



Stage 1

Course Designer: BPSA Design Team

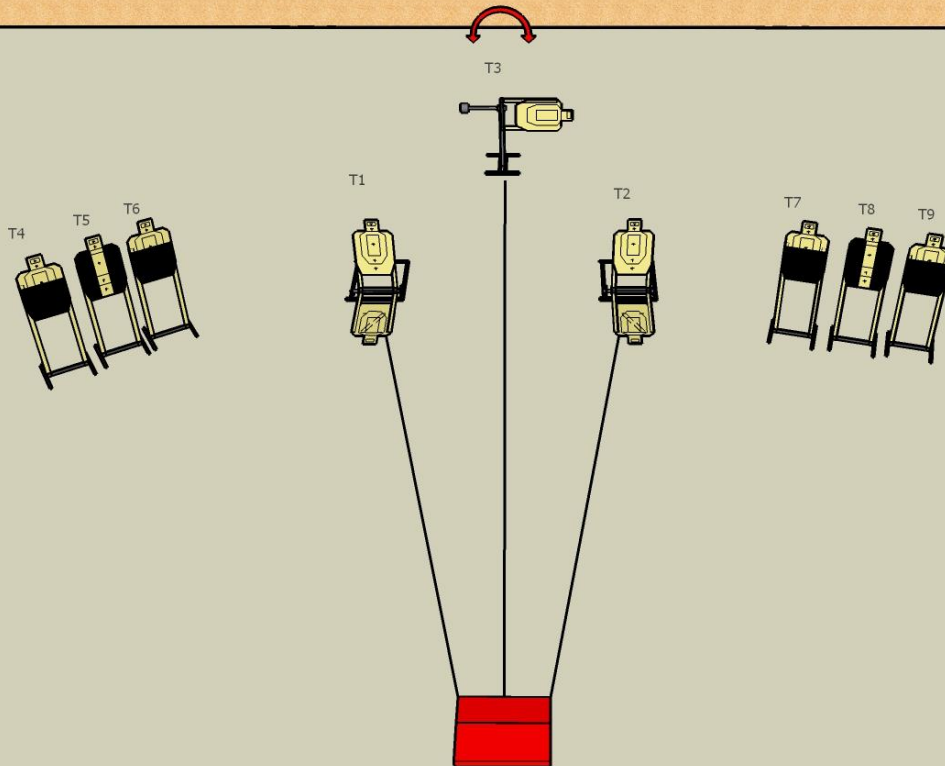


START POSITION: Standing behind stomp box.

GUN READY CONDITION: Rifle loaded and at low ready.

STAGE PROCEDURE: Upon start signal, activate stomp box and engage Array 1 (T1-T3), perform a mandatory reload and engage Array 2 (T4-T9). Arrays can be engaged in either order. **Stomp box is the shooting area. Stomp box activates both max traps and swinger. Targets remain visible at rest.**

SCORING: Time Plus
TARGETS: 9 metric
SCORED HITS: 1 A/B or 2 anywhere.
START-STOP: Audible - Last shot
RULES: USPSA current edition



SETUP NOTES:

Scoring:
Time plus is your stage time plus any penalties incurred.
Each target must be neutralized by either one (1) A/B hit OR two (2) hits anywhere (i.e. Minimum 2 D hits) to avoid penalty.

Penalties:
Failure to neutralize (only one C or D hit) = 5 seconds
No hits on paper, but engaged (miss) = 10 seconds
Failure to engage target = 15 seconds
No shoot = 5 seconds
Procedural = 5 seconds



Stage 2

Course Designer: BPSA Design Team



START POSITION: Seated in chair.

GUN READY CONDITION: Rifle loaded and at low ready.

STAGE PROCEDURE: Upon start signal, engage all targets from within shooting area.

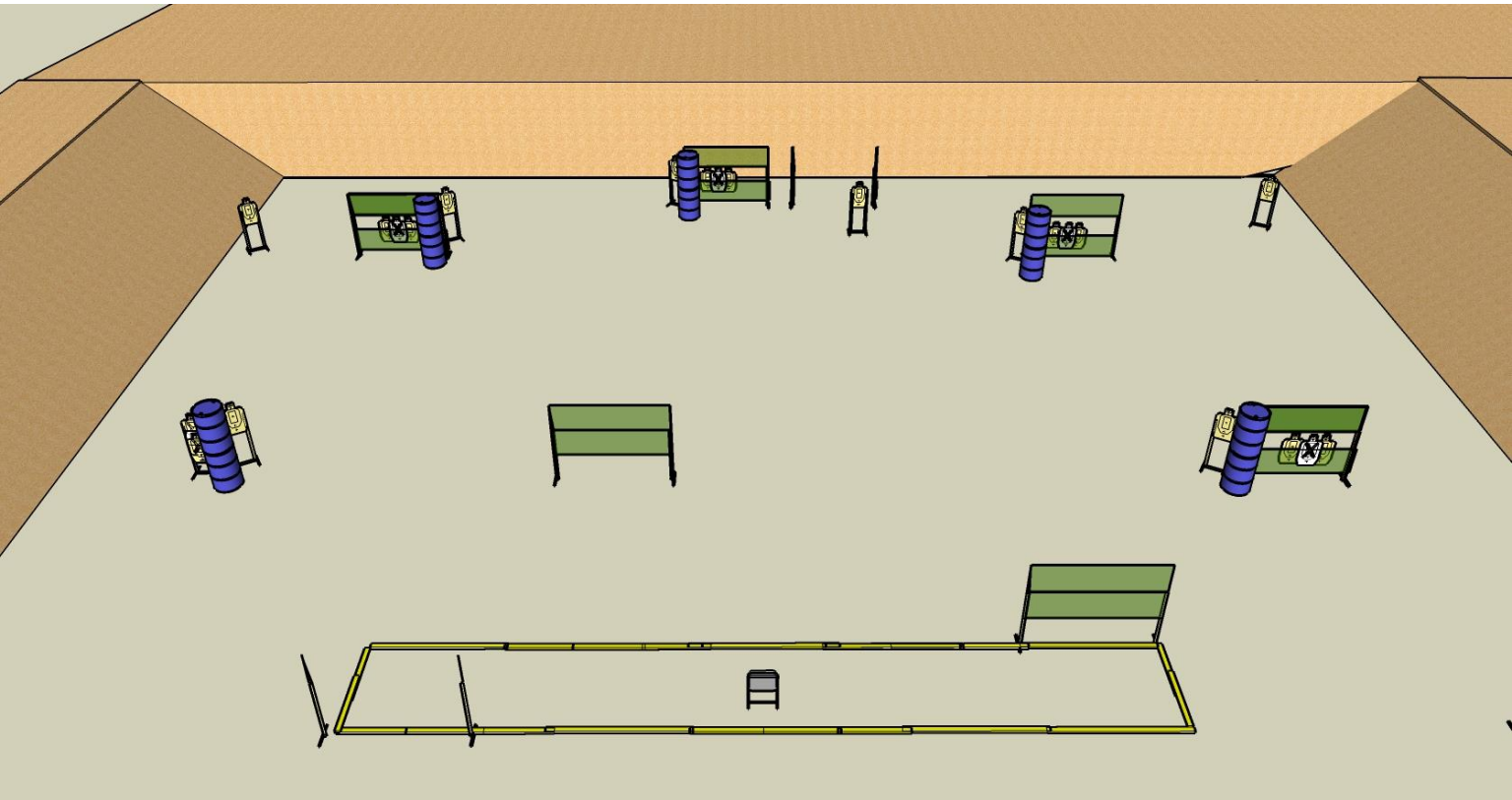
SCORING: Time Plus

TARGETS: 18 metric

SCORED HITS: 1 A/B or 2 anywhere.

START-STOP: Audible - Last shot

RULES: USPSA current edition



SETUP NOTES:

Scoring:

Time plus is your stage time plus any penalties incurred.

Each target must be neutralized by either one (1) A/B hit OR two (2) hits anywhere (i.e. Minimum 2 D hits) to avoid penalty.

Penalties:

Failure to neutralize (only one C or D hit) = 5 seconds

No hits on paper, but engaged (miss) = 10 seconds

Failure to engage target = 15 seconds

No shoot = 5 seconds

Procedural = 5 seconds



Stage 3

Course Designer: BPSA Design Team



START POSITION: Standing outside the shooting area, toes touching anywhere along back fault line.

GUN READY CONDITION: Rifle loaded and at low ready.

SCORING: Time Plus

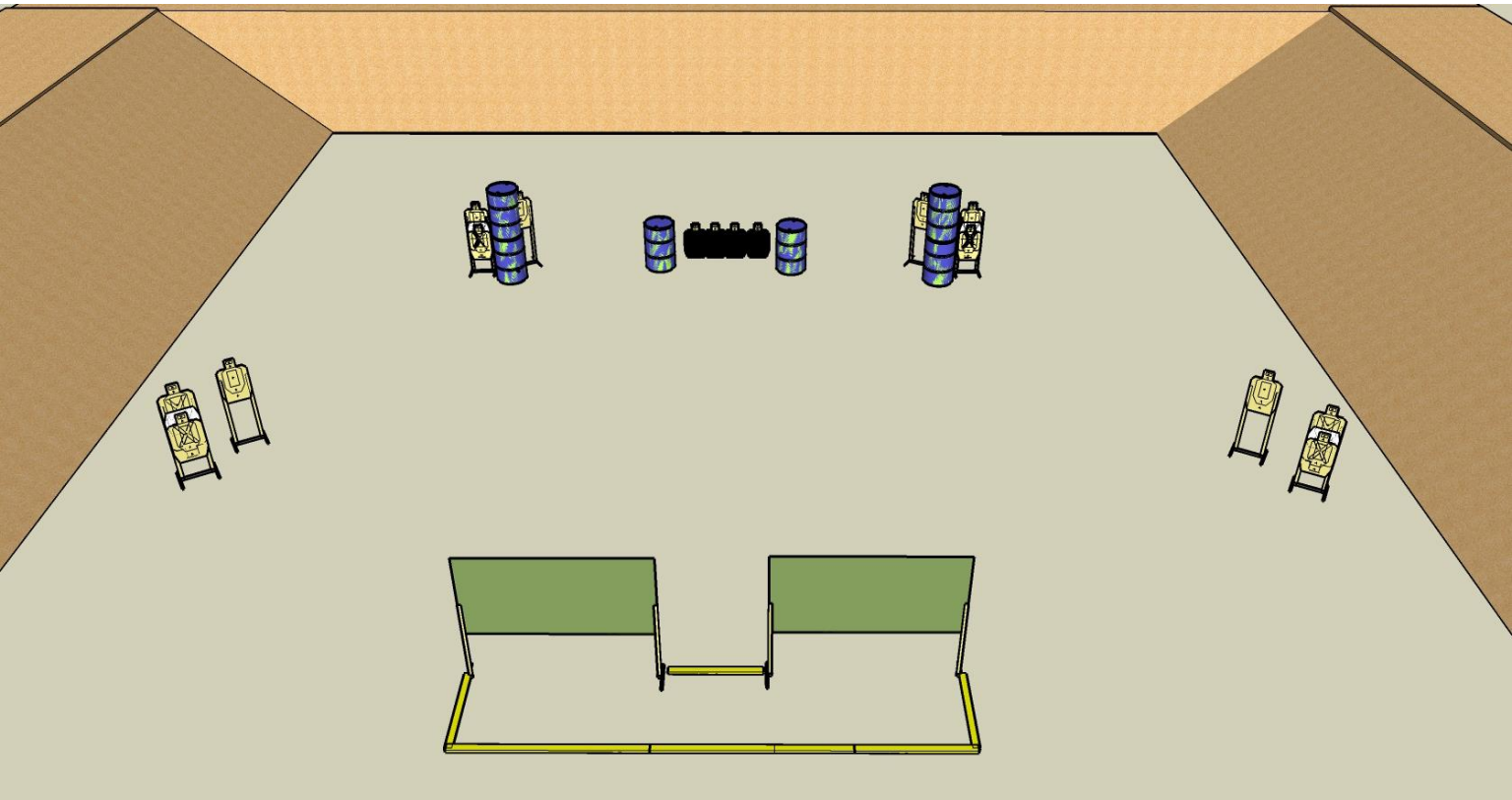
TARGETS: 16 metric

STAGE PROCEDURE: Upon start signal, engage all targets from within shooting area.

SCORED HITS: 1 A/B or 2 anywhere.

START-STOP: Audible - Last shot

RULES: USPSA current edition



SETUP NOTES:

Scoring:

Time plus is your stage time plus any penalties incurred.
Each target must be neutralized by either one (1) A/B hit
OR two (2) hits anywhere (i.e. Minimum 2 D hits) to avoid penalty.

Penalties:

Failure to neutralize (only one C or D hit) = 5 seconds
No hits on paper, but engaged (miss) = 10 seconds
Failure to engage target = 15 seconds
No shoot = 5 seconds
Procedural = 5 seconds



Stage 4
Course Designer: BPSA Design Team



START POSITION: Standing outside the shooting area, toes touching anywhere along back fault line.

GUN READY CONDITION: Rifle loaded and at low ready.

SCORING: Time Plus

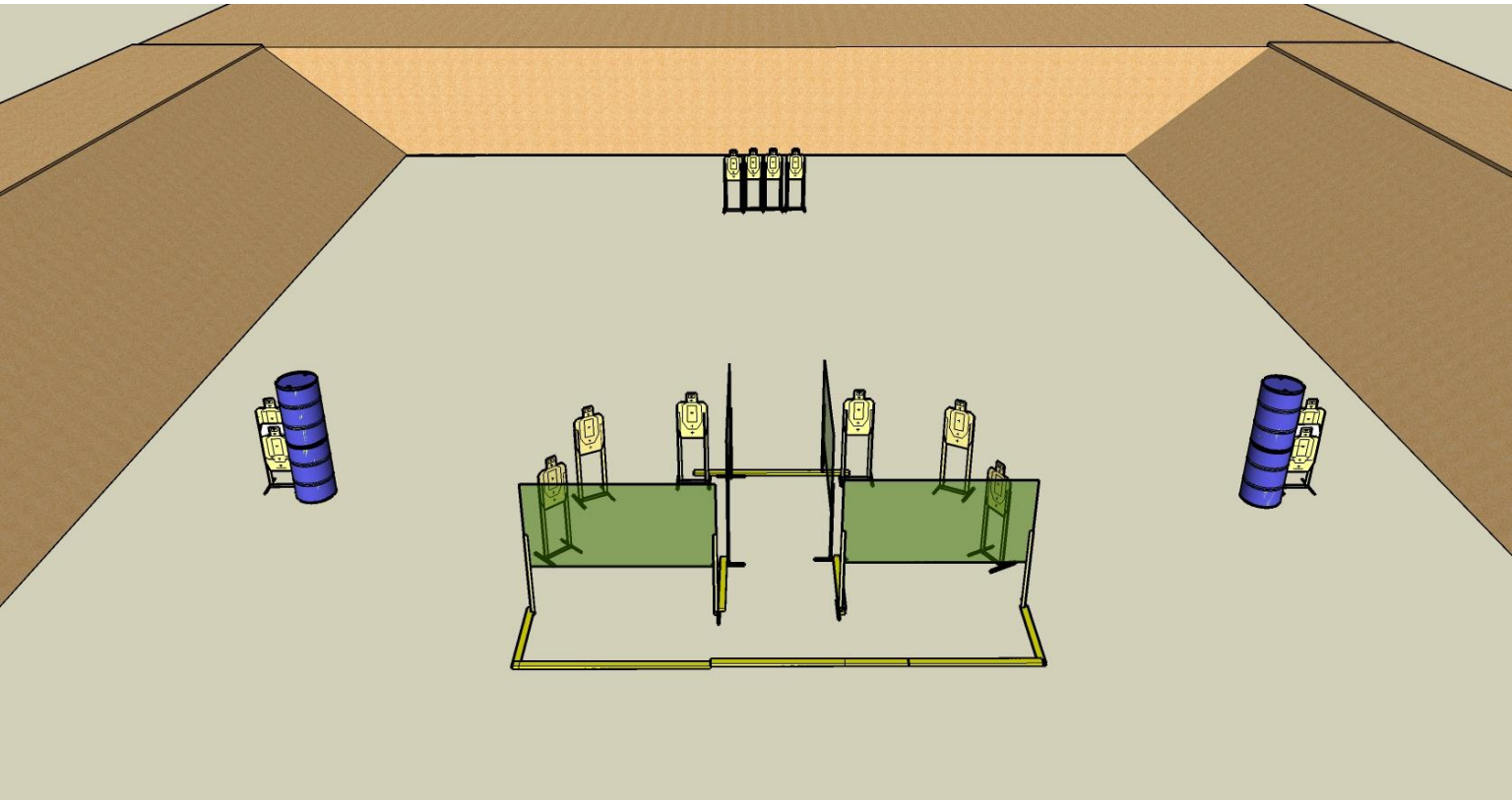
TARGETS: 14 metric

STAGE PROCEDURE: Upon start signal, engage all targets from within shooting area.

SCORED HITS: 1 A/B or 2 anywhere.

START-STOP: Audible - Last shot

RULES: USPSA current edition



SETUP NOTES:

Scoring:

Time plus is your stage time plus any penalties incurred.
Each target must be neutralized by either one (1) A/B hit
OR two (2) hits anywhere (i.e. Minimum 2 D hits) to avoid penalty.

Penalties:

Failure to neutralize (only one C or D hit) = 5 seconds

No hits on paper, but engaged (miss) = 10 seconds

Failure to engage target = 15 seconds

No shoot = 5 seconds

Procedural = 5 seconds



Stage 5
Course Designer: BPSA Design Team



START POSITION: Standing downrange in shooting area, one foot touching either side fault line..

GUN READY CONDITION: Rifle loaded and at low ready.

SCORING: Time Plus

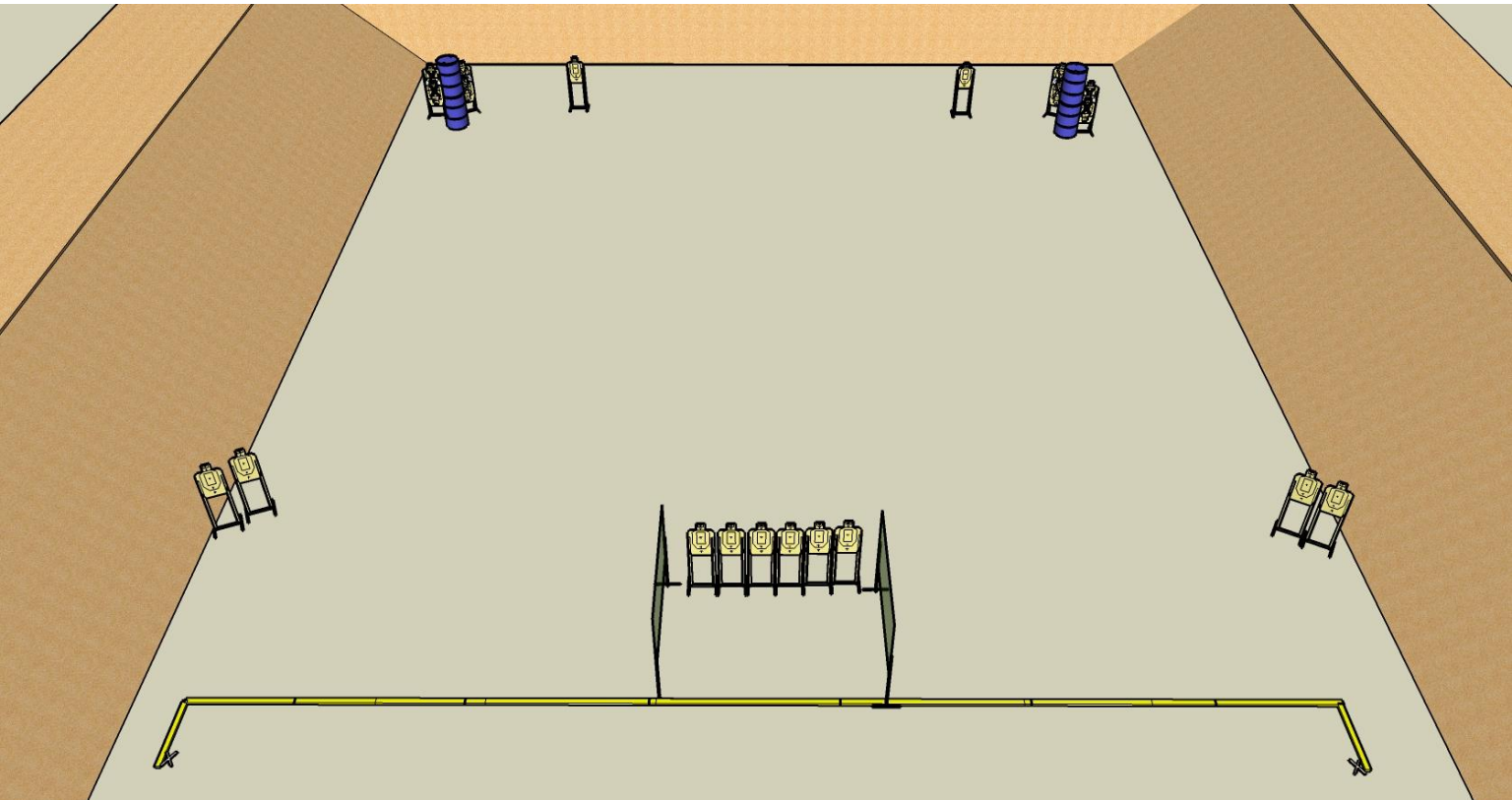
TARGETS: 20 metric

STAGE PROCEDURE: Upon start signal, engage all targets from within shooting area.

SCORED HITS: 1 A/B or 2 anywhere.

START-STOP: Audible - Last shot

RULES: USPSA current edition



SETUP NOTES:

Scoring:

Time plus is your stage time plus any penalties incurred.
Each target must be neutralized by either one (1) A/B hit
OR two (2) hits anywhere (i.e. Minimum 2 D hits) to avoid penalty.

Penalties:

Failure to neutralize (only one C or D hit) = 5 seconds

No hits on paper, but engaged (miss) = 10 seconds

Failure to engage target = 15 seconds

No shoot = 5 seconds

Procedural = 5 seconds