

Charles has chosen for the classifier this month an old stand-by, The El Presidente. For those of you who are new to action shooting this is one of the oldest standards in the sport, going back to the earliest days of practical shooting. It looks easy, it's not; your basic skills are tested: draw, shoot well, reload. Practice your reloads.

Side Match! Have you got a carbine? Stage will be about 40 rounds. We will run it on Back & Forth and Who's Your Friend (minus the steel) as a combo/field course. Six or more targets may require 2 hits to the lower scoring zones and one hit to the upper A/B zone. You have been warned!

Don't have a carbine? I have a couple that I will loan to anyone that has 40 rounds of .223 they want to shoot. If you have never done this with a rifle...its just a whole lotta fun!

We are taking volunteers for Match Directors. Let me know if you are interested.

See you Sunday! Kevin J.

Back & Forth

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Charles Thomason, TX

START POSITION: Standing in box A, hands at sides.

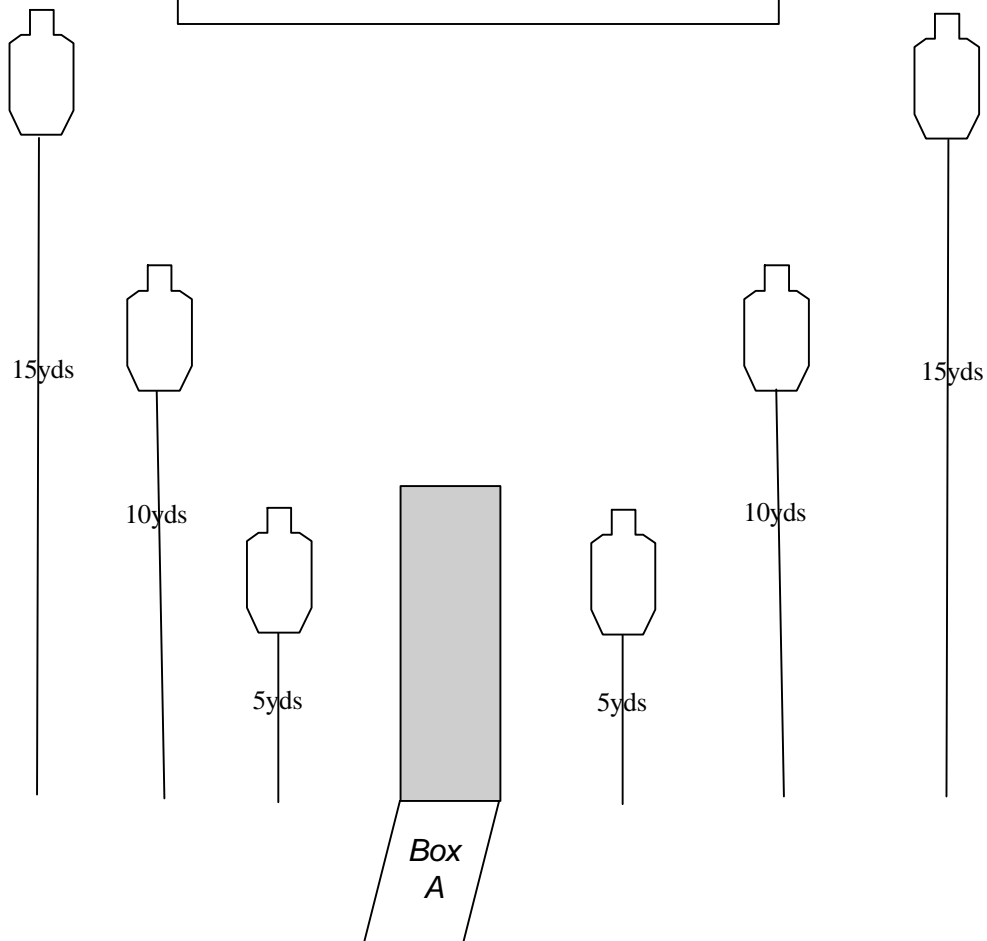
STAGE PROCEDURE

On signal engage targets in tactical order (near to far) two rounds per target. Near targets on both sides must be engaged before moving to more distant targets. Mandatory reloads between 1st and last shot fired.

SCORING

SCORING: Comstock, 12 rounds
TARGETS: IPSC
SCORED HITS: 2 Best per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10

BACK AND FORTH



SETUP NOTES: Set-up on Left side of our Bay.

RO NOTES:

Who's your Friend?

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Charles Thomason, TX

START POSITION

Pistol loaded and holstered. Sitting in chair with hands on sides of table.

STAGE PROCEDURE

On signal first take a card from the stack on table, turn it over, and announce color on card indicating NO SHOOT color. You may leave the card on the table face up or take it with you if you have short term memory difficulty. Then draw and engage OTHER COLOR targets as they become visible (the color you drew is NO SHOOT COLOR).

SCORING

SCORING: Comstock, 20 rounds

TARGETS: IPSC, PP,

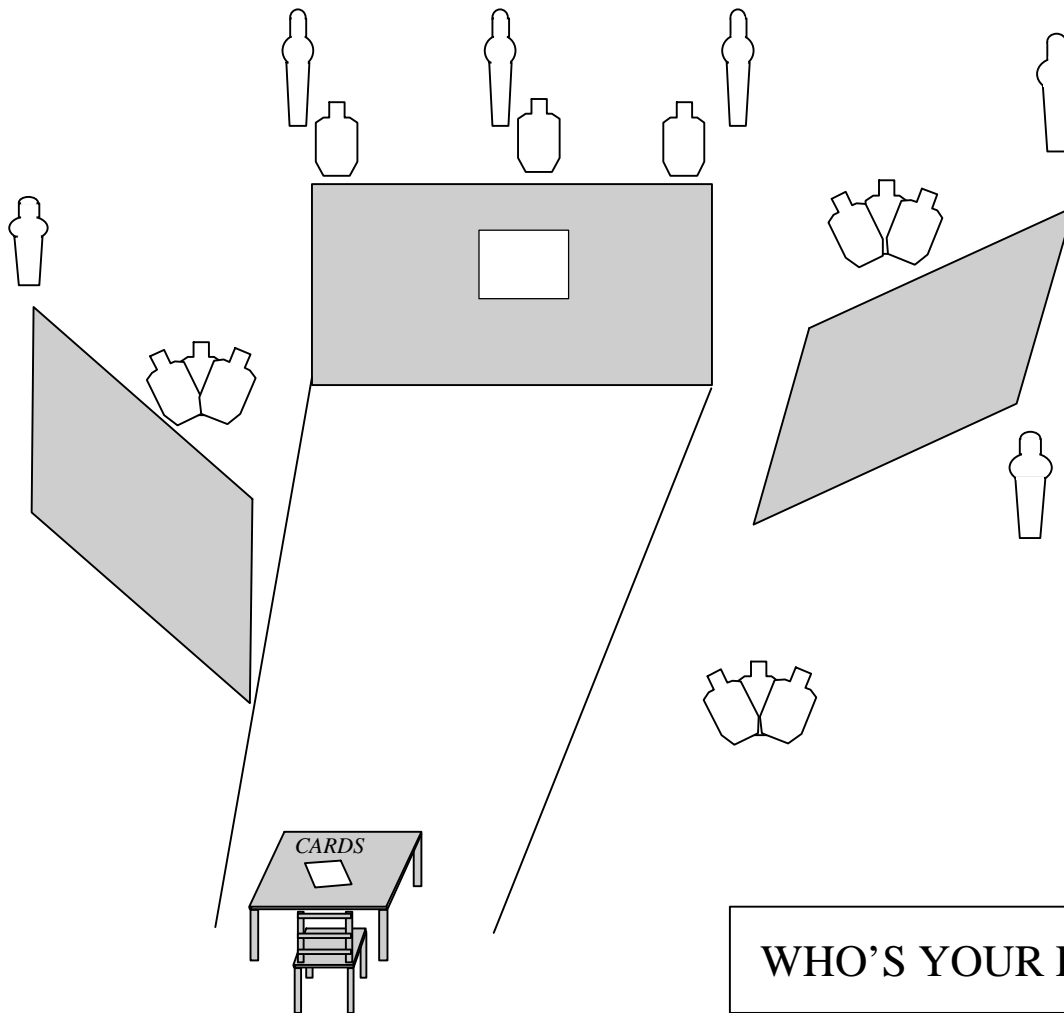
SCORED HITS: 2 Best per IPSC, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: Poppers to be put at least 10 yards from nearest charge line. PLEASE set-up on right in our bay.

RO NOTES:

Fast and Slow

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Charles Thomason, TX

START POSITION Pistol loaded and holstered, facing up range.

STAGE PROCEDURE

On signal, turn and engage all targets from Box A.

SCORING

SCORING: Comstock, 17 rounds,

TARGETS: IPSC, Star

SCORED HITS: 2 Best per IPSC, steel down = 1A

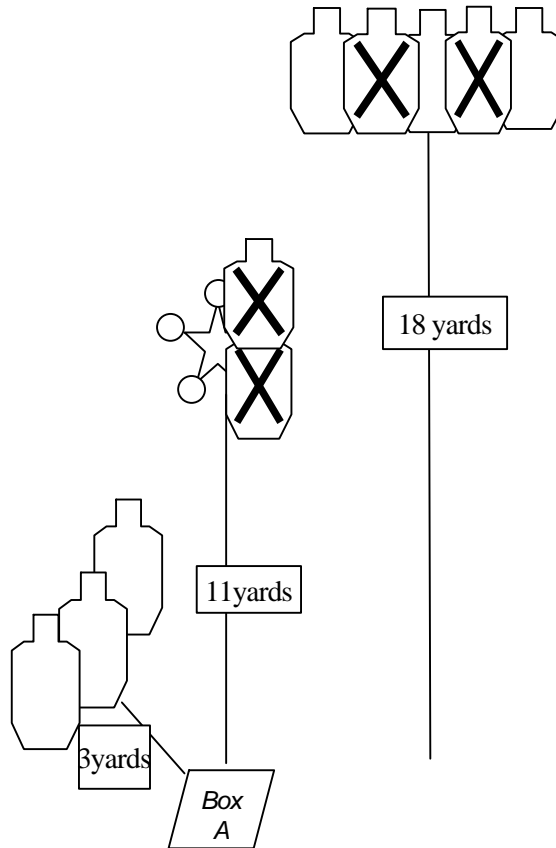
START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10

FAST AND SLOW



SETUP NOTES:

RO NOTES:



CM 99-11

El Presidente

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Cooper

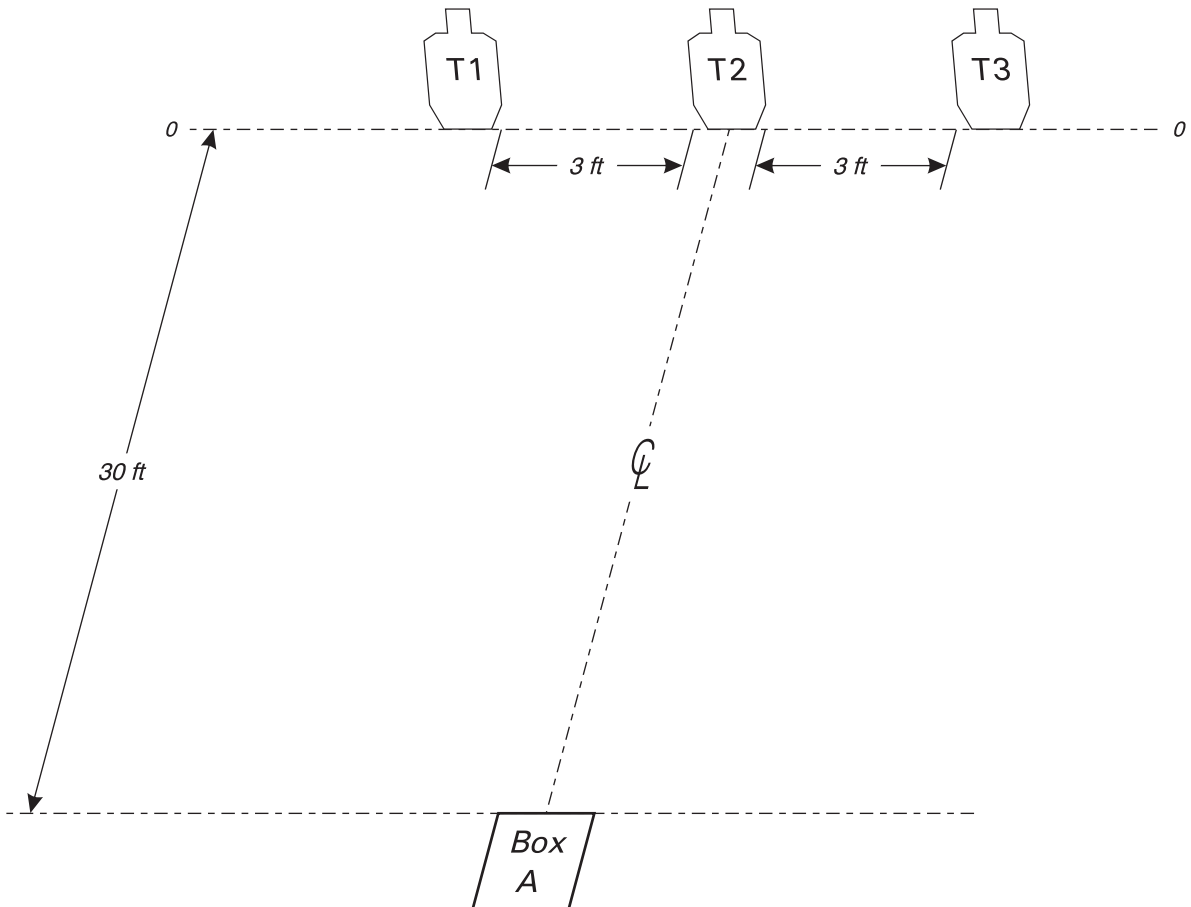
START POSITION: Standing in Box A, back to targets, toes of both feet against rear of fault line of Box A, both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, turn then draw and from Box A engage T1-T3 with only two rounds per target, then perform a mandatory reload and from Box A engage T1-T3 with only two rounds per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points
TARGETS: 3 IPSC
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet.





CM 99-11 El Presidente

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASHMARKS					
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

.

STATS ONLY + + + - =



MINUS PENALTIES OF
EQUALS TOTAL SCORE
DIVIDED BY TIME OF
HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____