

# Bingo

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Brent Callen

**START POSITION:** Standing inside the shooting area, heels touching X's, gun loaded and holstered.

**PCC:** Standing inside shooting area with heels touching X's, loaded carbine held in both hands, muzzle pointed down range, stock against belt, with safety on.

### STAGE PROCEDURE

At signal, engage targets as they become visible from within the shooting areas. Popper P1 activates max trap T9; it is not a disappearing target.

### SCORING

**SCORING:** Comstock Count, 31 rounds, 155 points

**TARGETS:** 14 USPSA targets, 3 poppers

**SCORED HITS:** Best 2 on paper, steel down = 1A

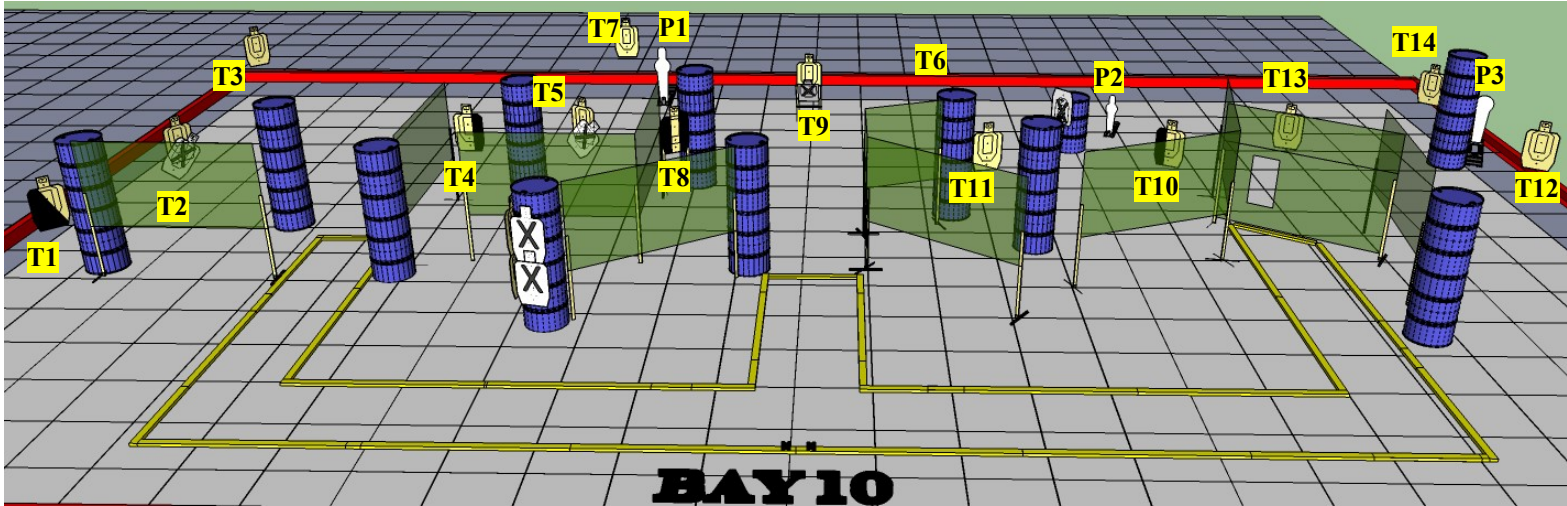
**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural: -10

No Shoot: -10

Miss. -10

**NOTE:**



# Stage Briefing

## Stage 10: Bingo

Welcome to the 2019 NAZC.

This is Stage 10 “Bingo”. I am \_\_\_\_\_ the CRO for the stage. Assisting me today are \_\_\_\_\_ and \_\_\_\_\_.

Stage 10 is a 31 round, 155 point, Comstock course of fire with 14 USPSA targets, and 3 poppers.

The start signal is audible and time stops with your last shot.

### **Start Position:**

**Pistol:** The start position is standing inside shooting area with heels touching X’s; gun is ready per 8.1.

**PCC:** The start position is standing inside the shooting area, heels touching X’s, loaded carbine held in both hands, muzzle pointed down range, stock against belt, with safety on.

At signal, engage targets as they become visible from shooting areas. Popper P1 activates max trap T9; it is not a disappearing target.

The best 2 hits on paper will be scored, steel must fall to score.

Rules are per the USPSA Handgun Rules, Current Edition.

We request that you help tape, reset steel, and paint unless you are one of the next two shooters. Please do not tape targets until we have scored them.

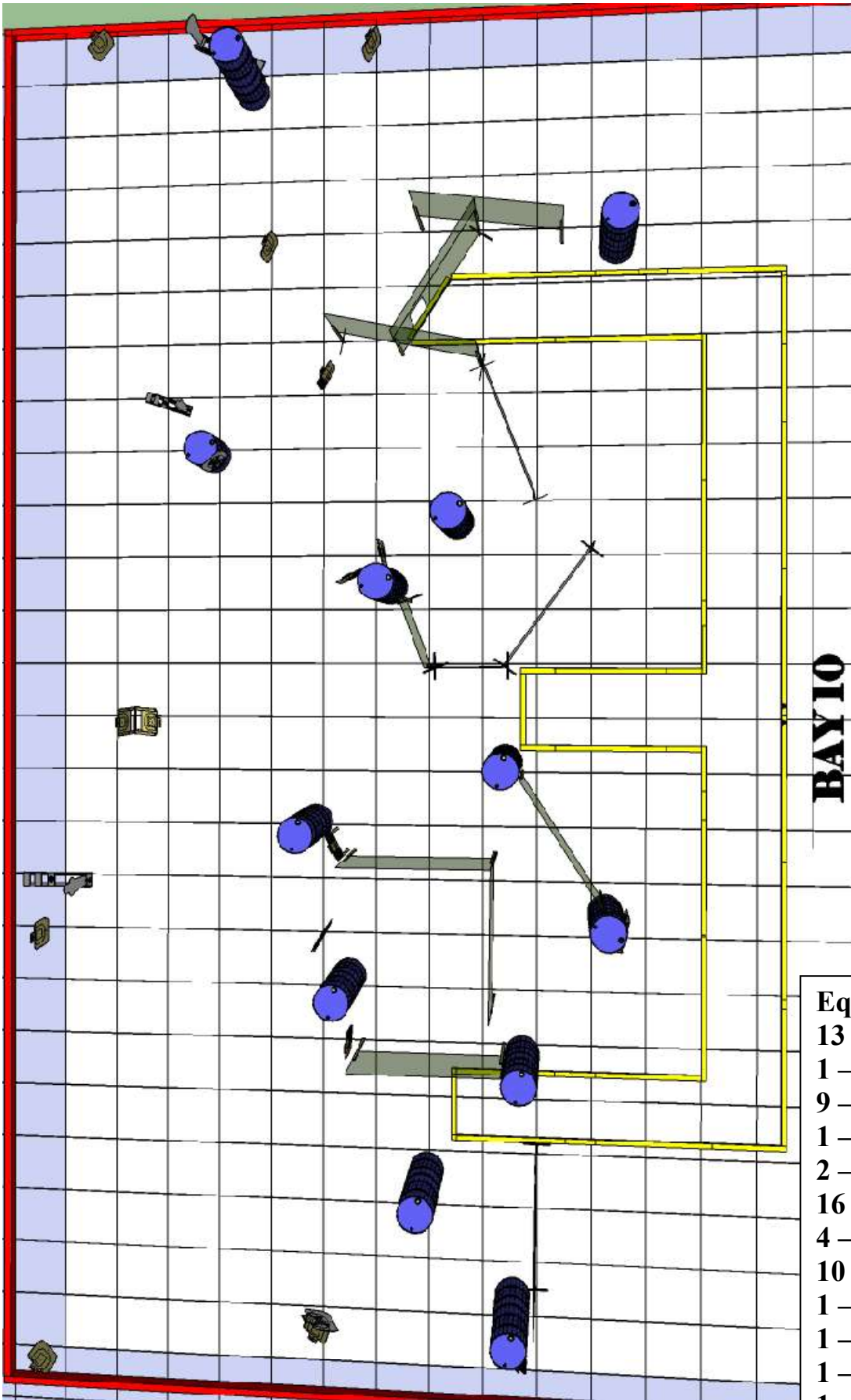
Are there any questions?

***Demonstrate any activated targets at this time.***

You have 5 minutes to examine the course of fire.

***Set a timer for 5 minutes, call out shooting order. At end of time clear stage promptly and start first shooter.***

# Construction



**BAY 10**

- Equipment:**
- 13 – Target stands
  - 1 – Max trap
  - 9 – 8 Ft. Wall
  - 1 – 8 Ft. Wall w/offset port
  - 2 – 4 Ft. Walls
  - 16 – Wall feet
  - 4 – Double wall feet
  - 10 - Double barrels
  - 1 – Single barrels
  - 1 – Forward falling popper
  - 1 – USPSA popper
  - 1 – Mini popper