

# Stage #3 – Cobra Venom

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

**START POSITION:** Standing in the shooting area, heels touching rear fault line, hands above respective shoulders. Handgun loaded and holstered.

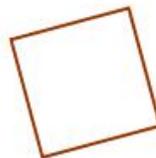
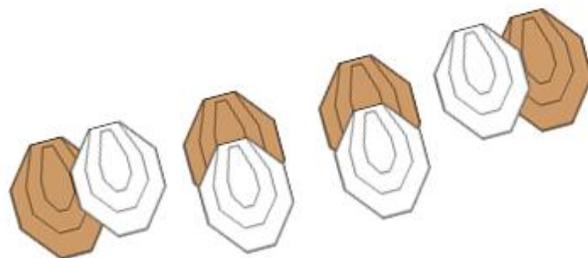
## STAGE PROCEDURE

On signal, engage targets T1 – T 4 with 2 rounds each, perform a mandatory reload and engage targets T1 – T4 with 2 rounds each from within the shooting area.

(Stacking not allowed)

## SCORING

**SCORING:** Virginia count, 16 rounds, 80 points  
**TARGETS:** 4 Classic  
**SCORED HITS:** Best 4 per paper  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Extra shot. -10  
Extra hit. -10  
Miss. -10



**Shooter Notes:** Only the next shooter will be allowed in the shooting area while the stage is being scored and reset. All shooters are highly encouraged to assist with stage reset (pasting and steel and activator reset) to ensure all shooters get an equal chance to shoot the stage.

**RO Notes:** 8 shots – reload - followed by 8 shots There is a 90 degree to the right restriction on this stage/

# TOP DOWN VIEW FOR SETUP REFERENCE

