

# Stage: Attack of the Squirrels

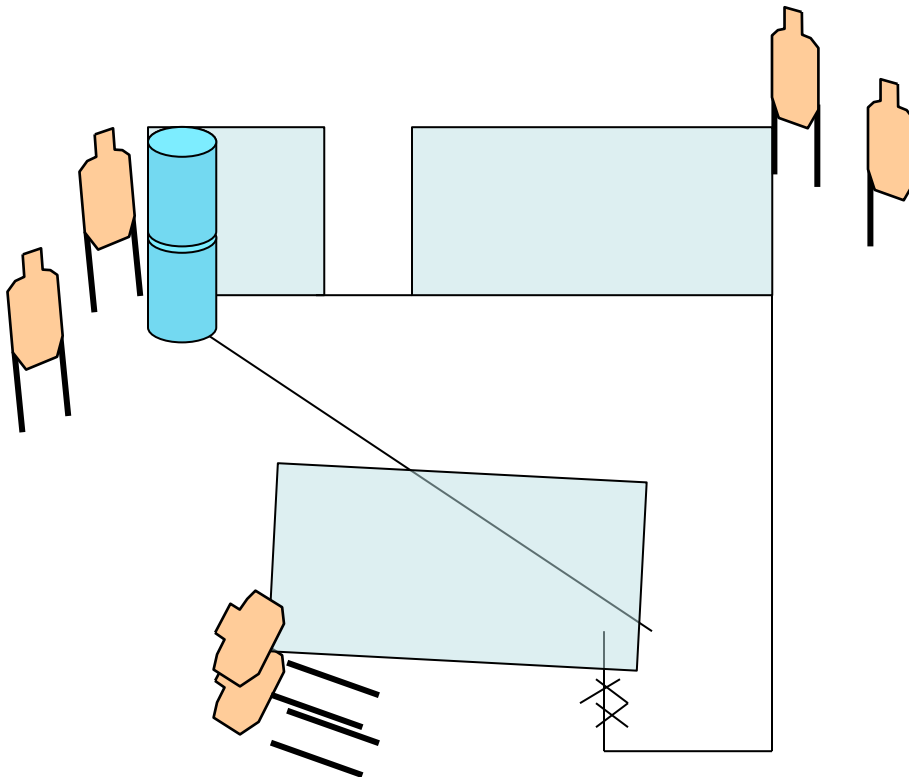
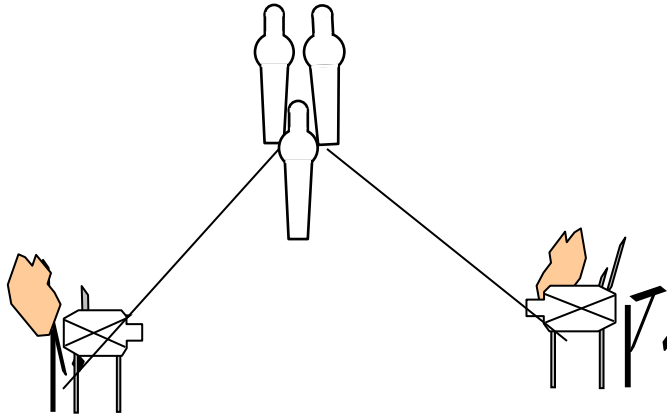
Course Designer: Keith Tyler

**START POSITION:** Toes on marks, wrists above shoulders

**GUN READY CONDITION:** Loaded gun in holster per current rule book.

**STAGE PROCEDURE:** Upon start signal, engage targets as they become visible from within the fault lines. Poppers 3 and 4 activate swingers that remain visible.

**SCORING:** Comstock, 19 rounds, 95 points  
**TARGETS:** 8 Metric, 3PP, 0 Mini, 0 Plates  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition



# Stage Hard Ball Court

Course Designer: Keith Tyler

**START POSITION:** Standing in shooting area, hands at side

**GUN READY CONDITION:** Loaded gun in holster per current rule book.

**STAGE PROCEDURE:** Upon start signal, engage targets as they become visible from within the fault lines. The steel doughnut is hard cover.

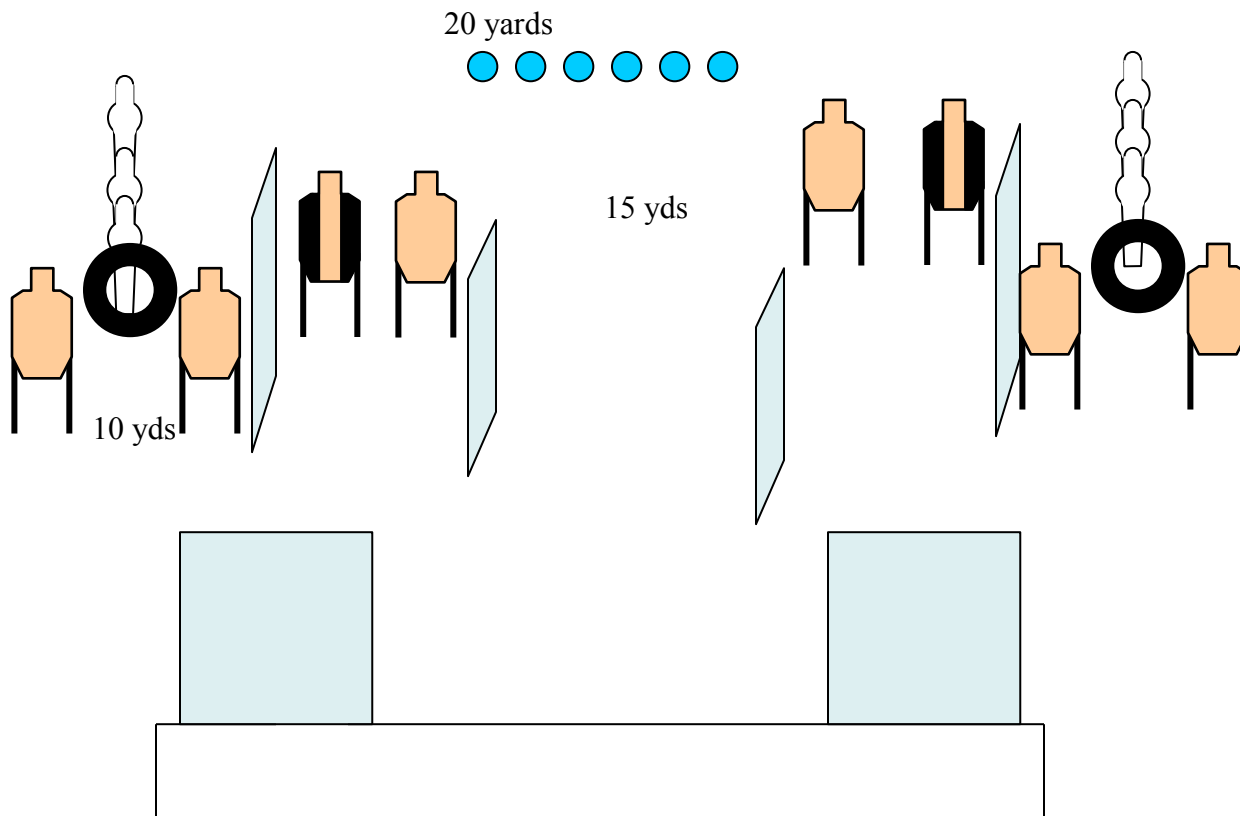
**SCORING:** Comstock, 28 rounds, 140 points

**TARGETS:** 8 Metric, 6 PP, 6 plates

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

**START-STOP:** Audible - Last shot

**RULES:** USPSA current edition



# Training for the Zombies

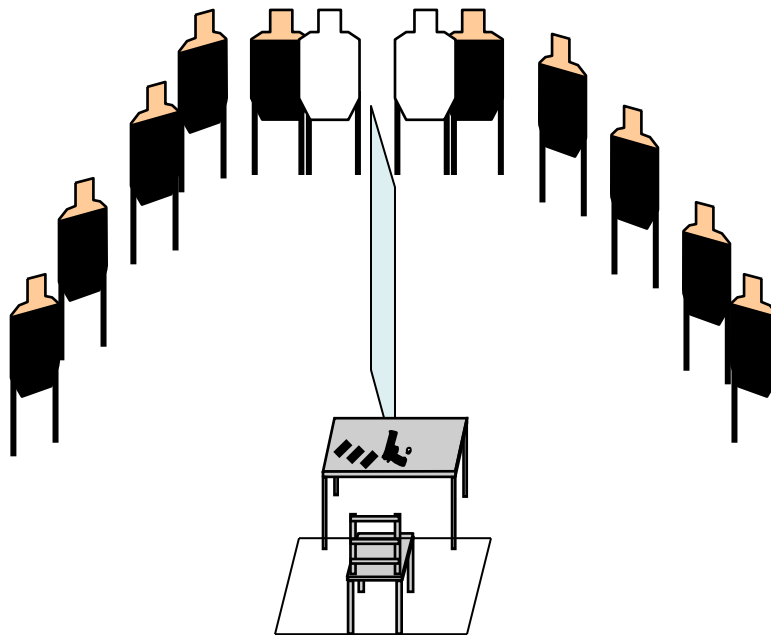
Course Designer: Keith Tyler

**START POSITION:** Sitting in chair, hands on knees

**ON READY CONDITION:** Unloaded pistol flat on table with hammer down. All ammo to be used must be on the table

**STAGE PROCEDURE:** Upon start signal, load and engage T1 through T5 with 1 round each. Perform a mandatory reload and engage T6- through T10 with 1 round each. Best 1 hit scores

**SCORING:** Comstock , 10 rounds, 50 points  
**TARGETS:** 10 Metric, 0 PP, 0 USP, 0 Plates  
**SCORED HITS:** Best 1 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition



# Don't stop shooting

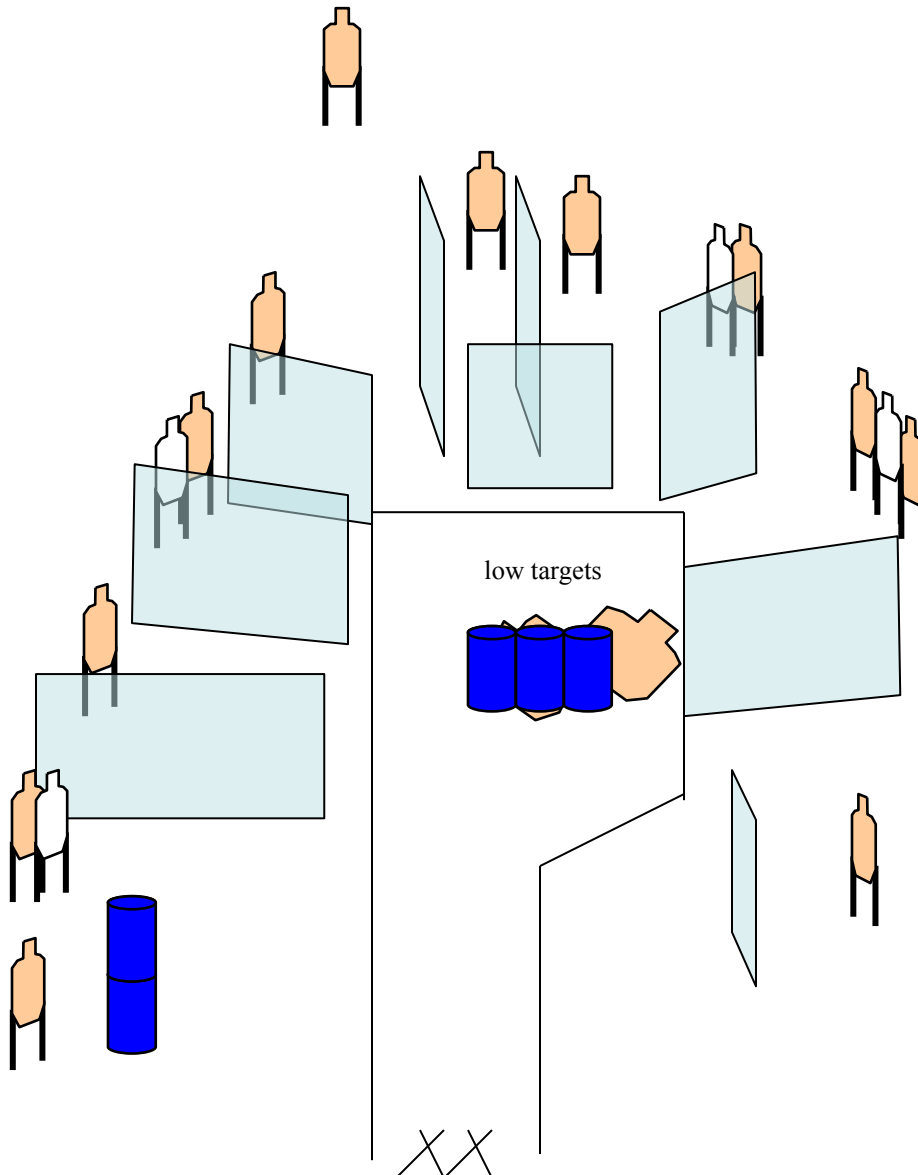
Course Designer: Keith Tyler

**START POSITION:** Toes on marks facing down range, hand on head

**GUN READY CONDITION:** Loaded gun in holster per current rule book.

**STAGE PROCEDURE:** Upon start signal, engage targets they become visible from within the fault lines and walls.

**SCORING:** Comstock, 28 rounds, 140 points  
**TARGETS:** 14 Metric, 0 PP, 0 USP, 0 Plates  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition



# Holding the Bunker

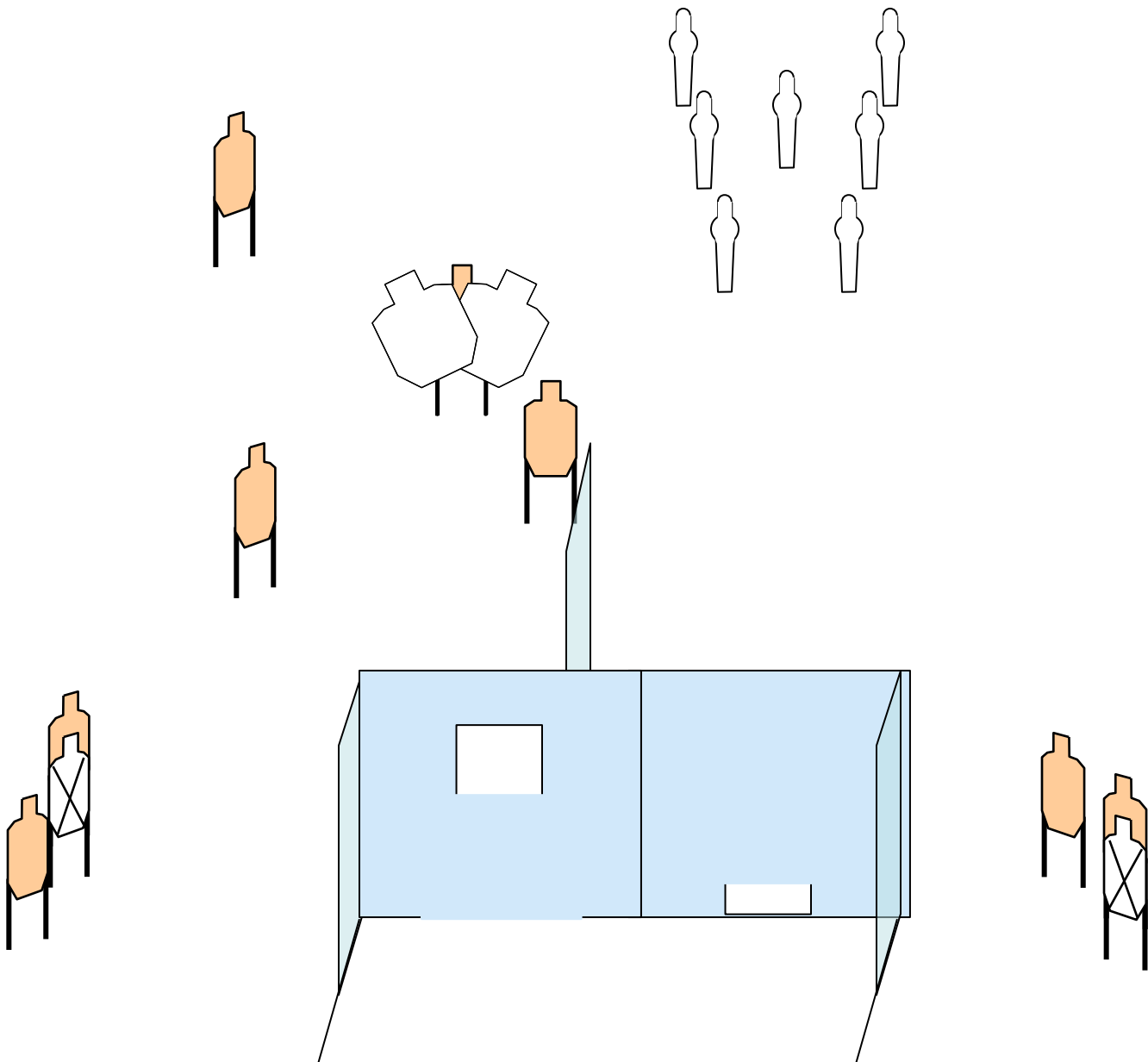
Course Designer: Keith Tyler

**START POSITION:** Standing outside of shooting area, hands at sides

**GUN READY CONDITION:** Loaded gun in holster per current rule book.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines and walls.

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 8 metric, 0 PP, 7 USP, 0 Plates  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition



# Speed shoot at the Pyramid

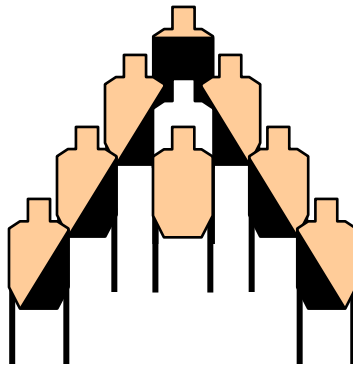
Course Designer: Keith Tyler

**START POSITION:** Standing in box, hands over head, palms towards the pyramid

**GUN READY CONDITION:** Loaded gun in holster per current rule book.

**STAGE PROCEDURE:** Upon start signal, engage T1 through T8 each with 1 round only, do a mandatory reload and re-engage T1 through T8 each with 1 round only .

**SCORING:** Virginia Count, 16 rounds, 80 points  
**TARGETS:** 8 Metric, 0 PP, 0 USP, 0 Plates  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition



7 yards

# Vampires attacking

Course Designer: Keith Tyler

**START POSITION:** Standing in box A, holding bottle in weak hand. Heels on rear fault line

**GUN READY CONDITION:** Loaded gun in holster and loaded per current rule book.

**STAGE PROCEDURE:** Upon start signal, engage targets as they become visible from within fault lines and wall. Bottle must be on the shooter or on the table.

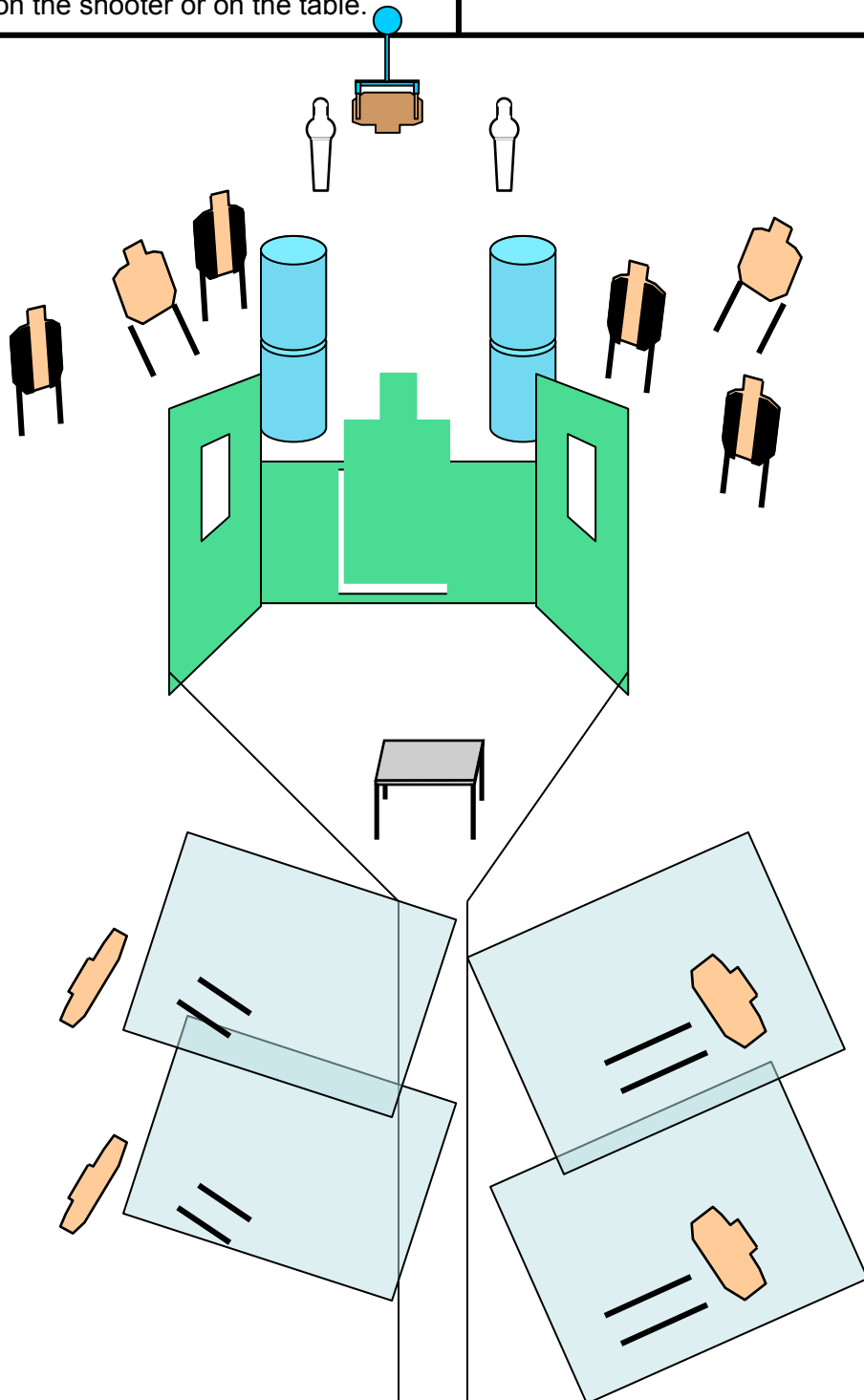
**SCORING:** Comstock, 25 rounds, 125 points

**TARGETS:** 11 Metric, 0 PP, 2 Mini, 1 Plates

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

**START-STOP:** Audible - Last shot

**RULES:** USPSA current edition



# Stage: Attacking Horde

Course Designer: Keith Tyler

**START POSITION:** Standing within fault lines anywhere

**GUN READY CONDITION:** Loaded gun in holster per current rule book.

**STAGE PROCEDURE:** Upon start signal, engage targets within the fault lines and walls.

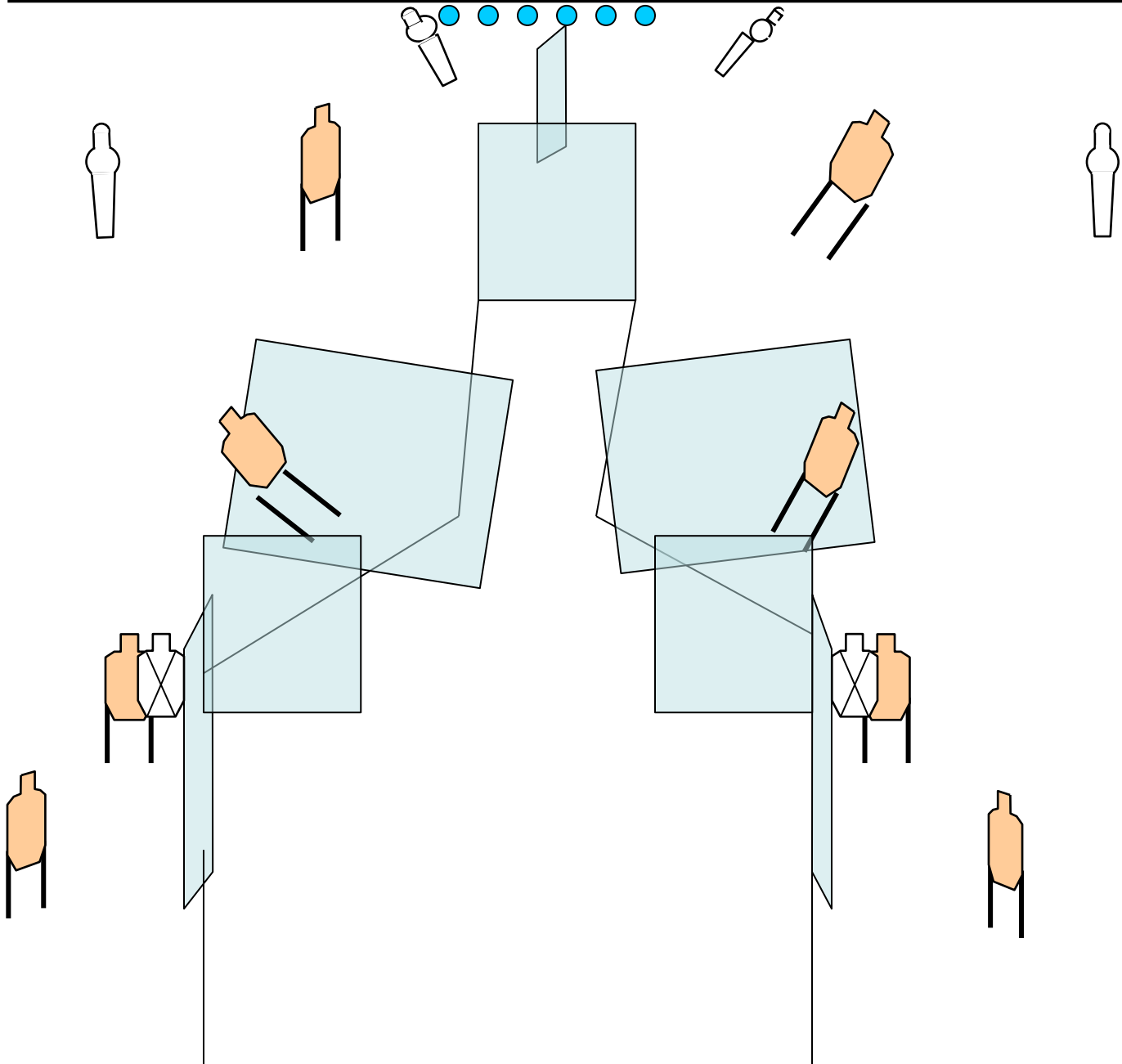
**SCORING:** Comstock, 26 rounds, 130 points

**TARGETS:** 8 Metric, 2 PP, 2 mini, 6 Plates

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

**START-STOP:** Audible - Last shot

**RULES:** USPSA current edition





# Stage: The Locusts are here

Course Designer: Keith Tyler

**START POSITION:** Standing with heels on X's facing down range

**GUN READY CONDITION:** Loaded gun in holster per current rule book.

**STAGE PROCEDURE:** Upon start signal, engage targets as they become visible from within the fault lines.

**SCORING:** Comstock, 30 rounds, 150 points

**TARGETS:** 12 classic, 6 PP, 0 mini, 0 Plates

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

**START-STOP:** Audible - Last shot

**RULES:** USPSA current edition

