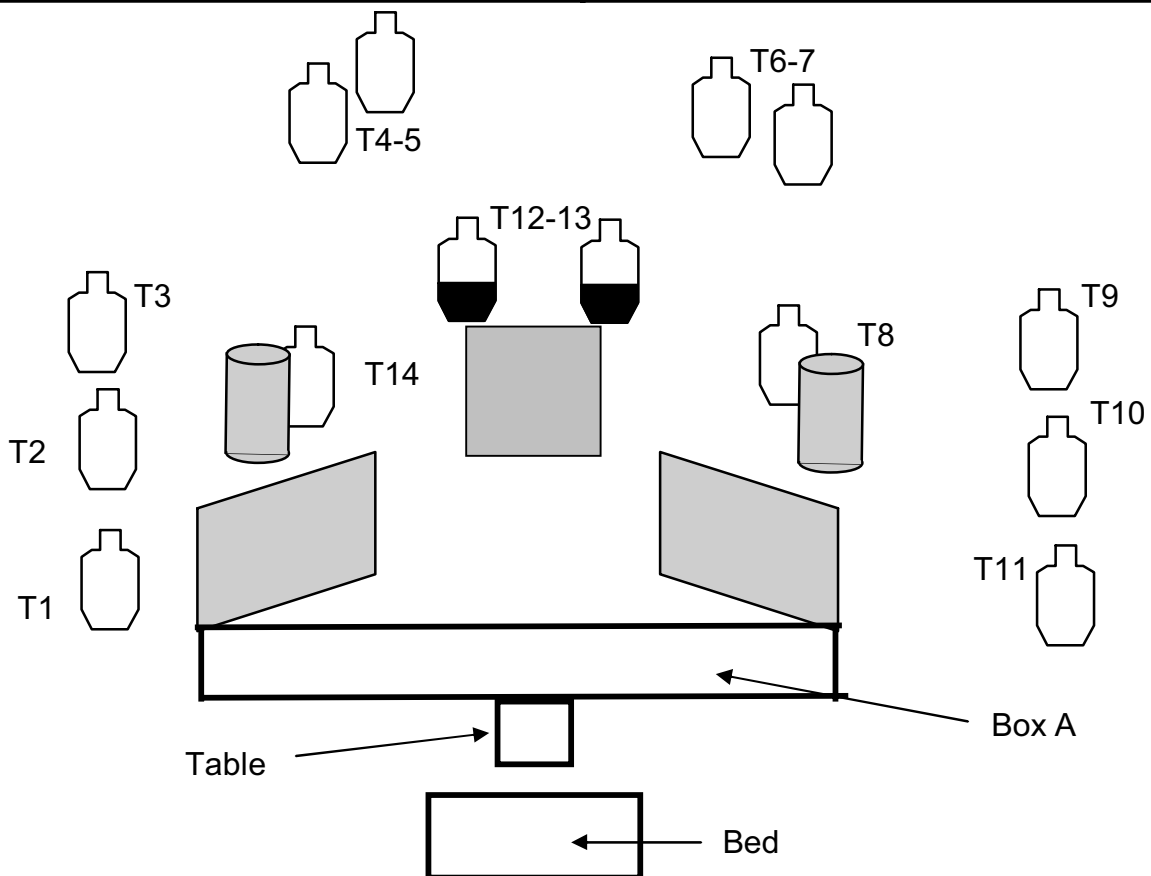
**START POSITION:** Sitting in bed with both feet touching the bed and both hands touching your knees. Hand gun is loaded and lying flat on table.

### STAGE PROCEDURE

On signal engage all targets as they become visible from within box A only.

### SCORING

**Scoring:** Comstock, 28 rds, 140 points  
**Targets:** 14 IPSC  
**Scored Hits:** Best 2 per IPSC  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
No Shoot -10  
Miss -10



# SS 12 Bay 4

# Carry the Load

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

**COURSE DESIGNER:** Mike McCarter

**START POSITION:** Standing in Box A with strong hand holding ammo box  
Handgun is loaded and holstered per ready condition in 8.1.1 and 8.1.2

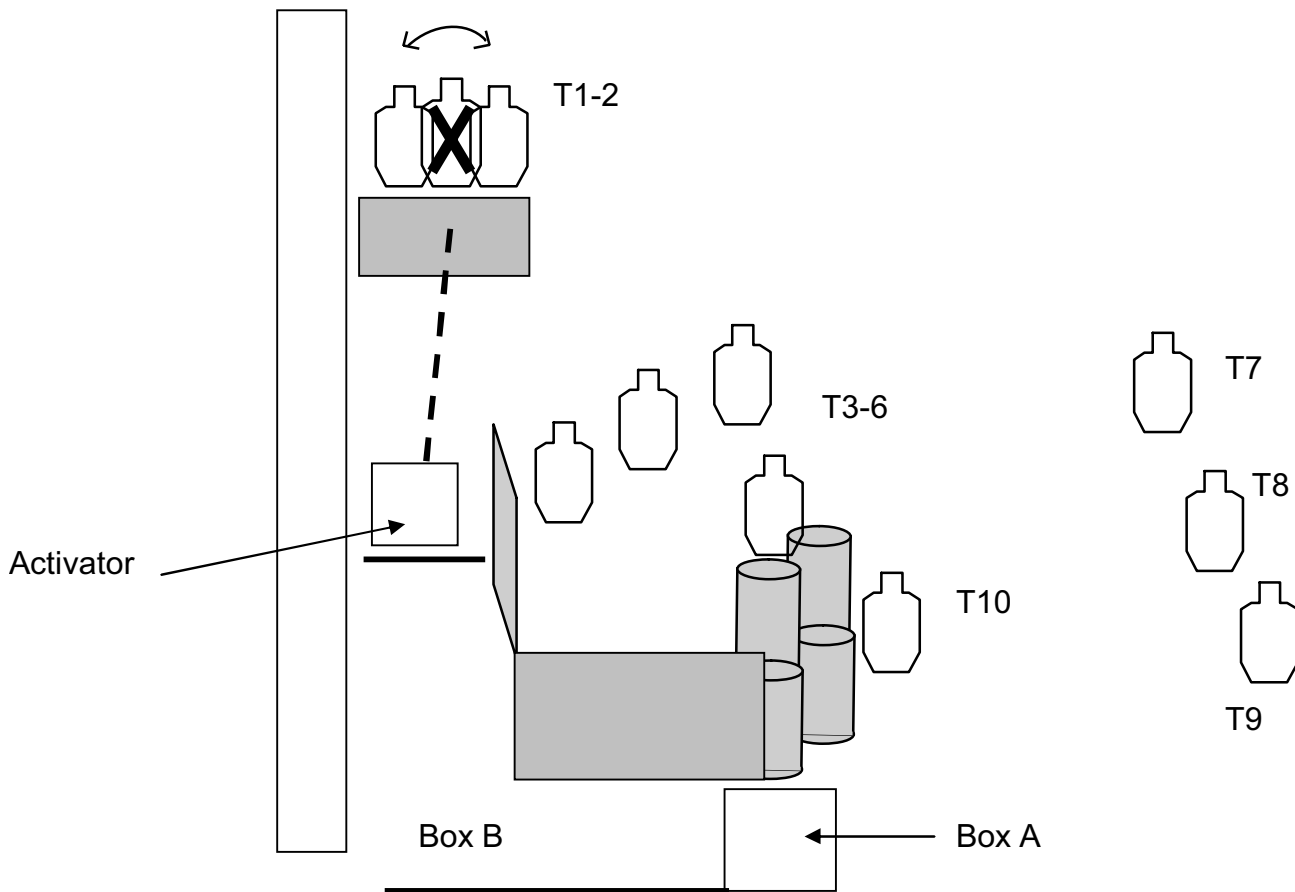
### STAGE PROCEDURE

On signal engage T1-T10 from within Box A or B only.

Note: Dropping ammo box on activator box activates T1-2. Activator box must be activated by ammo box.

### SCORING

**Scoring:** Comstock, 20 rds, 100 points  
**Targets:** 10 IPSC  
**Scored Hits:** Best 2 per IPSC  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
No Shoot -10  
Miss -10



# SS 12 Bay 5

# Roller Coaster

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

**COURSE DESIGNER:** Mike McCarter

**START POSITION:** Standing in Box A,B or C with arms straight up

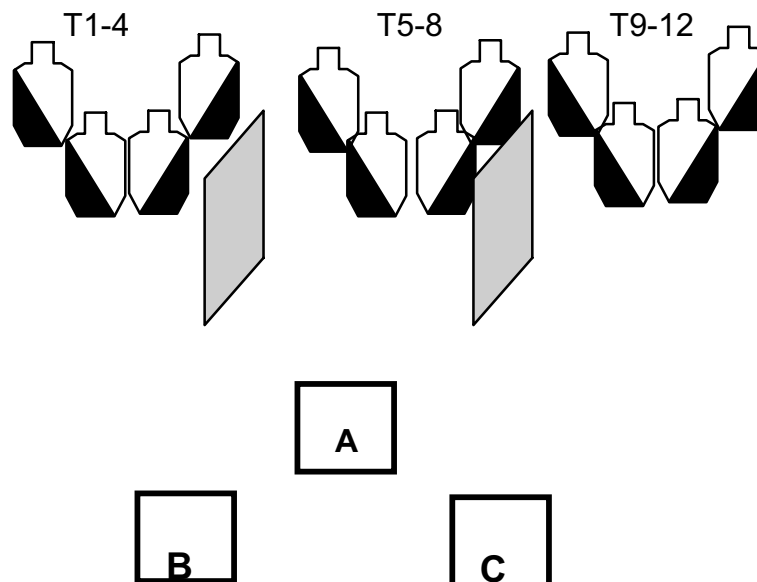
Handgun is loaded and holstered per ready condition in 8.1.1 and 8.1.2

## STAGE PROCEDURE

On signal engage all targets as they become visible from within Box A, B or C only.

## SCORING

**Scoring:** Comstock, 24 rds, 120 points  
**Targets:** 12 IPSC  
**Scored Hits:** Best 2 per IPSC  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
No Shoot -10  
Miss -10



# SS 12 Bay 6

# I Love Steel

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

**COURSE DESIGNER:** Mike McCarter

**START POSITION:** Standing in Box A with hands hanging naturally at sides

Handgun is loaded and holstered per ready condition in 8.1.1 and 8.1.2

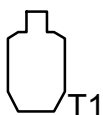
### STAGE PROCEDURE

On signal engage all targets as they become visible from behind fault lines only.

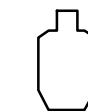
Note: paint plate rack after every competitor

### SCORING

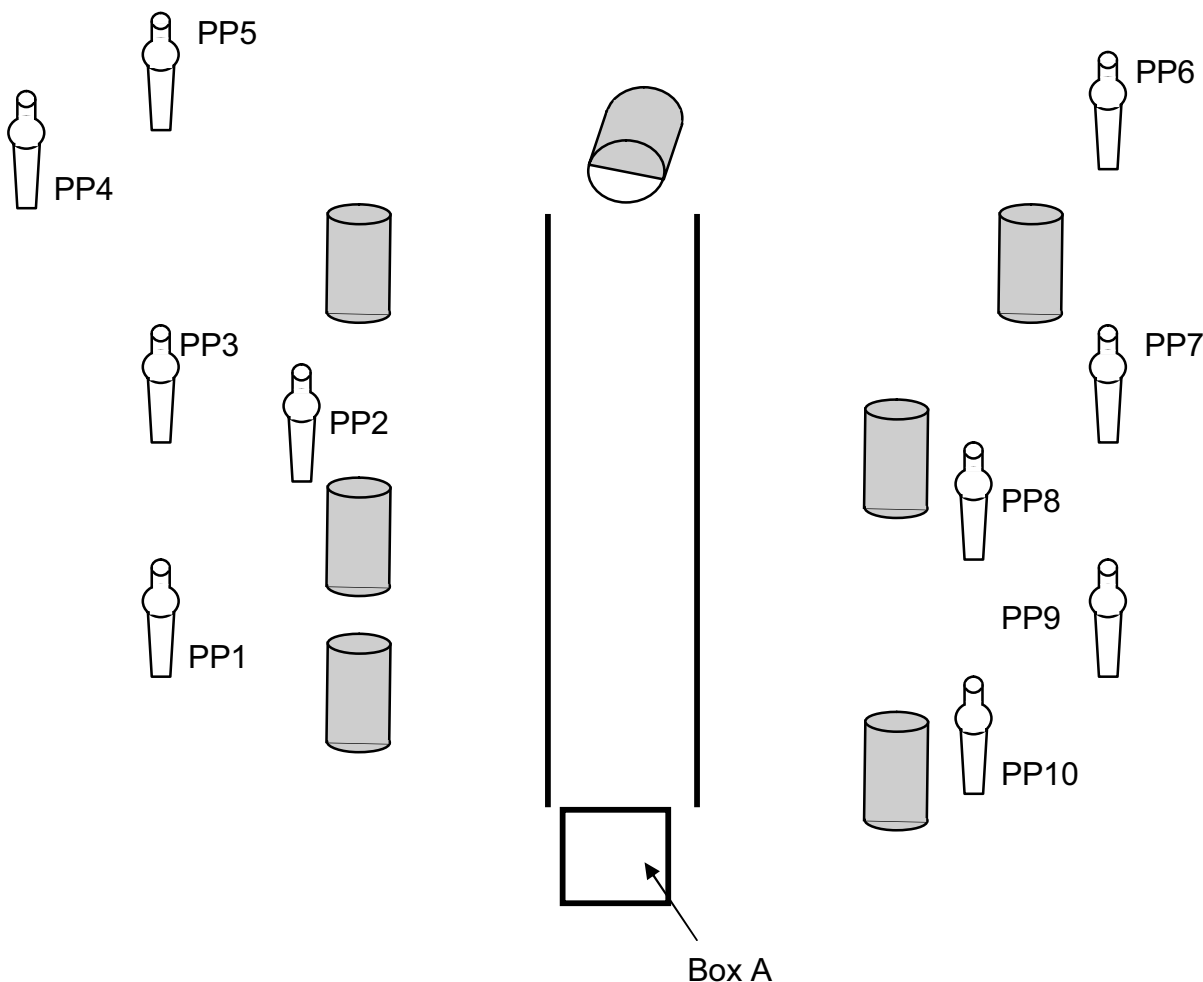
**Scoring:** Comstock, 20 rds, 100 points  
**Targets:** 2 IPSC, 16 steel  
**Scored Hits:** Best 2 per IPSC, steel=1A  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
 No Shoot -10  
 Miss -10



P1-6



T2



# SS 12 Bay 7

# Stars are Out

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

**COURSE DESIGNER:** Mike McCarter

**START POSITION:** Standing in Box A, toes touching either set of X's, wrists above shoulders  
Handgun is loaded and holstered per ready condition in 8.1.1 and 8.1.2

### STAGE PROCEDURE

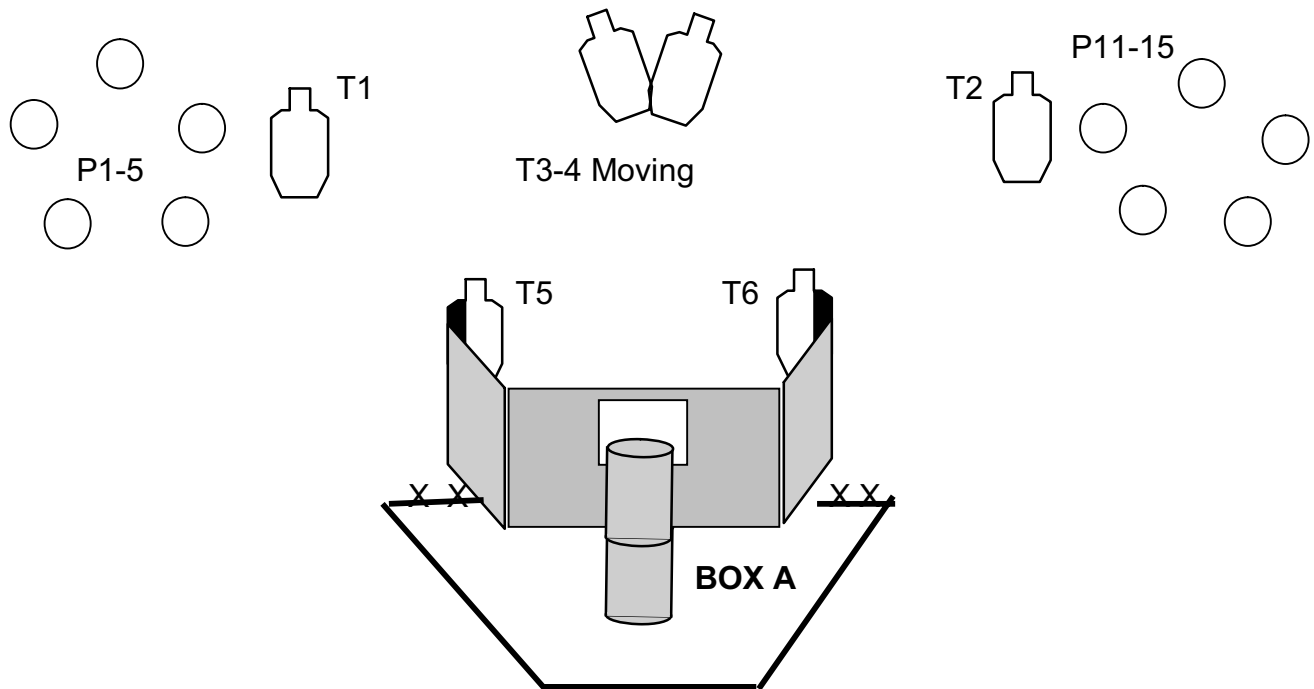
On signal engage P1-10 and T1-6 as they become visible from Box A only.

Note: Dropping window activates T3-4

Special Instructions: Competitors, please be careful when backing up.

### SCORING

**Scoring:** Comstock, 22rds, 110 points  
**Targets:** 6 IPSC, 10 P  
**Scored Hits:** Best 2 per IPSC, steel =1A  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
No Shoot -10  
Miss -10



# SS 12 Bay 9

# Ted

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

**COURSE DESIGNER:** Andy Bebeau

**START POSITION:** Arms folded across chest, toes on X's

Handgun is loaded and holstered per ready condition in 8.1.1 and 8.1.2

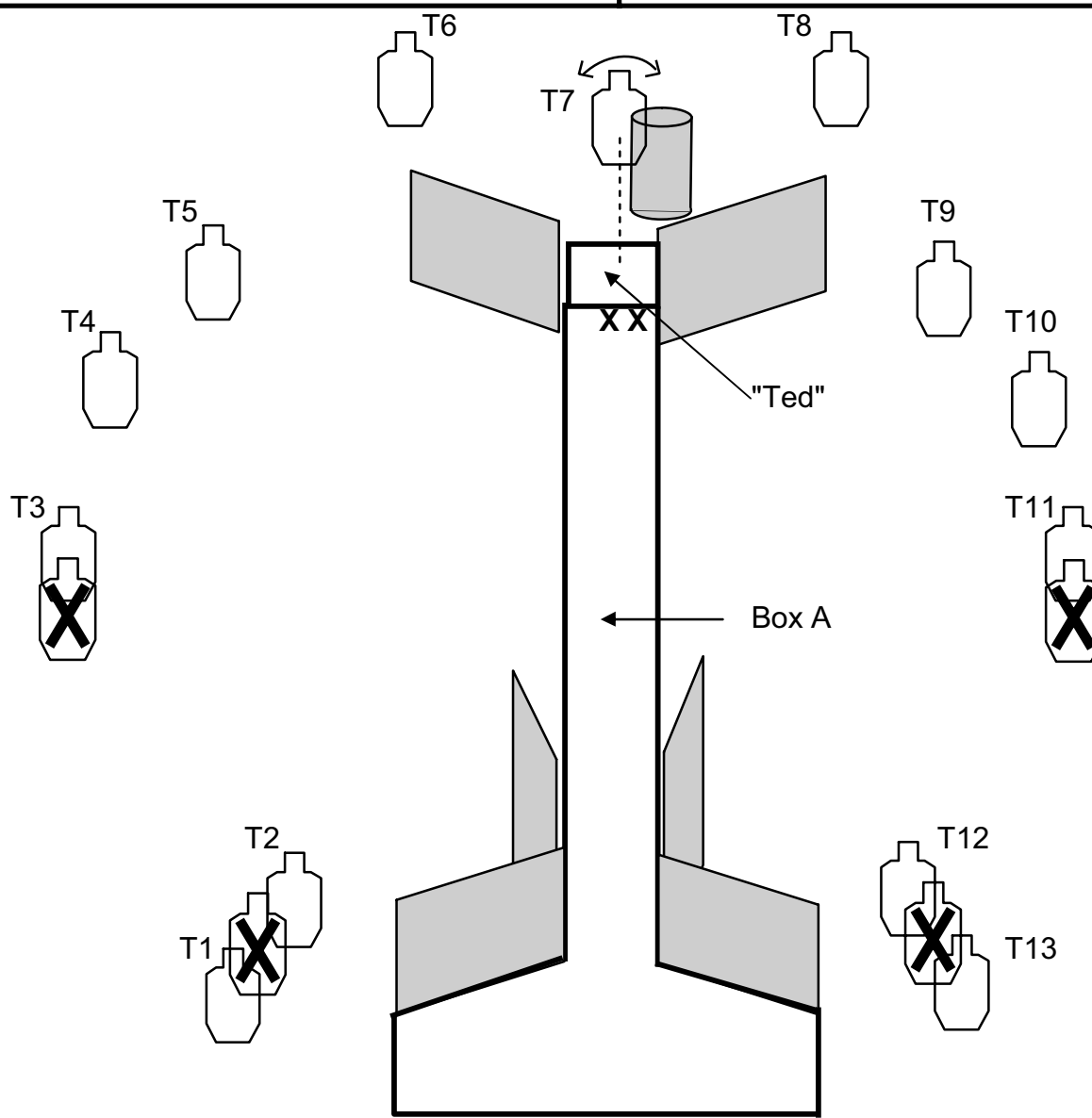
## STAGE PROCEDURE

On start signal knock down dummy "Ted" and engage T1-T13 as they become visible from within box A

Note: Swinger T7 is "Ted" activated

## SCORING

**Scoring:** Comstock, 26 rds, 130 points  
**Targets:** 13 IPSC  
**Scored Hits:** Best 2 per IPSC  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
No Shoot -10  
Miss -10



# SS 12 Bay 10

# Chicken Coop

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

**COURSE DESIGNER:** Mike McCarter

**START POSITION:** Standing in Box A with strong hand holding egg basket  
Handgun is loaded and holstered per ready condition in 8.1.1 and 8.1.2

### STAGE PROCEDURE

On signal enter Box B with egg basket and engage all targets as they become visible from within Box B only.

Note: Egg basket must be in Box B by last shot or it will result in 1 procedural.

Targets have special painting

### SCORING

**Scoring:** Comstock, 26rds, 130 points  
**Targets:** 10 IPSC, 6 steel  
**Scored Hits:** Best 2 per IPSC, steel=1A  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
No Shoot -10  
Miss -10

