

Courses of Fire for the December 18, 2004 UDPL Handgun/Handgun-Shotgun Match

Dec 04

STAGE ONE Backyard

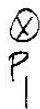
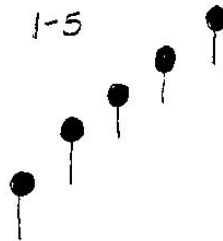
WEAPONS pistol and Shotgun

Rounds 10 & 8

Scoring Vickers

PROCEDURE) With Pistol, Hit tgts 1-5 with 2 rounds each,
String one } any order

String two Start with 7 rounds only in Shotgun. Hit any
4 targets 2 times each.



STAGE TWO City limits

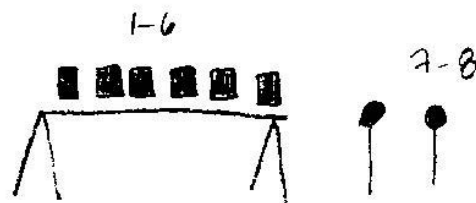
Weapons pistol & Shotgun

Rounds 10 & 8

Scoring Vickers

Procedure } With pistol, knock down tgts 1-6,
String one } Hit 7-8 with 2 rounds each

String two start with 7 rounds in Shotgun. Knock down
1-6. Hit 7-8 with one round each



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Stage three The wall

WEAPONS Pistol & Shotgun

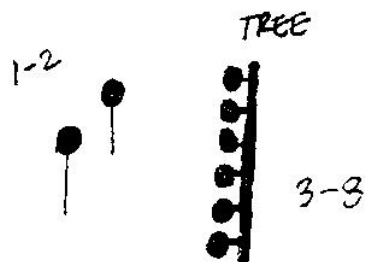
Rounds 10 & 8

Scoring VICKERS

Procedure }
String one } With pistol, Hit 1-2 2 times each, Hit
3-8 with 1 hit each

String two start 7 rounds only in shotgun. Hit 1-2 with one round each, then hit 3-8 1 time each

NOTE: for credit on tree plates: plate must 'move'. A nick on the edge may not move the plate, so another hit may be necessary.



STAGE FOUR GULCH

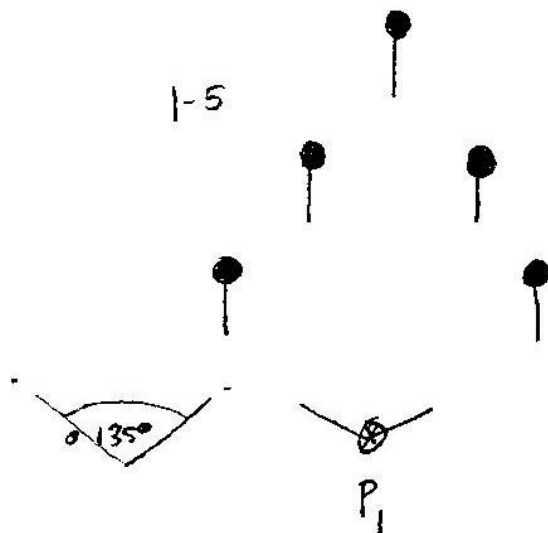
WEAPONS Pistol & SHOTGUN

ROUNDS 10 & 8

PROCEDURE

String one } With pistol, Hit tgts 1-5 with 2 rounds each. any order

String two start with 7 rounds only in shotgun. Hit any 4 targets with 2 rounds each



stage FIVE corral 1

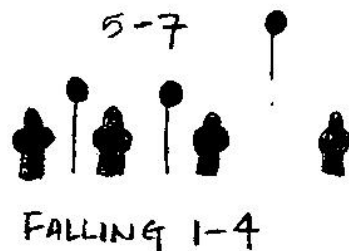
WEAPONS Pistol & Shotgun

Rounds 10 & 8

scoring VICKERS

PROCEDURE } with pistol, knock down 1-4 & Hit 5-7 with
String one } 2 rounds each, in any order

string two start with 7 rounds in Shotgun. Hit the
falling steel tgts, 1-4, Then Hit any
2 lollipops 2 times each



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Stage Six Corral 2

WEAPONS Pistol & Shotgun

Rounds 10 & 8

Scoring Vickers

PROCEDURE } With pistol, Hit 1-4 with 2 rounds each,
String one } & knock down 5-6, any order

String two start with 7 rounds in shotgun. Knock down
targets 5 & 6. Then Hit any 3 lollipops 2 times each

