



**FLORIDA OPEN 2013**  
**Stage 4 - Arrrrgh**  
Course Designer: Weir  
Rules: Practical Shooting Handbook, Latest Edition

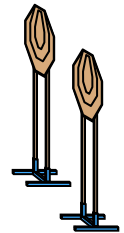
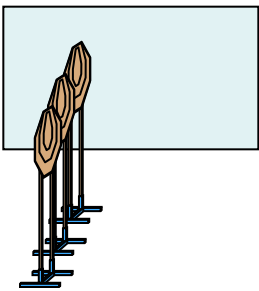
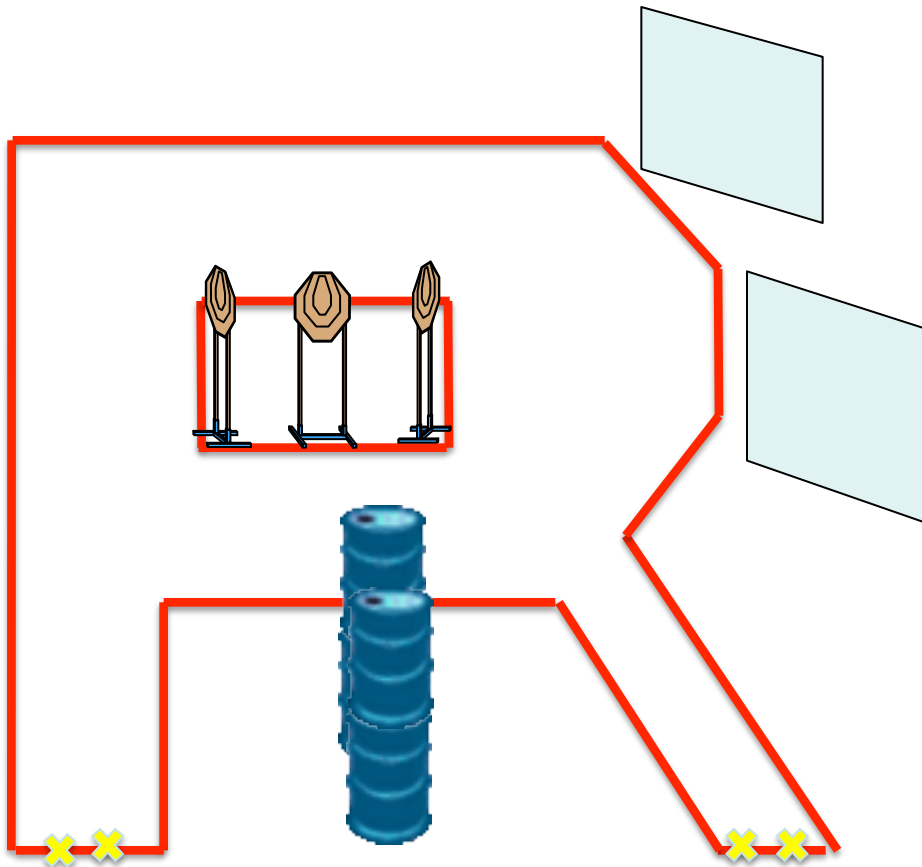
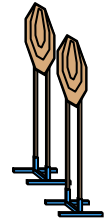
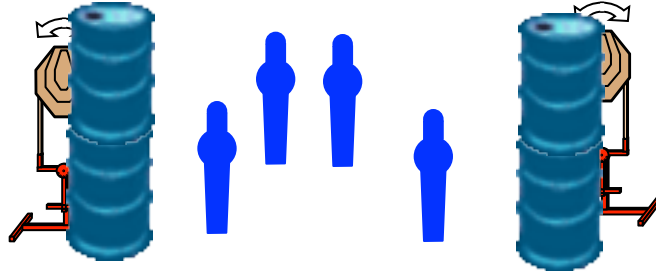


**START POSITION:** Heals on either set of X's, hands relaxed at sides.

**GUN READY CONDITION:** Loaded and holstered.

**STAGE PROCEDURE:** On signal engage targets from within shooting area.

**SCORING:** Comstock, 28 rounds, 140 points  
**TARGETS:** 12 IPSC, 4 Steel  
**SCORED HITS:** Best two  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition rulebook



**Setup Notes:**  
Poppers activate swingers



# FLORIDA OPEN 2013

## Stage 5 - Aye!

Course Designer: Smitty

Rules: Practical Shooting Handbook, Latest Edition

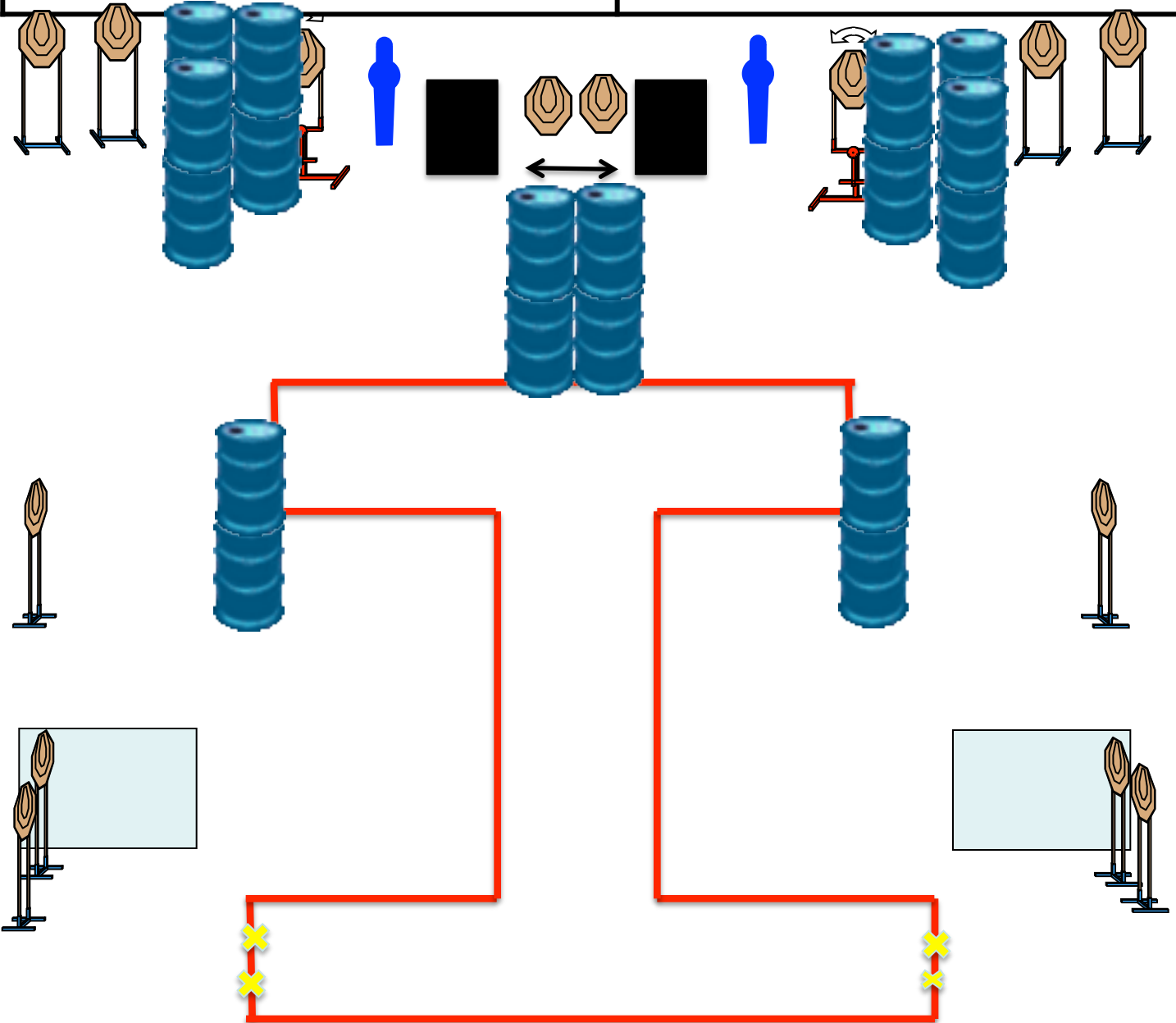


**START POSITION:** Toes on either set of marks, hands relaxed.

**GUN READY CONDITION:** Loaded and holstered.

**STAGE PROCEDURE:** On signal engage targets from within shooting area.

**SCORING:** Comstock, 30 rounds, 150 points  
**TARGETS:** 14 IPSC, 2 Steel  
**SCORED HITS:** Best two, steel must fall  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition rulebook



**Setup Notes:**  
 PP activates swingers



**FLORIDA OPEN 2013**  
**Stage 6 - Doubloons**  
Course Designer: Weir  
Rules: Practical Shooting Handbook, Latest Edition

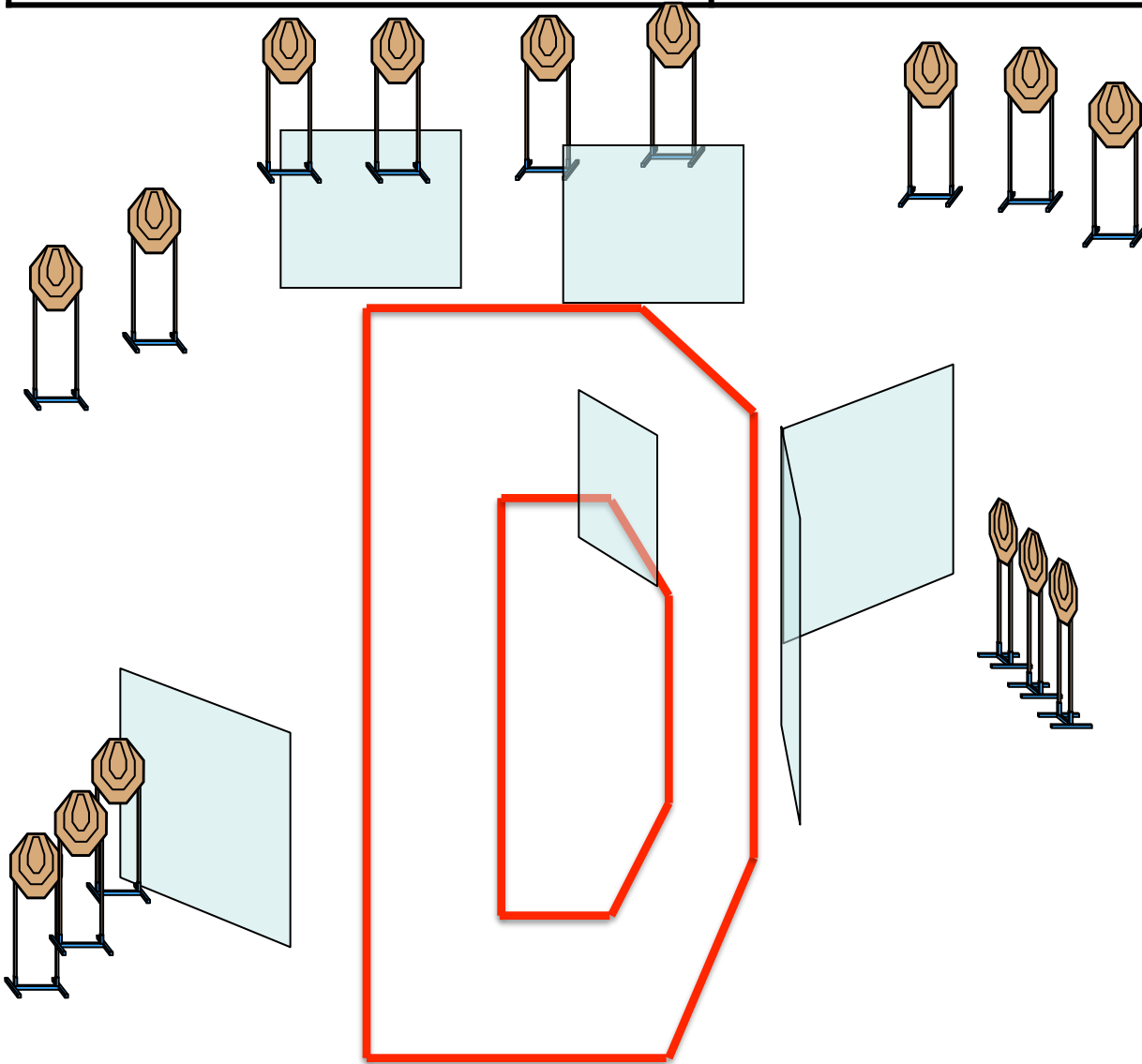


**START POSITION:** Standing in shooting area hands relaxed at sides.

**GUN READY CONDITION:** Loaded and holstered.

**STAGE PROCEDURE:** On signal engage targets from within shooting area.

**SCORING:** Comstock, 30 rounds, 150 points  
**TARGETS:** 15 IPSC  
**SCORED HITS:** Best two  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition rulebook



**Setup Notes:**



**FLORIDA OPEN 2013**  
**Stage 7 - Ehh**  
Course Designer: Jenx/Weir  
Rules: Practical Shooting Handbook, Latest Edition

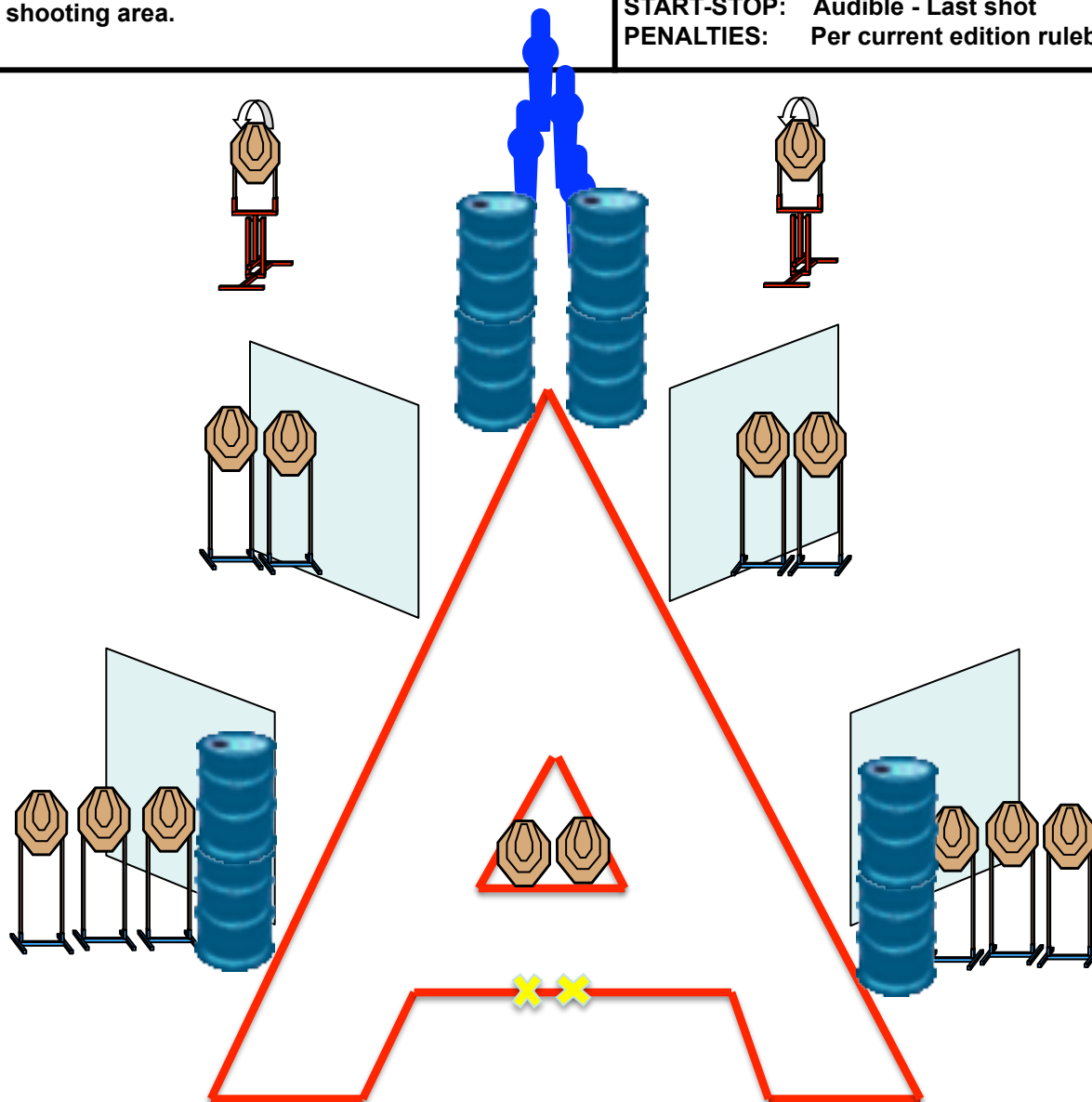


**START POSITION:** Heals touching X's, hands relaxed.

**GUN READY CONDITION:** Loaded and holstered.

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 14 IPSC, 4 Steel  
**SCORED HITS:** Best two, steel must fall  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition rulebook

**STAGE PROCEDURE:** On signal engage targets from within shooting area.



**Setup Notes:**

Poppers activate max traps.