



22 2-Gun

The Roof Is On Fire

Special Thanks: Bill Rodgers

RULES: Practical Shooting Handbook, Latest Edition Course Designer: Michael Linsalata. Jeff Paulsen

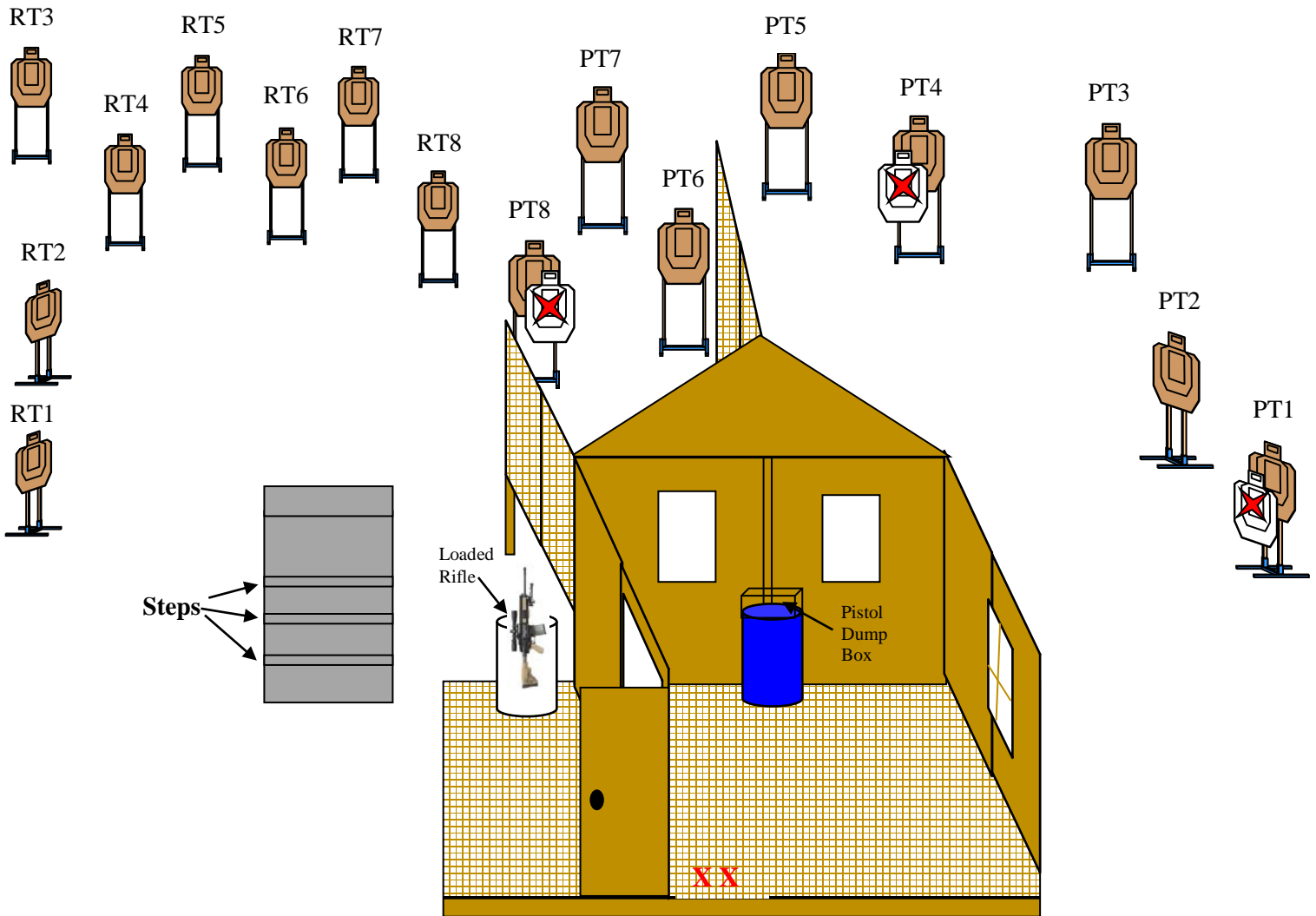
START POSITION: Standing on **X's** holding pistol at Low Ready. Loaded Rifle on barrel on porch.

STAGE PROCEDURE

At signal, engage PT1-8 as they become visible from inside the house. Make pistol safe and place in dump box. Retrieve rifle from barrel, step on roof and engage RT1-8 as they become visible. (All Rifle targets must be engaged while on steps of roof).

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 8 IPSC Rifle, 8 IPSC Pistol
SCORED HITS: Best 2 per Rifle, 2 per Pistol
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10



STAGE 1



LIPSA

22 2-GUN

Next Gen Steel

Special Thanks:

RULES: Practical Shooting Handbook, Latest Edition **Course Designer: Michael Linsalata**

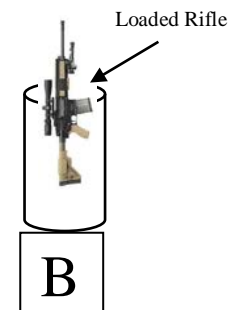
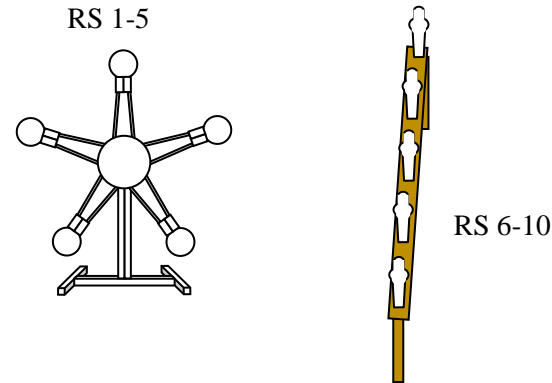
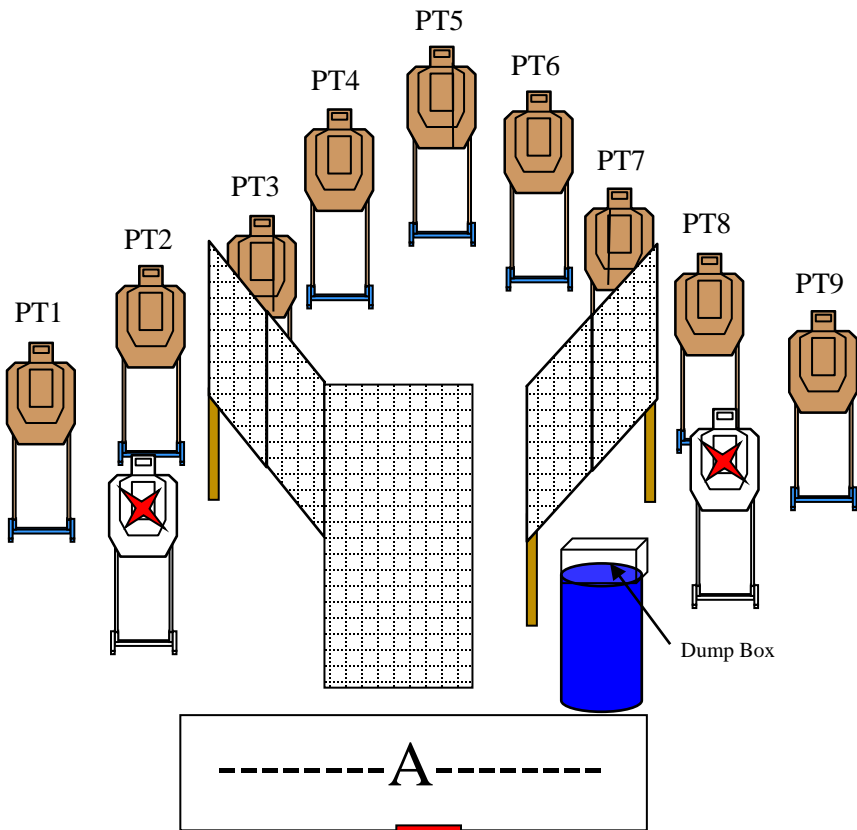
START POSITION: Standing with heels touching **RED** mark, pistol held at Low Ready.
Loaded rifle on barrel in front of Box B.

STAGE PROCEDURE

At signal, engage T1-T9 as they become visible from within Box A. Unload and place in Dump Box, advance to Box B and retrieve rifle. Then engage P1-P10 as they become visible.

SCORING

| | |
|---------------------|--|
| SCORING: | Comstock, 28 rounds, 140 points |
| TARGETS: | 9 IPSC pistol, 10 plates rifle |
| SCORED HITS: | Best 2 per pistol, Steel Down = 1A rifle |
| START-STOP: | Audible-Last Shot |
| PENALTIES: | Procedural -10 |
| | No-shoot hit -10 |
| | Miss -10 |



Stage 2

22-2 GUN



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2 Times The Fun

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata

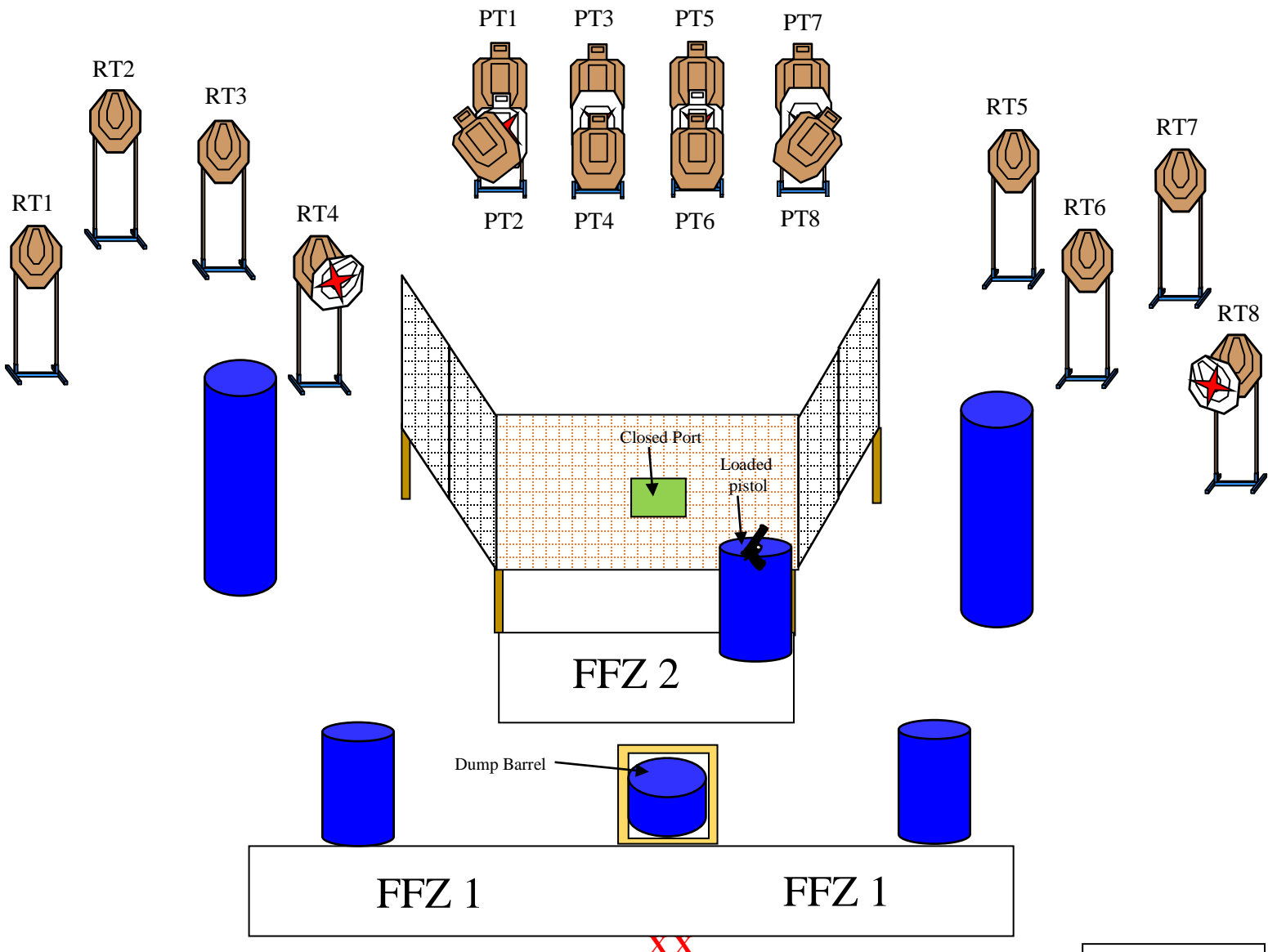
START POSITION: Standing with toes touching **X**'s. Rifle loaded and held at Low Ready.

STAGE PROCEDURE

At signal, step into FFZ 1 and engage RT1-RT8 as they become visible. Unload rifle and place in Dump Barrel. Advance to FFZ 2 and pick up loaded pistol from barrel. Open Port manually and engage PT1-PT8 as they become visible through Port.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 8 IPSC rifle. 8 IPSC pistol
SCORED HITS: Best 2 per rifle, 2 per pistol
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10



Stage 3



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22 2-Gun

Easy Pickins'

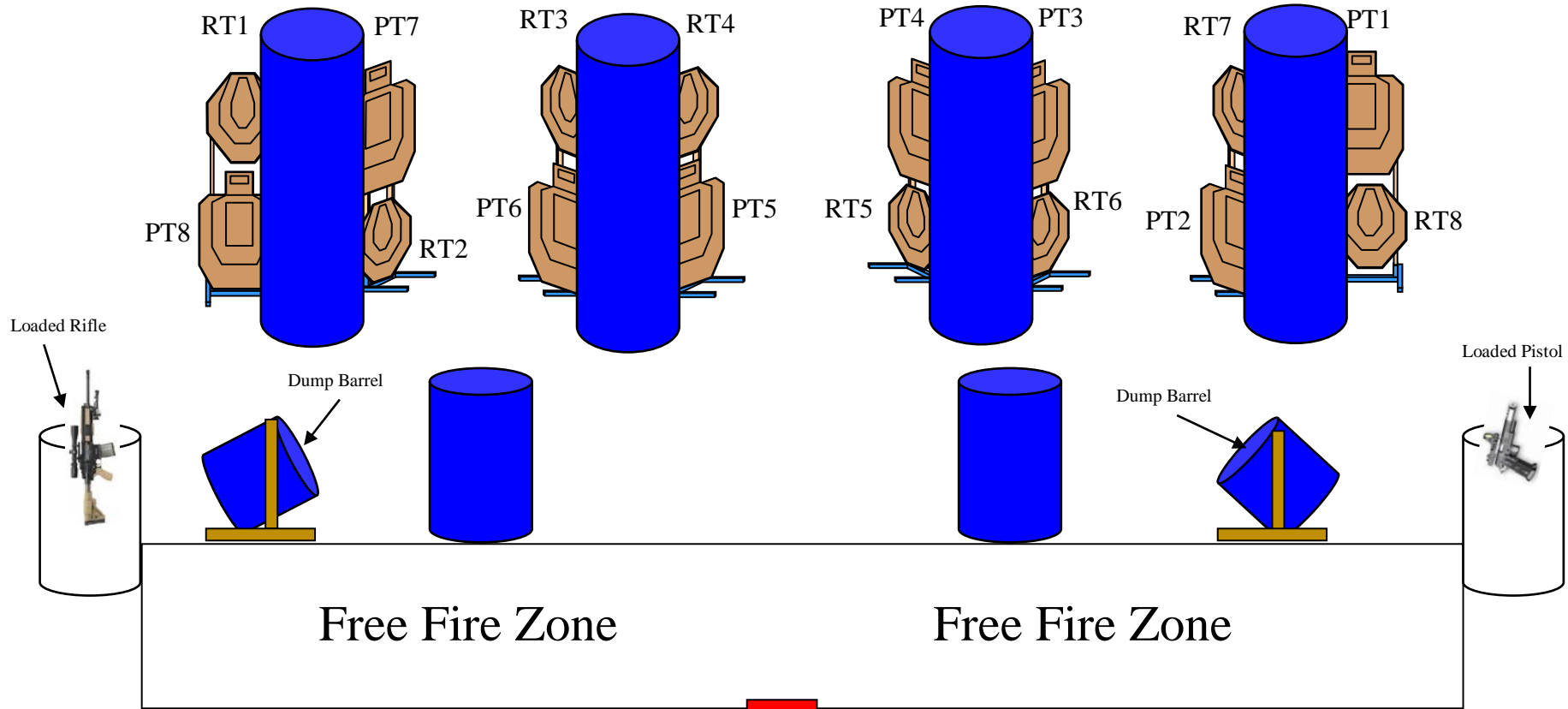
Special Thanks:

STAGE PROCEDURE
 At signal, pick up either rifle or pistol and engage designated targets as they become visible. Unload and place in Dump Barrel. Pick up other gun and engage designated targets as they become visible.

SCORING
 Comstock, 32 rounds, 160 points
TARGETS: 8 IPSC rifle, 8 IPSC pistol
SCORED HITS: Best 2 per rifle, 2 per pistol
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata

START POSITION: Standing with heels touching RED mark, hands relaxed at sides. Loaded rifle on one barrel. Loaded pistol on the other.



Stage 4



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Tunnel Vision

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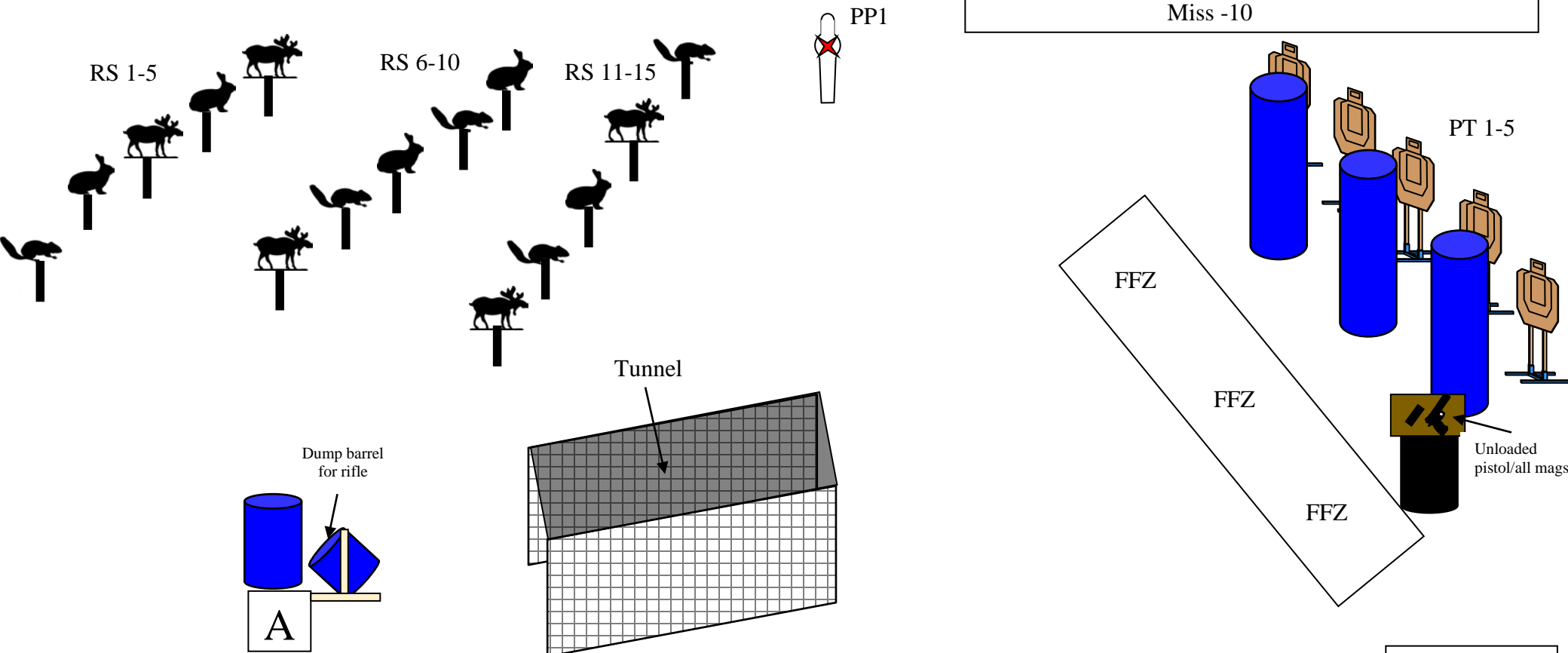
RULES: Practical Shooting Handbook, Latest Edition **Course Designer: Jeff Paulsen**

START POSITION: Standing in Box A, holding rifle at Low Ready. Unloaded pistol and all mags on barrel.

STAGE PROCEDURE
 At signal, engage RS1-15 as they become visible from Box A. Unload rifle and place in dump barrel. Advance through tunnel. Pick up and load pistol with mag from barrel. Then engage PT1-5 as they become visible from the Free Fire Zone. (Shooter must go through tunnel to retrieve pistol. If shooter chooses not to go through tunnel, he must run to rear of pit and knock down PP1. Failure to do either will result in a -10 point penalty PER SHOT for pistol)

SCORING

SCORING: Comstock, 25 rounds, 125 points
TARGETS: 5 IPSC, 15 pieces of steel
SCORED HITS: Best 2 per IPSC, steel down=1A
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10



Stage 5