

# Stage #2 – You Gotta’ Move It, Move It

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Tom Naelon (Updated for SFPC)

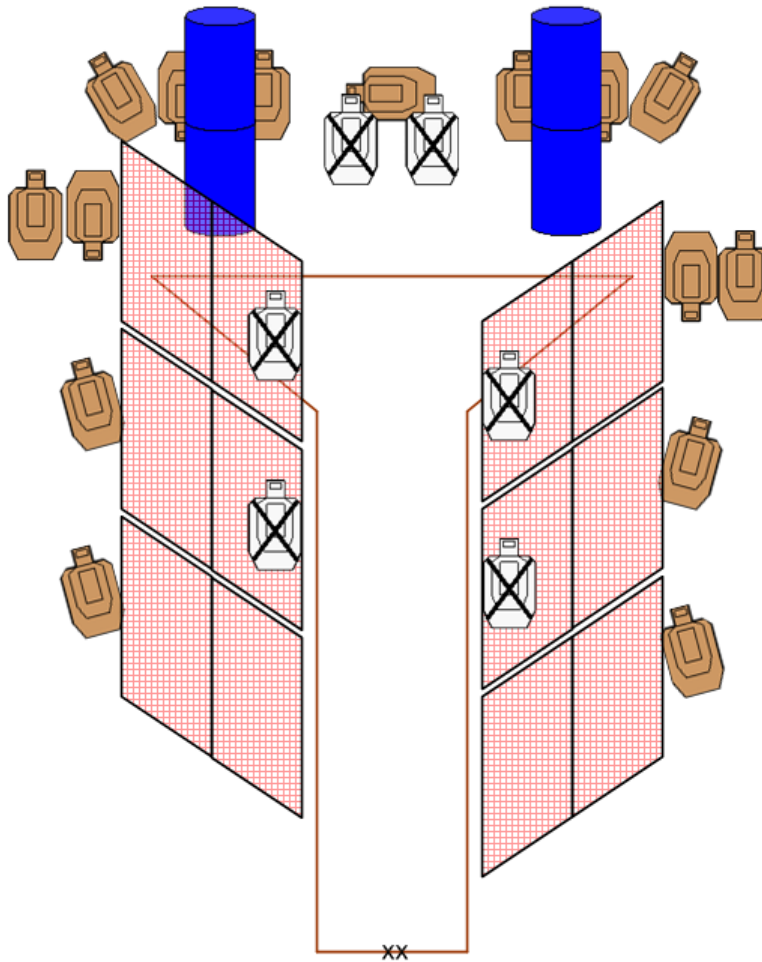
**START POSITION:** Standing outside of shooting area, toes touching marks, hands hanging naturally at sides, gun loaded and holstered.

## STAGE PROCEDURE

On start signal, engage targets from within the shooting area.

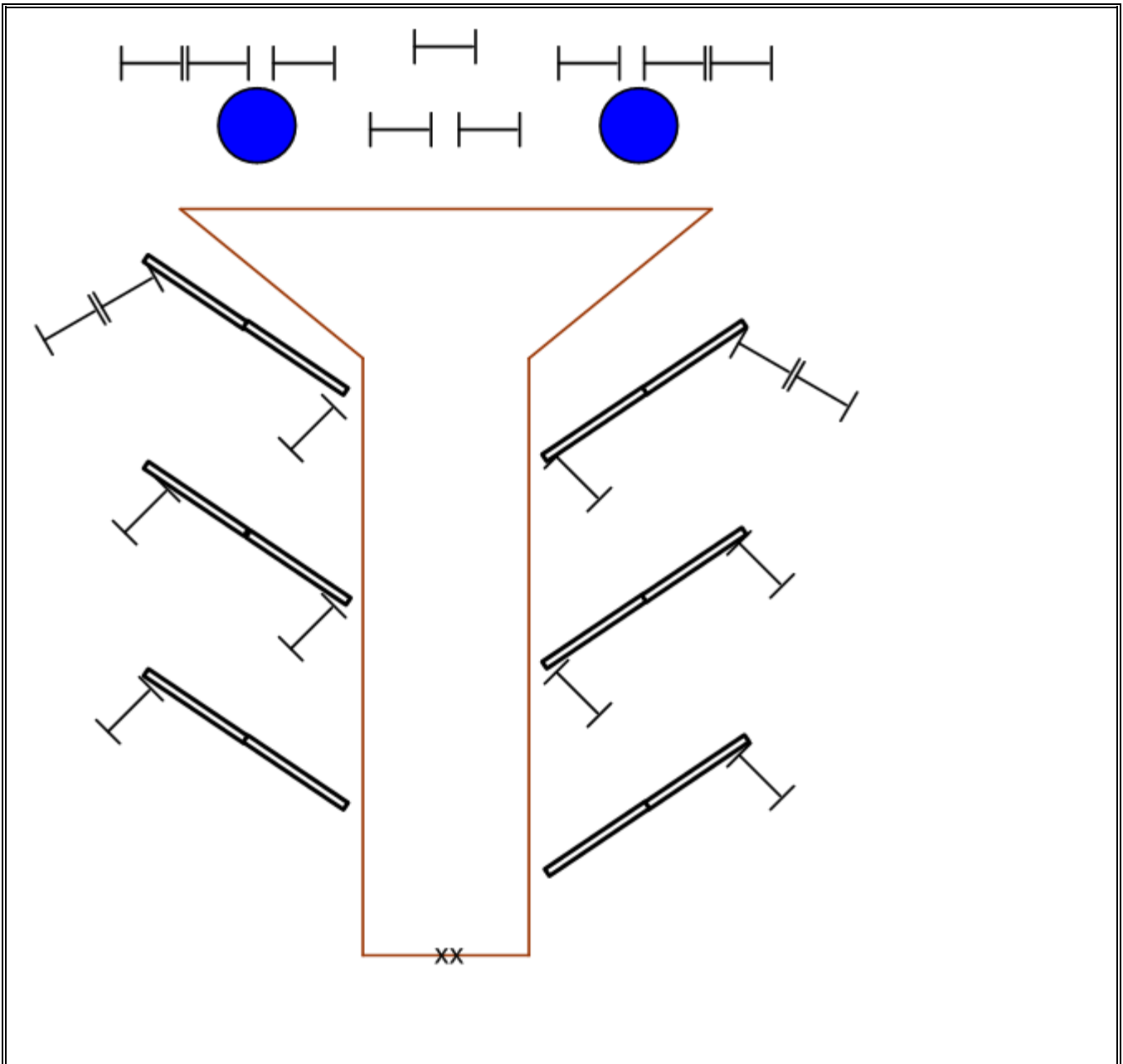
## SCORING

**SCORING:** Comstock, 30 rounds, 150 points  
**TARGETS:** 15 IPSC  
**SCORED HITS:** Best 2 per paper, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**Shooter Notes:** Only the next shooter is allowed in the shooting area while the stage is being scored and reset. All other competitors are highly encouraged to paste and reset the stage so all members can finish all stages.

**RO NOTES:**



TOP DOWN VIEW FOR SETUP