



Eagles Nest Pistol Club, Inc

Stage 1: The Heist

June 2015

START POSITION:

Gun loaded and holstered, standing in shooting area A hands above shoulders fingers interlaced behind your head, left elbow touching the edge of the wall marked with white paint (marked with an X below).

GUN READY CONDITION: Loaded and holstered.

SCORING: Comstock, 20 rounds, 100 points

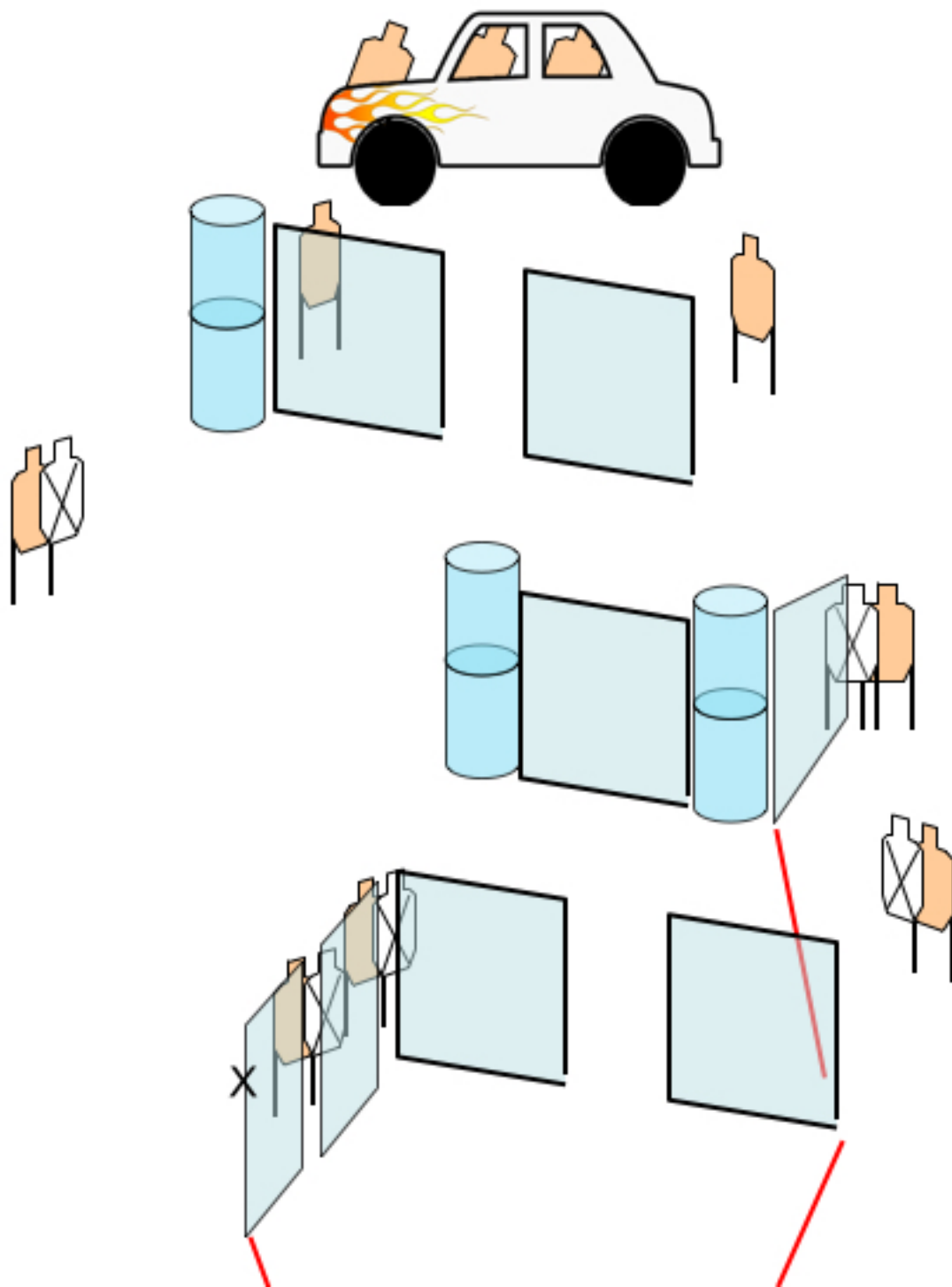
TARGETS: 10 IPSC, 0 PP, 0 USP, 0 Plates

STAGE PROCEDURE: Upon start signal, engage targets as required to score.

SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

RULES: USPSA current edition





Eagles Nest Pistol Club, Inc
Stage 2: The Shuffle
June 2015

START POSITION:

Gun loaded and holstered, standing in shooting area A toes touching fault line on the marks. Hands relaxed at your sides.

GUN READY CONDITION: Loaded and holstered.

SCORING: Comstock, 21 rounds, 105 points

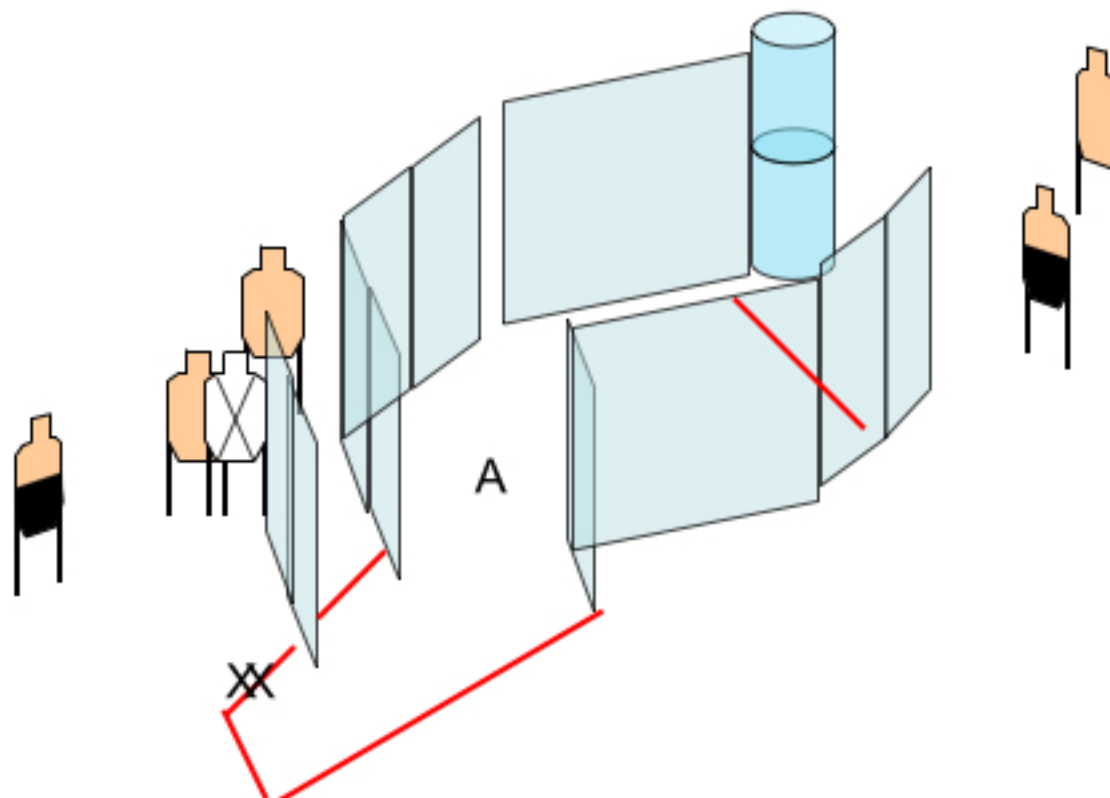
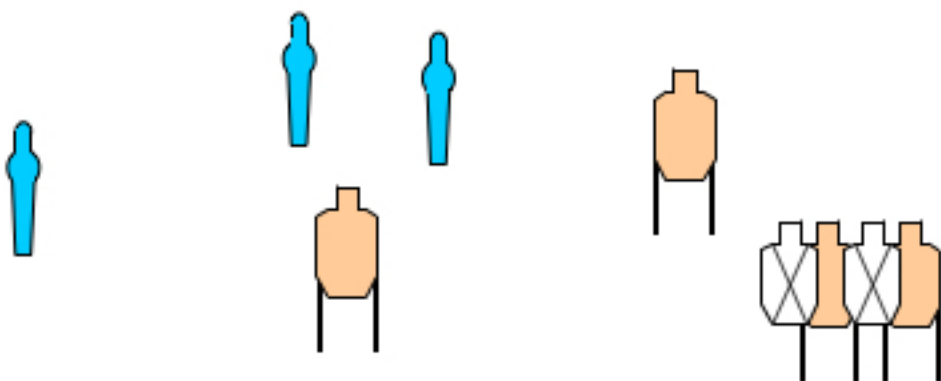
TARGETS: 9 IPSC, 3 PP, 0 USP, 0 Plates

SCORED HITS: Best 2 per paper, KD steel = 1A

START-STOP: Audible - Last shot

RULES: USPSA current edition

STAGE PROCEDURE: Upon start signal, engage targets as required to score.





CM 13-07

Double Deal 2

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Russell Cluver

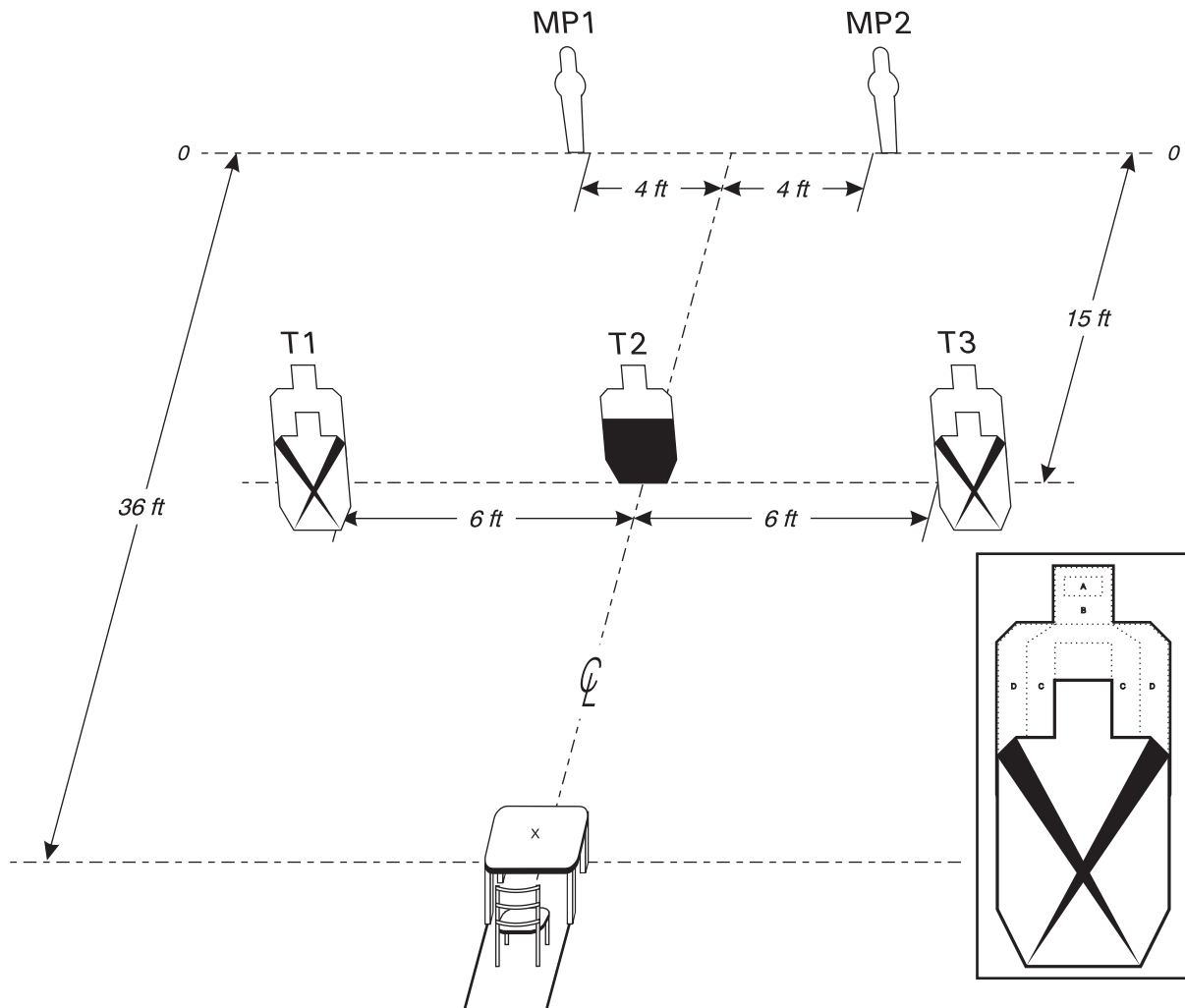
START POSITION: Seated at table facing downrange holding playing cards with both hands and elbows on the table.
Loaded firearm is placed on X in center of table with the muzzle pointing down range.

STAGE PROCEDURE

Upon start signal, retrieve handgun and engage T1-T3 and Mini-poppers 1 and 2 from behind table and within the fault lines.

SCORING

SCORING: Comstock, 8 rounds, 40 points
TARGETS: 3 Metric, 2 Mini-poppers
SCORED HITS: Best 2/paper, KD = 1A
START - STOP: Audible - Last Shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set targets to five feet high at the shoulders. Set the top edge of the no-shoots five inches below the top scoring perforation of the lower A zone. Hard cover on T2 covers half of lower A zone. Use a standard card table with an X in the exact center of the



table. The chair is centered behind the table with the front edge of the chair 12 inches behind the table. Stake the chair in place so it cannot be moved. Left and right fault lines are four feet long. Use a single upper B-zone panel for the "playing cards."



CM 09-04

Pucker Factor

RULES: USPSA Rule Book, Current Edition

COURSE DESIGNER: Russell Cluver

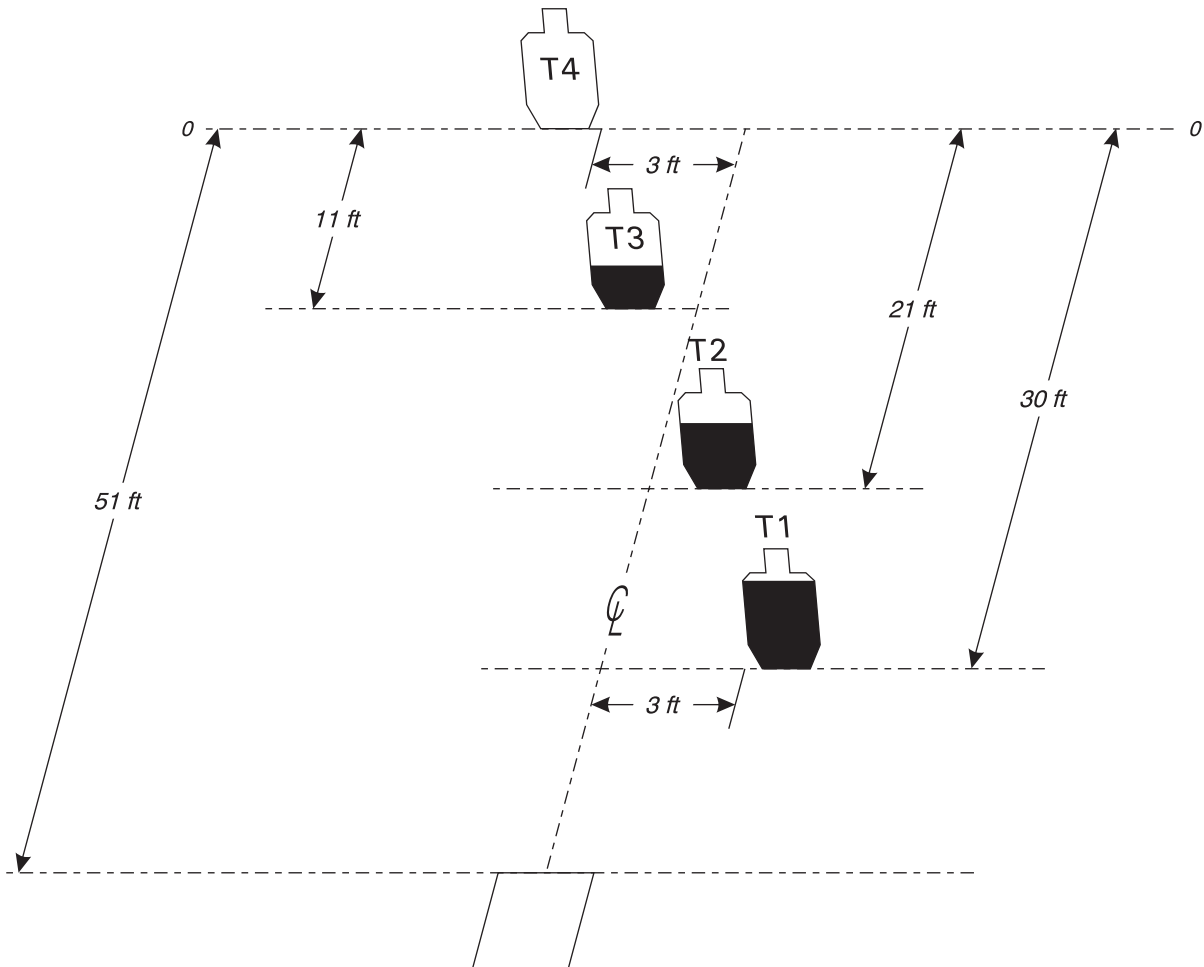
START POSITION: Standing in shooting area facing downrange, hands naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, engage targets with only two rounds each from the shooting area.

SCORING

SCORING: Virginia Count, 8 rounds, 40 points
TARGETS: 4 IPSC
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Rule Book.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Inside edges of T2 and T3 are six inches from the center line. Hard cover on T1 covers to top of A-zone. Hard cover on T2 covers to center of A-zone. Hard cover on T3 covers to bottom of A-zone.





Eagles Nest Pistol Club, Inc
Stage 5: The Long Wall
June 2015

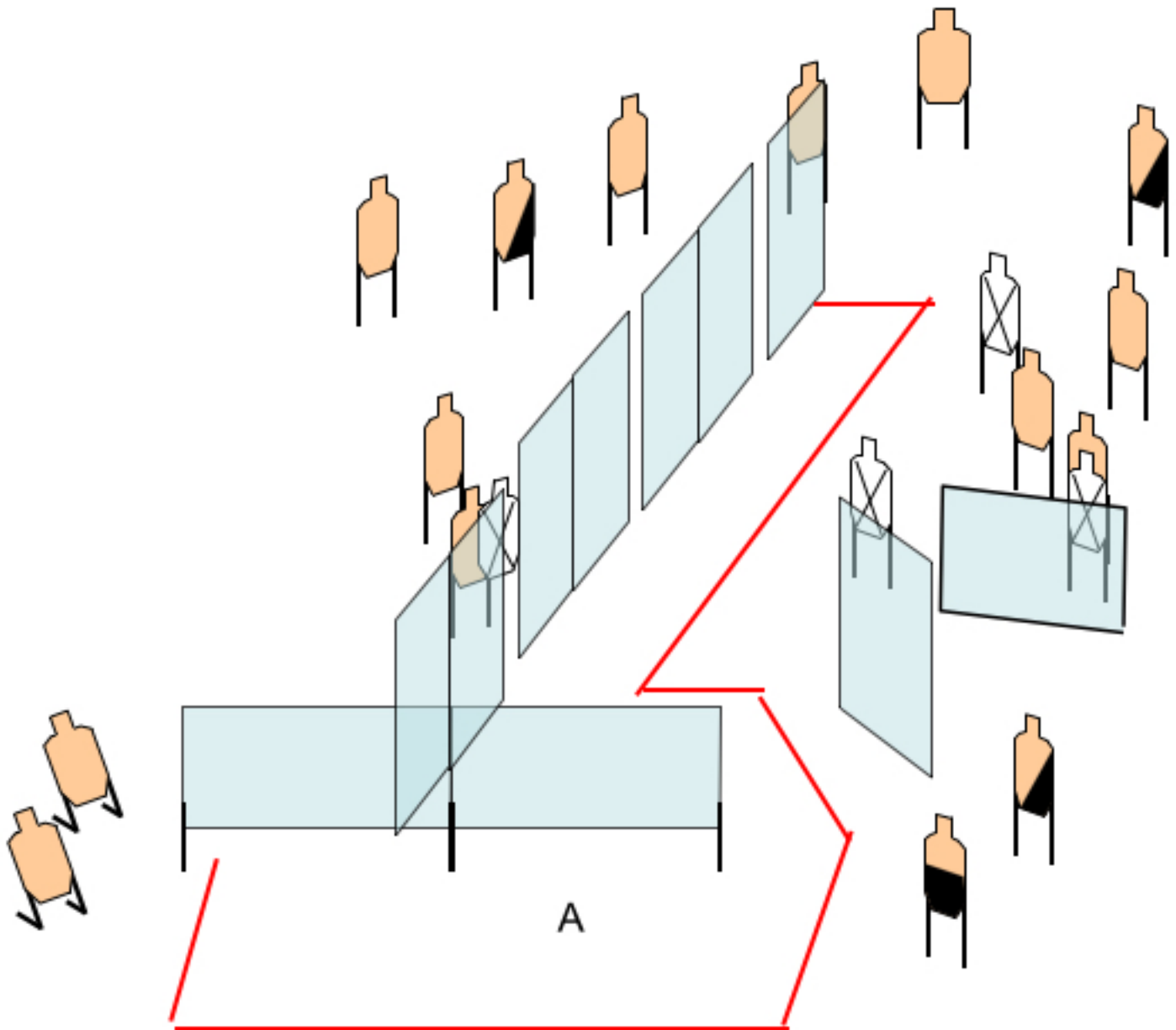
START POSITION:

Standing in shooting area A heels touching the white fault line. Hands relax naturally at your sides.

GUN READY CONDITION: Loaded and holstered.

STAGE PROCEDURE: Upon start signal, engage targets as required to score.

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 15 IPSC,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: USPSA current edition





Eagles Nest Pistol Club, Inc
Stage 6: The Switch
June 2015

START POSITION:

Gun loaded and holstered, standing in shooting area A, hands above shoulders.

GUN READY CONDITION: Loaded and holstered.

SCORING: Comstock, 19 rounds, 95 points

TARGETS: 3 IPSC

SCORED HITS: Best 5 per paper

START-STOP: Audible - Last shot

RULES: USPSA current edition

STAGE PROCEDURE:

String 1: Upon start signal, engage T1 - T3 with one round each and knock down MP1 - MP4.

String 2: Upon start signal engage T1 - T3 with two round each strong hand, make a mandatory reload. Engage T1 - T3 2 rounds each weak hand only.

