

Welcome Back, Cooper

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** M. Waite

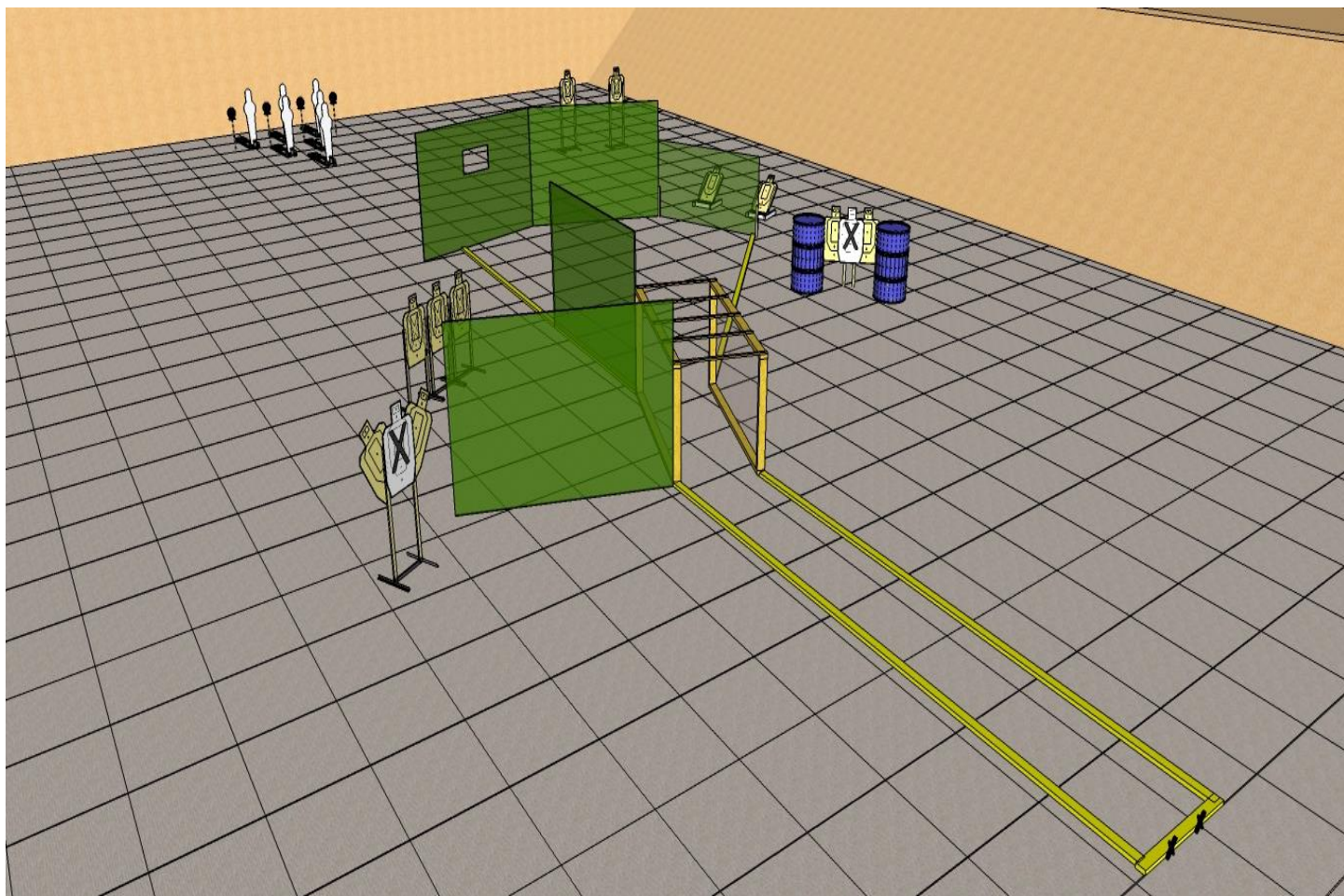
START POSITION: Standing outside of shooting area with toes on "X"s, handgun loaded and holstered per Ready Condition 8.1, hands relaxed naturally at sides.

STAGE PROCEDURE

Upon start signal engage targets as they become visible from within the shooting area. The middle array of three paper targets must be engaged from beneath the Cooper Tunnel. The four plates within the popper array are no-shoot plates; one no-shoot penalty will be assessed for each plate with a visible hit (9.4.3).

SCORING

SCORING: Comstock, 28 rounds, 150 points
TARGETS: 11 Metric Paper, 6 Poppers
SCORED HITS: Best 2 per paper, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES:

Cooper Tunnel is 4' wide x 5' high x 6' long. Slats of the Tunnel are ~ 4' wide 1x2 lumber spaced approximately 8-12 inches apart.

Middle array targets set to no more than 3' high at shoulders.

Four KD plates within the PP array are no-shoot plates, paint the side of the plates facing the shooter black (paint plate each time it is hit).

RO NOTES:

Penalties assessed for falling Cooper Tunnel slats per 10.2.5 (one procedural for each slat that falls).