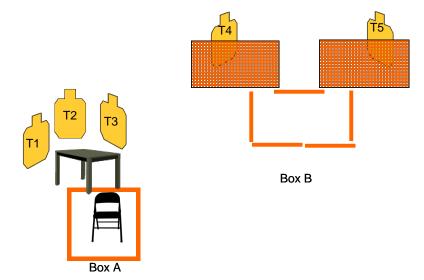
## **Card Game**

RULES: USPSA Rules	Course Designer: Bruce Michels
START POSITION: Seated at table, pistol loaded and holstered. PCC loaded, lying on "X" on the table. Hands on table.	
PROCEDURE:	SCORING: Comstock, 10 rounds, 50 points TARGETS: 5 SCORED HITS: START-STOP: PENALTIES:

Setup Notes:

Bay C



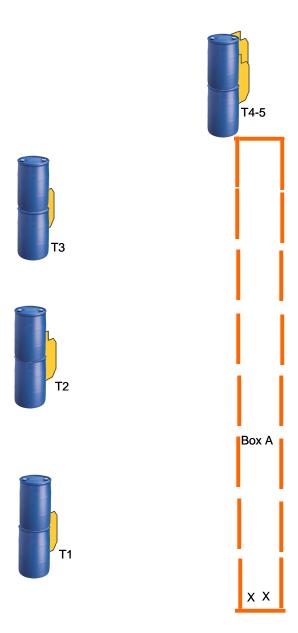


Box A

## RULES: USPSA Rules Course Designer: Bruce Michels START POSITION: Pistol loaded and holstered, hands relaxed at side. Heels on "X" at rear of box A. PCC loaded, low ready. PROCEDURE: At signal engage T1-T5 as they become visible from Box A. SCORING: Comstock, 10 rounds, 50 points TARGETS: 5 SCORED HITS: START-STOP: PENALTIES:

Setup Notes:

Bay D





## **Left Right Defence**

**RULES:** USPSA Rules Course Designer: THOMASFOTI

START POSITION:

low ready PCC or Pistol on Chest behind barrier

PROCEDURE:
Shooter Starts: low ready PCC or Pistol on Chest behind barrier. On command Shooter engages targets Left Side first, then right side any order

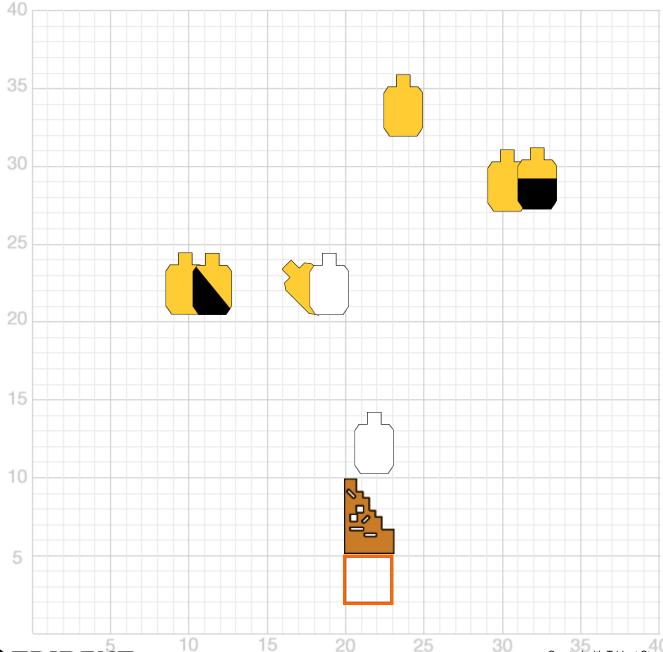
SCORING: Co TARGETS: 6
SCORED HITSTART-STOP

SCORING: Comstock, 12 rounds, 60 points

SCORED HITS: START-STOP: PENALTIES:

**Setup Notes:** 

Bay E





## **Modified El Presidente**

**RULES:** USPSA Rules Course Designer: THOMASFOTI

START POSITION:

Surrender postion, Back to targets

PROCEDURE:
Shooter starts with Back to targets at various distances. The RO will place aCardboard Shotgun on one of the attackers to indicate which attacker has a shotgun and that one is engage first. The other two can be engage in any order.
The Shooter turns compeletly before drawing,

SCORING: Comstock, 12 rounds, 60 points

TARGETS: 3 SCORED HITS: START-STOP:

**PENALTIES:** DQ if not turned completely towards

target before holster draw

**Setup Notes:** 

Bay F

