



USPSA CLASSIFICATION MATCHES

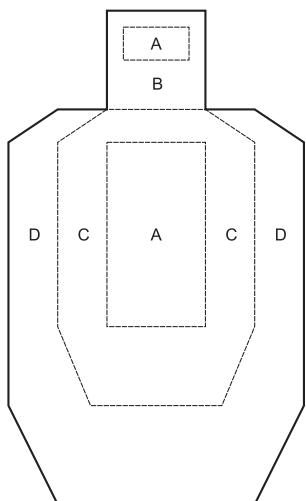


CONTENTS AND INSTRUCTIONS

This manual contains the courses and forms to be used by affiliated clubs for 2013 and beyond. It is essential for clubs to return results to USPSA headquarters RAPIDLY in order to make the system work properly. Results submitted more than 30 DAYS after the match may not be given activity credit.

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The Metric Target



With some exceptions, all classifier courses in this book must use only the Metric target that is shown at left. At the time this book was first printed, the Metric target was the only target authorized for use in the United States Region for classification courses, and the basis for the high hit factors. Substituting any other target for the targets designated in the classifier descriptions will invalidate the scores.

Exceptions to this are the following classifiers which use the Classic target. CM06-05 Fluffy's Revenge 2, CM08-02 Steeler Standards, and CM09-06 Quad Standards 2.

ABOUT THE 2013 EDITION OF THE USPSA NATIONAL CLASSIFICATION COURSE BOOK

This edition of the USPSA National Classification Course Book is meant to be the last one for a while. The Area Championships have become quite successful matches, and it was felt that demanding that they provide two classifier stages per match was not fair to the organizers. We, therefore, went back through some of the old and some of the current courses to come up with what we felt were proven courses. The USPSA board of directors has elected to remove the restrictions on what stages may be used during a specific year. This allows the clubs to use any of the 63 stages within this book at any time. This should help the indoor clubs to come up with enough courses to choose from for their affiliation requirements.

You will recognize some of the classic stages of years gone by, as well as some of the current ones. Many have been refurbished. The freestyle concept has been removed which was necessary for the classification system to work. To compare your scores with the best in the country, or the world for that matter, you have to have the stages set up the same, and each competitor must be made to shoot the stage the same way. I believe we have provided the clubs with the material in this book to accomplish this fairly.

Successful administration of the classification system begins at the club level. This includes confirming that the stages are set up and competed as designed. As part of those administrative duties, scores must be submitted to the Sedro Woolley office in a timely fashion. To do otherwise is to be unfair to our members.

There were many who put several hours into making this issue the quality that it is. I would like to personally thank them here. Roger Maier put countless hours into the stage designs as well as the score sheets. The instructors of NROI also contributed with the critiquing of the stages, and then a second critiquing. It is a tedious job going over stages checking for correct verbiage, target layouts, penalties, etc. My thanks to them: Mike Braun, Arnie Christianson, John Hurst, Steve Kalamen, Bill Kehoe and Jay Worden. Another thank you goes out to all of you who I know will administer these classification courses of fire consistently and fairly for all competitors because without your help, all the previous work is lost.

I wish you all the success and enjoyment of belonging to the best action shooting organization going.

Respectfully,

John Amidon
Director NROI
Vice President USPSA



United States Practical Shooting Association

ADMINISTRATION OF THE USPSA CLASSIFICATION PROGRAM

Every possible effort has been made to ensure that all the stages in this book are "game proof." The courses have been repeatedly reviewed by many people with hundreds of years of combined practical shooting and course design experience. These include Range Officers, Chief Range Officers, Range Masters, Range Master Instructors, and the Director of the National Range Officers Institute. The nature of the project is such that there are probably undetected errors in spite of all that effort. In most cases the intent of the course will be obvious. USPSA requests that you honor that intent.

Practical shooting is distinct from other shooting disciplines in that the responsibility for determining the best, safe solution to the problem presented by a course of fire is the competitor's. In other words, practical shooting intends to test the ability to think in addition to testing the ability to shoot rapidly and accurately. That intent is formalized in the Practical Shooting Handbook, in which IPSC 1.1.5 says, "IPSC matches are freestyle." It is, however, necessary to establish an exception in the case of the classification system. The classification system is able to determine a competitor's accuracy and speed as those abilities are quantifiable. The system is not able to measure the ability to "game" a stage as those intangible skills are not quantifiable. If competitors are allowed to outsmart the classification course designer the results are meaningless.

The primary responsibility for honoring this concept of fairness as it applies to the classification system lies with the competitor. The secondary responsibility is that of the match directors and range officers to ensure that the stages are run properly. If the stage description leaves any doubt as to the proper procedure, please call the office for clarification before the match.

In circumstances where target heights are not specified, use the standard measurement of 5 feet high at shoulders. For shooting boxes that do not include dimensions, use boxes that are 3 feet by 3 feet. Poppers placed in front of paper targets are 4 feet from the rear target unless otherwise specified. Again, if there is any doubt, call the USPSA office for clarification.

Administration

Each affiliated club may conduct classification stages as a part of their competitive program. Your club simply

picks any one of the classifier courses from this classifier book and includes that stage with others of your own design for your match. Your club runs the course selected and sends the results to USPSA Headquarters within 30 days of the match. Only one classifier may be run each month unless the club has received permission to run a Level I Special. If your club cannot run events in the winter because of bad weather, etc., you may postpone your regular club events until later in the year; however, your club must conduct and report a minimum of eight matches per year, three of which must be classifier matches. A club may turn in a maximum of 12 regular club events for each division for activity credits in one year. Please note that there is no provision for running a classifier as a separate side event. Any match where a classifier is run is a classifier match, and fees are paid accordingly.

When your club holds a classification match, send a Classifier Match Activity Report with a breakout for each division, all of the division Summary Sheets, the activity credit fee check to USPSA, and, if applicable, a copy of the Level I Special Match Application signed by the section coordinator or club president IF the club is independent. Clubs no longer need to send the score sheets to USPSA, but they should hang on to those score sheets for at least six months in case there are questions. Fees are to be paid for all shooters, not just USPSA members. Users of EzWinScore can generate all the necessary reports by selecting Reports - USPSA Activity Report from the main menu. Remember to print both the Activity Report and Classifier Reports by clicking the appropriate radio buttons at the top of the USPSA Reports form.

Clubs can also choose to upload their activity reports through the USPSA web site, and to pay the fees either by credit card or by mailing a check to USPSA headquarters.

Running A Special Classifier

Twice a year, a club may run a Level I Special match. This match consists of two to a maximum of six classifier courses selected from this National Classification Course Book. The number of classifiers that can be run at a Level I Special match was increased from four to six on June 1, 2006. Clubs should let their section coordinators know

when they plan to hold a Special Classifier so any conflicts with other clubs in the section can be resolved.

A Special, when run within a regular club match, will allow a shooter to get up to six scores toward his classification—one regular course of fire and five Special courses of fire. Applications without your section coordinator's signature will be returned for that signature.

When a club runs a Special together with a club match, no activity credit will be credited toward Nationals slots for the Special Classifier courses. Activity credit will be given for the club match and one regular classifier course of fire.

About Your Club Code

Your club code is made up of two elements, letters and numbers. The letters signify the section to which your club belongs, e.g. "NW" is the Northwest Section, "GA" is the Georgia Section. "IPSC" is used for clubs that do not belong to a section. The two digits following the letters are your club's identification number. If your club's identification number is less than 10, it must be preceded by a zero, e.g. "03." When you enter your club code into EzWinScore, do not separate the letters from the numbers with a space or add extra numbers. For example, "NW03" is correct; "NW 03" is not correct, nor is "NW003" or "NW3" or "NW-03." By entering the correct club code and full club name into EzWinScore, you can help USPSA ensure that your club receives the credit it is due and that the competitor's scores are entered with the correct club designation. Typing out your club's full affiliated name is important.

The classifier web upload system requires club codes to be entered into EzWinScore correctly. If you receive an error using the upload system, first check to see if your club code is correct.

If you don't know what your club code is, you can find it at the top of the quarterly Activity Credit report that USPSA mails to your club, or you can call USPSA headquarters at (800) 995-5646. You can also use the Club Finder on the USPSA web page to search for your club.

Entering Classifier Scores In EzWinScore

EzWinScore allows stats officers to register competitors multiple times for classifier purposes. These registrations can be for reshotting a classifier in the same division, or for shooting the classifier in a different division. When a competitor is re-entered, EzWinScore will flag the second and subsequent registrations as re-entries because rule 6.2.4 states that only the first gun shot can be used for the match score; all other entries do not count for match placement. However, the USPSA board of directors approved a U.S. rule (US 6.2.4) that provides an exception for Level 1 matches only. Whether to allow

reshoots to count for match score is a match director decision.

EzWinScore version 4.00 had modified the re-entry flag, so it is possible to change the reentry flag in the event of an error. See the EzWinScore help file for a more detailed discussion of this topic.

Classification Verification For Match Directors

Match directors who need to verify the classifications of shooters who have registered for a major match can fax the match registration list, or send it via an email attachment, to the national office at least three working days before the match. USPSA will check the classifications and membership expiration dates and return the list to the match director with any changes prominently noted. This is a service provided to clubs to help them ensure that competitors are competing in the correct classes.

Stats officers can also use a tool built into EzWinScore for verifying classifications. To use this feature, download a text file from the EzWinScore Support web page at www.uspsa.org/ezwinscore. This file is found on the Classification Files page and is called ez_class_update.txt. A zip file is also available for faster download if you have a zip manager program installed on your computer. After downloading this file to your computer, unzip the file to a temporary directory if you downloaded the zip file, and start EzWinScore. Click Match -> Update Classifications from the EzWinScore menu. The next step is to import the data from the text file into EzWinScore using the Import button. You will be asked to point to the file you downloaded. After clicking the Open button, the data will be imported. This data will remain available until you import a new file. At this point, you have the option to update either the match database or the master database, or both in succession.

EzWinScore version 4.00 does a better job of finding and correction errors in USPSA numbers. It is still not possible for the program to correct numbers if the member has changed to a different number series. For example, changed from annual membership to life membership. If a match is not found, EzWinScore will change any classification to U. It is likely that you will have to correct membership prefixes and run the classification routine a second time.

Submitting Classifier Scores By Web

Beginning in 2003, USPSA began accepting classifier scores through the USPSA web site at www.uspsa.org.

The special text file is created by clicking the Web File command button on the USPSA Reports form. (Reports menu - Activity Report menu item) The text file will be created with a unique file name combining the club

code and match date. This file will be created in the directory established by the “Location to save output files” setting on the Match Information form.

To upload your classifier files, go to the Club Support page of the USPSA web site and click on the Classifier Upload link. Please note that page names and links may be different from those stated in this description. Authorized uploaders can then log in to upload the file created above. Click the browse button to find the file on your computer, then enter your email address. If you choose to pay by credit card, your submission will be processed after your credit card is charged the amount shown for activity fees. If you choose to pay by check, you will need to write the classifier transaction number on your check and mail it to USPSA, 872 North Hill Blvd, Burlington WA 98233. When your check with the transaction number is received, the classifier submission will be processed and the scores entered.

The EzWinScore help file has a more complete topic on how to submit classifiers through the web site.

Activity Credit Fees

Level I Match - without classifier

\$1.50 per registered competitor per division.

Level I Match - with classifier

3.00 per registered competitor per division.

Level I Special match

with 2 classifier stages

\$4.00 per registered competitor per division.
with 3 classifier stages

\$5.00 per registered competitor per division.
with 4 classifier stages

\$6.00 per registered competitor per division.
with 5 or 6 classifier stages

\$6.50 per registered competitor per division.

Level II Match - without classifier

\$2.50 per registered competitor per division.

Level II Match - with classifier

\$4.00 per registered competitor per division.

Level III Match - with up to 2 classifiers

\$5.00 per registered competitor per division.

HOW THE SYSTEM WORKS

What Is It?

A system for grading practical shooters was first proposed by Jeff Cooper at the second IPSC World Meeting in Rhodesia (now Zimbabwe) in 1977, but it wasn't until 1985 when Dave Stanford proposed the specifics of such a system to the USPSA board of directors that a large number of shooters could be classified from a common database.

The USPSA classification system enters thousands of scores each month and manages more than 10,000 classified members in five competitive divisions. Many of our members do not have a full understanding of the system and how it works. USPSA hopes that this article will increase that understanding.

Hit Factors and Maximum Hit Factors

Members are awarded a class based on a series of percentages that are calculated for them. Each percentage is the score (hit factor) they shoot on a specific stage divided by the maximum hit factor used for that stage. The maximum hit factors are derived from the scores of the top shooters. Since these top shooters can, and sometimes do, make changes in their equipment or technique, the maximum hit factors need to change as well. For instance, a member's hit factor of 5.64 on a given stage may represent 63 percent of the stage

maximum at the time it is entered, but some time later may represent only 59 percent if the top shooters have forced a change in the stage maximum. The member's score will remain as entered as it is not possible for the staff to recalculate every member's hit factor for the stages that have changed, but all subsequent scores will be calculated based on the new maximum hit factor.

Classification Bracket Percentages

Grand Master	95 to 100%
Master	85 to 94.9%
A	75 to 84.9%
B	60 to 74.9%
C	40 to 59.9%
D	2 to 40%

Earning A Classification

To become classified, a member must have at least four valid scores from different classifier courses in the USPSA database. If more than four scores are in the database when the averages are calculated, the best four of the most recent six valid scores will be used. Any scores in excess of the most recent six valid scores are not used for the initial classification. Those scores over the most recent six *may* be used at the next monthly reclassification if they are within the most recent eight scores.

It is important to note that for INITIAL classifications ALL scores greater than 2 percent will be used to determine a classification. These scores will be continued to be used until they are bumped from the most recent eight scores in use by higher VALID scores. What this means is that even if a higher score is entered, but is flagged with a B or a C, the lower score will be considered valid and be included in the member's current percentage.

Most of the scores will come from classifier courses set up by USPSA-affiliated clubs. The clubs are responsible for setting up these stages according to exact specifications and for administering them uniformly. They are part of the club's monthly match, are included in the calculation of the match results, and are submitted for national classification of the member. According to USPSA board policy, members participating in matches which contain a classifier stage may be allowed to repeat that stage at the convenience of match officials, but this is for classification purposes only. The first score of the classification stage must be used to calculate match standings, but the best single run of the classification stage may be sent in for classification.

Within 30 days of the match, the clubs must send in a classification report, which can be generated automatically by the USPSA EzWinScore program, and \$3.00 per competitor per division to cover costs of the administering the classification system. In addition, the \$3.00 fee is due for each division regardless of whether the competitor shot all stages or just the classifier stage.

All valid classification scores received at National Headquarters by the 10th of each month are entered into the computer before the classification program calculates averages, unless there is a problem with the paperwork submitted by the club. For an understanding of what constitutes a valid score, read the section on the "Flagging System" on page 7. After the scores have been entered and verified as correct, the computer calculates a current average for those who have become eligible for a classification and generates a classification card. These cards are mailed out around the 15th of the month.

Reclassification

USPSA currently classifies previously unclassified members as well as reclassifies members on a monthly basis. Whereas new classifications are based on the best four of the most recent six scores in the system, reclassifications are based on the best six of the most recent eight valid scores in the system. Beginning in June 2006, a reclassification would occur if there were only five scores on record. In this event, all five scores would be averaged. If the member's current average is in a higher classification bracket, the member is moved to that class. Members may also request to be moved to a higher class,

not including Grand Master. The member must comply with the same requirements for requesting to be moved down in class.

Moving Down In Class

Members may request to be moved to a lower class because of age or injury. The member must send a letter stating the reasons for reclassification to a lower class along with a letter from the club president or section coordinator endorsing the request. After the request has been received, the member's scores will be checked to see whether there are any recent scores that indicate the member is properly classified.

The member will be notified of the decision in writing, and if the request is granted, a new classification card will be sent.

Please note that even if a member's current average drops into a lower classification bracket, the member will not automatically be reduced in class.

The Revolving Window

It is important to understand what is meant by "the most recent eight valid scores." Because the system is based on using the most recent scores submitted for a member, the scores are sorted by the match date in descending order. For Level I Specials, which result in up to six scores being entered for a given date, the scores are sorted by the course percentage in descending order. This puts the highest score shot on that day at the top and the lowest at the bottom.

As each new score is entered for a member, an older existing score is "bumped out" of the most recent eight scores. An exception to this is when a club submits scores so late that the scores are already older than the most recent eight in the system. Even though these scores are entered into the database, they will not be used for classification purposes because they are no longer within the most recent eight "window."

Sometimes it is difficult to determine what scores were used for a member's current average. Part of the difficulty lies in the fact that by the time the question is asked, more scores have been added to the database and the list no longer looks the same as when the calculating routine was run. It then becomes necessary to look at the dates the scores were entered into the database. Any score entered after the date upon which a new current average was calculated must be excluded when selecting the most recent eight scores. The averages are not always calculated on the same day each month, but the calculation usually occurs somewhere from the 11th through the 14th of a month. USPSA does not resume entering scores until after the 15th of the month. Knowing this, a member can figure out which scores were in the database when the average was calculated.

In addition to the sorting order, scores are evaluated and flagged to indicate whether they are valid scores.

The Flagging System

In the past, range officers were allowed to cross out classifier scores if they believed the score was not representative of the shooter's skills. Crossing out scores is no longer allowed, and the USPSA classification system database has been programmed to recognize invalid scores. All submitted scores will be entered into the database; however, invalid scores will be "flagged" to indicate that they will not be used to calculate percentages. Scores flagged with "Y" were used to calculate the member's current average.

The first three flags—A, B, and C—are assigned when the score is entered into the computer. The remaining flags are assigned when the monthly classification program is run. The flags are:

A - Scores that are more than 15 percent above the member's classification bracket may be given an "A" flag and not used for classifications. Reasons for assigning an "A" flag include seeing evidence that the stage was not set up or run correctly, or if all the member's scores on file are significantly lower than the one being entered. For example, if a C-class shooter has no scores higher than 65 percent, it is likely that a 95 percent score will be flagged with an "A." This is done to prevent the member from being moved to a class higher than the member can reasonably be expected to perform.

B - Scores that are more than 5 percent below the bottom of the member's classification bracket (e.g. a 54 percent score for a B-class member), or less than 2 percent of the stage maximum are flagged with "B."

C - Scores that are more than one class below the member's highest classification in any other division are flagged with "C." For example, if a member with an 'A' classification in Open division submits a C-class score in Limited division, the score will be assigned a "C" flag. An exception to this is if the member has not established a classification in a division. If a member is not classified in a division, all scores higher than 2 percent will be entered in that division until a classification is earned. However, if the resulting classification is more than one class below the other division's classification, the member will be automatically moved to the classification bracket that is one class below the other division.

D - The lower scores for classifier courses that have been shot more than once and are within the most recent eight are flagged with "D." Only the highest score will be used for classification. If the highest score is older, the lower scores "D" flag may be replaced with another flag. It is possible that the lower score may even be reflagged with "Y" after the higher score moves beyond the most

recent eight and used to calculate the current average if the score is one of the highest six scores.

E - Scores that are no longer within the most recent eight (six for initial classifications) are flagged with "E." If a member earns an initial classification with more than six scores in the database, the seventh score and any additional are flagged with "E." If no additional scores are entered before the quarterly reclassification, the seventh and eighth scores will be reflagged based on the "best six of the most recent eight" criteria. Scores flagged with "E" will be removed from the system periodically to keep the sizes of the databases to manageable proportions.

F - Scores that are the two lowest scores of those being considered for classification purposes, six for initial classifications and eight for reclassifications, are flagged with "F."

Y - Scores that were used to calculate the latest current average are flagged with "Y." Scores flagged with Y may later be changed to other flags depending on the criteria already mentioned above. For example, if a member shoots a classifier a second time and the new score is higher than the previously entered hit factor, the previous score will be given a "D" flag at the next calculation if both are still within the most recent eight.

No flag - Scores that have been entered since the last time the classification system was run are not given a flag if they appear to be valid, i.e. the data entry routine did not assign an "A," "B," or "C" flag. These scores have not yet been evaluated by the classification routine and will be assigned the appropriate flag the next time averages are calculated.

Your Scores On The Web Page

Members who want to verify their classifications may call the national office or check their scores on the USPSA web page at <http://www.uspsa.org>. **Please remember that the classification data shown on the web page is updated once a month, usually about the 12th to the 15th of the month. This is not live data.** The main reason is that the contents of the score databases in Sedro Woolley are never static. Scores are entered every day by hand, except between the 11th and 15th of a month when the calculating routines are run and reports generated. It is also during that period that data is transmitted to the USPSA web site. After the data is placed on the web server, a program runs during the night to update the web pages and classifier data for members. Since the data entry is still, for the most part, a manual process, mistakes occasionally are made. Staff members run through a list of procedures at the end of each data entry cycle to ensure that the mistakes are removed before the classification averaging routine is run. In addition, club presidents and

section coordinators send in requests to have scores moved from one division to the other because a mistake was made at some point in the match registration. Because it is important that the members see only the correct data, a monthly snapshot is made and presented on the web page.

USPSA staff members frequently receive phone calls or e-mail from members asking why a particular score does not appear on the web page. Usually this is because the club had not submitted the match results before the snapshot was made and sent to the webmaster. Those scores should appear the next month unless the club is having problems submitting results. Another reason is that members sometimes don't give clubs their membership numbers or let them know that their numbers have changed. With the popularity of the three-year and five-year memberships, scores are sometimes missed. If the membership number is not known, scores cannot be entered.

Scores From Major Matches

A shooter's performance in larger matches and tournaments may also be used to help establish a classification. In order for overall scores from a Level II or Level III match to be entered as a classifier, the match director must submit an Application for Level II or Level III match with the "Results for Classification" check box marked. Please note that there is no guarantee that the overall results will be used. As a minimum requirement, the results and competitor list will be reviewed at the USPSA office to determine whether enough top shooters completed the match and performed at a level high enough to be considered a national standard.

If the match is determined to have satisfied all of the requirements, the final score of the match may be entered as a classification score for each shooter. Each division is evaluated based on this criteria so it may be possible for scores from one division to be used while the other division is not.

Level II and Level III matches also may contain classification stages taken from the National Classification Course Book; however, the match director does need to submit the classification report which is generated by the EzWinScore program. Stats officers can program EzWinScore to calculate the correct activity fees for the

various levels of USPSA matches when setting up the match on the computer. Select **Setup - Match Info**, then select the appropriate match type from the drop-down list. Fees for classifier stages are established when the stage is defined. Beginning with EzWinScore version 2.00, classifier files have been pre-defined for you. When defining a stage, set the Classifier drop-down list to Yes to display an additional listing of all authorized classifier stages. If the classifier stage you want to shoot is not listed, it is no longer authorized for use.

In addition, if the competitor shoots an Area Championship or major tournament and wins first or second in a class higher than his or her current classification, the member may be promoted to that higher class, except for Grand Master.

What The System Measures

Many shooters use the classification system as if it were a huge postal match. Their goal is to obtain an Master or Grand Master classification, and they can get discouraged when they see their percentage changing from time to time.

Recently, some members have come to believe that the system was intended to indicate the highest performance level they could reach. Unfortunately, it is a simple matter for members to shoot a particular classifier over and over until they achieve as high a score as possible, then they send that score in to be used. This results in a classification that does not reflect reality, and in most cases, members who have done this cannot realistically compete at that higher level.

It is understood that anyone can do poorly on a classifier stage for various reasons, and this is why the USPSA board of directors has allowed members to reshoot a classifier stage for classification purposes. This permission should not be construed to mean that members can shoot classifier stages repeatedly until they have a score they like. The integrity of the classification system is at stake.

What the system was really designed and meant to show is how well a member can perform on a regular basis so that they can compete against shooters of their own relative skill level. It adds to the fun and excitement of practical shooting, the greatest shooting sport going!



LEVEL I MATCH ACTIVITY REPORT

(No Classifier)



**PLEASE RETURN RESULTS WITHIN 30 DAYS
OF HOLDING THE MATCH**

Use this form for your monthly matches. Make check payable to USPSA. Please do not include payments for memberships or other items with this check. There will be a \$20 handling fee for all returned checks. Send the originals of the Activity Reports to USPSA. Send a copy to your Section Coordinator.

CLUB CODE: _____ CLUB NAME: _____

MATCH DATE: _____

OPEN DIVISION

Registered competitors

MATCH FEES		
	x \$1.50	

Enter the number of registered USPSA members and registered non-USPSA members by division on the lines below.

USPSA members
 Non-USPSA members

LIMITED DIVISION

Registered competitors

MATCH FEES		
	x \$1.50	

USPSA Members
 Non-USPSA members

LIMITED 10 DIVISION

Registered competitors

MATCH FEES		
	x \$1.50	

USPSA members
 Non-USPSA members

PRODUCTION DIVISION

Registered competitors

MATCH FEES		
	x \$1.50	

USPSA members
 Non-USPSA members

REVOLVER DIVISION

Registered competitors

MATCH FEES		
	x \$1.50	

USPSA members
 Non-USPSA members

SINGLE STACK DIVISION

Registered competitors

MATCH FEES		
	x \$1.50	

USPSA members
 Non-USPSA members

Total Activity Fees

SUBMITTED — I am including, together with the overall results, a check payable to **USPSA** for \$ _____, representing match fees of \$1.50 per registered competitor per division.

SEND TO: USPSA, 872 North Hill Blvd, Burlington, WA 98233



LEVEL I MATCH ACTIVITY REPORT (With Classifier)



PLEASE RETURN RESULTS WITHIN 30 DAYS OF HOLDING THE MATCH

Use this form for your monthly matches. Make check payable to USPSA. Please do not include payments for memberships or other items with this check. There will be a \$20 handling fee for all returned checks. Send the originals of the Activity Reports to USPSA. Send a copy to your Section Coordinator.

CLUB CODE: _____ CLUB NAME: _____

MATCH DATE: _____ CLASSIFIER # (if applicable) _____

OPEN DIVISION
Registered competitors

MATCH FEES		
	x \$3.00	

Enter the number of registered USPSA members and registered non-USPSA members by division on the lines below.

_____ USPSA members
_____ Non-USPSA members

LIMITED DIVISION
Registered competitors

MATCH FEES		
	x \$3.00	

_____ USPSA Members
_____ Non-USPSA members

LIMITED 10 DIVISION
Registered competitors

MATCH FEES		
	x \$3.00	

_____ USPSA members
_____ Non-USPSA members

PRODUCTION DIVISION
Registered competitors

MATCH FEES		
	x \$3.00	

_____ USPSA members
_____ Non-USPSA members

REVOLVER DIVISION
Registered competitors

MATCH FEES		
	x \$3.00	

_____ USPSA members
_____ Non-USPSA members

SINGLE STACK DIVISION
Registered competitors

MATCH FEES		
	x \$3.00	

_____ USPSA members
_____ Non-USPSA members

Total Activity Fees _____

SUBMITTED — I am including, together with the overall results, a check payable to **USPSA** for \$_____, representing match fees of \$3.00 per registered competitor per division.

SEND TO: USPSA, 872 North Hill Blvd, Burlington, WA 98233



LEVEL I SPECIAL MATCH ACTIVITY REPORT



**PLEASE RETURN RESULTS WITHIN 30 DAYS
OF HOLDING THE MATCH**

Use this form for your Level I Special matches. Make check payable to **USPSA**. Please do not include payments for memberships or other items with this check. There will be a \$20 handling fee for all returned checks. Send the originals of the Activity Report to USPSA. Send a copy to your Section Coordinator.

CLUB CODE: _____ CLUB NAME: _____

MATCH DATE: _____

Classifier Courses: CM _____ CM _____ CM _____ CM _____ CM _____ CM _____

With two classifier stages, the match fee is \$4, three classifiers is \$5, four classifiers is \$6, and five or six classifiers is \$6.50.

OPEN DIVISION

Registered competitors

MATCH FEES	
x	fee \$ _____

Enter the number of registered USPSA members and registered non-USPSA members by division on the lines below.

_____ USPSA members
_____ Non-USPSA members

LIMITED DIVISION

Registered competitors

MATCH FEES	
x	fee \$ _____

_____ USPSA Members
_____ Non-USPSA members

LIMITED 10 DIVISION

Registered competitors

MATCH FEES	
x	fee \$ _____

_____ USPSA members
_____ Non-USPSA members

PRODUCTION DIVISION

Registered competitors

MATCH FEES	
x	fee \$ _____

_____ USPSA members
_____ Non-USPSA members

REVOLVER DIVISION

Registered competitors

MATCH FEES	
x	fee \$ _____

_____ USPSA members
_____ Non-USPSA members

SINGLE STACK DIVISION

Registered competitors

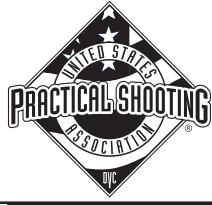
MATCH FEES	
x	fee \$ _____

_____ USPSA members
_____ Non-USPSA members

Total Activity Fees

SUBMITTED — I am including, along with the Classification Summary Sheets, a check payable to USPSA for \$ _____, representing match fees of \$4 per registered competitor per division if we ran two classifier stages, \$5 per registered competitor per division if we ran three classifier stages, \$6 if we ran four classifier stages, or \$6.50 per registered competitor per division if we ran five or six classifier stages. We have also enclosed the signed Level I Special Match Application. (See page 9.)

SEND TO: USPSA, 872 North Hill Blvd, Burlington, WA 98233



LEVEL II MATCH ACTIVITY REPORT

(No classifier)



**PLEASE RETURN RESULTS WITHIN 30 DAYS
OF HOLDING THE MATCH**

Use this form for your Level II match. Make check payable to USPSA. Please do not include payments for memberships or other items with this check. There will be a \$20 handling fee for all returned checks. Send the originals of the Activity Reports to USPSA. Send a copy to your Section Coordinator.

MATCH TITLE: _____ MATCH DATE: _____

CLUB CODE: _____ CLUB NAME: _____

OPEN DIVISION

Registered competitors

MATCH FEES		
	x \$2.50	

LIMITED DIVISION

Registered competitors

MATCH FEES		
	x \$2.50	

LIMITED 10 DIVISION

Registered competitors

MATCH FEES		
	x \$2.50	

PRODUCTION DIVISION

Registered competitors

MATCH FEES		
	x \$2.50	

REVOLVER DIVISION

Registered competitors

MATCH FEES		
	x \$2.50	

SINGLE STACK DIVISION

Registered competitors

MATCH FEES		
	x \$2.50	

Total Activity Fees

SUBMITTED — I am including, with the overall match results, classification summary sheets for each division, and a check payable to **USPSA** for \$_____, representing match fees of \$2.50 per registered competitor per division.

SEND TO: USPSA, 872 North Hill Blvd, Burlington, WA 98233



LEVEL II MATCH ACTIVITY REPORT

(With classifier)



PLEASE RETURN RESULTS WITHIN 30 DAYS OF HOLDING THE MATCH

Use this form for your Level II match. Make check payable to USPSA. Please do not include payments for memberships or other items with this check. There will be a \$20 handling fee for all returned checks. Send the originals of the Activity Reports to USPSA. Send a copy to your Section Coordinator.

MATCH TITLE: _____ MATCH DATE: _____

CLUB CODE: _____ CLUB NAME: _____

CLASSIFIER #: (if applicable) _____

OPEN DIVISION

Registered competitors

MATCH FEES		
	x \$4.00	

LIMITED DIVISION

Registered competitors

MATCH FEES		
	x \$4.00	

LIMITED 10 DIVISION

Registered competitors

MATCH FEES		
	x \$4.00	

PRODUCTION DIVISION

Registered competitors

MATCH FEES		
	x \$4.00	

REVOLVER DIVISION

Registered competitors

MATCH FEES		
	x \$4.00	

SINGLE STACK DIVISION

Registered competitors

MATCH FEES		
	x \$4.00	

Total Activity Fees

SUBMITTED — I am including, with the overall match results, classification summary sheets for each division, and a check payable to **USPSA** for \$ _____, representing match fees of \$4.00 per registered competitor per division.

SEND TO: USPSA, 872 North Hill Blvd, Burlington, WA 98233



LEVEL III MATCH ACTIVITY REPORT



PLEASE RETURN RESULTS WITHIN 30 DAYS OF HOLDING THE MATCH

Make check payable to USPSA. Please do not include payments for memberships or other items with this check. There will be a \$20 handling fee for all returned checks. Send the originals of the Activity Reports to USPSA. Send a copy to your Section Coordinator.

MATCH TITLE: _____ MATCH DATE: _____

CLUB CODE: _____ CLUB NAME: _____

CLASSIFIER #: (if applicable) _____

OPEN DIVISION

Registered competitors

MATCH FEES		
	x \$5.00	

LIMITED DIVISION

Registered competitors

MATCH FEES		
	x \$5.00	

LIMITED 10 DIVISION

Registered competitors

MATCH FEES		
	x \$5.00	

PRODUCTION DIVISION

Registered competitors

MATCH FEES		
	x \$5.00	

REVOLVER DIVISION

Registered competitors

MATCH FEES		
	x \$5.00	

SINGLE STACK DIVISION

Registered competitors

MATCH FEES		
	x \$5.00	

Total Activity Fees

--

SUBMITTED — I am including, together with the overall match results for each division, a check payable to **USPSA** for \$_____, representing match fees of \$5.00 per registered competitor per division. I am also including a statement of match income and expenses.

SEND TO: USPSA, 872 North Hill Blvd, Burlington, WA 98233



United States Practical Shooting Association

Phil Strader, President

Kimberly Williams, Executive Director

FORM C

Application For

LEVEL II (previously Sanctioned) **or LEVEL III** (previously Tournament) **Match Status** USPSA Practical Pistol Match

This form may be printed out and submitted to USPSA by US Mail to the address below, emailed to val@uspsa.org, or faxed to (360) 855-0380, for processing.

Event Name _____ Event Date _____

Match Director/Club President _____

Phone Numbers: Home (_____) _____ Work (_____) _____

Fax (_____) _____ e-mail _____

Club Name _____ Club Code _____

Address _____ City, State, Zip _____

Status: Level II Level III*

*Level III only: We request a Level I Level II
NROI Seminar at reduced rates to be run prior to the match.
Check this box if no seminar is requested.

Courses of Fire:

1. Detailed copies of club (match) courses are attached.

2. We intend to use the following classifiers from the current series. CM _____, CM _____

Level II matches may use one classifier (additional \$1.50 per competitor), Level III matches may use up to two at no additional charge.

Total (Minimum) rounds in match _____ Total number of stages in match _____

Match Director Signature _____ Date application submitted _____

=====
Level II matches must be approved by the NROI Director, or a Range Master appointed by him. Match officials must return this form AND copies of the courses of fire to headquarters 30 days in advance of the event.

The **NROI director**, or a **Range Master appointed by him**, must approve **Level III** matches. Hosts must request **Level III** status 60 days in advance by submitting this completed form, along with the courses of fire, to headquarters. Officials should provide the hosts with a photocopy of this form when completed and approved.

Hosts must return a photocopy of this form with their match reports to headquarters. Arbitrations, including the committee's decision, provide invaluable training material for NROI. Please submit copies of all arbitrations to USPSA headquarters.

Approved by _____ Title _____

USPSA # _____ Date _____

USPSA/IPSC endeavors to ensure safe, fair design and running of practical shooting matches. Match directors and officers of USPSA clubs have indicated their willingness to abide by and run matches under current USPSA rules and policies. However, USPSA has no control over the range configuration, match setup, or administration of the events. We cannot, therefore, accept responsibility for their safe and proper conduct. It is the shooters' responsibility to conduct themselves safely, and the match management's responsibility to conduct a safe match.

USPSA National Office

872 North Hill Blvd, Burlington, WA 98233
(360) 855-2245 FAX (360) 855-0380

e-mail: val@uspsa.org
web page: http://www.uspsa.org



USPSA

CLUB MATCH

CLASSIFIER SUMMARY SHEET

* OPEN *



Please submit this form, along with a Classifier Match Activity Report and the activity credit fee, to USPSA **within 30 days of holding the match**. A computer printout, if it is set up in this same format, may be submitted in place of this form.

CLUB NAME: _____ CLUB CODE: _____
Do not use initials.

MATCH DATE: _____ CLASSIFIER NAME: _____

- Send this form to USPSA. Scores will be entered from this form. Do not send score sheets.
- Record all classifier match hit factors on this form.
- Enter only valid hit factors for shooters with CURRENT USPSA cards. DO NOT enter zeros, DNFs or DQs.

CM COURSE # _____ - _____

	USPSA #	SHOOTER NAME	HIT FACTOR
1.			
2.			
3.			
4.			
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12.			
13.			
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	USPSA #	SHOOTER NAME	HIT FACTOR
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16.			
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USPSA

CLUB MATCH

CLASSIFIER SUMMARY SHEET

* LIMITED *



Please submit this form, along with a Classifier Match Activity Report and the activity credit fee, to USPSA **within 30 days of holding the match**. A computer printout, if it is set up in this same format, may be submitted in place of this form.

CLUB NAME: _____ CLUB CODE: _____
Do not use initials.

MATCH DATE: _____ CLASSIFIER NAME: _____

- Send this form to USPSA. Scores will be input from this form. Do not send score sheets.
- Record all classifier match hit factors on this form.
- Enter only valid hit factors for shooters with CURRENT USPSA cards. DO NOT enter zeros, DNFs or DQs.

CM COURSE # _____ - _____

	USPSA #	SHOOTER NAME	HIT FACTOR
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	USPSA #	SHOOTER NAME	HIT FACTOR
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39.			
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USPSA

CLUB MATCH

CLASSIFIER SUMMARY SHEET

* LIMITED 10 *



Please submit this form, along with a Classifier Match Activity Report and the activity credit fee, to USPSA **within 30 days of holding the match**. A computer printout, if it is set up in this same format, may be submitted in place of this form.

CLUB NAME: _____ CLUB CODE: _____
Do not use initials.

MATCH DATE: _____ CLASSIFIER NAME: _____

- Send this form to USPSA. Scores will be input from this form. Do not send score sheets.
- Record all classifier match hit factors on this form.
- Enter only valid hit factors for shooters with CURRENT USPSA cards. DO NOT enter zeros, DNFs or DQs.

CM COURSE # _____ - _____

	USPSA #	SHOOTER NAME	HIT FACTOR
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12.			
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	USPSA #	SHOOTER NAME	HIT FACTOR
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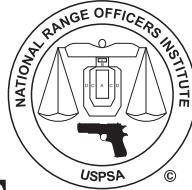


USPSA

CLUB MATCH

CLASSIFIER SUMMARY SHEET

* PRODUCTION *



Please submit this form, along with a Classifier Match Activity Report and the activity credit fee, to USPSA **within 30 days of holding the match**. A computer printout, if it is set up in this same format, may be submitted in place of this form.

CLUB NAME: _____ CLUB CODE: _____
Do not use initials.

MATCH DATE: _____ CLASSIFIER NAME: _____

- Send this form to USPSA. Scores will be input from this form. Do not send score sheets.
- Record all classifier match hit factors on this form.
- Enter only valid hit factors for shooters with CURRENT USPSA cards. DO NOT enter zeros, DNFs or DQs.

CM COURSE # _____ - _____

	USPSA #	SHOOTER NAME	HIT FACTOR
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	USPSA #	SHOOTER NAME	HIT FACTOR
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USPSA

CLUB MATCH

CLASSIFIER SUMMARY SHEET

* REVOLVER *



Please submit this form, along with a Classifier Match Activity Report and the activity credit fee, to USPSA **within 30 days of holding the match**. A computer printout, if it is set up in this same format, may be submitted in place of this form.

CLUB NAME: _____ CLUB CODE: _____
Do not use initials.

MATCH DATE: _____ CLASSIFIER NAME: _____

- Send this form to USPSA. Scores will be entered from this form. Do not send score sheets.
- Record all classifier match hit factors on this form.
- Enter only valid hit factors for shooters with CURRENT USPSA cards. DO NOT enter zeros, DNFs or DQs.

CM COURSE # _____ - _____

	USPSA #	SHOOTER NAME	HIT FACTOR
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	USPSA #	SHOOTER NAME	HIT FACTOR
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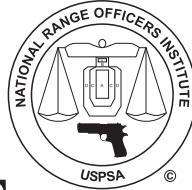


USPSA

CLUB MATCH

CLASSIFIER SUMMARY SHEET

* SINGLE STACK *



Please submit this form, along with a Classifier Match Activity Report and the activity credit fee, to USPSA **within 30 days of holding the match**. A computer printout, if it is set up in this same format, may be submitted in place of this form.

CLUB NAME: _____ CLUB CODE: _____
Do not use initials.

MATCH DATE: _____ CLASSIFIER NAME: _____

- Send this form to USPSA. Scores will be entered from this form. Do not send score sheets.
- Record all classifier match hit factors on this form.
- Enter only valid hit factors for shooters with CURRENT USPSA cards. DO NOT enter zeros, DNFs or DQs.

CM COURSE # _____ - _____

	USPSA #	SHOOTER NAME	HIT FACTOR
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	USPSA #	SHOOTER NAME	HIT FACTOR
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Preface

Written Stage Briefings for the current USPSA classifier series are included in these files. These are the official WSB/"walkthrough" for all classifiers and must be read verbatim. Pistol Caliber Carbine start positions are included in each WSB, and must not be changed or varied. *However, if no PCC competitors are present, or the match is not recognizing PCC Division, the PCC start and procedural language may be omitted.*

Clarification notes for all classifiers, all divisions:

All classifier stages are to be run under the USPSA Handgun Competition Rules, February 2014 edition. All procedural issues should be addressed in the rules, however, if you have a specific question, please email dnroi@uspsa.org and ask before you run the classifier stage. Improper setup and operation of a classifier stage will result in the stage not being used for classification. Likewise, if you note any discrepancies in these WSB's, please notify DNROI as soon as possible.

Mini poppers and US Poppers are the same target. Pepper poppers, classic poppers, Colt Speed Steel, mini classics and mini/US poppers are not interchangeable for these courses of fire.

Where the course description notes "IPSC" targets, this means the USPSA metric target. Classic targets are specifically required in certain classifiers and may not be used in any others.

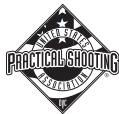
Targets specified at a given height at the shoulders may be lowered for safety reasons, as long as the entire array of targets is set at the same height. USPSA recognizes that some bays have low backstops or berms; safety is always the number one concern when constructing and running a match. This applies to all stages, including official classifier stages.

Whenever the stage description calls for targets to be placed or measured "edge to edge" this means the outside edge of the target itself. Placing targets "edge to edge" in an array means they are butted against one another and do not overlap.

For PCC, when the stage requires strong hand or weak hand shooting, the PCC is to be fired from either the strong shoulder or weak shoulder, correlating to the strong or weak hand requirement. The PCC may be fired with both hands on the carbine. For safety reasons, no stage shall require the carbine to be fired with only one hand in contact with the gun, but the competitor may choose to do so as long as it is done safely. For weak shoulder stages, the carbine does not have to start on the weak side of the competitor.

All start marks indicated for PCC, except where otherwise noted, are to be at 3 feet above ground and centered on the barricade.

Classifier stages must be shot with a gun that fits the specific division declared. Competitors may shoot the classifier stage in a different division, but the gun used must fit that division and the competitor must actually shoot the stage for score. Copying scores from one division to another is not allowed and may result in the entire set of classifier scores being discarded.



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** John Wells — Modifications by US Design Team

START POSITION: Sitting behind table with knees under edge, fingers of hands interlaced in lap, back touching the back rest of chair, feet flat on ground. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, from behind the table engage T1 with only two rounds and T2-T5 with only one round per target.
- String 2. Upon start signal, from behind the table engage T1 with only two rounds and T2-T5 with only one round per target, strong hand only.
- String 3. Upon start signal, transfer gun to weak hand and from behind table using weak hand only, engage T1 with only two rounds and T2-T5 with only one round per target.

Jams may be cleared with both hands.

SCORING

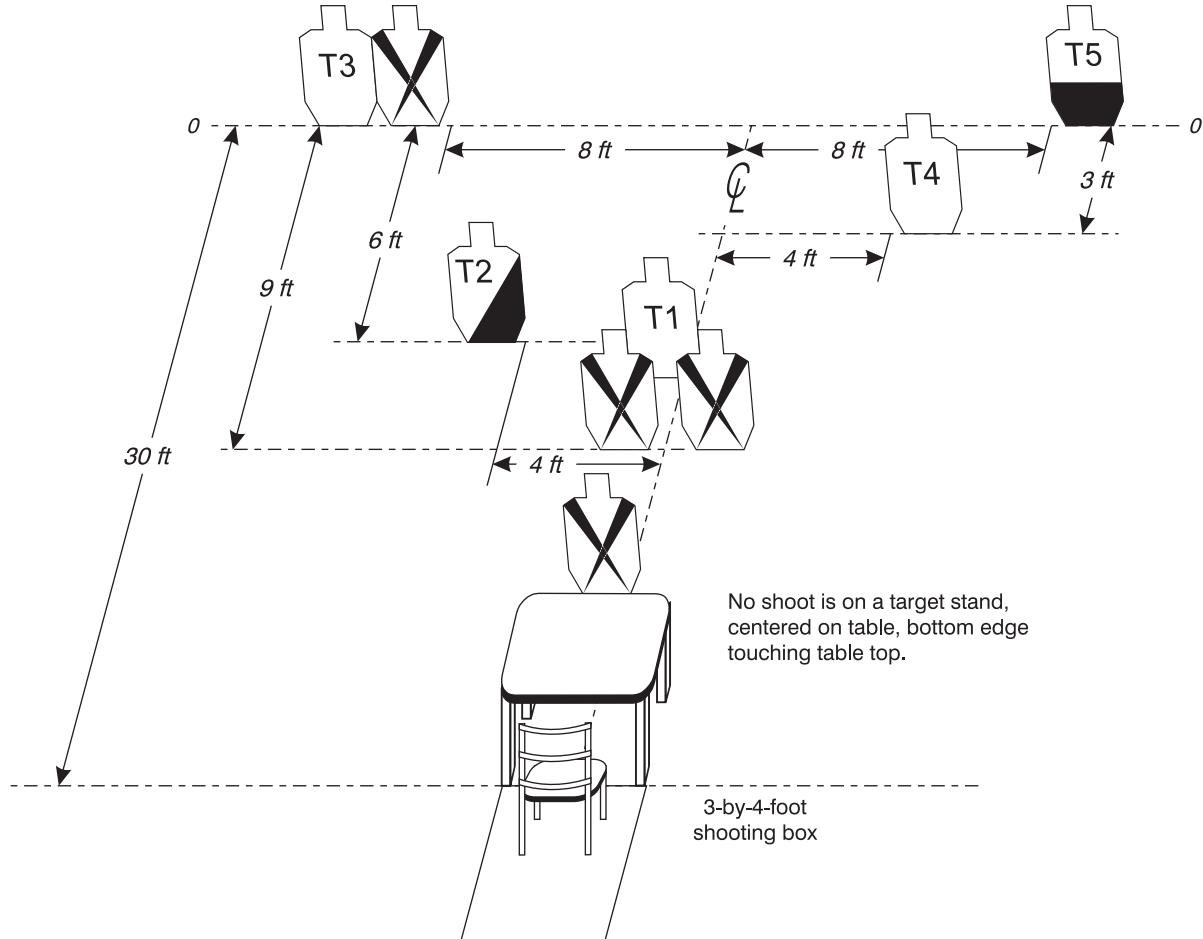
SCORING: Virginia Count, 18 rounds, 90 points

TARGETS: 5 Metric

SCORED HITS: Best 6 on T1, Best 3 T2-T5

START - STOP: Audible - Last Shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. T1 is centered on range centerline, T2 is 4 feet left of centerline. Hard cover on T5 comes to bottom of A zone. The shoulders of the no-shoots at T1 are even with the bottom of the A zone. The table is 3



feet by 3 feet with a 3-foot-wide-by-4-foot deep shooting box for the chair. Top of table should be no higher than 28 inches. Hard cover on T2 runs diagonal from lower right shoulder to lower left bottom straight edge.

CM 99-02 Night Moves

Written Stage Briefing

Night Moves is an 18 round, 90 point Virginia Count Classifier course. There are 5 metric targets. The best 6 hits on T1 will score, the best 3 hits on T2-T5 will score. The start signal is audible.

The start position is sitting behind the table with knees under the table edge, fingers interlaced in lap, back touching the chair and feet flat on ground. Handgun is loaded and holstered.

PCC: Carbine will be placed on table, loaded, muzzle downrange, safety on. All other start position requirements are the same.

String 1: on the start signal engage T1 with 2 rounds and T2-T5 with one round each from behind the table within the shooting area.

For string 2, on the start signal engage T1 with 2 rounds and T2-T5 with one round each from behind the table within the shooting area, **strong hand only**.

PCC: Strong Shoulder Only

For string 3, on the start signal engage T1 with 2 rounds and T2-T5 with one round each from behind the table within the shooting area, **weak hand only**.

PCC: Weak Shoulder Only





CM 99-02

Night Moves

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
TOTAL HITS	<input type="text"/>				
MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10

STATS ONLY + + + - =



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

6	VIRGINIA COUNT PENALTIES	TIME
3	PROCEDURAL (-10 EACH)	STRING 1
3	NO-SHOOT HIT (-10 EACH)	STRING 2
3	EXTRA SHOT (-10 EACH)	STRING 3
3	EXTRA HIT (-10 EACH)	
18		
		TOTAL TIME
		<input type="text"/>

Shooter:	REMARKS
RO:	

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Joe De Simone — Modifications by US Design Team

START POSITION: Standing in Box A, both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, from Box A engage T1-T6 from right side of the barricade with only one round per target.
- String 2. Upon start signal, from Box A engage T1-T6 from left side of the barricade with only one round per target.
- String 3. Upon start signal, from Box A engage T1-T6 from either side of the barricade with only one round per target.

SCORING

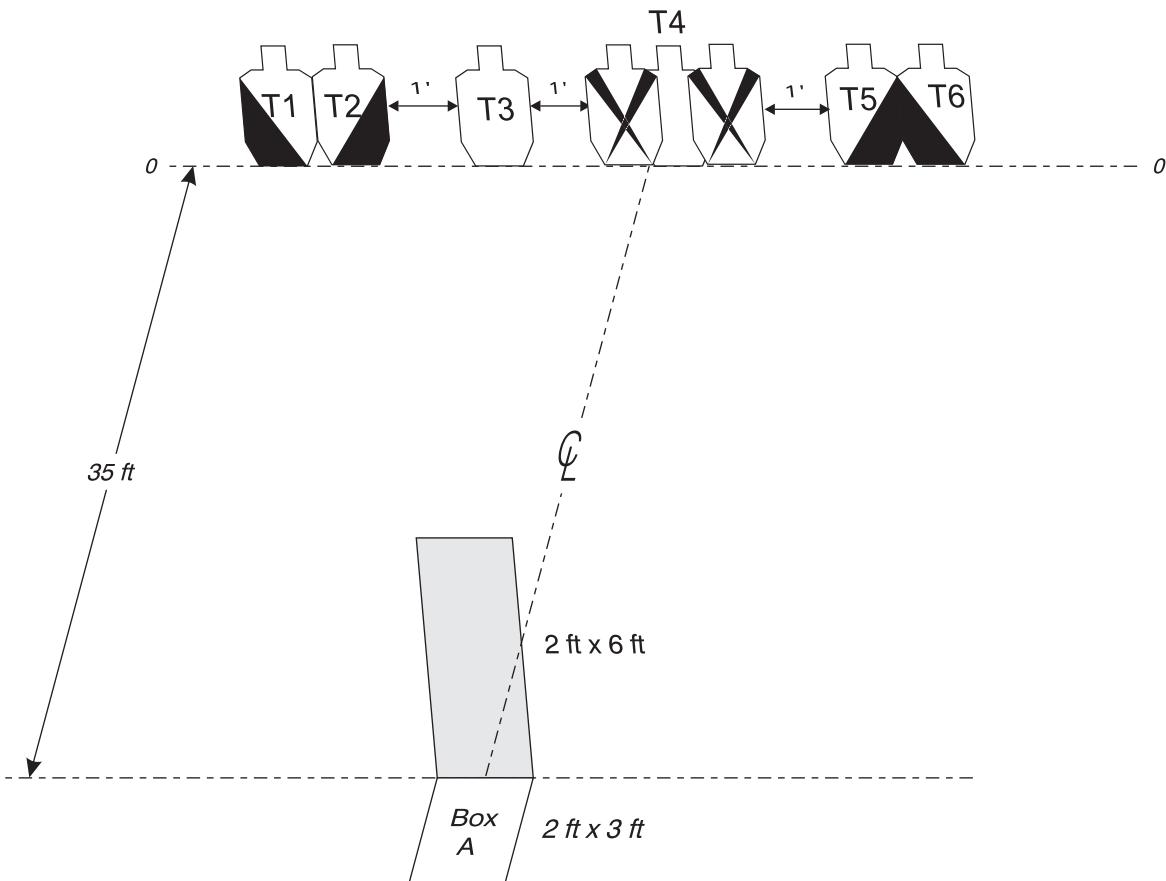
SCORING: Virginia Count, 18 rounds, 90 points

TARGETS: 6 Metric

SCORED HITS: Best 3/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Space paper targets 1 foot apart. Barricade is 2 feet wide and 6 feet high with a 2-feet-by-3-feet

shooting box behind it. T4 has no-shoots placed so that the non-scoring perforation of the no-shoots are lined up on each side of the lower A-zone perforation.



CM 99-07 Both Sides Now #1

Written Stage Briefing

Both Sides Now #1 is an 18 round, 90 point, Virginia Count, classifier course. There are 6 metric targets. The best 3 hits per target will score. The start signal is audible.

The start position is standing inside the shooting area, facing downrange with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching the mark, loaded carbine held in both hands with safety on.

String 1: On the audible start signal, engage each target from the *right* side of the barricade with only one round each from within the fault lines.

String 2: On the audible start signal, engage each target from the *left* side of the barricade with only one round each from within the fault lines.

String 3: On the audible start signal, engage each target from the *either* side of the barricade with only one round each from within the fault lines.

NOTE: Mark for PCC muzzle is 3 feet above ground, centered on the barricade.





CM 99-07

Both Sides Now #1

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

TOTAL HITS **18**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

3**3****3****3****3****3**

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

STRING 3

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



CM 99-08

Melody Line

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Mike Davis — Modifications by US Design Team

START POSITION: Standing in Box A, back to targets, toes of both feet against rear 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-T6 with only one round per target, then make a mandatory reload and from Box A engage T1-T6 with only one round per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points

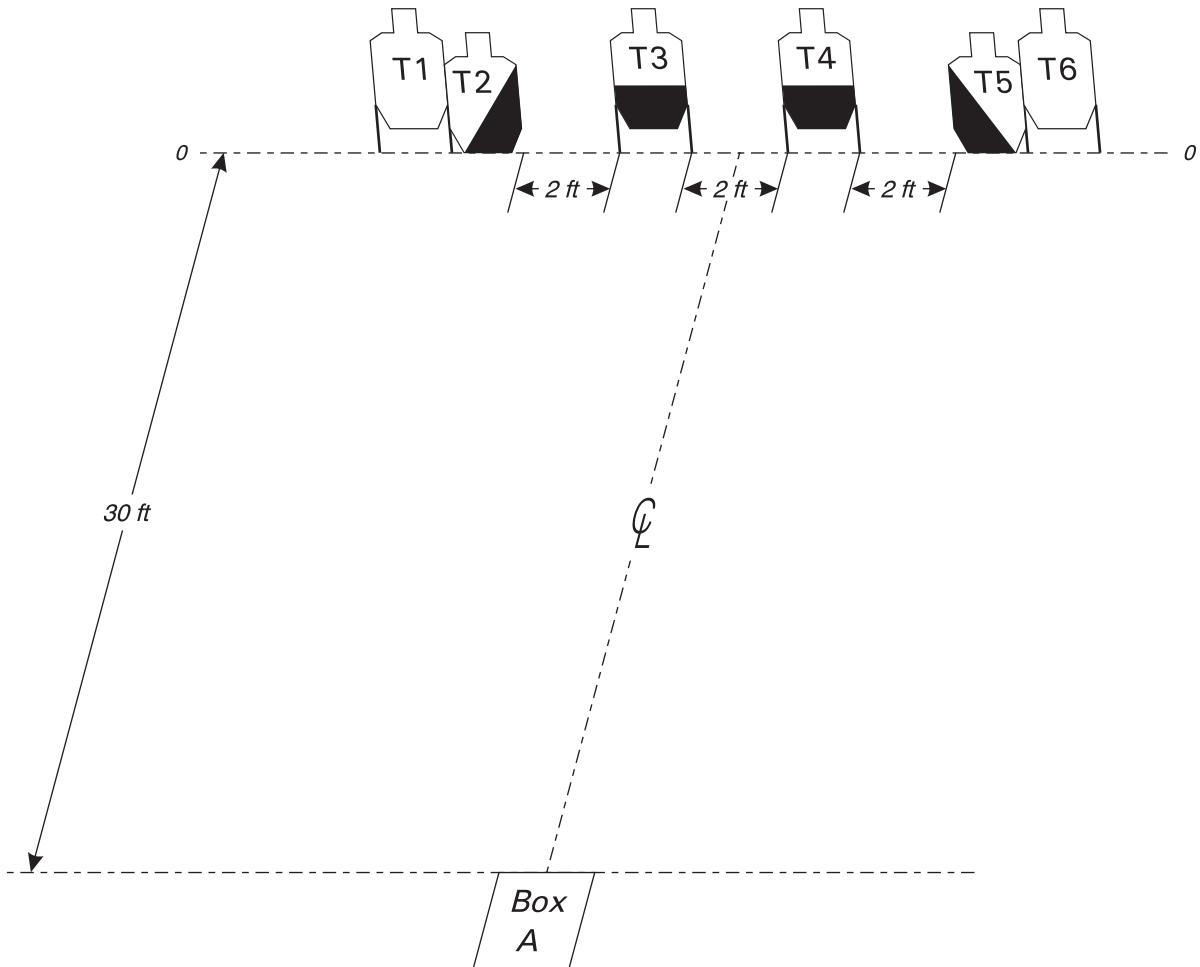
TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set T1, T3, T4, and T6 to 5 feet high at shoulders. T2 and T5 are set so top of upper A zones are parallel with top of shoulder on adjacent target. Outer non-scoring edges of T1-T2 and T5-T6

butt together. Other targets are spaced two feet apart edge to edge. Shooting box is 3 feet by 3 feet. Hard cover on T3 & T4 is to bottom perforation of lower A zone. Hard cover on T2 & T5 is as shown.



CM 99-08 Melody Line

Written Stage Briefing

Melody Line is a 12-round, 60-point Virginia Count Classifier Course of Fire. There are six Metric targets. The Start signal is audible. The best two hits per target will score.

The start position is standing in Box A, back to targets, toes of both feet against rear fault line of Box A, both wrists above respective shoulders. Your gun will be loaded and holstered.

PCC start position is standing in Box A, facing downrange, heels of both feet against the rear fault line of Box A, stock on belt, muzzle downrange, both hands on the loaded carbine, safety on.

On the start signal, from within the fault lines only, turn, then draw and engage T1-T6 with only one round per target, then make a mandatory reload, and engage T1-T6 with only one round per target.

PCC: No turn





CM 99-08

Melody Line

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

TOTAL HITS **12**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

2**2****2****2****2****2****VIRGINIA COUNT PENALTIES**

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME**TOTAL TIME**

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Dave Stanford — Modifications by US Design Team

START POSITION: Standing behind fault line, both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, from behind the fault line engage only T1 with six rounds only while standing.
- String 2. Upon start signal, from behind the fault line engage only T2 with six rounds only while kneeling (at least one knee in contact with the ground).
- String 3. Upon start signal, from behind the fault line engage only T3 with six rounds only while prone or supine, then perform a mandatory reload and from behind the fault line engage only T3 with six rounds only while prone or supine. Elbows or feet must remain behind the fault line while prone or supine. Magazines for the reload may be placed on the ground only after the start signal.

SCORING

SCORING: Virginia Count, 24 rounds, 120 points

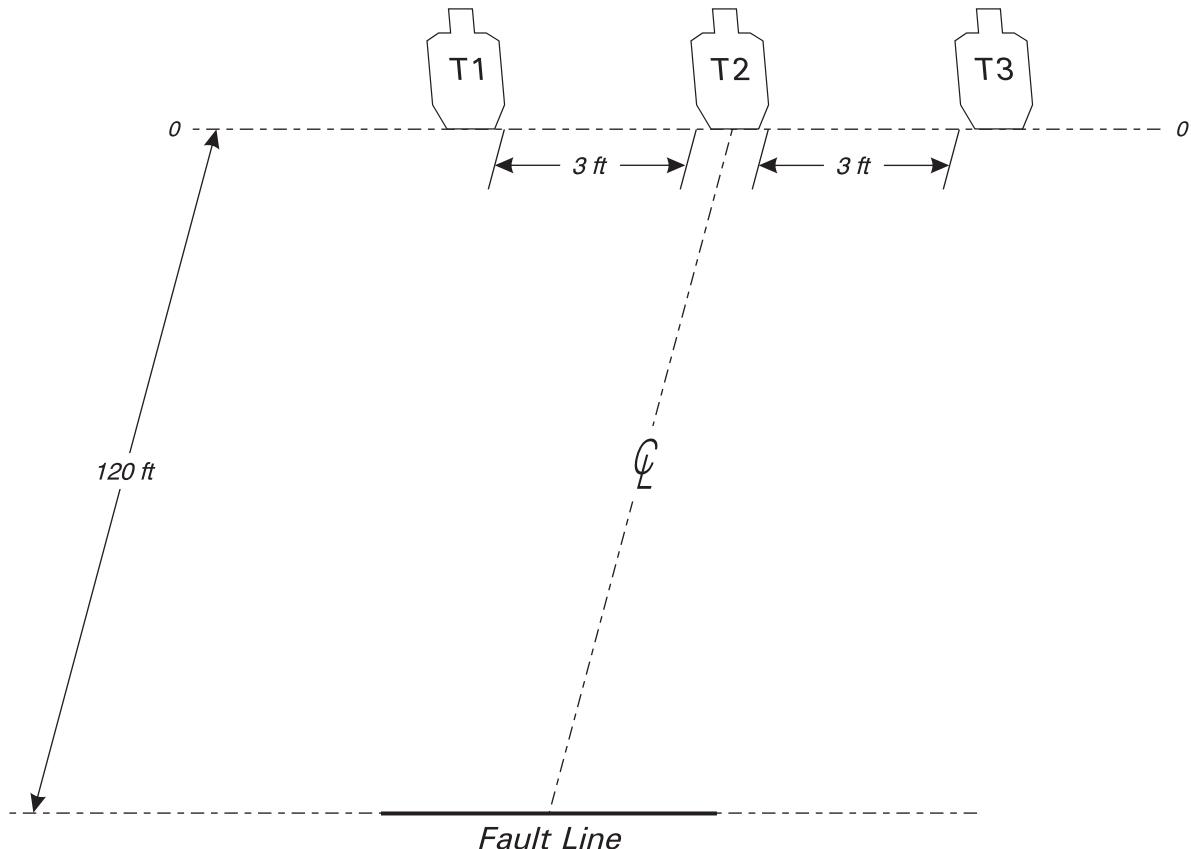
TARGETS: 3 Metric

SCORED HITS: Best 6 - T1 & T2, Best 12 - T3

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet at shoulders.



CM 99-09 Long Range Standards

Written Stage Briefing

Long Range Standards is a 24-round, 120-point Virginia Count Classifier Course. There are three Metric targets. Scoring will be the best six hits on T1 and T2 and best twelve hits on T3. The start signal is audible.

The start position is standing behind the fault line, both arms hanging relaxed at sides. Your gun will be loaded and holstered.

PCC start position is standing behind the fault line, stock on belt, muzzle downrange, both hands on the loaded carbine, safety on.

String 1 - Upon start signal, from behind the fault line, engage T1 with only six rounds.

String 2 - Upon start signal, from behind the fault line and while kneeling (at least one knee in contact with the ground), engage T2 with only six rounds.

String 3 - Upon start signal, from behind the fault line and while either prone or supine, engage T3 with only six rounds, then make a mandatory reload and engage T3 with only six rounds.

Magazines for the reload may be placed on the ground only after the start signal.





CM 99-09

Long Range Standards

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

6

T2

6

T3

12

TOTAL HITS

24

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

TIME

STRING 1

.

STRING 2

.

STRING 3

.

TOTAL TIME

.

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



CM 99-10

Times Two

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Design Team

START POSITION: Standing in either Box A or Box B, both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

From Box A engage only T1-T3 with two rounds each. From Box B engage only T4-T6 with two rounds each. Start in either Box A or Box B. Upon start signal, from the starting box engage the appropriate targets. Move to the remaining box and engage the appropriate targets.

SCORING

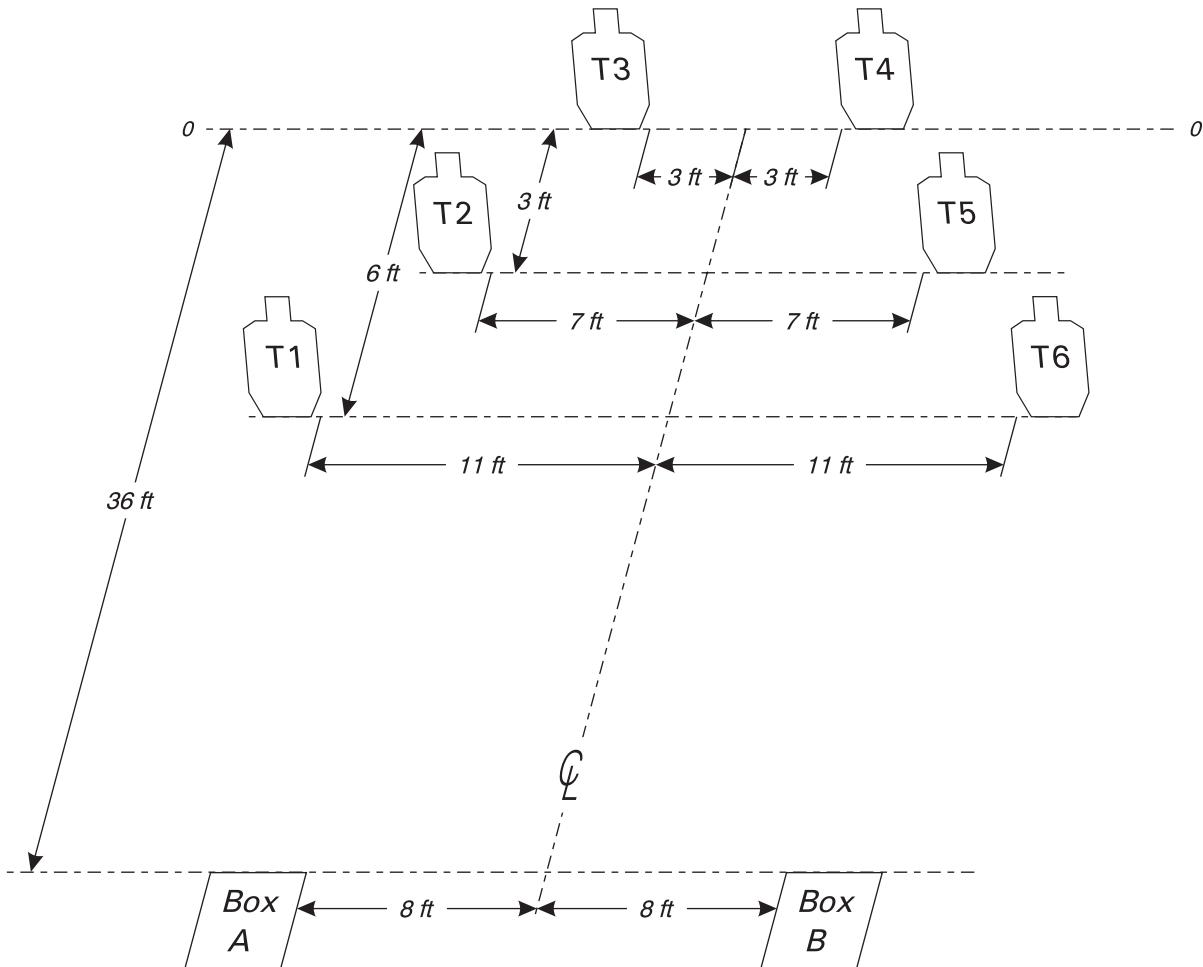
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting boxes are 3 feet by 3 feet.



CM 99-10 Times Two

Written Stage Briefing

Times Two is a 12 round, 60 point, Comstock classifier course. There are 6 metric targets. The best two hits per target will score. The start signal is audible.

The start position is standing in either box A or box B, facing downrange, hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

Upon the start signal, from within the fault lines of the starting box engage the appropriate targets with at least 2 rounds each. Move to the remaining box and from within the fault lines engage the appropriate targets with at least 2 rounds each. Engage T1-T3 only from box A and T4-T6 only from box B.



**CM 99-10****Times Two**

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

2**2****2****2****2****2**

TOTAL HITS **12**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES
PROCEDURAL (-10 EACH)

TIME**TOTAL TIME****REMARKS**

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



CM 99-11

El Presidente

RULES: USPSA Handgun Competition Rules, current 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

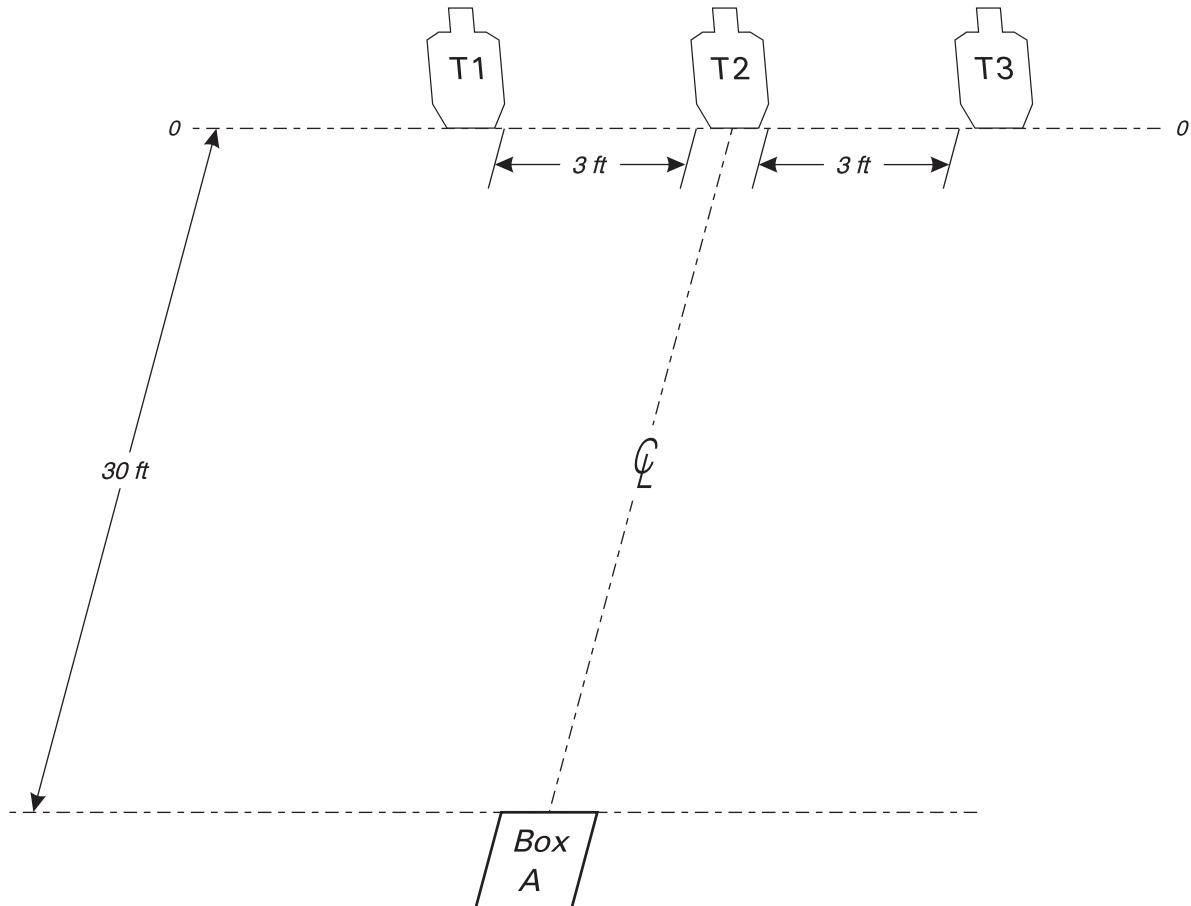
TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

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

Written Stage Briefing

El Presidente is a 12-round, 60-point Virginia Count Classifier Course. There are three metric targets. The best four hits per target will score. The start signal is audible

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. Your gun will be loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

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

PCC: No turn





CM 99-11

EI Presidente

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				

4
4
4
12

TOTAL HITS	<input type="text"/>				
-------------------	----------------------	----------------------	----------------------	----------------------	----------------------

MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10

STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)**TIME**

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

TOTAL TIME**REMARKS**

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



CM 99-12

Take Your Choice

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Skipper Songy

START POSITION: Standing in Box A, index finger and thumb of each hand touching, with hands placed flat on barricade at eye level. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Engage only T1-T3 from the left side of the barricade and only T4-T6 from the right side of the barricade. Upon the start signal, from Box A engage only the appropriate targets from one side of the barricade then make a mandatory reload and from Box A engage only the appropriate targets from the remaining side of the barricade.

SCORING

SCORING: Comstock, 12 rounds, 60 points

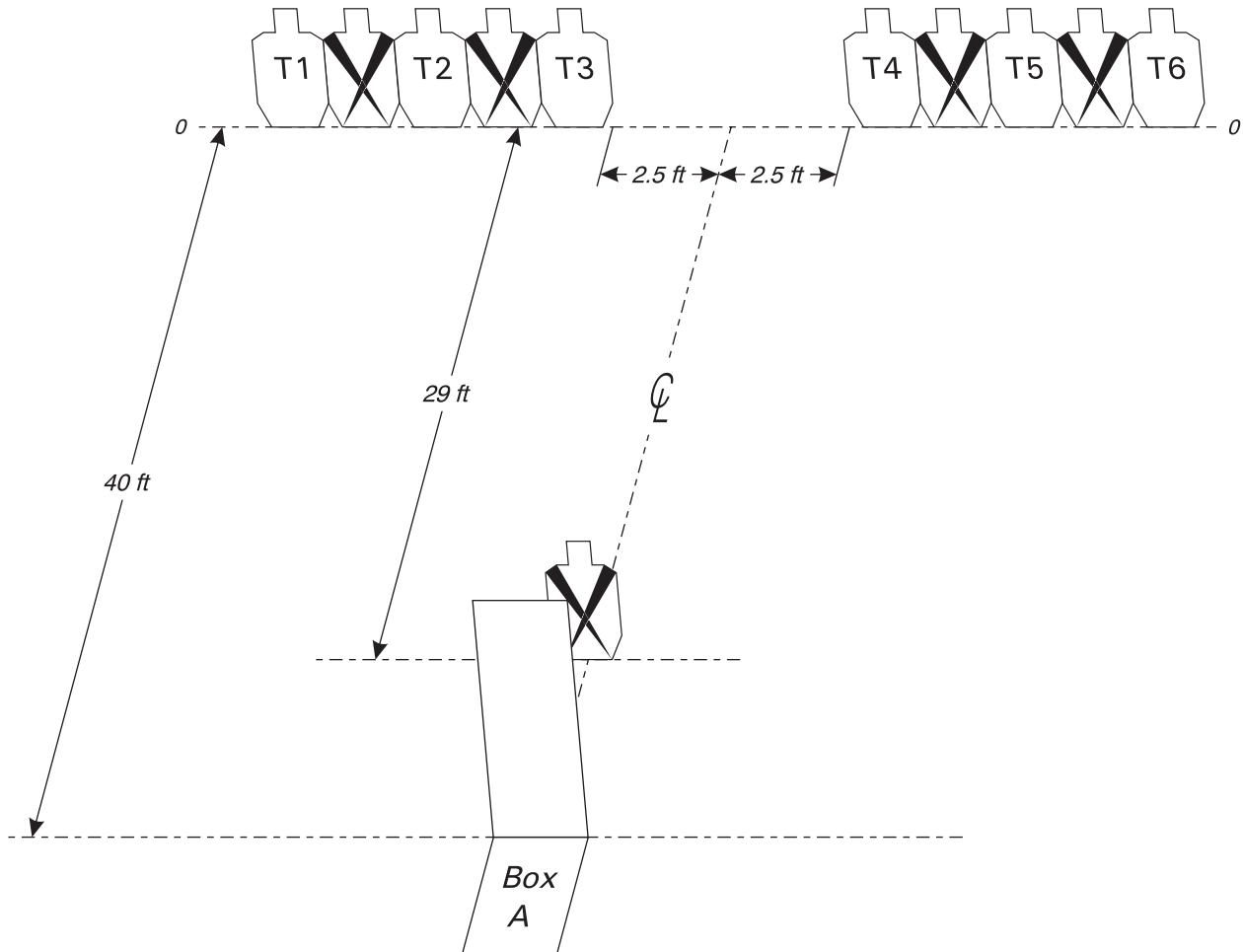
TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set targets to 5 feet high at shoulders with targets butted together. Shooting box is 2 feet by 3 feet behind barricade 2 feet wide and 6 feet high. Center no-shoot in front of barricade on centerline of stage.



CM 99-12 Take Your Choice

Written Stage Briefing

Take Your Choice is a 12-round, 60-point Comstock Classifier course. There are six Metric targets. The best two hits per target will score. The start signal is audible.

The start position is standing in Box A, index finger and thumb of each hand touching, with hands placed flat on barricade at eye level. Your gun will be loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching mark, loaded carbine held in both hands with safety on.

Stage Procedure: Upon start signal, from Box A only, engage the appropriate targets from one side of the barricade then make a mandatory reload and engage the appropriate targets from the remaining side of the barricade.

Engage only T1-T3 from the left side of the barricade and only T4-T6 from the right side of the barricade.



**CM 99-12****Take Your Choice**

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1 **2****T2** **2****T3** **2****T4** **2****T5** **2****T6** **2**TOTAL HITS **12**MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - = **COMSTOCK PENALTIES**PROCEDURAL
(-10 EACH)
NO-SHOOT HIT
(-10 EACH)**TIME****TOTAL TIME**

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER
NUMBER**Open****Lim.****Lim. 10****Prod.****Rev.****Sing. St.****MAJOR minor**

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Joe De Simone

START POSITION: Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked.
Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, from Box A engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target using strong hand only.
- String 2. Upon start signal, from Box A engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target using weak hand only.
- Jams may be cleared with both hands.

SCORING

SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 3 Metric

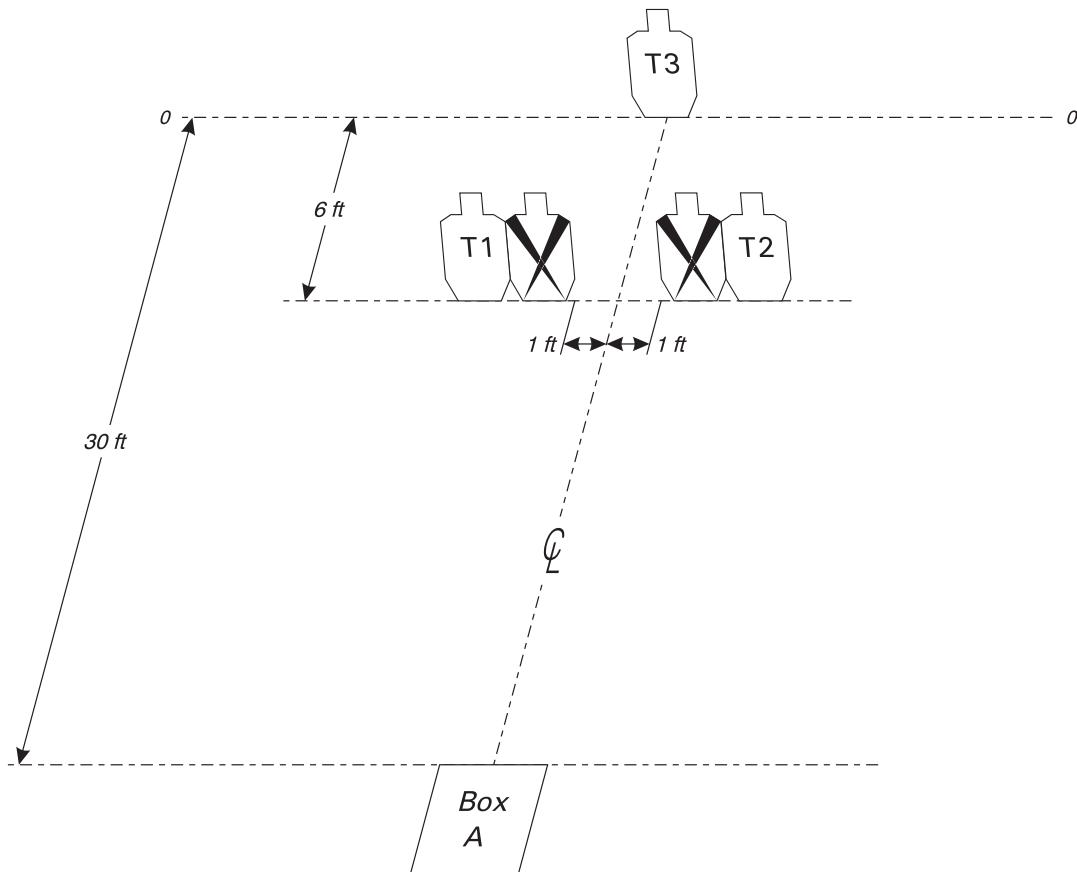
SCORED HITS: Best 8/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.

Strings must be shot in order prescribed or one procedural will be assessed.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. No-shoots are butted to edges of targets. Shooting box is 3 feet by 3 feet.



CM 99-13 Quicky II

Written Stage Briefing

Quicky II is a 24-round, 120-point Virginia Count Classifier Course. There are three Metric targets. The best eight hits per target will score. The start signal is audible.

The start position is standing in Box A, reaching overhead for a box, arms fully extended overhead, elbows locked. Your gun will be loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1 – Upon start signal, from Box A only, engage T1-T3 with only two rounds per target, then make a mandatory reload, then engage T1-T3 with only two rounds per target using strong hand only. PCC—strong shoulder only.

String 2 – Upon start signal, from Box A only, engage T1-T3 with only two rounds per target, then make a mandatory reload, then engage T1-T3 with only two rounds per target using weak hand only. PCC—weak shoulder only.





CM 99-13

Quicky II

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				

8
8
8
24

TOTAL HITS

MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10

STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

TIME

STRING 1

.

STRING 2

.



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

TOTAL TIME

.

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Dave Seibert

START POSITION: Standing in Box A, both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. FREESTYLE 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target.
- String 2. STRONG HAND ONLY 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target.
- String 3. WEAK HAND ONLY 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target.
Jams may be cleared with both hands.

SCORING

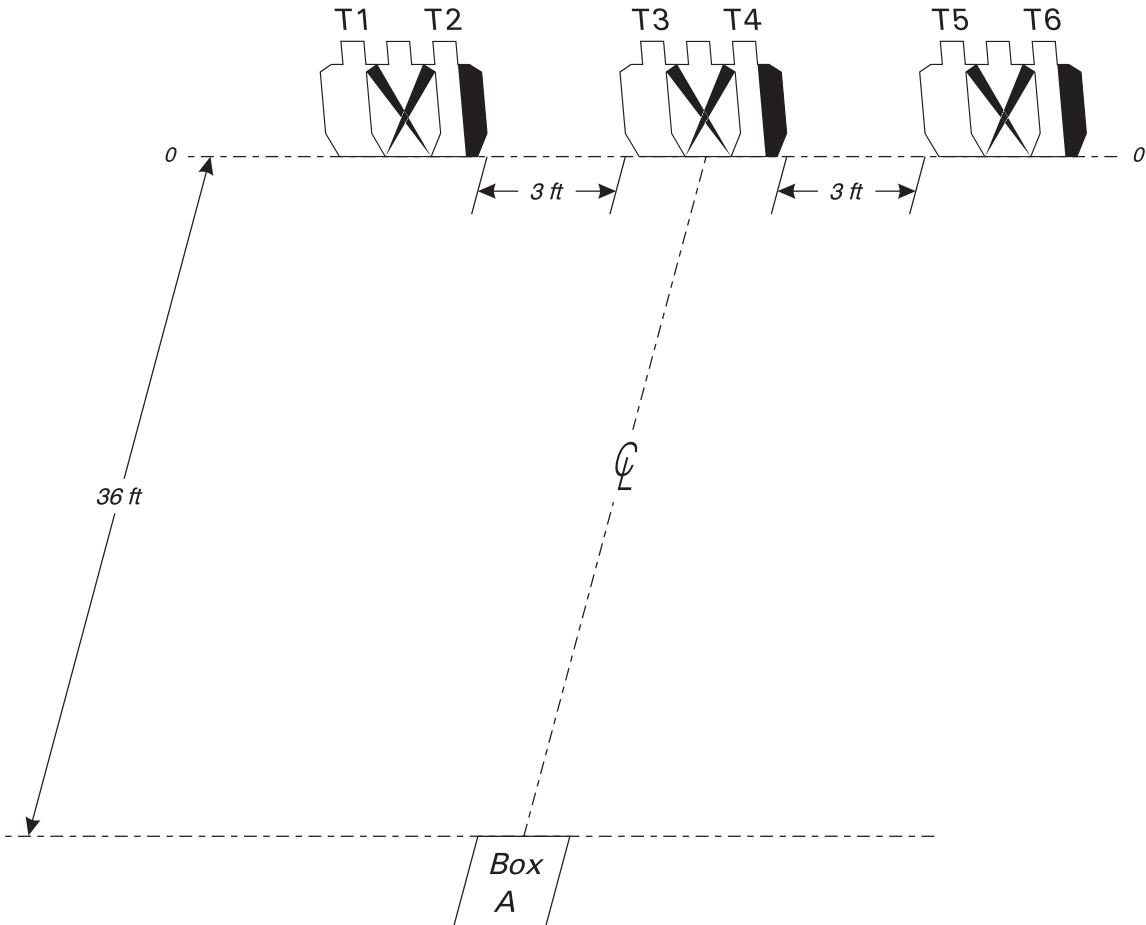
SCORING: Fixed Time , 18 rounds, 90 points

TARGETS: 6 Metric

SCORED HITS: Best 3/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition USPSA Handgun Competition Rules
Stacking of shots is not allowed. Assess one procedural penalty for each shot fired in excess of the specified rounds per target.



SETUP NOTES: Set targets to 5 feet high at shoulder. No-shoot scoring edge is parallel to and overlaps A zone scoring line on shoot targets. Hard cover on T2, T4, and T6 is parallel to A zone of shoot targets. Shooting box is 3 feet by 3 feet.



RO NOTE: Record no-penalty misses on score sheet for scoring program. Allow .3 seconds for the horn on all timing. Example: 5 sec. string. 5.30 is NOT overtime, 5.31 is overtime.

CM 99-14 Hoser Heaven

Written Stage Briefing

Hoser Heaven, is an 18 round, 90 point Fixed Time Classifier course. There are 6 metric targets. The best 3 hits per target will score. The start signal is audible, and the stop signal is audible. The time allowed for each string is 5 seconds.

The start position is standing in Box A, facing downrange, hands naturally at your sides. Your gun is loaded and holstered. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands, safety on.

String 1: On the start signal, from within the fault lines, engage T1-T6 with only one round per target, freestyle.

String 2: On the start signal, from within the fault lines, engage T1-T6 with only one round, strong hand only. PCC: Strong shoulder only.

String 3: On the start signal, from within the fault lines, engage T1-T6 with only one round, weak hand only. PCC: Weak shoulder only.





CM 99-14

Hoser Heaven

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1 **3****T2** **3****T3** **3****T4** **3****T5** **3****T6** **3****TOTAL HITS** **18**

MAJ X5 X4 X4 X2 No miss penalty

MIN X5 X3 X3 X1

STATS ONLY + + + =
FIXED TIME PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

LATE SHOT (-5 EACH)

 MINUS PENALTIES OF
EQUALS TOTAL SCORE


Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Unknown — Modifications by US Design Team

START POSITION: Standing in Box A, palms of both hands flat on respective X marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

From the left side of the barricade engage only array T1, T2, PP1 and PP2. From the right side of the barricade engage only array T3-T5. Upon the start signal, from Box A engage the appropriate array from one side of the barricade, then make a mandatory reload and from Box A engage the appropriate array from the remaining side of the barricade. A mandatory reload must be performed whenever changing sides of the barricade.

SCORING

SCORING: Comstock, 12 rounds, 60 points

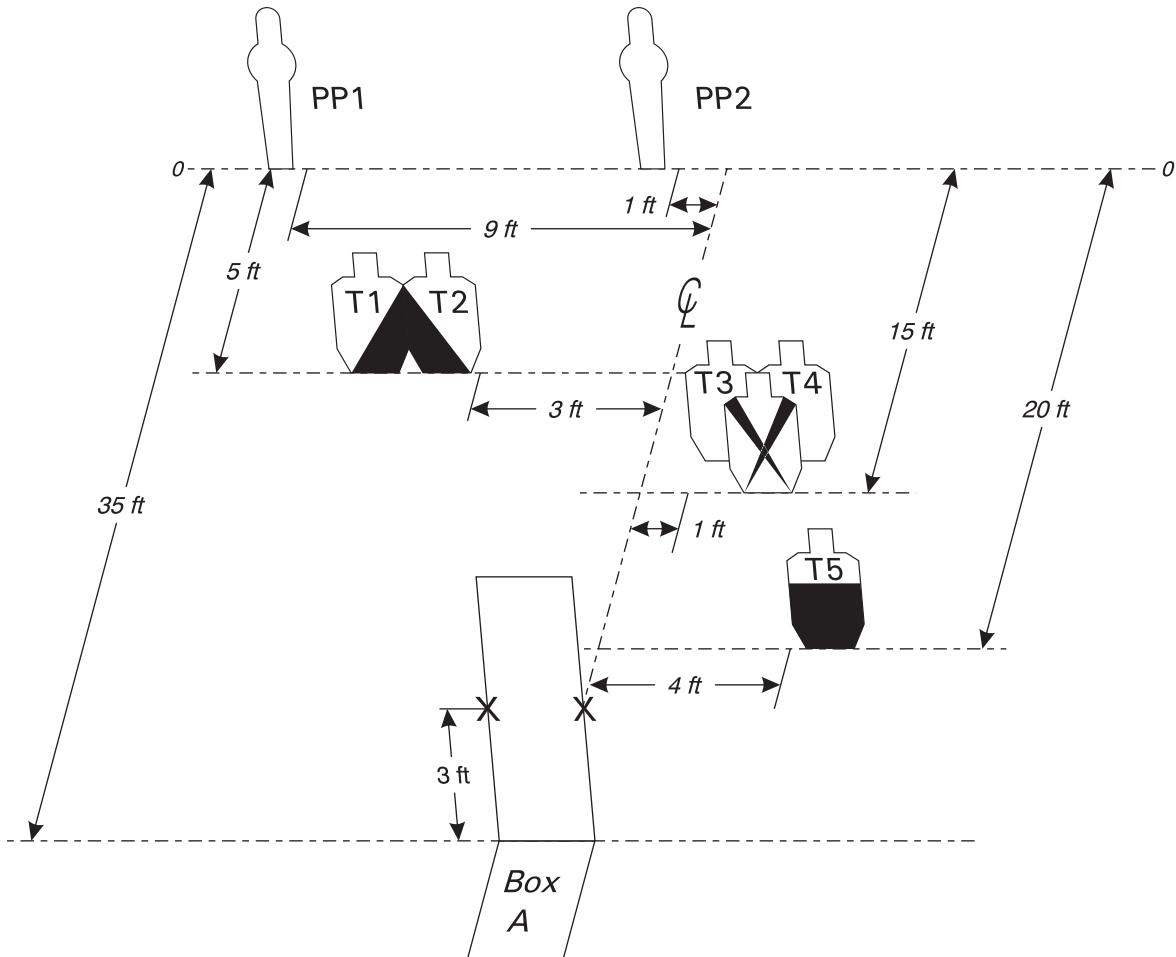
TARGETS: 5 Metric, 2 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set targets to 5 feet high at shoulders. Barricade is 2 feet wide and 6 feet high with a 2-feet-by-3-feet shooting box behind it. X marks for palms are 3 feet up the SIDES of the barricade, not on

the face. Butt edges of T3 and T4 together and center no-shoot so that the top is level with the bottom corners of the shoulders. Hard cover on T5 covers half of lower A zone.



CM 99-16 Both Sides Now #2

Written Stage Briefing

Both Sides Now #2 is a 12 round, 60 point, Comstock Classifier course. There are 5 metric targets and 3 pepper poppers. The best 2 hits per target will score, steel must fall to score. The start signal is audible.

The start position is standing inside the shooting area, facing down range with palms flat on respective X's. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

T1, T2, PP1 and PP2 must be engaged from the left side of the barricade. T3-T5 must be engaged from the right side of the barricade.

On the audible start signal, engage the appropriate array from one side of the barricade, perform a mandatory reload, and engage the appropriate array from the remaining side of the barricade from within the shooting area. A mandatory reload must be performed whenever changing sides of the barricade.





CM 99-16

Both Sides Now #2

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

T4

2

T5

2

STL

2

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME**TOTAL TIME**

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



CM 99-19

Payne's Pain

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Brazos Valley Practical Shooters

START POSITION: Standing in Box A, palms of both hands flat against the respective sides of the barricade. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A engage T1-T4 with only one round per target around either side of the barricade. Then make a mandatory reload and from Box A engage T1-T4 with only one round per target through Port B, then make a mandatory reload and from Box A, engage T1-T4 with only one round per target from the remaining side of the barricade.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points

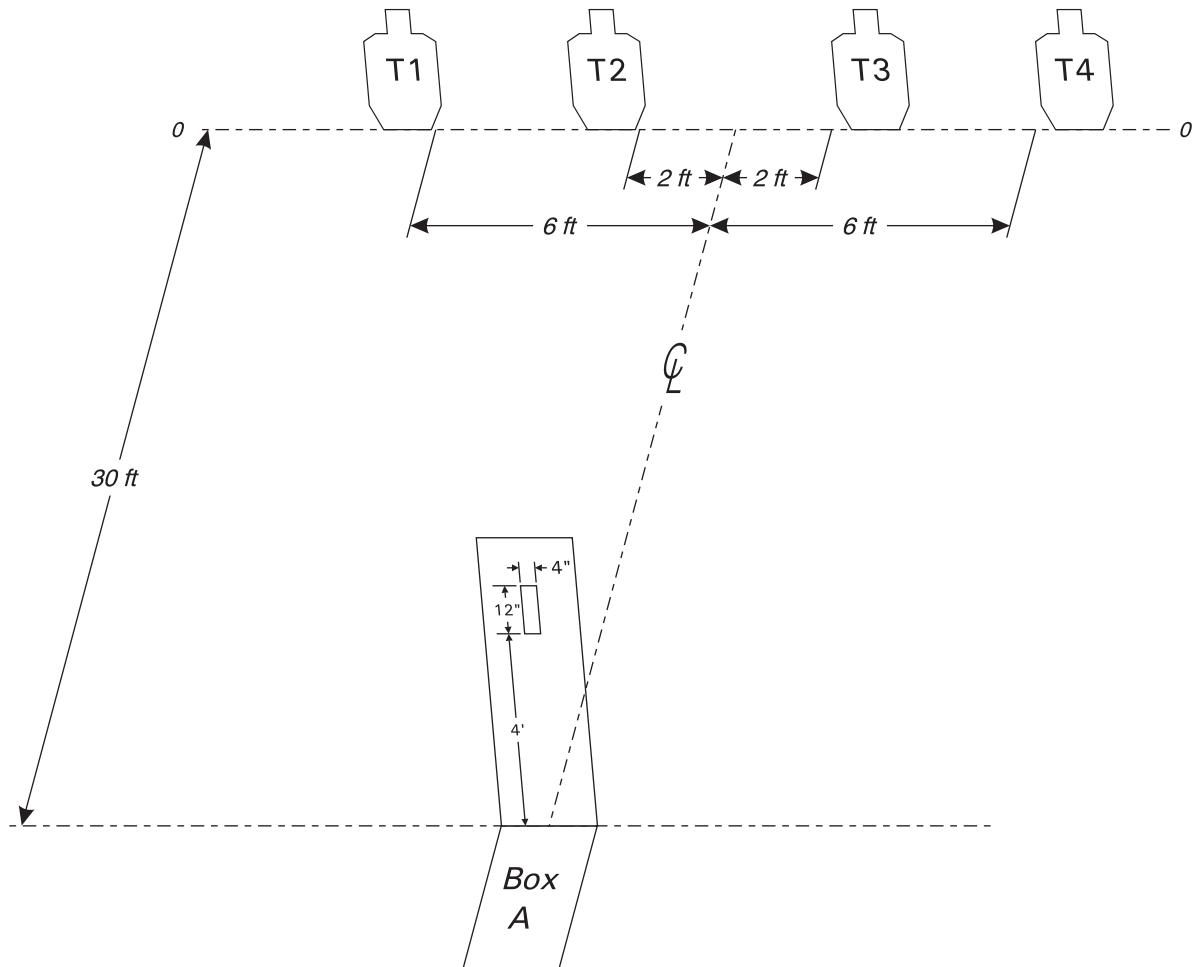
TARGETS: 4 Metric

SCORED HITS: Best 3/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Barricade is 2 feet wide by 6 feet high. Box is 2 feet wide by 3 feet long. Port B is 4 inches wide and 12 inches high. Bottom of port is 4 feet above ground.



CM 99-19 Payne's Pain

Written Stage Briefing

Payne's Pain is a 12 round, 60 point, Virginia Count Classifier course. There are 4 metric targets. The best 3 hits per target will score. The start signal is audible.

The start position is standing in box A, facing down range with both hands flat against the respective sides of the barricade. Handgun is loaded and holstered. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, from within the fault lines, engage T1-T4 with only one round each from one side of the barricade. Make a mandatory reload and engage T1-T4 with only one round each through the port. Make a mandatory reload and engage T1-T4 with only one round each from the opposite/remaining side of the barricade. You may shoot around the sides or through the port in any order.





CM 99-19

Payne's Pain

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1

3

T2

3

T3

3

T4

3

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

TIME



MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Mike Knupp—Modifications by US Design Team

START POSITION: Standing behind counter, both wrists above respective shoulders, loaded gun and magazines to be used on the shelf under the counter as per ready condition in rule 8.1.1 and 8.1.2. Gun must be on its side - not propped up by any artificial means. Magazines may be flat or on edge on the shelf. Neither the gun nor the magazines may extend beyond the open edge of the shelf.

STAGE PROCEDURE

Upon start signal, from behind the counter engage T1-T3 with only two rounds per target. Then make a mandatory reload with a magazine taken from the shelf and from behind the counter engage T1-T3 with only two rounds per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points

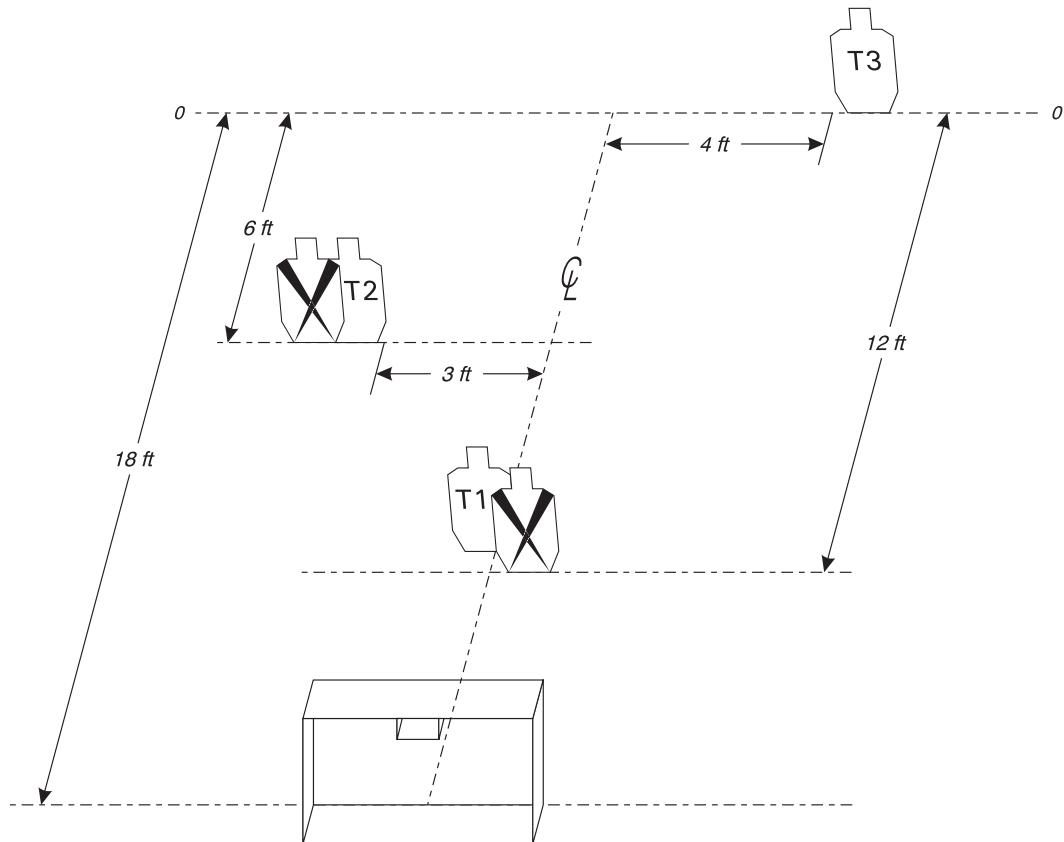
TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. The “counter” can consist of saw horses. The shelf can be an opened cardboard box nailed to the underside of planking or boards. Have a replacement handy. Counter is 4 feet high by 8 feet wide by 2 feet deep.



Shelf is 12 inches wide by 12 inches deep by 6 inches high. The edge of the no-shoot's non-scoring border is touching the A-zone perforation of T1. This edge is also used to center the target array on center line. The top of the no-shoot is even with the shoulder of the target.

CM 99-21 Mini Mart

Written Stage Briefing

Mini Mart is a 12-round, 60-point Virginia Count Classifier course. There are three Metric targets. The best four hits per target will score.

The start signal is audible.

The start position is standing behind the counter, both wrists above respective shoulders, loaded gun and all magazines to be used on the shelf under the counter. Gun must be on its side - not propped up by any artificial means. Neither the gun nor the magazines may extend beyond the open edge of the shelf.

PCC: Loaded carbine and all magazines to be used are placed on top of the counter. Gun must be on its side, pointed downrange - not propped up by any artificial means. Neither the gun nor the magazines may extend beyond the rear edge of the counter.

Stage Procedure: Upon start signal, from behind the counter engage T1-T3 with only two rounds per target, then make a mandatory reload, then from behind the counter engage T1-T3 with only two rounds per target.





CM 99-21

Mini-Mart

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

4

T2

4

T3

4

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - =

VIRGINIA COUNT

PENALTIES

PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

TIME

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)
TOTAL TIME

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-22

Nuevo El Presidente

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Kent Oram—Modification by US Design Team

START POSITION: Standing in Box A, back to targets, toes of both feet against rear 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 make a mandatory reload and from Box A engage T1-T3 with only two rounds per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points

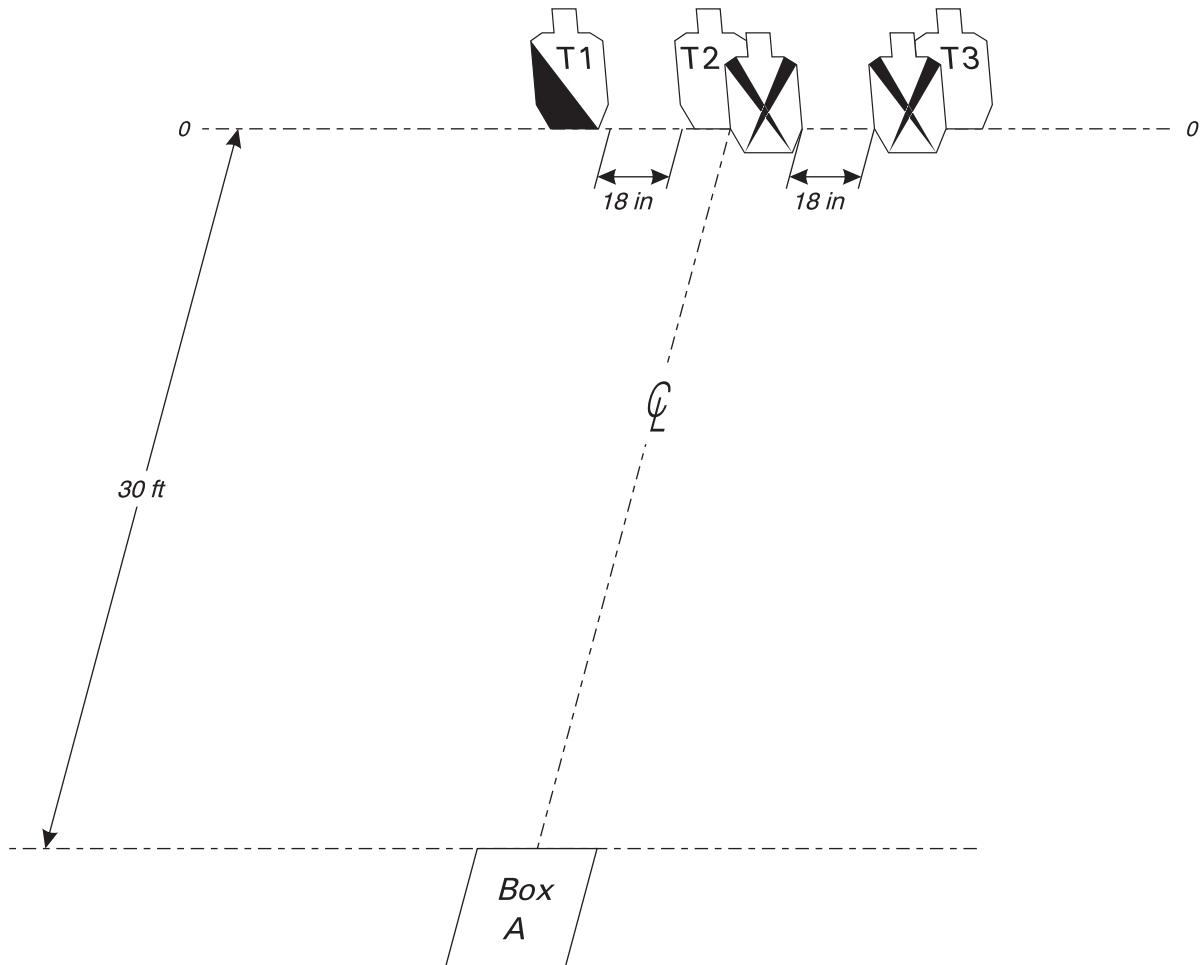
TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. No-shoots are arranged on T2 and T3 with perforations of the non-scoring borders placed on the perforations of the A

zones of the targets. The top of the upper A/B zone of the no-shoot is even with the shoulder of the scoring targets.



CM 99-22

Nuevo El Presidente

Written Stage Briefing

Nuevo El Presidente is a 12-round, 60-point Virginia Count classifier course. There are three Metric targets. The best four hits per target will score. The Start signal is audible.

The start position is standing in Box A, back to targets, toes of both feet against rear fault line of Box A, both wrists above respective shoulders.
Your gun will be loaded and holstered.

The PCC start position is standing in Box A, facing downrange, heels of both feet against rear fault line of Box A, stock on belt, muzzle downrange, loaded carbine held in both hands, safety on.

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

PCC: No turn





CM 99-22

Nuevo El Presidente

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1

4

T2

4

T3

4

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT**PENALTIES**PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)**TIME**

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

RO:

REMARKSSHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR **minor**

NAME _____ USPSA # _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** P.R. Metcalf—Modification by US Design Team

START POSITION: Standing in Box A, both arms hanging relaxed at sides or both wrists above respective shoulders - shooter's choice. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Start facing uprange. Upon start signal, turn, from Box A engage T1-T3 with only two rounds per target.
- String 2. Start facing targets, hand position opposite of string one, upon start signal, from Box A, engage T1-T3 with only two rounds per target.

SCORING

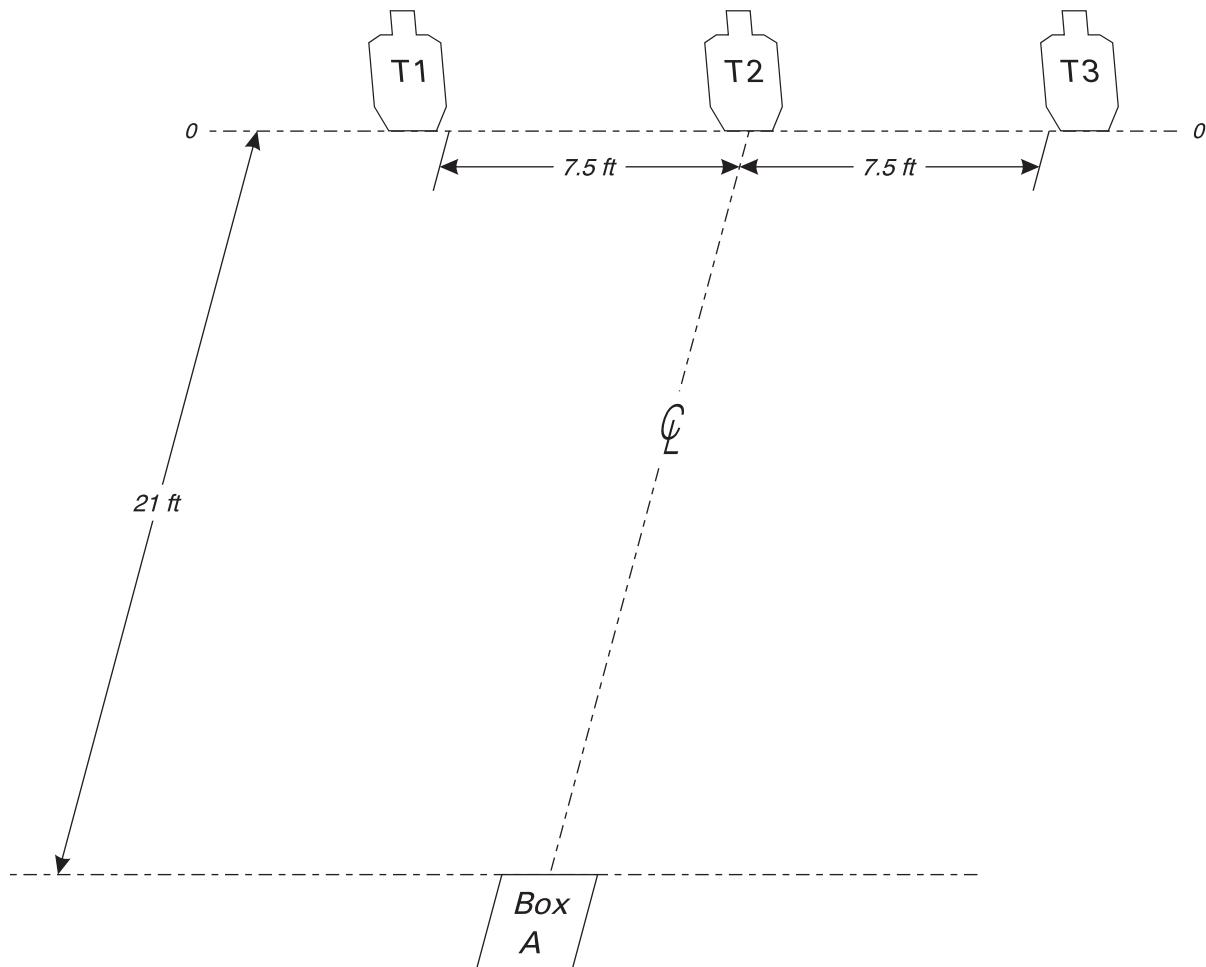
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. Angle T1 and T3 to face shooting box.



CM99-23 FRONT SIGHT

Written Stage Briefing

Front Sight is a 12 round, 60 point, Virginia Count Classifier. There are 3 metric targets. The best 4 hits per target will score. The start signal is audible.

The start position for string one is standing in box A, facing uprange, hands at sides or wrists above shoulders, your choice. Your gun will be loaded and holstered.

The start position for string two is standing in box A, facing the targets, with your hands in the opposite position from string one.

PCC, both strings: standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For both strings, on the start signal engage T1-T3 with only two rounds per target.





CM 99-23

Front Sight

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1

4

T2

4

T3

4

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT**PENALTIES**PROCEDURAL
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)**TIME**

STRING 1

STRING 2

TOTAL TIME

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-24

Front Sight 2

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** P.R. Metcalf—Modification by US Design Team

START POSITION: Standing in Box A, both arms hanging relaxed at sides or both wrists above respective shoulders - shooter's choice. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Start facing uprange. Upon start signal, turn, from Box A engage T1-T3 with only two rounds per target.
- String 2. Start facing targets. Hand position is opposite of string 1. Upon start signal, from Box A engage T1 - T3 with only two rounds per target.

SCORING

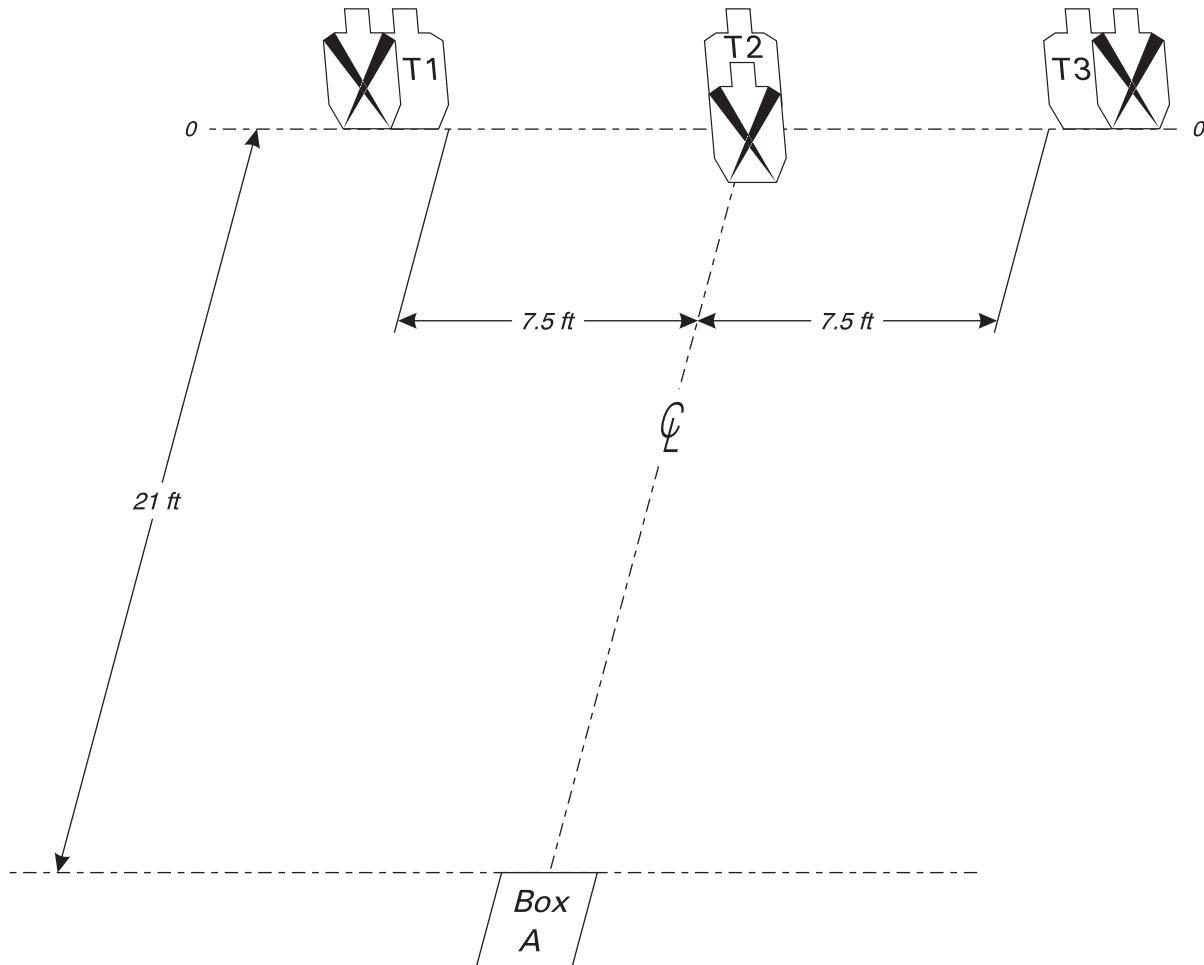
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. Angle T1 and T3 to face shooting box. Perforated scoring lines of no-

shoots at T1 and T3 overlay A-zone scoring line. The top of the no-shoot at T2 is 8 inches below the top of the lower A zone.



CM99-24 FRONT SIGHT 2

Written Stage Briefing

Front Sight 2 is a 12 round, 60 point, Virginia Count Classifier. There are 3 metric targets. The best 4 hits per target will score. The start signal is audible.

The start position for string one is standing in box A, facing uprange, hands at sides or wrists above shoulders, your choice. Your gun will be loaded and holstered.

The start position for string two is standing in box A, facing the targets, with your hands in the opposite position from string one.

PCC, both strings: standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For both strings, on the start signal engage T1-T3 with only two rounds per target.





CM 99-24

Front Sight 2

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1

4

T2

4

T3

4

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT**PENALTIES**PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)**TIME**

STRING 1

STRING 2

TOTAL TIME

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA # _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Joe Cabigas—Modifications by US Design Team

START POSITION: Standing in Box A facing targets with 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, from Box A, engage only T1-T3, perform a mandatory reload, and from Box A engage PP1-PP6.

SCORING

SCORING: Comstock, 12 rounds, 60 points

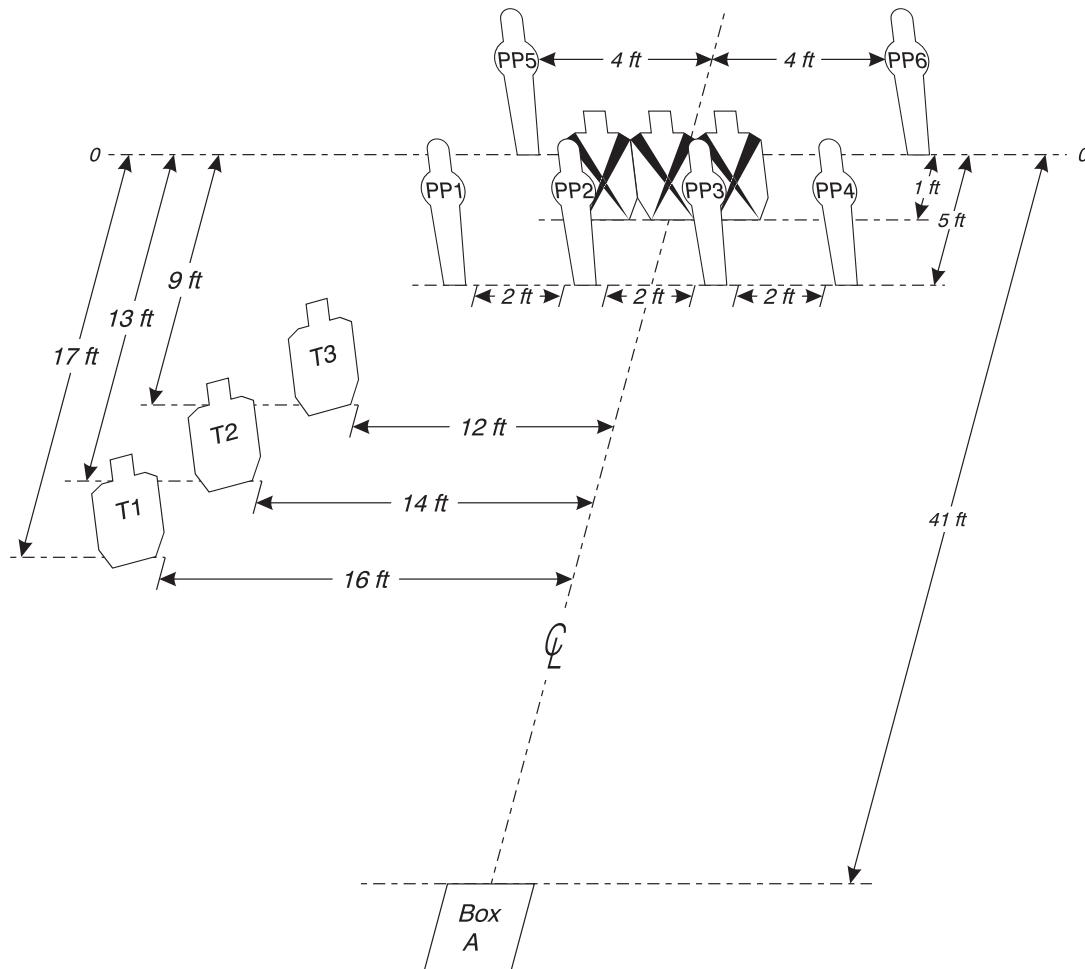
TARGETS: 3 Metric, 6 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform the mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Angle T1-T3 toward shooting Box A with right edge of each target placed at distances indicated. Box A is 3 feet by 3 feet. Set paper targets and no-shoots to 5 feet high at shoulders. No-shoots

are set with edges touching the next no-shoot. The array is then centered with the middle no-shoot centered on the center line.



CM 99-28 Hillbillton Drill

Written Stage Briefing

Hillbillton Drill is a 12 round, 60 point, Comstock Classifier course. There are 3 metric targets and 6 pepper poppers. The best two hits per paper target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing the targets with your wrists above your respective shoulders. Your gun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, from within the fault lines, engage T1-T3, make a mandatory reload and engage PP1-PP6. Targets and poppers may be engaged in any order. Only one mandatory reload is required.





CM 99-28

Hillbillton Drill

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
STL	<input type="text"/>				<input type="text"/>

2
2
2
6

TOTAL HITS **12**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES
PROCEDURAL (-10 EACH)
NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-33

Raw Deal

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Dan Ridgley

START POSITION: Seated in chair holding cards (there are two standard poker playing cards) one in each hand being held by the thumb and index finger, elbows on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1-T3 (or only T4-T6) with only two rounds per target. Then make a mandatory reload and from Box A, engage only the three remaining targets with only two rounds per target. Competitor must remain in Box A for all shots fired but does not have to remain seated.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points

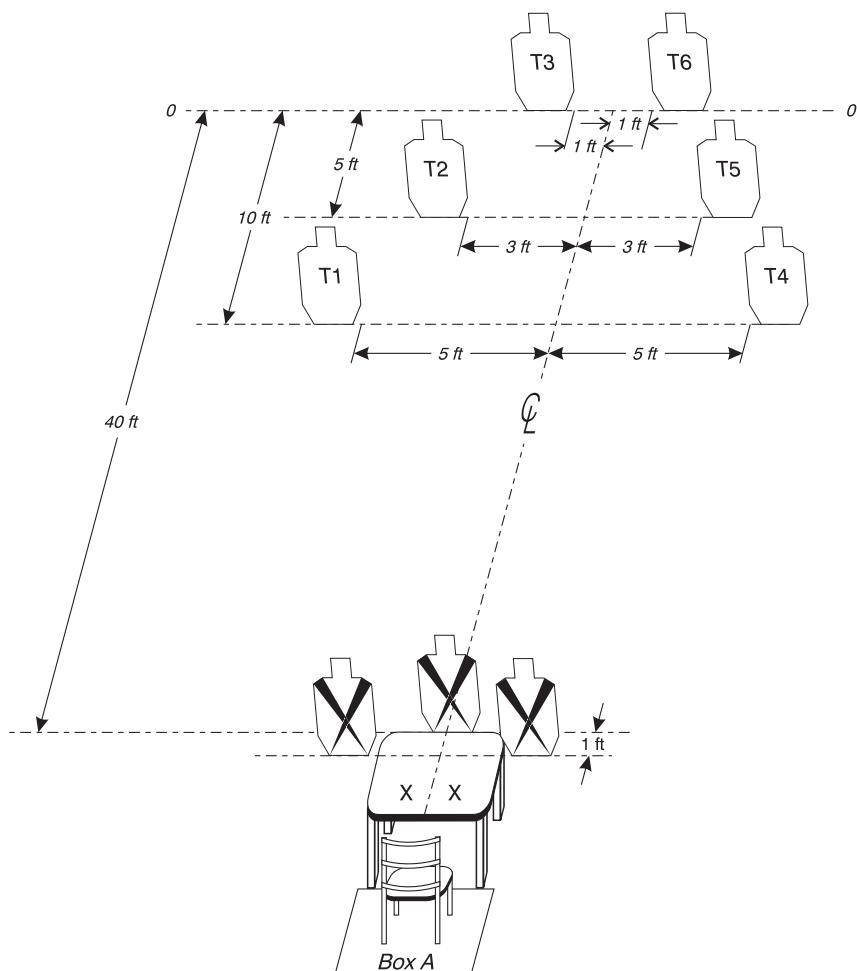
TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last Shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to make the mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set targets to 5 feet at shoulders. Table is standard folding card table (40 inches by 40 inches). X's for elbow placement are 6 inches right and left of centerline and 6 inches in from edge of table nearest competitor. No-shoots are set so that the bases



of the no-shoots are at table height and sides are even with edge of table. Box A is 4 feet by 4 feet. There are two standard poker-playing cards, one is to be held in each hand by the thumb and index finger.

CM 99-33 Raw Deal

Written Stage Briefing

Raw Deal is a 12 round, 60 point, Virginia count classifier course. There are 6 metric targets. The best two hits per target will score. The start signal is audible.

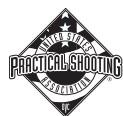
The start position is seated in the chair holding cards, one in each hand being held by the thumb and index finger, elbows on the marks. Your gun will be loaded and holstered.

PCC start position is the same, with your loaded carbine on the table, muzzle downrange, safety on and un-proped.

On the start signal, from within the fault lines, engage only T1-T3 or only T4-T6 with only two rounds each, make a mandatory reload, and engage the remaining targets with only two rounds each. You do not have to remain seated.

Note: table size may vary from specified size.





CM 99-33

Raw Deal

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

T4

2

T5

2

T6

2

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME



MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

TOTAL TIME

Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor



NAME _____ USPSA # _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Perry Wilson—Modifications by US Design Team

START POSITION: Standing in Box A with palms of both hands flat on marks above window. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, through the left port, engage only T1, T2, PP1, and PP2. Then make a mandatory reload and through the right port, engage only T3, T4, PP3, and PP4. All shots must pass through respective ports.

SCORING

SCORING: Comstock, 12 rounds, 60 points

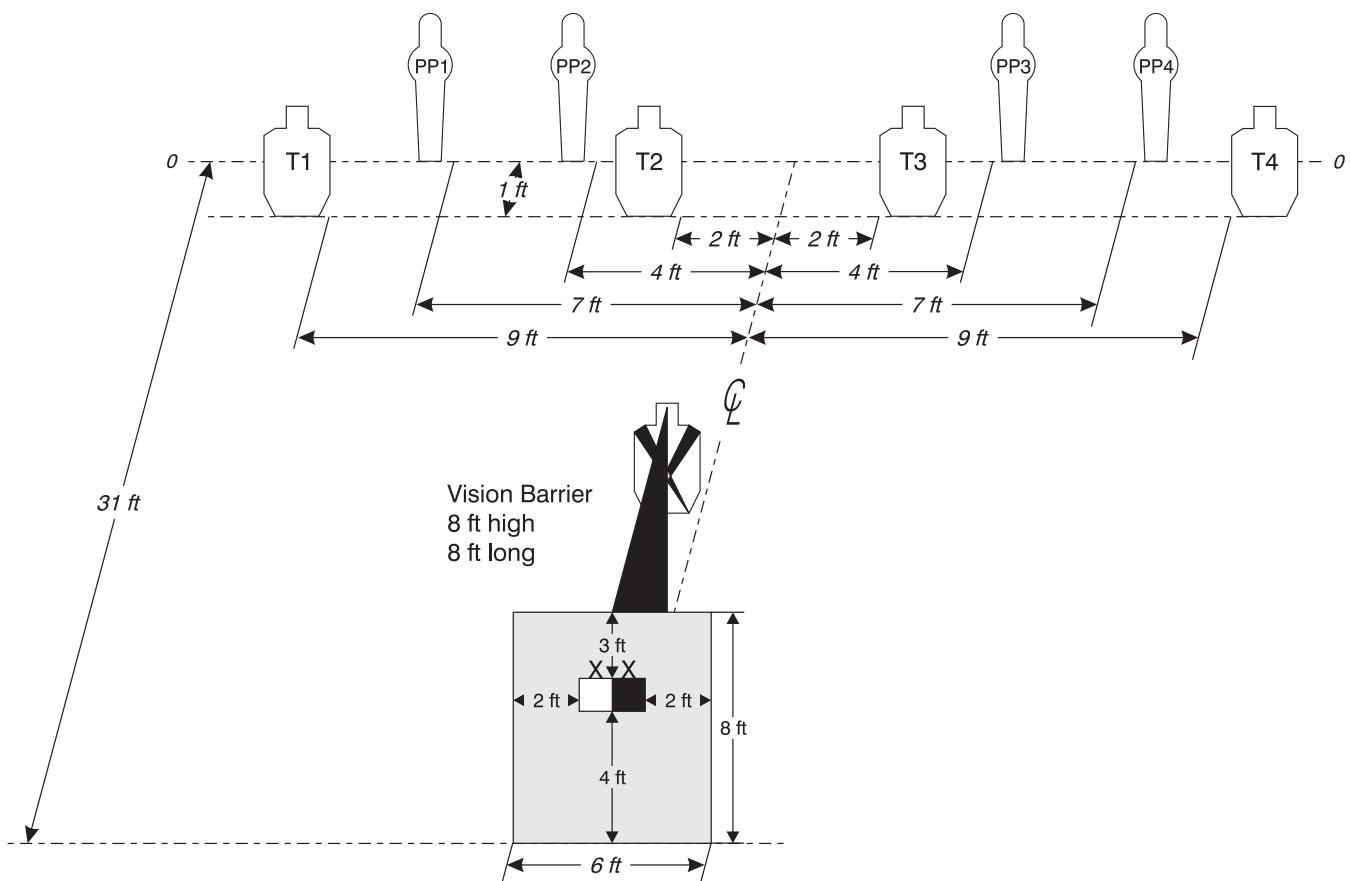
TARGETS: 4 Metric, 4 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform the mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Place a no-shoot at the end of the barricade with the top of the no-shoot even with the top of the barricade. X marks are 6 inches left and right of

barricade centerline and touching top of window. Barricade is 6 feet wide. Port is 2 feet wide by 1 foot high. Vision barrier is center in port to create two 12-inch-square ports.



CM 99-34 Ported View

Written Stage Briefing

Ported View is a 12 round, 60 point Comstock classifier course. There are 4 metric targets and 4 pepper poppers. The best 2 hits per paper will score and steel must fall to score. The start signal is audible

The start position is standing in Box A with the palms of your hands flat on the marks above window. Handgun is loaded and holstered.

PCC start position is loaded with muzzle touching either mark, stock on belt, both hands on carbine, safety on.

On the audible start signal, through the left port, engage only T1, T2, PP1, and PP2, make a mandatory reload and through the right port, engage only T3, T4, PP3, and PP4. Ports may be used in any order.





CM 99-34

Ported View

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
STL	<input type="text"/>				4

TOTAL HITS **12**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES	
<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)

TIME
TOTAL TIME

Shooter:	REMARKS
RO:	

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-40

Partial People Eaters

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** David Seibert

START POSITION: Standing behind fault lines facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Set timer to 4 seconds for all strings.

String 1. 60 ft. Upon start signal, from behind the fault line, engage T1-T6 with only one round per target freestyle.

String 2. 45 ft. Upon start signal, from behind the fault line, engage T1-T6 with only one round per target using strong hand only.

String 3. 30 ft. Upon start signal, transfer gun to weak hand, and from behind the fault line, engage T1-T6 with only one round per target using weak hand only.

String 4. 15 ft. Upon start signal, from behind the fault line, engage T1-T6 with only one round per target freestyle.

SCORING

SCORING: Fixed Time, 24 rounds, 120 points

TARGETS: 6 Metric

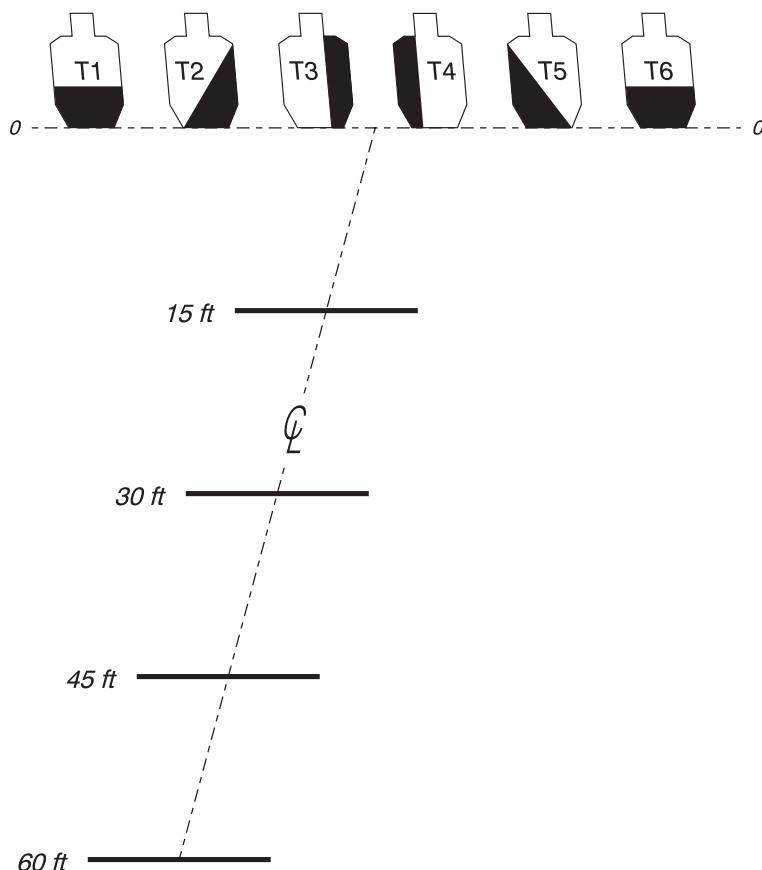
SCORED HITS: Best 4/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition USPSA Handgun Competition Rules

Set timer on Time Fire with ending tone to sound at 4 seconds. 4.30 seconds is not a late shot; 4.31 seconds is a late shot. Record no penalty misses on scoresheet for scoring program.

Jams may be cleared with both hands.



SETUP NOTES: Set paper targets to 4 feet 6 inches high at shoulders with one foot edge-to-edge spacing. Place four-foot-long fault lines at distances indicated. Hard cover for targets are as follows: T1 and T6 hard

cover up to bottom of A zone. T2 from lower notch of right shoulder to lower notch of left bottom. T5 is reverse of T2. T3 has right side blacked out to right side of A zone. T4 is opposite of T3.



CM 99-40 Partial People Eaters

Written Stage Briefing

Partial People Eaters is a 24 round, 120 point, Fixed Time Classifier course. There are 6 metric targets. The best 4 hits per target will score. The start signal is audible, and the stop signal is audible. The time allowed for each string is 4 seconds.

The start position for all strings is standing behind the fault lines, facing downrange, hands naturally at your sides. Your gun is loaded and holstered. PCC start position for all strings is standing behind the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from behind the fault line, engage T1-T6 with only one round per target, freestyle.

String 2: On the start signal, from behind the fault line, engage T1-T6 with only one round, strong hand only. PCC: Strong shoulder only.

String 3: On the start signal, from behind the fault line, engage T1-T6 with only one round, weak hand only. PCC: Weak shoulder only.

String 4: On the start signal, from behind the fault line, engage T1-T6 with only one round, freestyle.





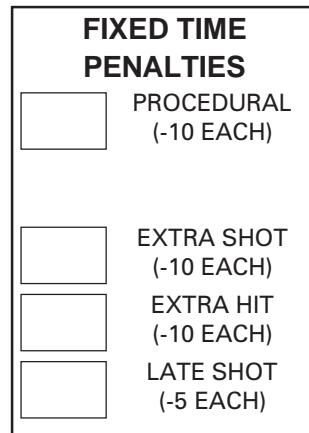
CM 99-40

Partial People Eaters

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>	4				
T2	<input type="text"/>	4				
T3	<input type="text"/>	4				
T4	<input type="text"/>	4				
T5	<input type="text"/>	4				
T6	<input type="text"/>	4				

TOTAL HITS 24MAJ X5 X4 X4 X2 No Miss
MIN X5 X3 X3 X1 PenaltiesSTATS ONLY + + + = MINUS PENALTIES OF
EQUALS TOTAL SCORE

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-41

Works For Me

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Joe DeSimone

START POSITION: Standing in Box A with palms flat on barricade covering X marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage the appropriate targets from either side of the barricade. Then make a mandatory reload and from Box A engage the appropriate targets from the other side of the barricade. T1 and T2 must be engaged from only the left side of the barricade. T3 and T4 must be engaged from only the right side of the barricade. T5, PP1 and PP2 may be engaged from either side of the barricade. No further reload is required to engage targets after completing the original stage procedure.

SCORING

SCORING: Comstock, 12 rounds, 60 points

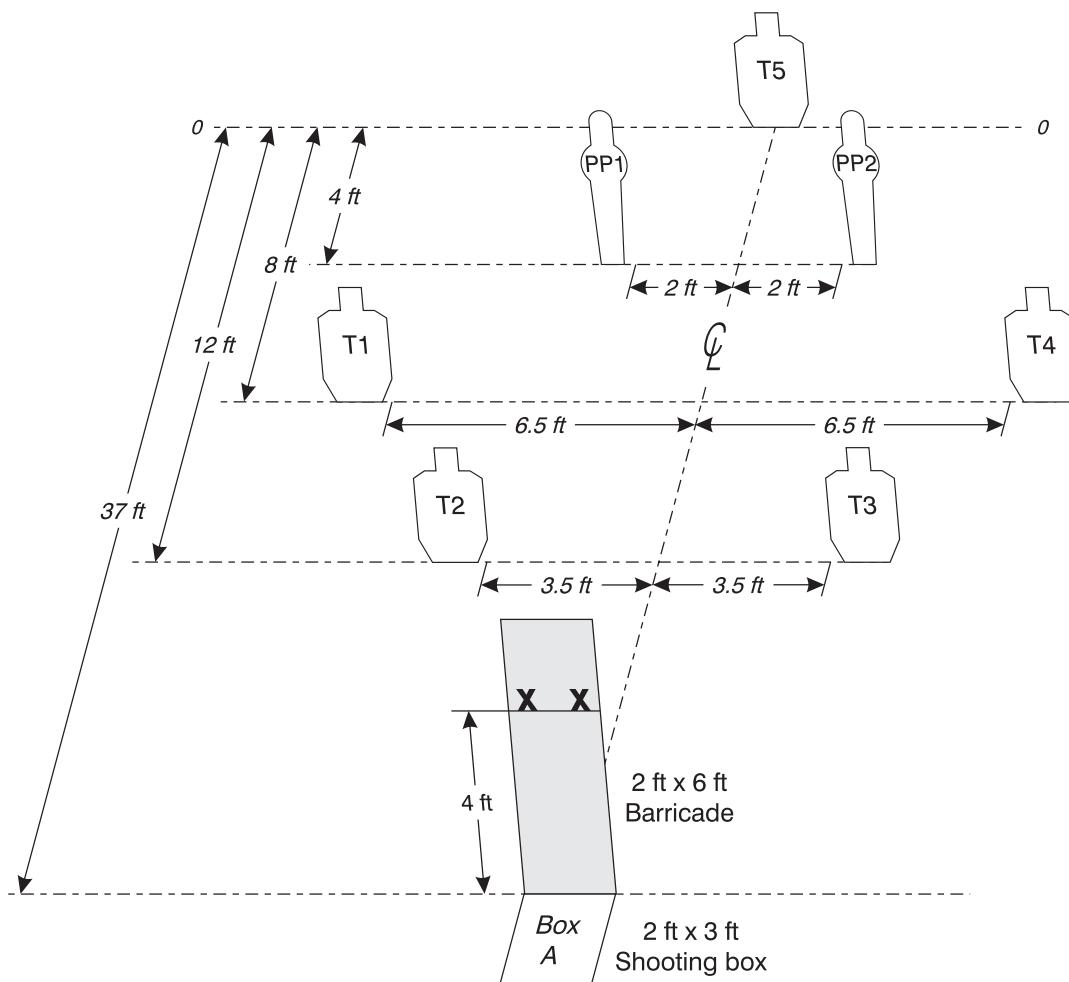
TARGETS: 5 Metric, 2 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty for each shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. X marks are placed 6 inches inside each edge of barricade.



CM 99-41 Works for Me

Written Stage Briefing

Works for me is a 12 round, 60 point Comstock classifier course. There are 5 metric targets and 2 pepper poppers. The best 2 hits per paper will score and steel must fall to score. The start signal is audible.

The start position is standing in Box A with your palms flat on the barricade covering the marks. Handgun is loaded and holstered.

PCC start position is standing in Box A, loaded, muzzle touching either mark, not shoulderered, both hands on loaded carbine, safety on.

On the audible start signal, from within the fault lines, engage the appropriate targets from either side of the barricade, then make a mandatory reload and engage the appropriate targets from the other side of the barricade. T1 and T2 must be engaged from only the left side of the barricade. T3 and T4 must be engaged from only the right side of the barricade, T5, PP1 and PP2 may be engaged from either side. No further reload is required to engage targets after completing the original stage procedure.





CM 99-41

Works For Me

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>	2				
T2	<input type="text"/>	2				
T3	<input type="text"/>	2				
T4	<input type="text"/>	2				
T5	<input type="text"/>	2				
STL	<input type="text"/>					2

TOTAL HITS 12MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - = 

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

COMSTOCK PENALTIES	
<input type="text"/>	PROCEDURAL (-10 EACH)
TIME	

TOTAL TIME	
<input type="text"/>	.

Shooter:	REMARKS
RO:	

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-42

Fast'n Furious

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Desert Sportsman PS—Mods. by US Design Team

START POSITION: Standing in Box A facing barricade with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only PP1, PP2, T1, and T2 from left side of barricade, make a mandatory reload, and from Box A, engage only PP3, PP4, T3, and T4 from the right side of barricade.

Competitor may begin on either side of the barricade.

SCORING

SCORING: Comstock, 12 rounds, 60 points

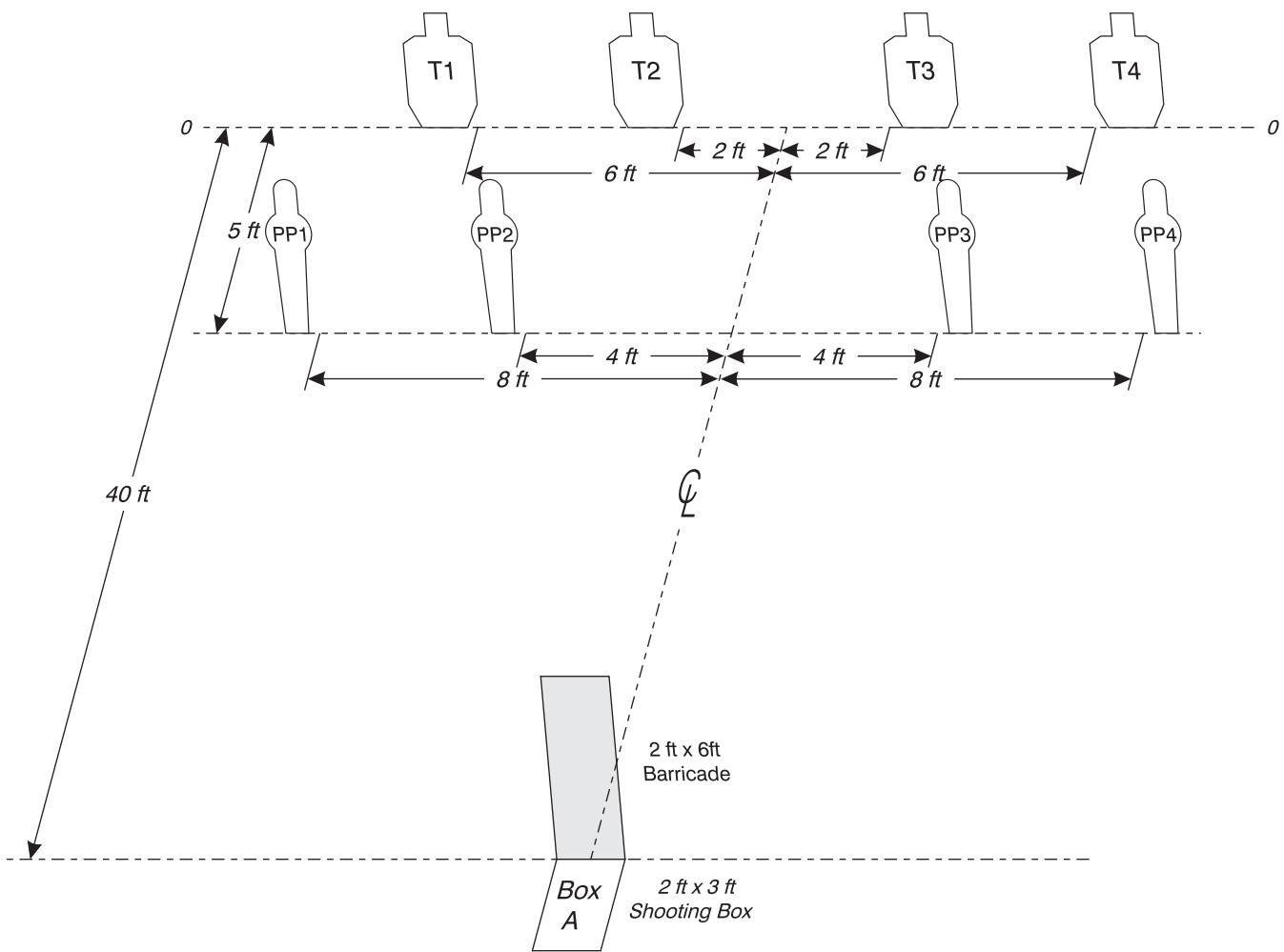
TARGETS: 4 Metric, 4 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty for each shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders.



CM 99-42 Fast 'n Furious

Written Stage Briefing

Fast 'n Furious is a 12 round, 60 point Comstock classifier course. There are 4 metric targets and 4 pepper poppers. The best two hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing inside the shooting area, facing downrange with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching the mark, loaded carbine held in both hands with safety on.

On the audible start signal, from within the fault lines, engage PP1, PP2 and T1-T2 from left side of barricade, make a mandatory reload, and engage PP3, PP4, and T3-T4 from the right side of the barricade,. Competitor may begin on either side of barricade. Only one mandatory reload is required, but must be made when changing sides of the barricade for the first time.

Note: Mark for PCC is 3 feet above ground, centered on the barricade.





CM 99-42

Fast'n Furious

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

2

COMSTOCK
PENALTIEST2

2

PROCEDURAL
(-10 EACH)T3

2

T4

2

STL

4

TOTAL HITS

12

TIME

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - =



MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA # _____

**CM 99-46**

Close Quarter Standards

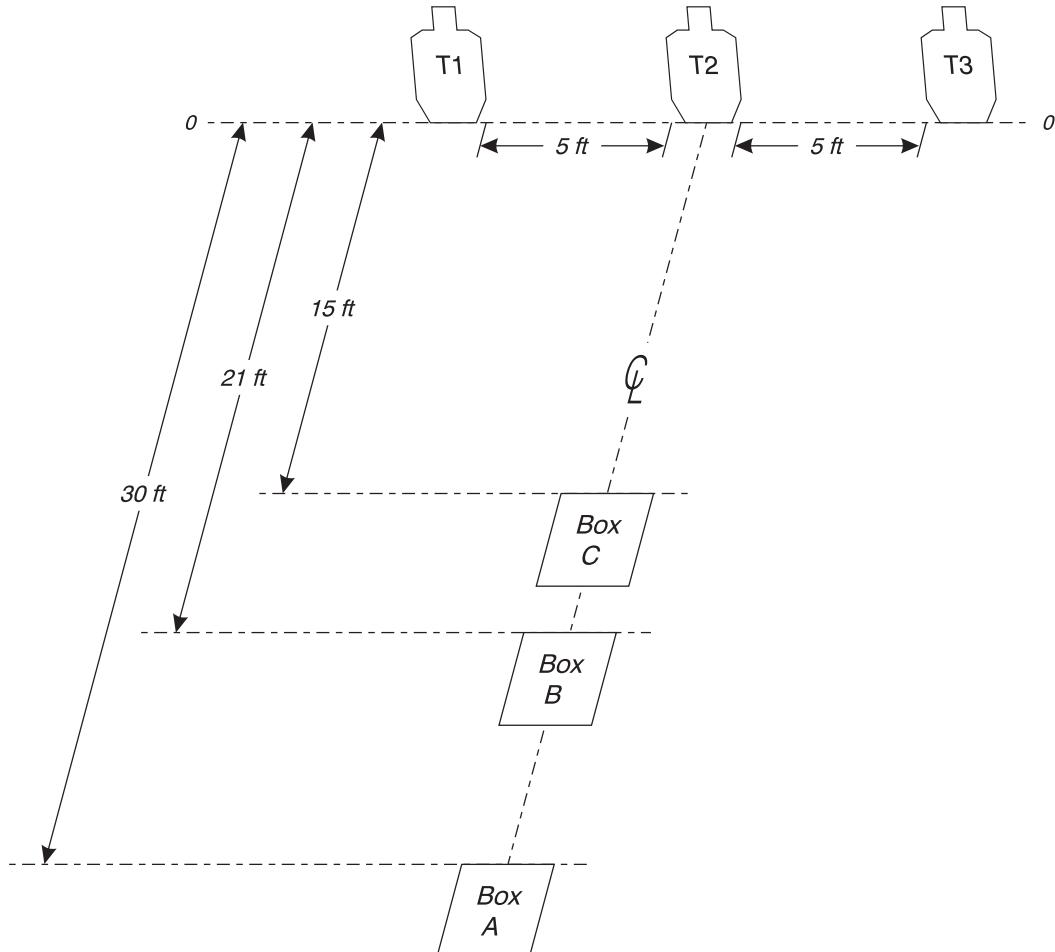
RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** John Wells**START POSITION:** Standing in appropriate shooting box facing targets with both wrists above respective shoulders in surrender position. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.**STAGE PROCEDURE**

- String 1. Upon start signal, from Box A, engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A re-engage T1-T3 with only two rounds per target.
- String 2. Upon start signal, from Box B, engage T1-T3 with only two rounds per target using strong hand only.
- String 3. Upon start signal, transfer gun to weak hand and from Box C engage T1-T3 with only two rounds per target using weak hand only.

Jams may be cleared with both hands.

SCORING**SCORING:** Virginia Count, 24 rounds, 120 points**TARGETS:** 3 Metric**SCORED HITS:** Best 8/paper**START - STOP:** Audible - Last shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.

**SETUP NOTES:** All boxes are 3 feet by 3 feet. Set paper targets to 5 feet high at shoulders.

CM 99-46 Close Quarter Standards

Written Stage Briefing

Close Quarter Standards is a 24 round, 120 point Virginia classifier course. There are 3 metric targets. The best 8 hits per target will score. The start signal is audible.

The start position is standing in appropriate shooting box facing targets with both wrists above respective shoulders. Handgun is loaded and holstered.

PCC start position is standing in appropriate shooting box, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For string 1, on the start signal, from Box A, engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A re-engage T1- T3 with only two rounds per target.

For string 2, on the start signal, from Box B, engage T1-T3 with only two rounds per target using strong hand only. PCC: Strong shoulder only

For string 3, on the start signal, transfer gun to weak hand and from Box C engage T1-T3 with only two rounds per target using weak hand only. PCC: Weak shoulder only.





CM 99-46

Close Quarter Standards

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				

8
8
8

24

TOTAL HITS	<input type="text"/>				
------------	----------------------	----------------------	----------------------	----------------------	----------------------

MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10

STATS ONLY	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>
------------	----------------------	---	----------------------	---	----------------------	---	----------------------	---	----------------------	---	----------------------

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

VIRGINIA COUNT
PENALTIES PROCEDURAL (-10 EACH) EXTRA SHOT (-10 EACH) EXTRA HIT (-10 EACH)TIME
STRING 1
STRING 2
STRING 3

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-47

Triple Choice

RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Jean Johnson—Modifications by US Design Team

START POSITION: Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, from Box A, engage T1-T5 with only one round per target.
- String 2. Upon start signal, from Box A, engage T1-T5 with only one round per target using strong hand only.
- String 3. Upon start signal, transfer gun to weak hand and from Box A engage T1-T5 with only one round per target using weak hand only.

Jams may be cleared with both hands.

SCORING

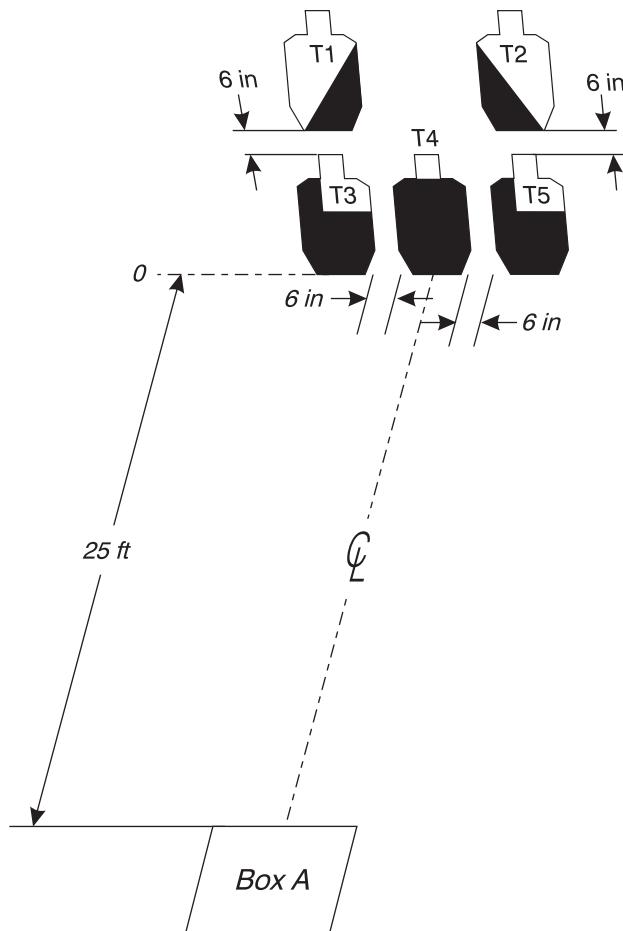
SCORING: Virginia Count, 15 rounds, 75 points

TARGETS: 5 Metric

SCORED HITS: Best 3/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Targets T1 & T3 and T2 & T5 are mounted above each other on one target stand. The bottoms of T3, T4, and T5 are 14 inches above ground.

Hard cover on T3 and T5 covers from top of shoulder downward along left edge of A zone to 5 inches below top of A zone. Box A is 3 feet by 3 feet.



CM 99-47 Triple Choice

Written Stage Briefing

Triple Choice is a 15 round, 75 point Virginia Count classifier course. There are 5 metric targets. The best 3 hits per target will score.

The start position is standing inside the shooting area, facing downrange with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the audible start signal, engage each target with only one round each from within the fault lines.

String 2: On the audible start signal, engage each target with only one round each, *strong* hand only, from within the fault lines. PCC: Strong shoulder only.

String 3: On the audible start signal, engage each target with only one round each, *weak* hand only, from within the fault lines. PCC: Weak shoulder only.





CM 99-47

Triple Choice

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

3

**VIRGINIA COUNT
PENALTIES**T2

3

PROCEDURAL
(-10 EACH)T3

3

T4

3

EXTRA SHOT
(-10 EACH)T5

3

EXTRA HIT
(-10 EACH)TOTAL HITS

15

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - = 

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

TIME

STRING 1

.

STRING 2

.

STRING 3

.

TOTAL TIME

.

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-48

Tight Squeeze

RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Joe Hudson—Modifications by US Design Team

START POSITION: Standing in Box A facing targets, 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, from Box A, engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A re-engage T1-T3 with only two rounds per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points

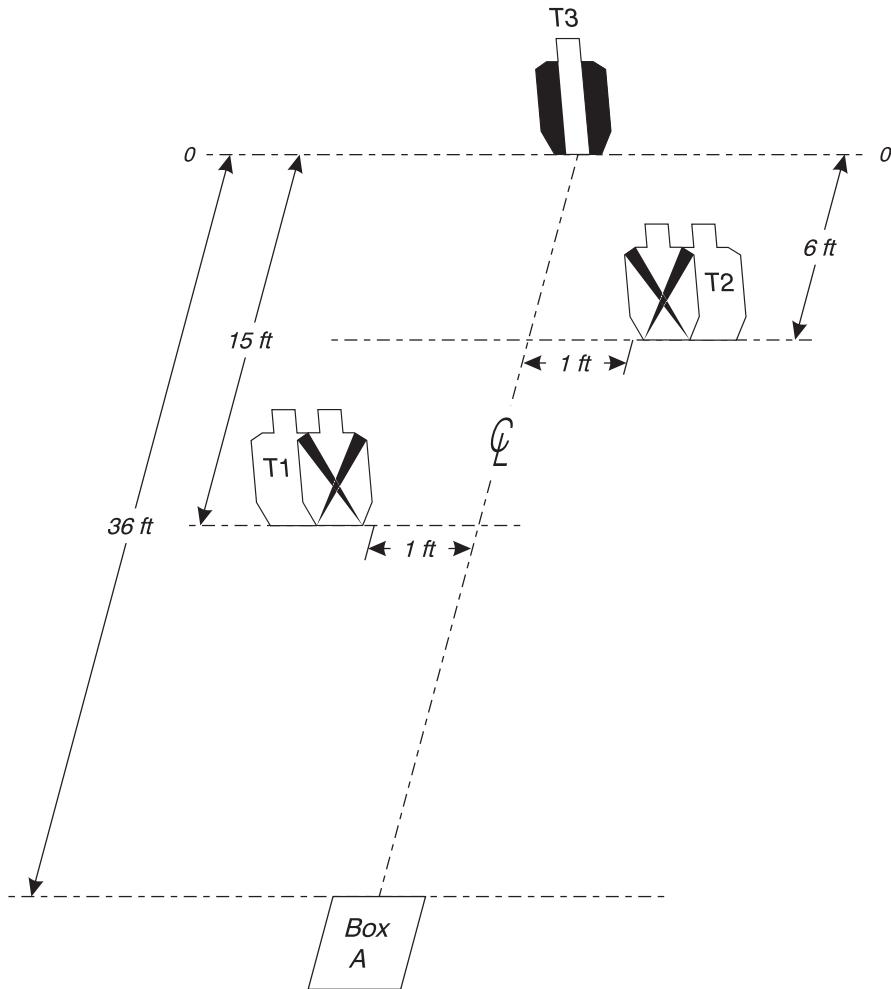
TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Hard cover on T3 is even with edges of A zone. No-shoots are placed on T1 and T2 so that they

are the same height and that the perforation line of the A zone is overlapped by the perforation of the non-scoring border of the no-shoot. Box A is 3 feet by 3 feet.



CM 99-48 Tight Squeeze

Written Stage Briefing

Tight Squeeze is a 12 round, 60 point Virginia Count classifier course. There are 3 metric targets. The best 4 hits per paper will score. The start signal is audible.

The start position is standing in Box A, facing targets, wrists above respective shoulders. Handgun is loaded and holstered

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal, from within the fault lines, engage T1-T3 with only two rounds per target, then make a mandatory reload and re-engage T1-T3 with only two rounds per target.





CM 99-48

Tight Squeeze

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				

TOTAL HITS **12**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

VIRGINIA COUNT PENALTIES

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Bob Jones—Modifications by US Design Team

START POSITION: Standing behind 4-foot-long fault line facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. 60 ft. Upon start signal, from behind fault line, engage T1-T6 with only one round per target while prone.
- String 2. 45 ft. Upon start signal, from behind fault line, engage T1-T6 with only one round per target while kneeling (one or both knees must be in contact with the ground).
- String 3. 30 ft. Upon start signal, from behind fault line, engage T1-T6 with only one round per target using strong hand only.
- String 4. 15 ft. Upon start signal, transfer gun to weak hand and from behind fault line, engage T1-T6 with only one round per target using weak hand only.

SCORING

SCORING: Virginia Count, 24 rounds, 120 points

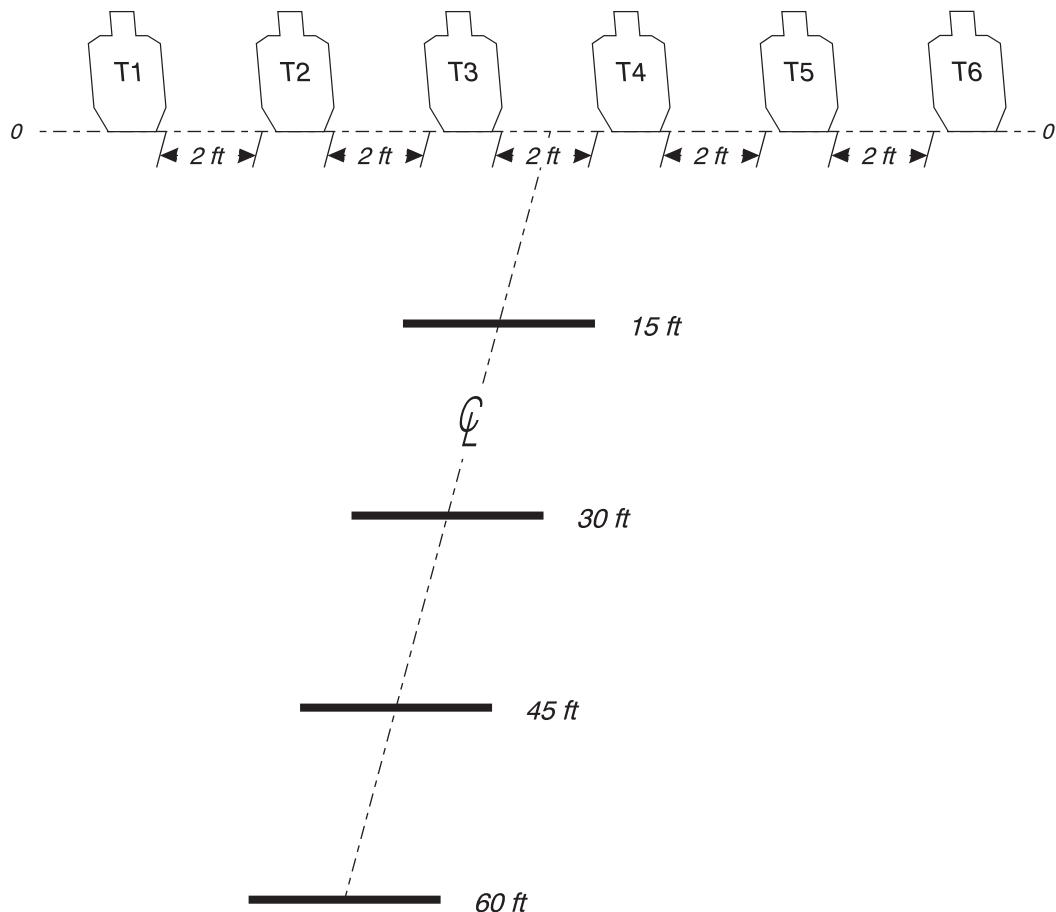
TARGETS: 6 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

RANGE OFFICER NOTES: Jams may be cleared with both hands. When prone, arms extending over the fault line up to the elbows is not a fault.



SETUP NOTES: Set paper targets to 4 feet high at shoulders and spaced 2 feet apart edge to edge. Center 4-foot-long fault lines on center line.



CM 99-51 Single Tap Standards

Written Stage Briefing

Single Tap Standards is a 24 round, 120 point Virginia Count classifier course. There are 6 metric targets. The best 4 hits per paper will score. Start signal is audible.

The start position is standing behind the appropriate fault line facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered.

PCC: Start position is standing behind the appropriate fault line, stock on belt, muzzle downrange, both hands on loaded carbine, safety on.

String 1 - 60 ft. On the audible start signal, from behind fault line, engage T1-T6 with only one round per target while prone.

String 2 - 45 ft. On the audible start signal, from behind fault line, engage T1-T6 with only one round per target while kneeling.

String 3 - 30 ft. On the audible start signal, from behind fault line, engage T1-T6 with only one round per target strong hand only.

PCC—strong shoulder only.

String 4 - 15 ft. On the audible start signal, from behind fault line, engage T1-T6 with only one round per target weak hand only.

PCC—weak shoulder only.





CM 99-51

Single Tap Standards

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

4
4
4
4
4
4
24

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TOTAL HITS

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

		TIME
		STRING 1
		.
		STRING 2
		.
		STRING 3
		.
		STRING 4
		.
		TOTAL TIME
		.

Shooter:	REMARKS
RO:	

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-53

Triple Play

RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Larry Smith—Modifications by US Design Team

START POSITION: Standing in Box A facing barricade with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1, PP1 and P1 from the left side of the barricade, perform a mandatory reload and engage only T2, PP2, and P2 through Port B, perform another mandatory reload and engage only T3, PP3 and P3 from the right side of the barricade. Arrays may be engaged in any order.

SCORING

SCORING: Comstock, 12 rounds, 60 points

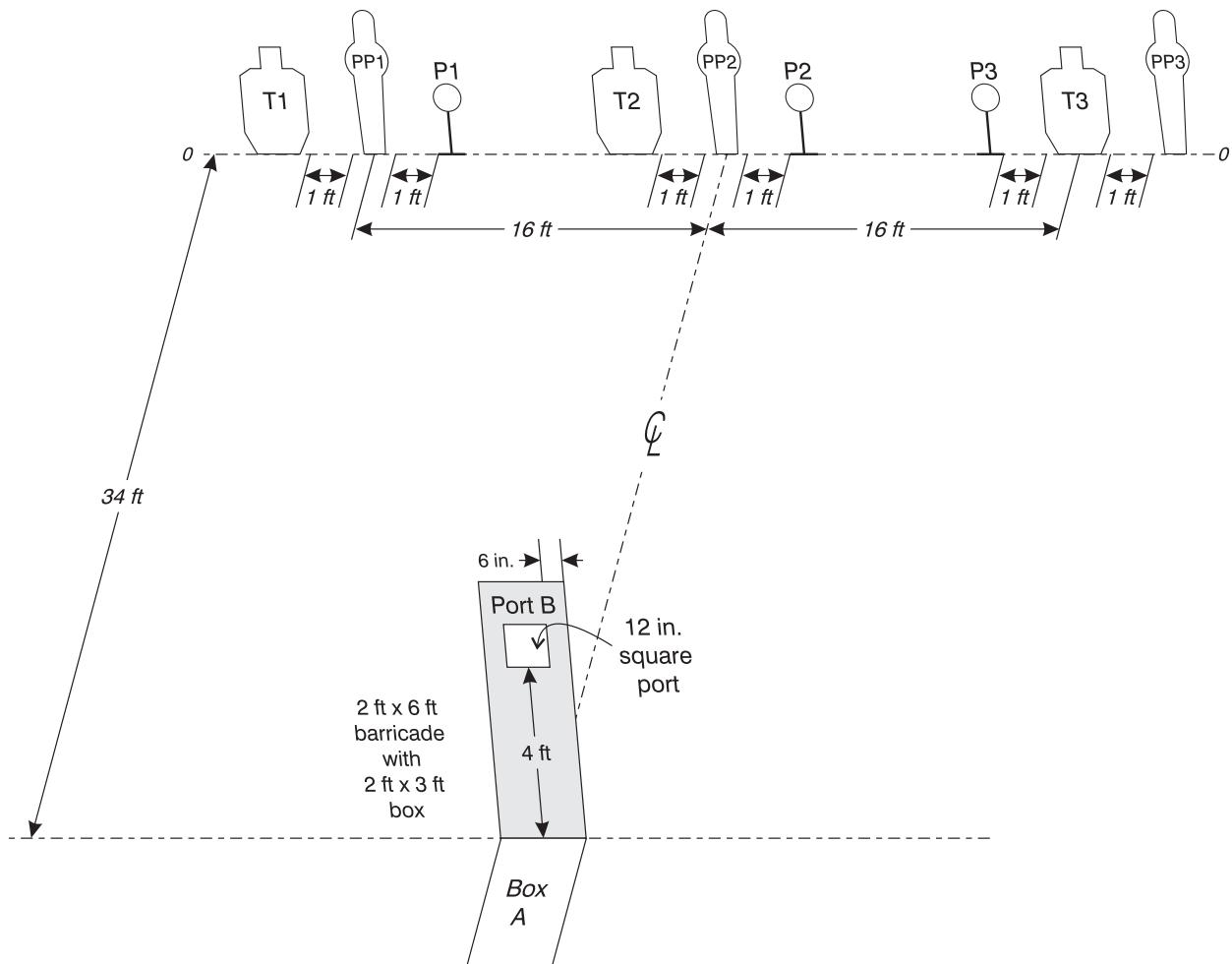
TARGETS: 3 Metric, 3 Pepper poppers, 3 8" plates

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set targets so they are at right angles to the shooter. Paper targets are 5 feet high at shoulders. Plates are set at 2 feet above ground on standard plate stand.



CM 99-53 Triple Play

Written Stage Briefing

Triple Play is a 12 round, 60 point Comstock classifier course. There are 3 metric targets, 3 pepper poppers, and 3 8" plates. Best 2 hits per paper will score and steel must fall to score. The start signal is audible.

The start position is standing in Box A facing barricade with arms relaxed at sides. Handgun is loaded and holstered.

PCC: Start position is stock on belt, muzzle touching the mark, both hands on loaded carbine, safety on.

On the start signal, from within the fault lines, engage only T1, PP1 and P1 from the left side of the barricade, make a mandatory reload and engage only T2, PP2, and P2 through Port, make a mandatory reload and engage only T3, PP3 and P3 from the right side of the barricade. Arrays may be engaged in any order.

Note: mark for PCC muzzle is 3 feet above ground, centered on barricade.





CM 99-53

Triple Play

TGT **A** **B** **C** **D** **M**
 USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

STL

6

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10
 MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES
 PROCEDURAL (-10 EACH)

TIME**TOTAL TIME****REMARKS**

Shooter:

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-56

On The Upper Pad II

RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Murray Gardner

START POSITION: Standing in Box A facing targets with both palms pressed to ears or ear muffs. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1, T2, PP1 and PP2. Then engage only T3-T5 only through Port B.

SCORING

SCORING: Comstock, 12 rounds, 60 points

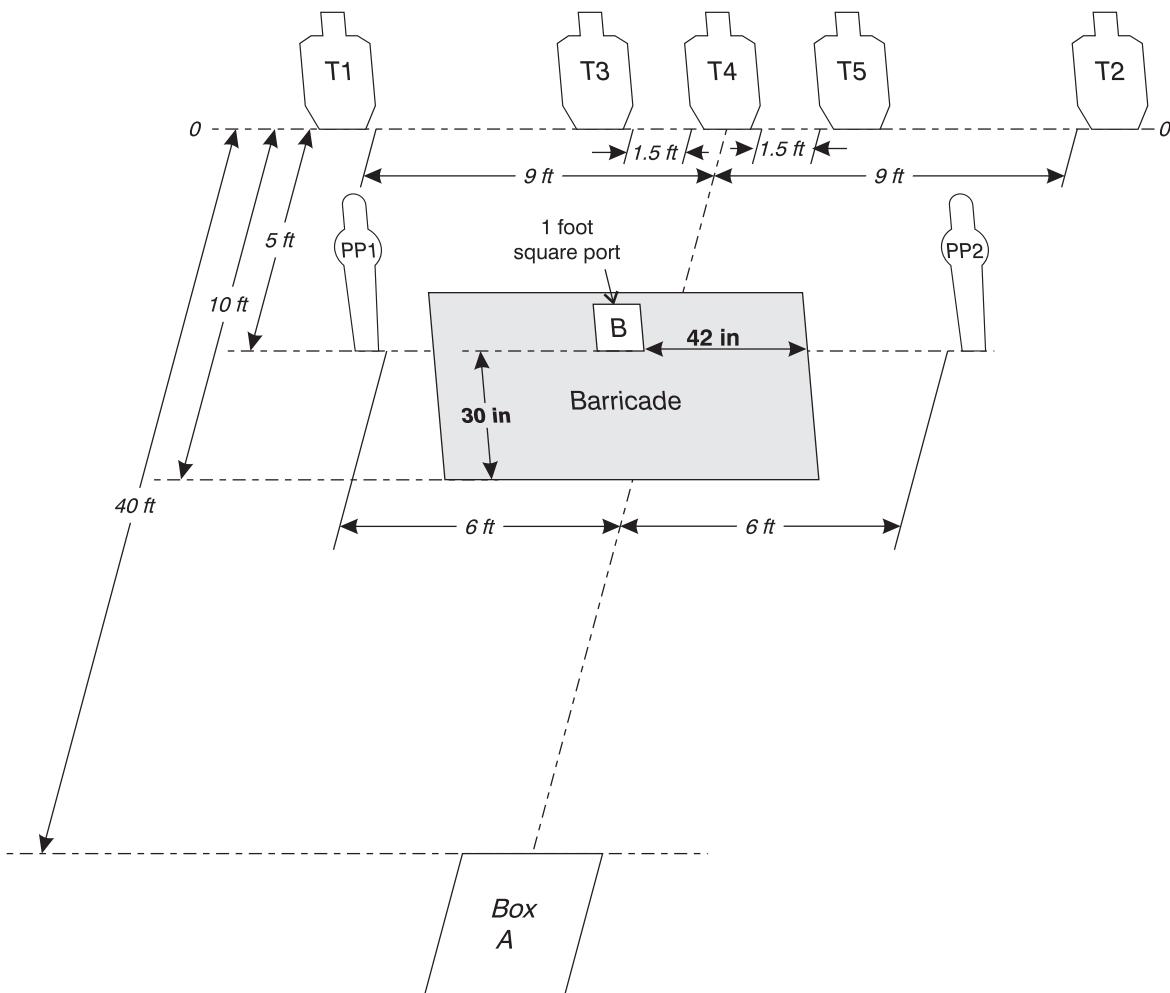
TARGETS: 5 Metric, 2 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Assess one penalty per shot fired at T3-T5 which do not pass through Port B.



SETUP NOTES: Set paper targets to 4 feet 6 inches high at shoulders. Barricade is 8 feet by 4 feet. Box A is 3 feet by 3 feet.



CM 99-56 On The Upper Pad II

Written Stage Briefing

On The Upper Pad II is a 12 round, 60 point Comstock Classifier course. There are 5 metric targets and 2 pepper poppers. The best two hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing the targets with both palms pressed to your ears or hearing protectors. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on

On the audible start signal, from box A only, engage T1, T2, PP1 and PP2, then through Port B only, engage T3-T5.





CM 99-56

On The Upper Pad II

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>	2				
T2	<input type="text"/>	2				
T3	<input type="text"/>	2				
T4	<input type="text"/>	2				
T5	<input type="text"/>	2				
STL	<input type="text"/>			<input type="text"/>		2

TOTAL HITS **12**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

TIME



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

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-57

Bookout's Boogie

RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Greg Bookout

START POSITION: Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1-T4 or only PP1-PP4, then from Box B engage only the remaining targets. Targets engaged from Box A may not be re-engaged from Box B.

SCORING

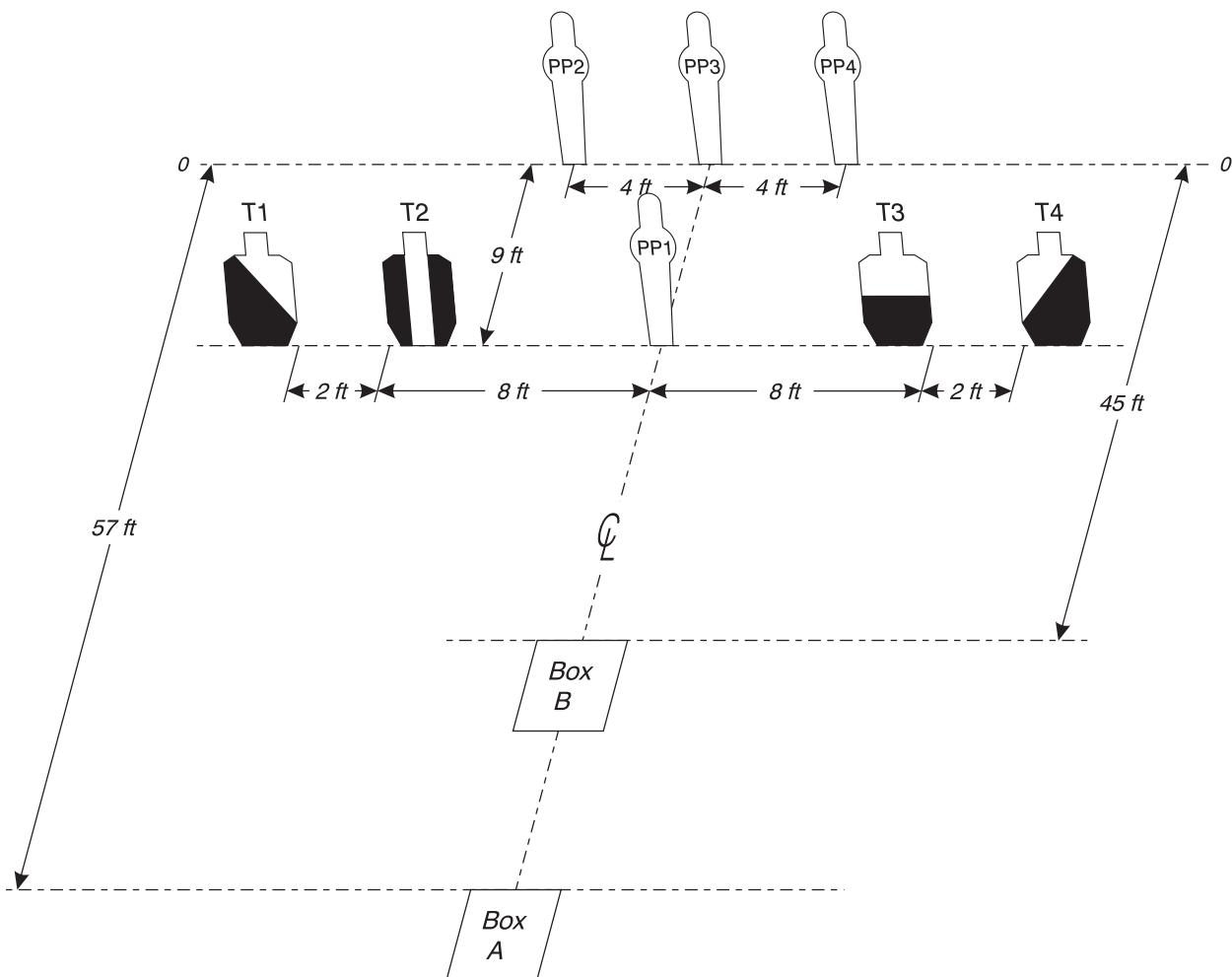
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 4 Metric, 4 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting boxes are 3 feet by 3 feet. Hard cover on T3 goes up to the center of the A zone. Hard cover line on T1 and T4 runs from top of shoulder to top of hip. Hard cover on T2 comes to edges of A zone.



CM 99-57 Bookout's Boogie

Written Stage Briefing

Bookout's Boogie is a 12 round, 60 point Comstock classifier course. There are 4 metric targets and 4 pepper poppers. The best two hits per paper target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing the targets, with your hands relaxed at your sides. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal, from Box A, engage only T1-T4 or PP1-PP4, then from Box B, engage only the remaining targets. Targets engaged from box A may not be re-engaged from Box B, and vice versa.





CM 99-57

Bookout's Boogie

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
STL	<input type="text"/>				4

TOTAL HITS **12**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)

TIME

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Jay Worden

START POSITION: Standing in Box A facing targets with 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

- String 1. Upon start signal, from Box A, engage T1-T3 with only two rounds each freestyle.
- String 2. Upon start signal, from Box A, engage T1-T3 with only one round per target, then make a mandatory reload and from Box A, engage T1-T3 with only one round per target freestyle.
- String 3. Upon start signal, from Box A, engage T1-T3 with only two rounds each using strong hand only.
- String 4. Upon start signal, transfer gun to weak hand, and from Box A, engage T1-T3 with only two rounds each using weak hand only.

Jams may be cleared with both hands.

SCORING

SCORING: Virginia Count, 24 rounds, 120 points

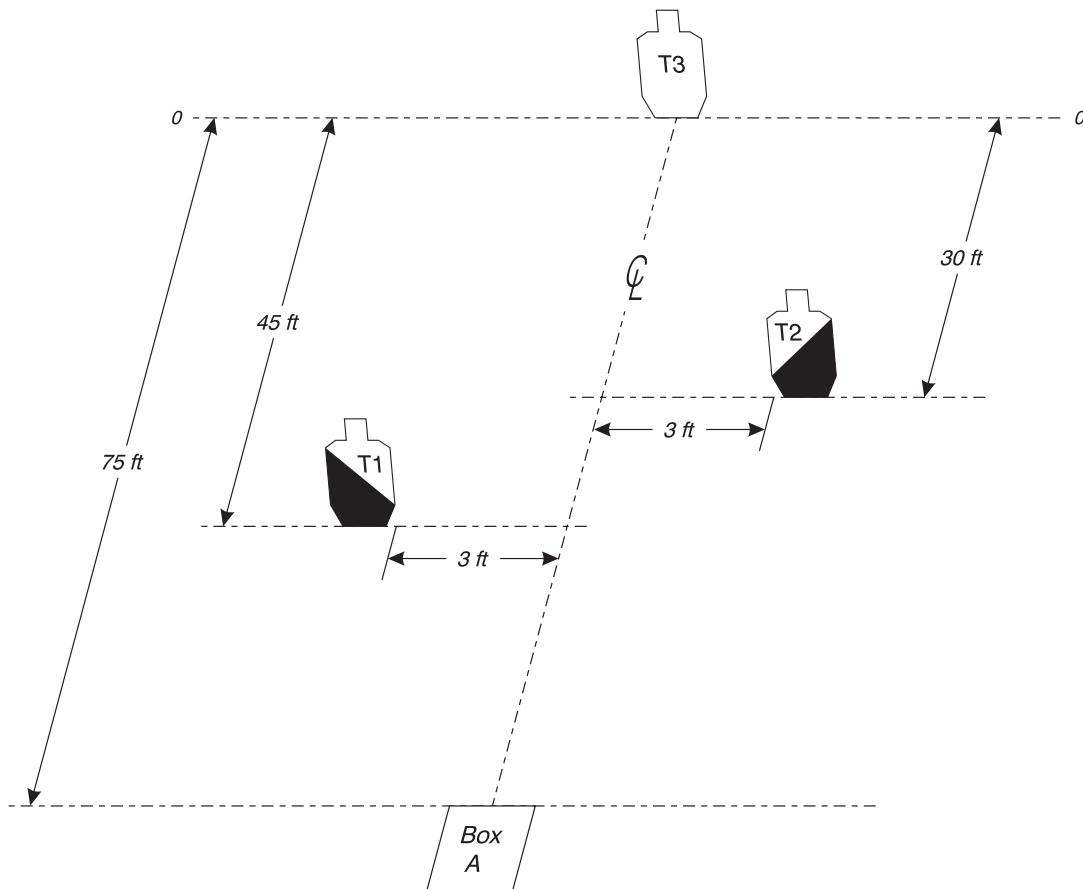
TARGETS: 3 Metric

SCORED HITS: Best 8

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. Hard cover on T1 and T2 as shown runs diagonal from lower shoulder to top of angled cut in bottom.



99-59 Lazy Man Standards**Written Stage Briefing**

Lazy Man Standards is a 24 round, 120 point Virginia Count Standards shot in four strings. There are 3 Metric targets. The best 8 rounds per target will score. The start signal is audible.

The start position is standing in box A, facing downrange with your wrists above your respective shoulders. Your gun will be loaded and holstered. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String #1: On the start signal, from within the fault lines, engage each target with only 2 rounds freestyle.

String #2: On the start signal, from within the fault lines, engage each target with only one round freestyle, make a mandatory reload and reengage with only one round freestyle.

String #3: On the start signal, from within the fault lines, engage each target with only 2 rounds strong hand only. PCC—strong shoulder only.

String #4: On the start signal, from within the fault lines, engage each target with only 2 rounds weak hand only. PCC—weak shoulder only.





CM 99-59

Lazy Man Standards

TGT A B C D M
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				

TOTAL HITS 24

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

STRING 3

STRING 4

TOTAL TIME

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



REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Silver Sage PC—Modifications by US Design Team

START POSITION: Sitting in chair, back fully against rest with both palms flat on table and knees under table. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

All strings: Upon start signal, from behind the fault line, engage T1-T4 with only one round per target.

String 1. Freestyle.

String 2. Strong hand only.

String 3. Weak hand only. Draw with strong hand and transfer to weak hand.

Jams may be cleared with both hands.

SCORING

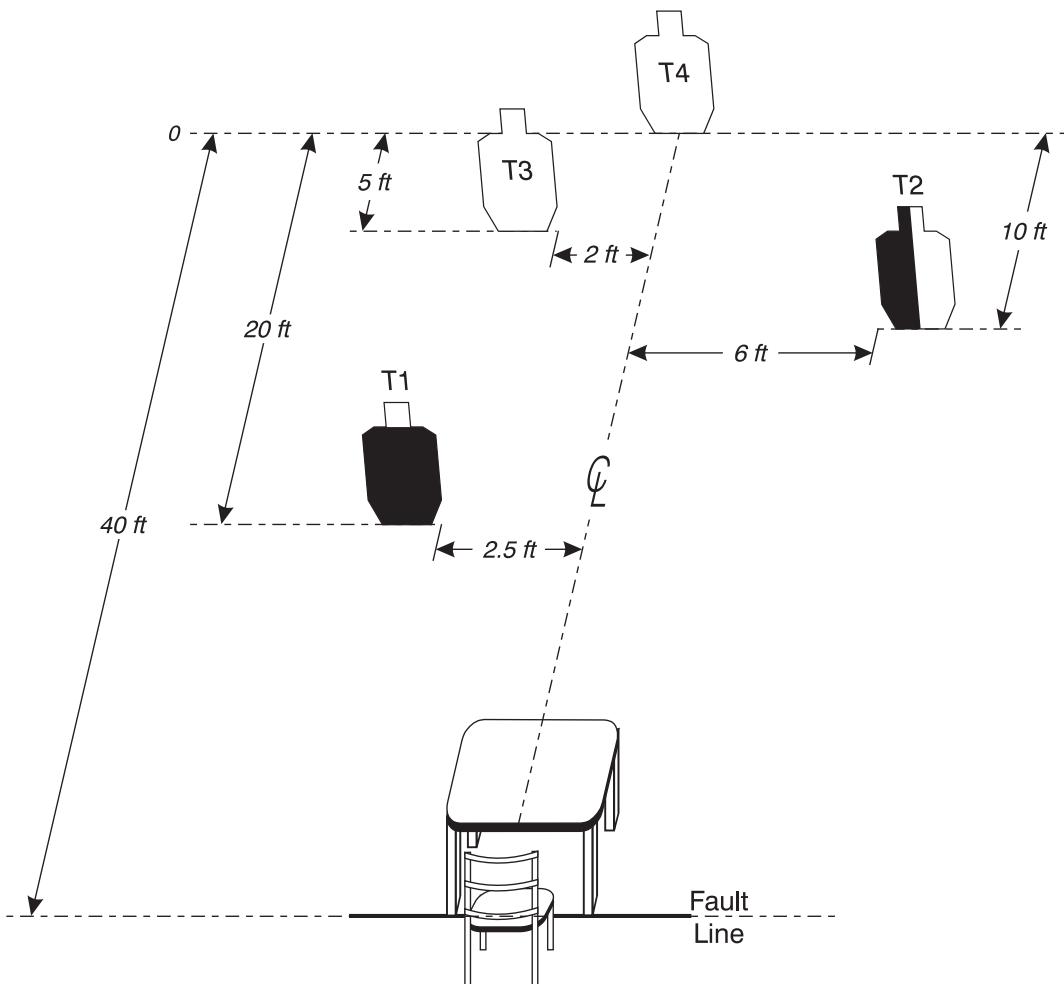
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 4 Metric

SCORED HITS: Best 3/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. T1 is hard cover below B zone. T2 is hard cover to vertical center of target. Table is standard card table size.



CM 99-61 Sit or Get off the Shot

Written Stage Briefing

Sit or Get off the Shot is a 12 round, 60 point, Virginia Count, classifier course. There are 4 metric targets. The best 3 hits per target will score. The start signal is audible.

The start position is sitting in the chair, back fully against the back of the chair with both palms flat on table and knees under the table. Handgun is loaded and holstered.

PCC start position is the same, with the loaded carbine on the table, muzzle downrange, safety on. The carbine may not extend past the rear edge of the table, but may extend downrange.

String 1: On the start signal, from behind the fault line, engage each target with only one round each, freestyle.

String 2: On the start signal, from behind the fault line, engage each target with only one round each, *strong* hand only. PCC—strong shoulder only.

String 3: On the start signal, from behind the fault line, engage each target with only one round each, *weak* hand only. PCC—weak shoulder only.





CM 99-61

Sit Or Get Off The Shot

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1

3

T2

3

T3

3

T4

3

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

.

STRING 2

.

STRING 3

.

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



CM 99-62

Bang and Clang

RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: Mike Martin

START POSITION: Standing in Box A facing targets with 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, from Box A, engage T1 and PP1-PP4.

SCORING

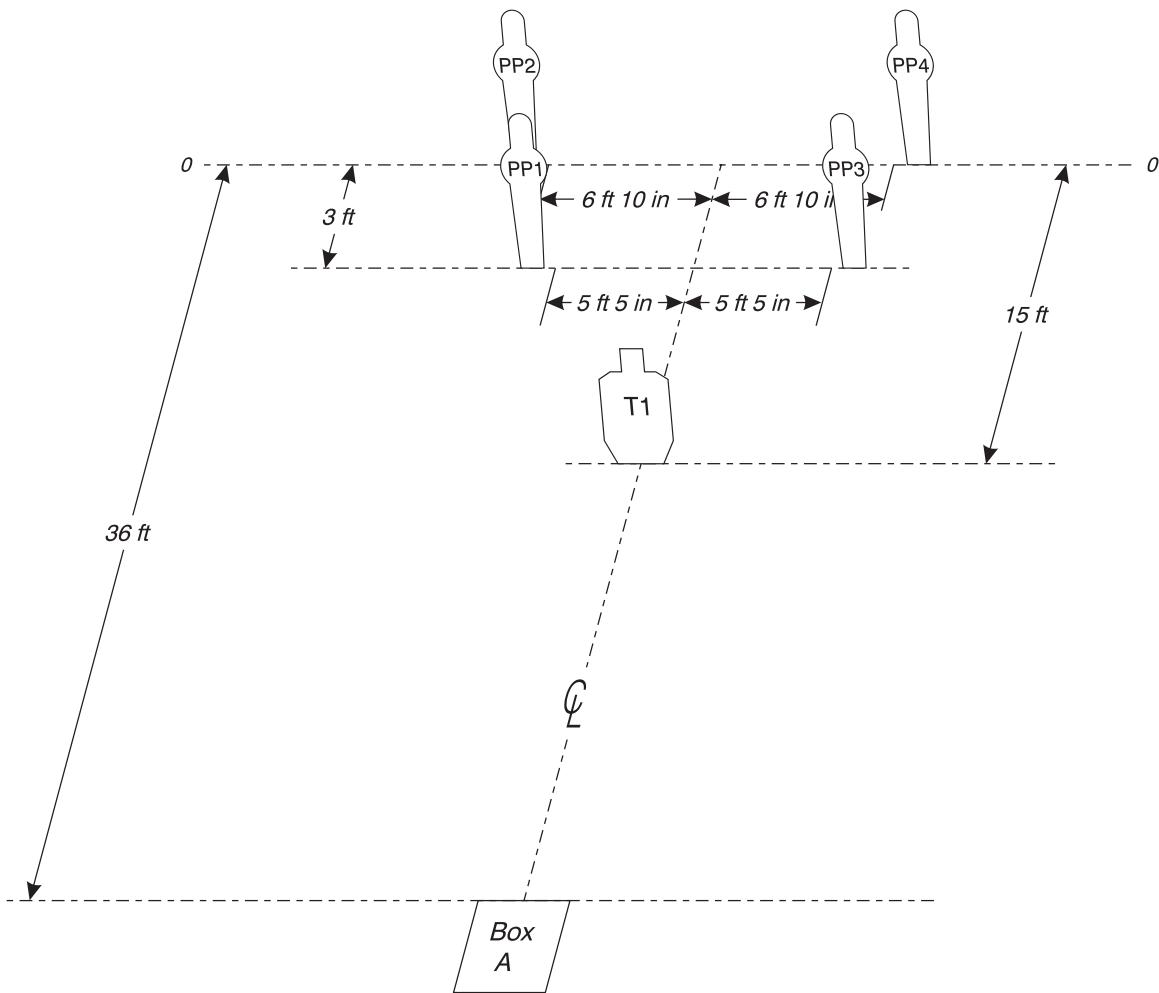
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 1 Metric, 4 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Box A is 3 feet by 3 feet. Set T1 to 5 feet high at shoulders.



CM 99-62 Bang and Clang

Written Stage Briefing

Bang and Clang is a 6 round, 30 point Comstock classifier course. There is one metric target and 4 pepper poppers. The best two hits per paper target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing the targets with both wrists above your respective shoulders. Your gun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, engage T1 and PP1-4 from within the fault lines.





CM 99-62

Bang and Clang

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1

2

STL

4

TOTAL HITS

6

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

**COMSTOCK
PENALTIES**

PROCEDURAL
(-10 EACH)**TIME**

TOTAL TIME

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA # _____



RULES: USPSA Handgun Competition Rules, current edition

COURSE DESIGNER: John Amidon

START POSITION: Standing in Box A facing targets with 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

- String 1. Upon start signal, from Box A, engage only T3 with six rounds, perform a mandatory reload and engage only T2 with six rounds, strong hand only.
- String 2. Upon start signal, from Box A, engage only T3 with six rounds, perform a mandatory reload and engage only T1 with six rounds, weak hand only.

Jams may be cleared with both hands.

SCORING

SCORING: Virginia Count, 24 rounds, 120 points

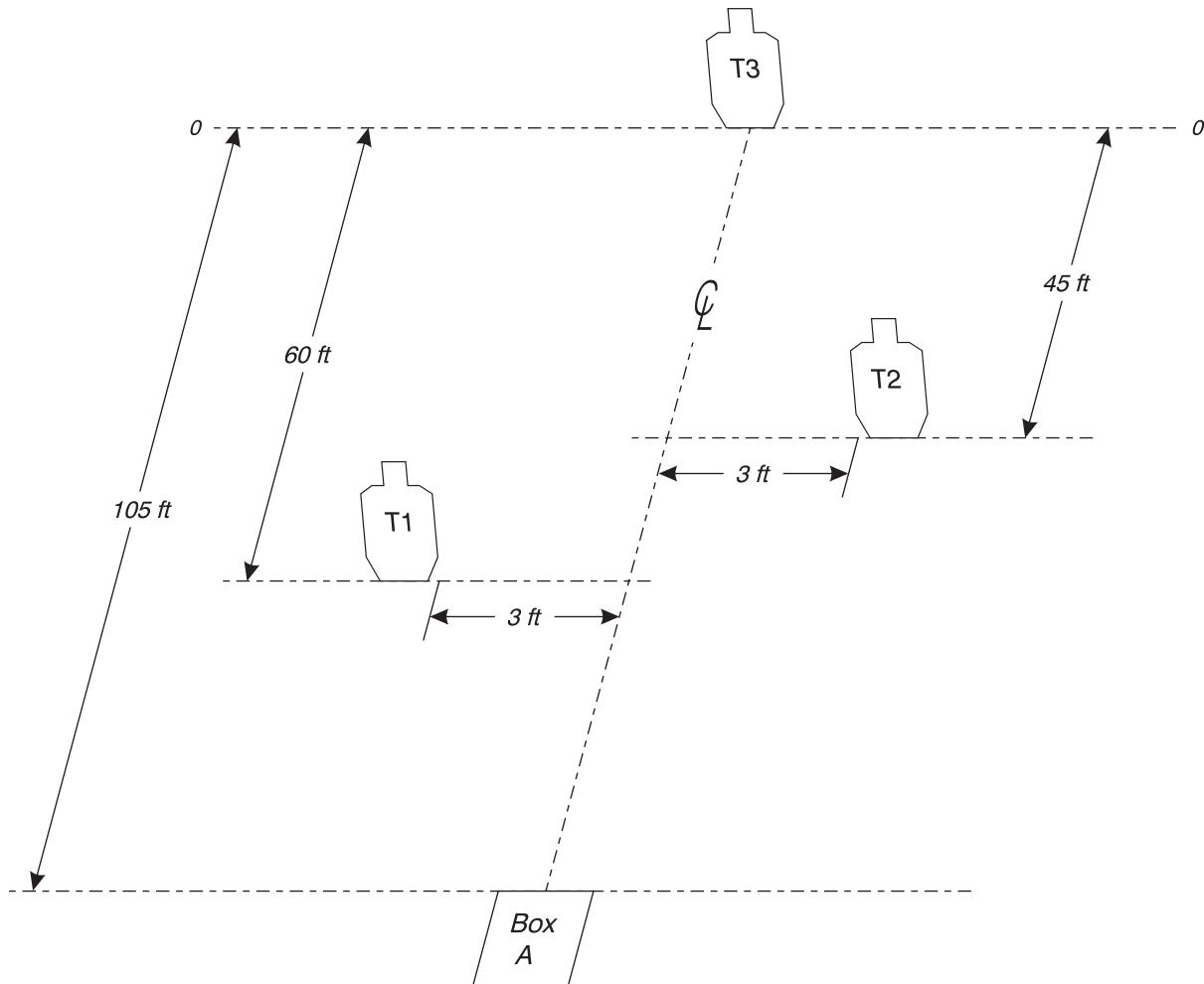
TARGETS: 3 Metric

SCORED HITS: Best 6 on T1-T2, best 12 on T3

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet.



CM 99-63 Merle's Standards

Written Stage Briefing

Merle's Standards is a 24 round, 120 point Virginia Count classifier course. There are 3 metric targets. The best 6 hits on T1 and T2 will score. The best 12 hits on T3 will score. The start signal is audible.

Start position is standing in Box A, facing the targets with both wrists above your respective shoulders. Your gun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

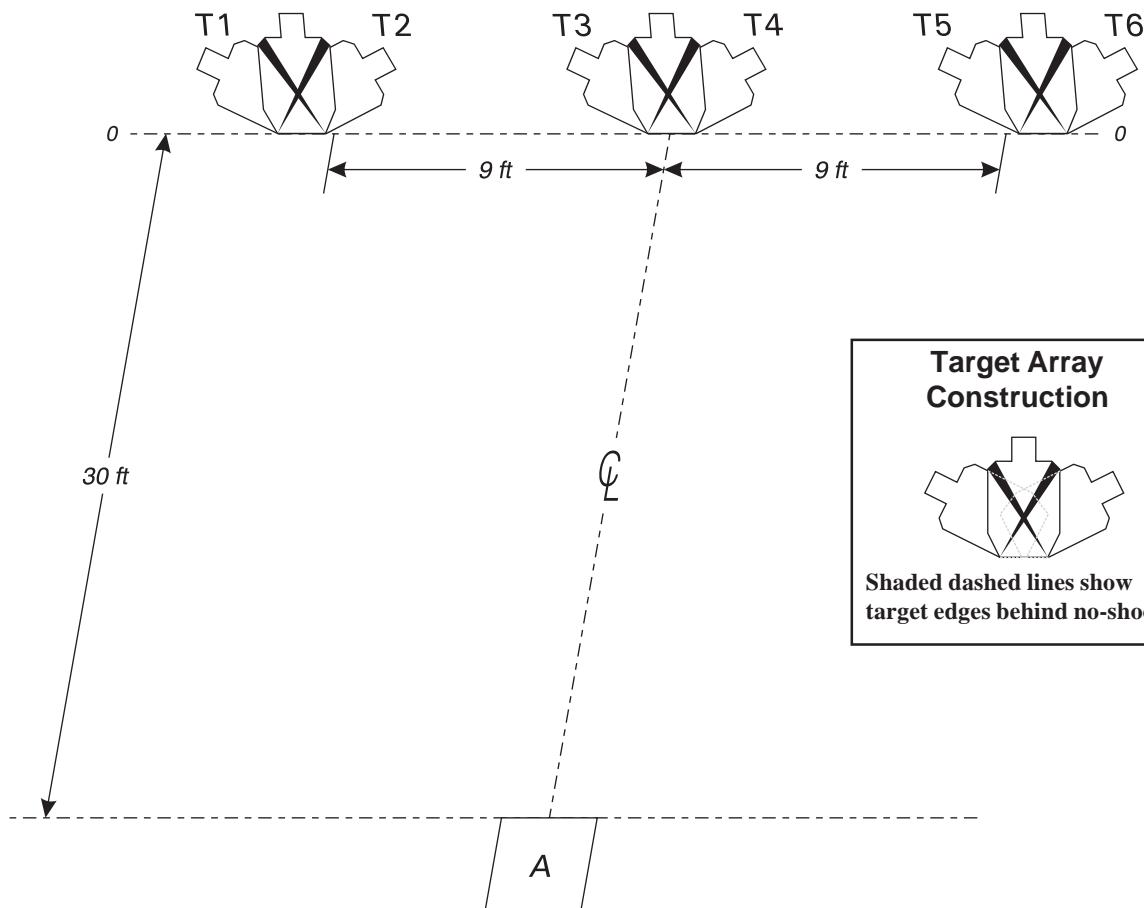
String 1: On the start signal, from Box A, engage only T3 with 6 rounds, freestlye, make a mandatory reload and engage only T2 with 6 rounds, strong hand only.
PCC—strong shoulder only.

String 2: On the audible start signal, from Box A, engage only T3 with 6 rounds, freestlye, make a mandatory reload, and engage only T1 with six rounds, weak hand only. PCC—weak shoulder only.



**CM 03-02****Six Chickens****RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Crow Carter — Modifications by US Design Team**START POSITION:** Standing in Box A, hands naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.**STAGE PROCEDURE**

On the signal, engage T1-T6 with one round maximum freestyle, perform a mandatory reload, then reengage T1-T6 with one round maximum, strong hand only.

SCORING**SCORING:** Virginia Count, 12 rounds, 60 points**TARGETS:** 6 Metric**SCORED HITS:** Best 2/Paper**START - STOP:** Audible - Last Shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules**SETUP NOTES:** Set no-shoots to 4 feet high at top of B-zone. Build target arrays so that the upper corner of the waist meets the lower corner of the no-shoot,

with the short angled waist parallel to the bottom of the no-shoot.



CM 03-02 Six Chickens

Written Stage Briefing

Six Chickens is a 12 round, 60 point Virginia Count classifier course. There are 6 metric targets. The best two hits per target will score. The start signal is audible.

The start position is standing box A, facing down range with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal, from within Box A, engage T1-T6 with only one round each, freestyle, make a mandatory reload, and engage T1-T6 with only one round each, strong hand only.

PCC: Strong shoulder only.





CM 03-02

Six Chickens

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

T4

2

T5

2

T6

2

TOTAL HITS

12

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - = **VIRGINIA COUNT PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME**TOTAL TIME**

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



CM 03-03

Take 'em Down

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Randy Cestaro — Modifications by US Design Team

START POSITION: Standing in Box A, hands hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On start signal, while within Box A, draw and engage T1 and T2 only from the left side of the barricade and engage T3 and T4 only from the right side of the barricade. Move to Box B and while within Box B engage only PP1 - PP3 from either side of the barricade.

SCORING

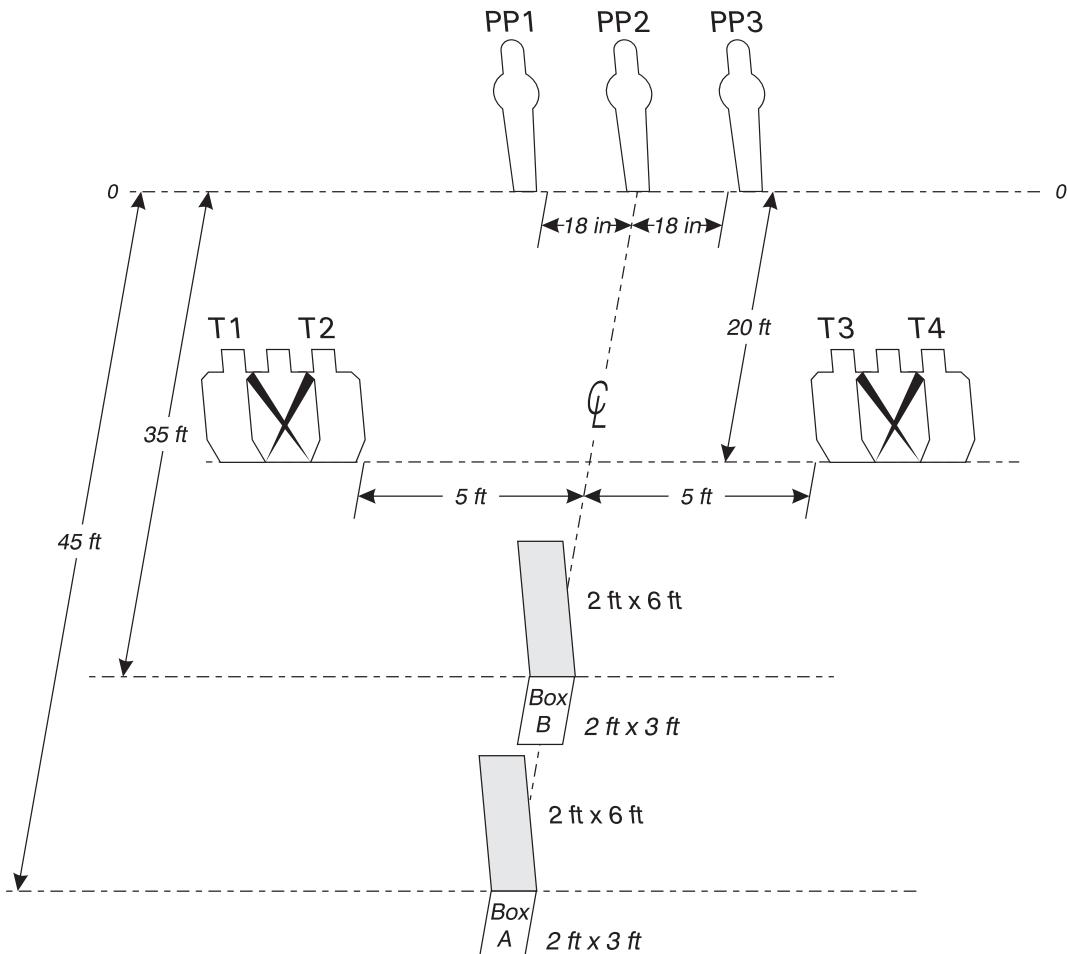
SCORING: Comstock, 11 rounds, 55 points

TARGETS: 4 Metric, 3 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. The perforations of the no-shoot borders overlay the perforations of the lower A zones



CM 03-03 Take 'em Down

Written Stage Briefing

Take 'em Down is an 11 round, 55 point, Comstock classifier course. There are 4 metric targets and 3 pepper poppers. The best two hits per target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, hands naturally at your sides. Your gun is loaded and holstered.

PCC: Carbine is loaded, muzzle touching the mark, stock on belt, held in both hands with safety on.

On the audible start signal, from within the fault lines in box A, engage T1 and T2 only from the left side of the barricade, and T3 and T4 only from the right side of the barricade. Move to box B, and from within the fault lines, engage PP1-PP3 from either side of the barricade.

NOTE: Mark for PCC muzzle is 3 feet above ground, centered on the barricade.





CM 03-03

Take 'em Down

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
STL	<input type="text"/>			<input type="text"/>	

TOTAL HITS **11**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES	
<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)

TIME**TOTAL TIME****REMARKS**

Shooter:

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Unknown — Modifications by US Design Team

START POSITION: Standing behind barricade, facing downrange, hands at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, engage T1-T3 with two rounds each from left side of barricade, perform mandatory reload and engage T5-T7 from right side of barricade. T4 may be engaged from either side. You may engage targets in any order and arrays in any order. All rounds must be fired from within Box A.

SCORING

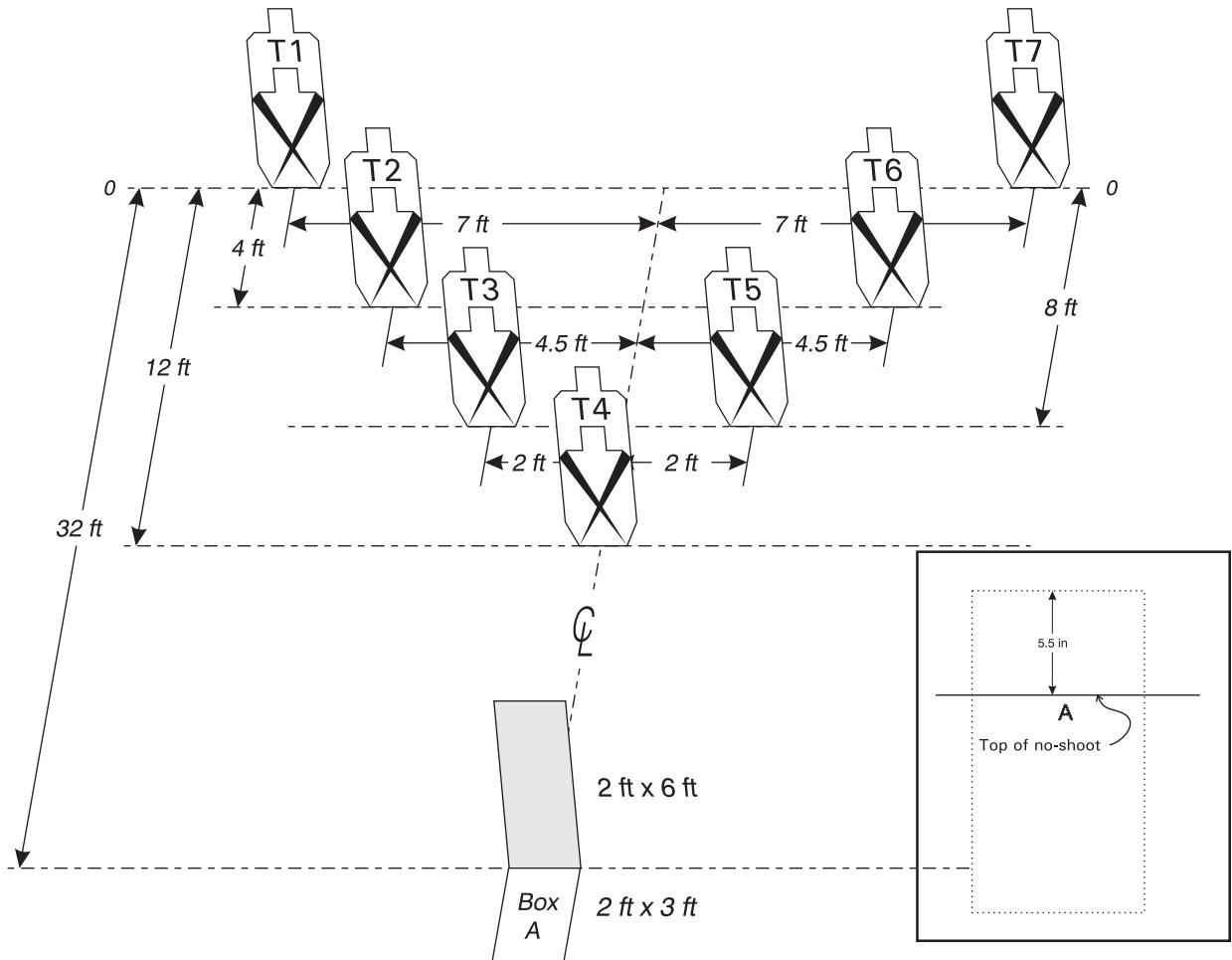
SCORING: Virginia Count, 14 rounds, 70 points

TARGETS: 7 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Place no-shoot so that top of cardboard is 5 1/2 inches down from the top line of the A-zone. See inset.



Written Stage Briefing

CM 03-04, 3-V

3-V is a 14 round, 70 point, Virginia Count, classifier course. There are 7 metric targets. The best two hits per target will score. The start signal is audible.

The start position is standing in Box A, facing down range with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching mark, loaded carbine held in both hands with safety on.

On the start signal, from within the fault lines, engage T1-T3 with only two rounds each from the left side of the barricade, make a mandatory reload and engage T5-T7 with only two rounds each from the right side of the barricade. T4 may be engaged, with only two rounds, from either side of the barricade. You may begin on either side of the barricade, your choice, but must make a required reload when changing sides of the barricade.

NOTE: Start mark for PCC is 3 feet above the ground, centered on the barricade.



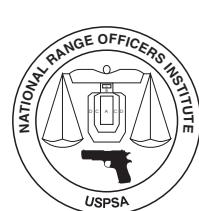
**CM 03-04****3-V**
TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1 **2****T2** **2****T3** **2****T4** **2****T5** **2****T6** **2****T7** **2****TOTAL HITS** **14**

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =
VIRGINIA COUNT PENALTIES
PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)**TIME**
 MINUS PENALTIES OF
 EQUALS TOTAL SCORE
 DIVIDED BY TIME OF
HIT FACTOR =
(4 DECIMAL PLACES)

TOTAL TIME

REMARKS

Shooter:

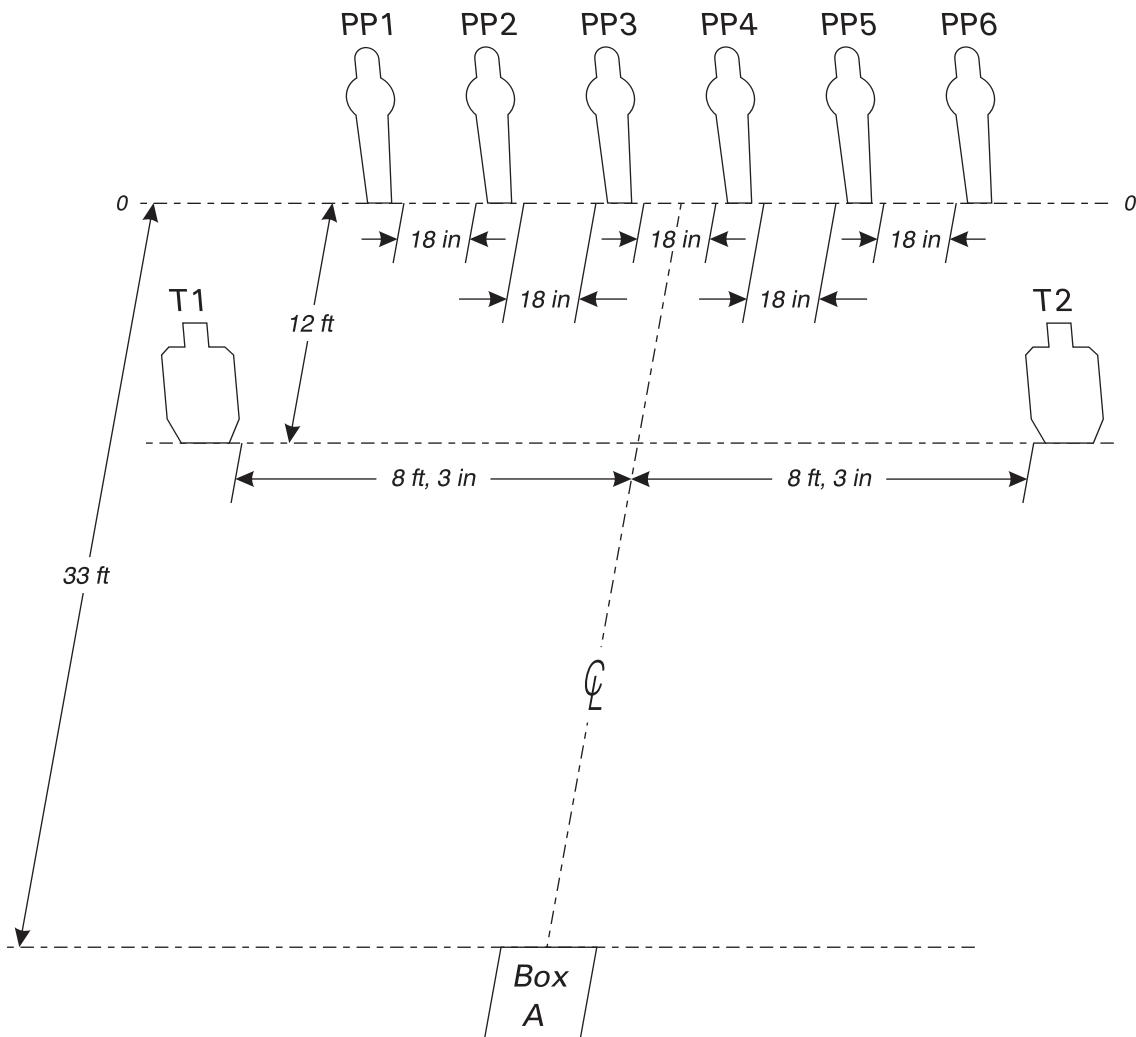
RO:

SHOOTER
NUMBER**Open****Lim.****Lim. 10****Prod.****Rev.****Sing. St.****MAJOR minor**

NAME _____ USPSA _____

**CM 03-05****Paper Poppers****RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team**START POSITION:** Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.**STAGE PROCEDURE**

Upon start signal, engage either Array 1, or Array 2, perform a mandatory reload and engage the second array. Paper requires two rounds each and steel must fall to score. A mandatory reload is required whenever changing arrays. Array 1 = paper; Array 2 = steel.

SCORING**SCORING:** Comstock, 10 rounds, 50 points**TARGETS:** 2 Metric, 6 Pepper poppers**SCORED HITS:** Best 2/paper, KD = 1 A**START - STOP:** Audible - Last shot**PENALTIES:** Per current edition USPSA Handgun Competition Rules**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Box A is 3-feet by 3-feet.

CM 03-05, Paper Poppers

Written Stage Briefing

Paper Poppers is a 10 round, 50 point, Comstock classifier course. There are 2 metric targets and 6 pepper poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing downrange, wrists above respective shoulders. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, from within the fault lines, engage T1 and T2 or PP 1-6, make a mandatory reload, and engage the remaining targets. Paper or steel may be engaged in any order. A mandatory reload is required whenever changing arrays.





CM 03-05

Paper Poppers

TGT	A	B	C	D	M
USE NUMBERS - NOT HASHMARKS					
T1					
					2
T2					
					2
STL					
					6
TOTAL HITS					10
MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

TIME

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

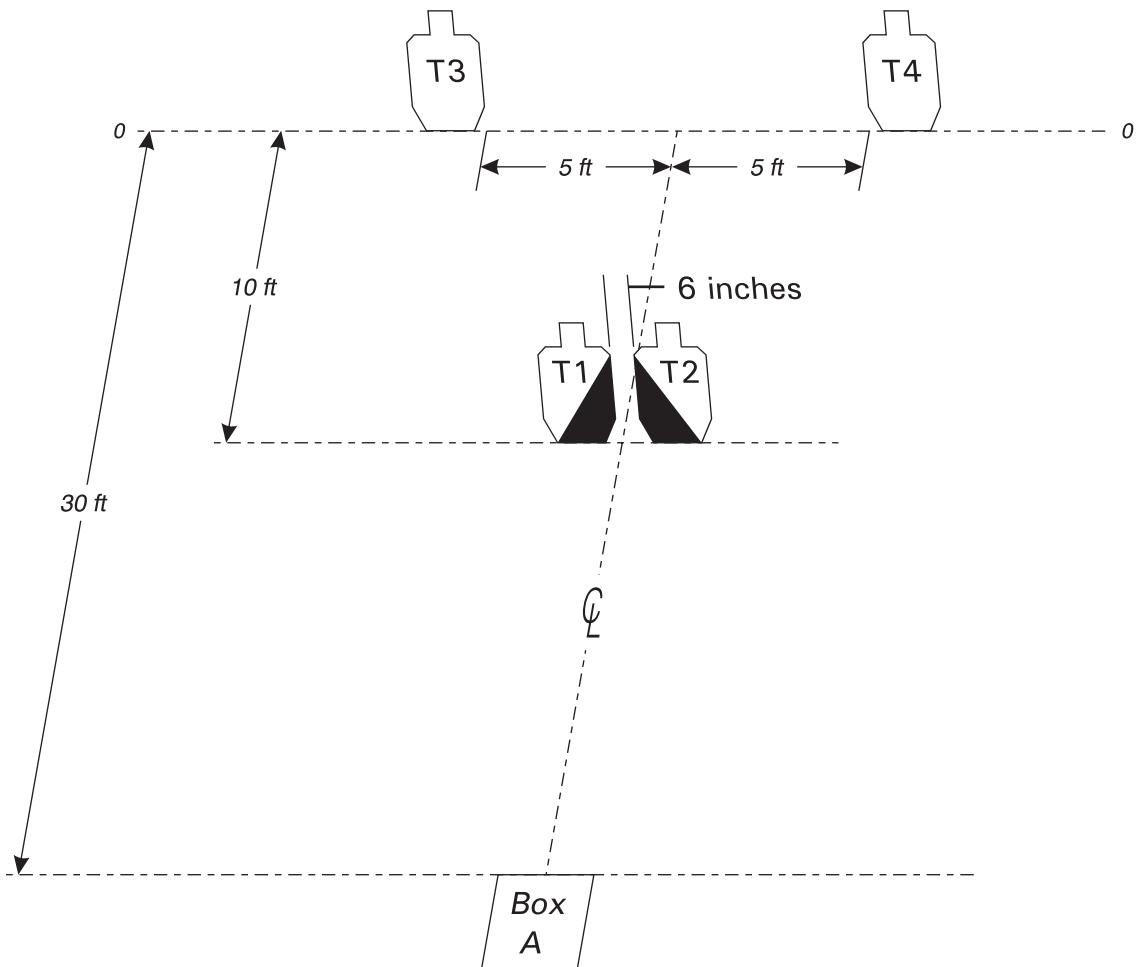
NAME _____ USPSA _____

**CM 03-07**

Riverdale Standards

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** George Jones — Modifications by US Design Team**START POSITION:** Standing in Box A, facing downrange, hands above shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.**STAGE PROCEDURE**

- String 1: From Box A only, engage T1-T4 with only one round each freestyle; perform a mandatory reload, then reengage T1-T4 with only one round each freestyle.
- String 2: From Box A only, engage T1-T4 with only one round each freestyle, perform a mandatory reload, then reengage T1-T4 with only one round each strong hand only.
- String 3: From Box A only, engage T1-T4 with only one round each weak hand only.

SCORING**SCORING:** Virginia Count, 20 rounds, 100 points**TARGETS:** 4 Metric**SCORED HITS:** Best 5/paper**START - STOP:** Audible - Last shot**PENALTIES:** Per current edition USPSA Handgun Competition Rules**SETUP NOTES:** T1 and T2 are 4 1/2 feet high at shoulders and 6 inches apart. T3 and T4 are 4 feet high at shoulders. Box A is 3 feet by 3 feet.

CM 03-07 Riverdale Standards

Written Stage Briefing

Riverdale Standards is a 20 round, 100 point, Virginia Count classifier course. There are 4 metric targets. The best 5 hits per target will score. The start signal is audible.

The start position is standing in box A, facing downrange, wrists above respective shoulders. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from box A only, engage T1-T4 with only one round each, freestyle, make a mandatory reload, and then engage T1-T4 with only one round each, freestyle.

String 2: On the start signal, from box A only, engage T1-T4 with only one round each, freestyle, make a mandatory reload, then engage T1-T4 with only one round each, strong hand only. PCC--Strong shoulder only.

String 3: On the start signal, from Box A only, engage T1-T4 with only one round each, weak hand only. PCC—weak shoulder only.





CM 03-07

Riverdale Standards

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				

TOTAL HITS

5
5
5
5

20

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME
STRING 1

TOTAL TIME

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Andy Hollar — Modifications by US Design Team

START POSITION: Standing in Box A facing targets, 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, from Box A only, engage T1-T7 with only one round per target, perform a mandatory reload and reengage T1-T7 with only one round per target.

SCORING

SCORING: Virginia Count, 14 rounds, 70 points

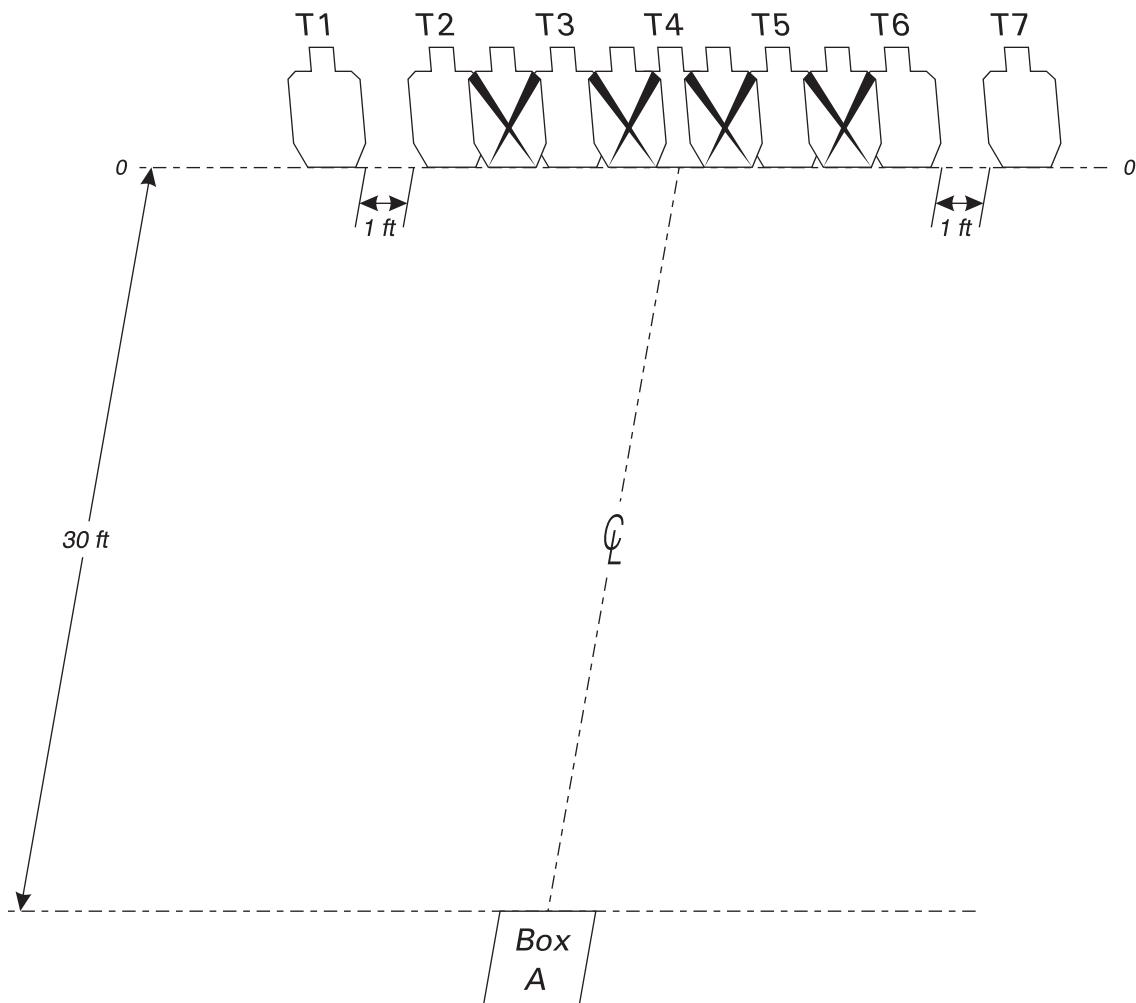
TARGETS: 7 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Targets are set to 5 feet high at shoulders. T4 is centered on centerline. T1 is one foot left of T2 non-scoring edge. T7 is one foot right of T6 non-scoring edge. No-shoot between T2 and T3 is set so perforation overlays the C zone perforation on T2 and T3. No-shoot

between T5 and T6 is set so perforation overlays the C zone perforation on T5 and T6. No-shoots between T3 and T4 and between T4 and T5 are set so the perforation overlays the A zone perforations on T4 and C zone perforations on T3 and T5. Shooting box is 3 feet by 3 feet.



CM 03-08 Madness

Written Stage Briefing

Madness is a 14 round, 70 point, Virginia Count Classifier course. There are 7 metric targets. The best two hits per target will score. The start signal is audible.

The start position is standing in box A, facing down range with wrists above respective shoulders. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, from within the fault lines, engage each target with only one round, make a mandatory reload, and engage each target with only one round.





CM 03-08

Madness

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				
T7	<input type="text"/>				

2**2****2****2****2****2****2****14**

**VIRGINIA COUNT
PENALTIES**

PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

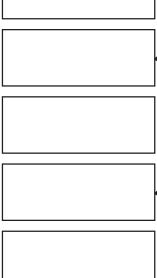
TIME

TOTAL HITS

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

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



TOTAL TIME



Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Bill Chunn — Modifications by US Design Team

START POSITION: String 1 - Standing at either end of shooting area with heels touching X marks, hands hanging naturally at sides. String 2 - Standing at opposite end with heels touching X marks, hands hanging at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, engage T1-T4 with two rounds each as they become visible.
String 2. Upon start signal, engage T1-T4 with two rounds each as they become visible.

SCORING

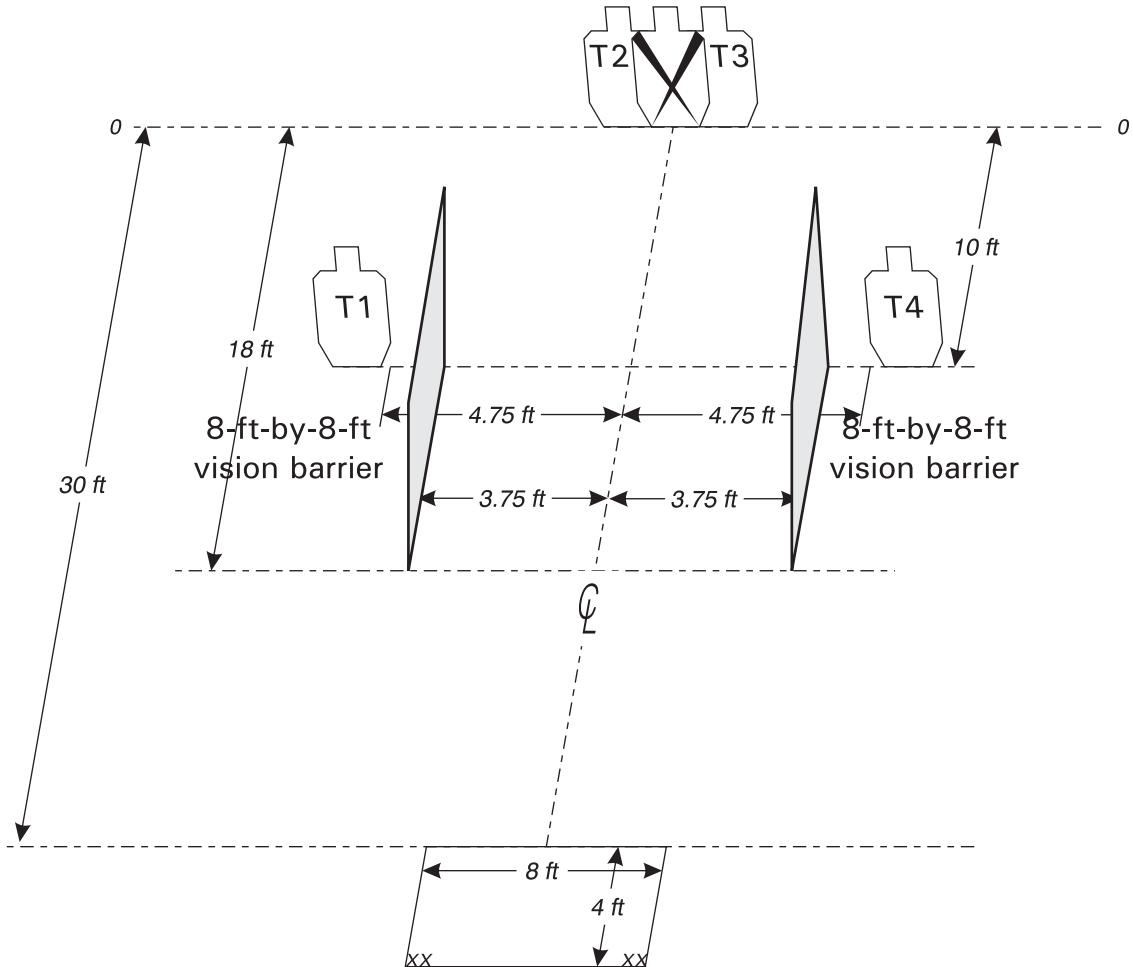
SCORING: Virginia Count, 16 rounds, 80 points

TARGETS: 4 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet at shoulders. The perforations of the no-shoot borders overlay the perforations of the lower A zones on T2 and T3.



CM 03-09 On the Move

Written Stage Briefing

On the Move is a 16 round, 80 point Virginia Count classifier course. There are 4 metric targets. The best 4 hits per target will score. The start signal is audible.

The start position for string 1 is standing at either end of the shooting area with heels on Xs, facing down range with hands relaxed at sides. The start position for string 2 is standing at the opposite end of the shooting area from string 1 with heels on Xs, facing down range with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position for string one is standing at either end of the box with heels on Xs, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on. Start position for string two is standing at the opposite end of the box with heels on Xs, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For strings 1 and 2, on the audible start signal, engage each target with two rounds each from within the fault lines.





CM 03-09

On The Move

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				

TOTAL HITS **16**MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

TIME
STRING 1

.

STRING 2

.

TOTAL TIME

.

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____

**CM 03-10**

Area Five Standards

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Roger Brown -- Modifications by US Design Team

START POSITION: Standing behind appropriate fault line facing downrange with hands at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1: On signal, engage only T1 with six rounds freestyle from the 150-foot line.
- String 2: On signal, engage only T2 with six rounds STRONG HAND ONLY from the 75-foot line.
- String 3: On signal, engage only T3 with six rounds WEAK HAND ONLY from the 45-foot line.

SCORING

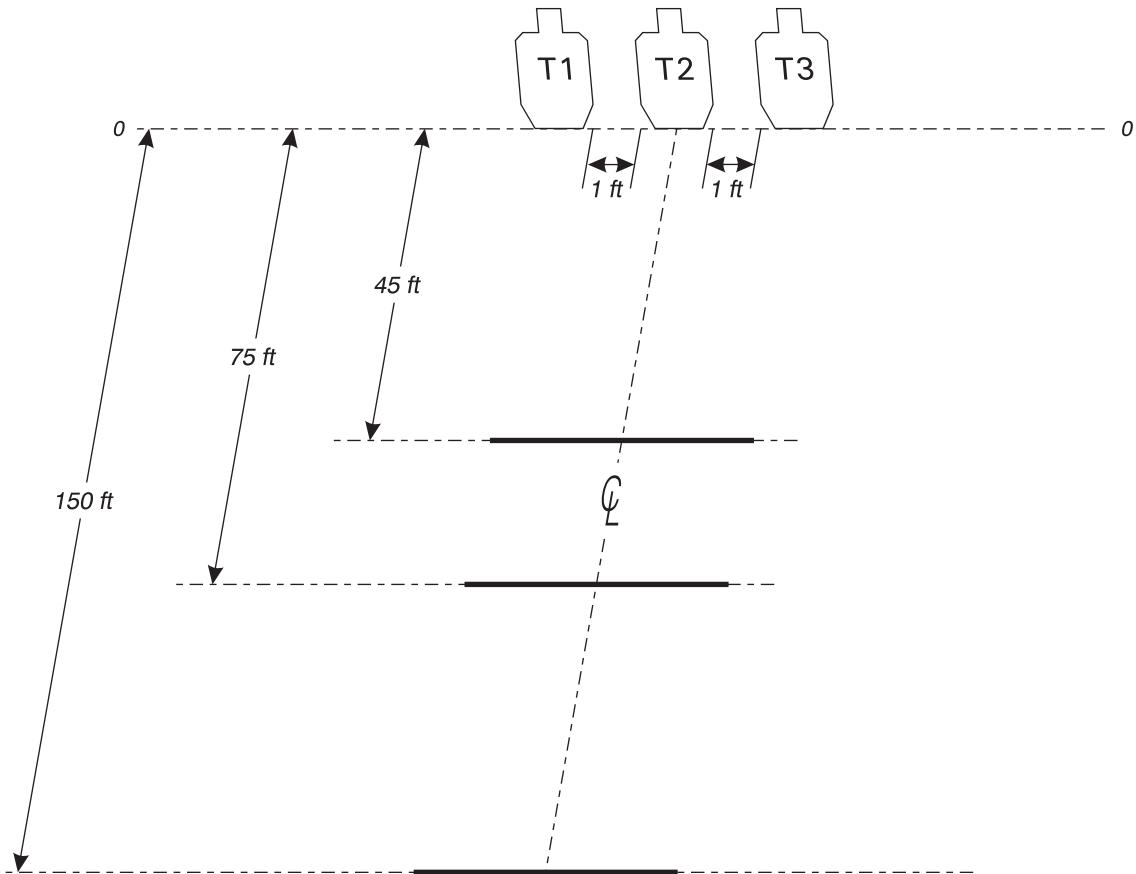
SCORING: Virginia Count, 18 rounds, 90 points

TARGETS: 3 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders.



CM 03-10 Area Five Standards

Written Stage Briefing

Area Five Standards is an 18 round, 90 point, Virginia Count classifier course. There are 3 metric targets. The best 6 hits per target will score. The start signal is audible.

The start position is standing behind the appropriate fault line, facing downrange, with your hands naturally at your sides. Your handgun is loaded and holstered. PCC start position is standing behind the appropriate fault line, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the audible start signal, engage only T1 with 6 rounds from the 150 foot line, freestyle.

String 2: On the audible start signal, engage only T2 with 6 rounds, strong hand only, from the 75 foot line. PCC—strong shoulder only.

String 3: On the audible start signal, engage only T3 with 6 rounds, weak hand only, from the 45 foot line. PCC—weak shoulder only.





CM 03-10

Area Five Standards

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

6
6
6
18

STATS ONLY + + + - =



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

VIRGINIA COUNT PENALTIES
<input type="text"/>
PROCEDURAL (-10 EACH)
<input type="text"/>
EXTRA SHOT (-10 EACH)
<input type="text"/>
EXTRA HIT (-10 EACH)
<input type="text"/>

TIME	
STRING 1	<input type="text"/>
STRING 2	<input type="text"/>
STRING 3	<input type="text"/>
TOTAL TIME	<input type="text"/>

Shooter:	REMARKS
RO:	

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Jim Paxon -- Modifications by US Design Team

START POSITION: Standing in shooting box, facing uprange, toes of both feet against rear of shooting box, shoulders square with box, and hands on ears or hearing protection. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1: Upon start signal, turn, then draw and engage T1-T3 with only two rounds each FREESTYLE, then perform a mandatory reload and re-engage T1-T3 with two rounds each STRONG HAND ONLY.
- String 2: Upon start signal, turn, then draw and engage T1-T3 with two rounds each, perform a mandatory reload and re-engage T1-T3 with two rounds each WEAK HAND ONLY.

SCORING

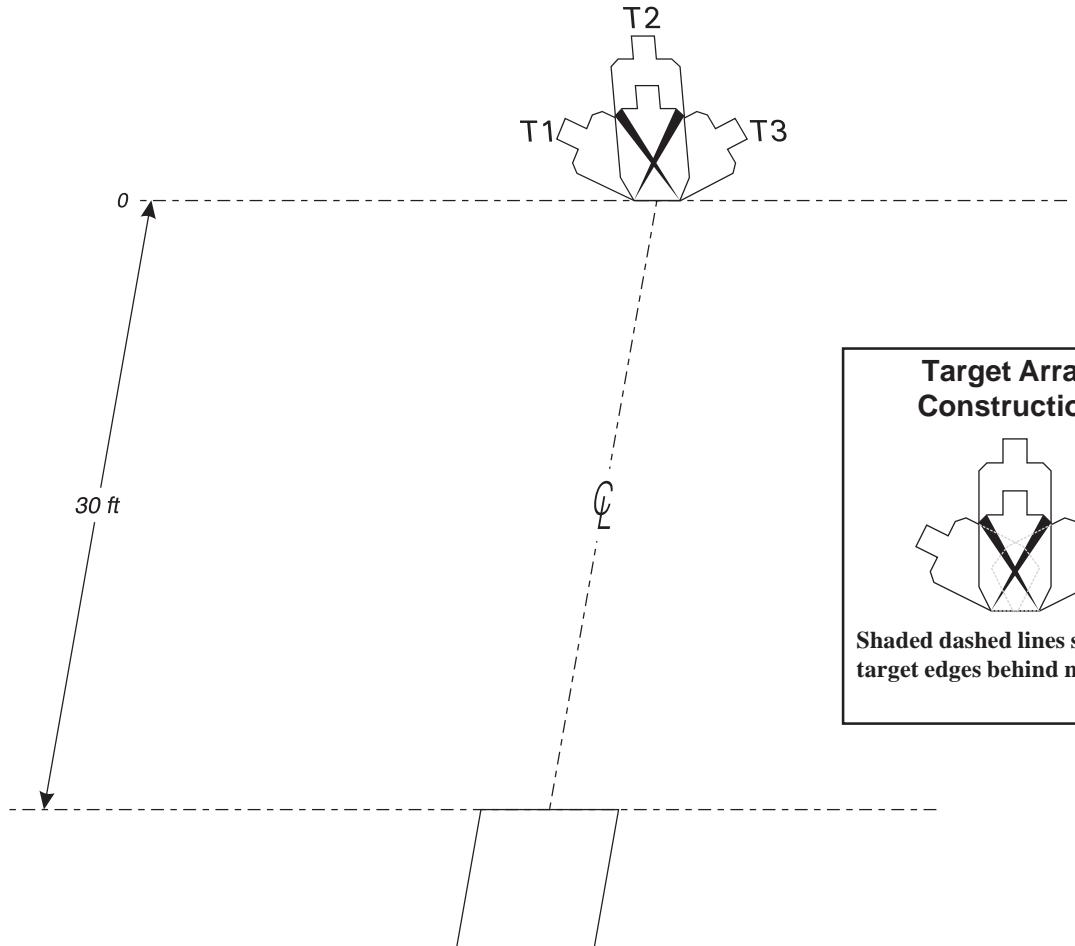
SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 3 Metric

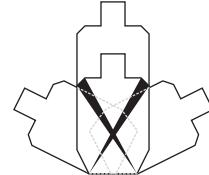
SCORED HITS: Best 8/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



Target Array Construction



Shaded dashed lines show target edges behind no-shoot.

SETUP NOTES: Set T2 to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. Top of no-shoot touches bottom of A imprinted in center A zone.



CM 03-11 EI Strong & Weak Pres

Written Stage Briefing

EI Strong & Weak Pres is a 24 round, 120 point, Virginia Count classifier. There are 3 metric targets. The best 8 hits per target will score. The start signal is audible.

The start position is standing inside the shooting box, facing uprange with toes of both feet against the rear of the shooting box, shoulders square with box, and hands on ears or hearing protection. Handgun is loaded and holstered.

PCC start position is standing inside the shooting box, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For string 1, on the audible start signal, turn, then draw and engage each target, freestyle, with two rounds each, make a mandatory reload, and engage each target with only two rounds each strong hand only. PCC—strong shoulder only.

For string 2, on the audible start signal, turn, then draw and engage each target, freestyle, with two rounds each, make a mandatory reload, and engage each target with only two rounds each weak hand only. PCC—weak shoulder only.

Note: No turn for PCC division.





CM 03-11

El Strong & Weak Pres

TGT	A	B	C	D	M
USE NUMBERS - NOT HASHMARKS					
T1					
T2					
T3					
TOTAL HITS					
MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10
STATS ONLY		+	+	+	=



MINUS PENALTIES OF
EQUALS TOTAL SCORE
DIVIDED BY TIME OF

VIRGINIA COUNT PENALTIES		TIME
<input type="text"/>	PROCEDURAL (-10 EACH)	STRING 1 <input type="text"/>
<input type="text"/>	NO-SHOOT HIT (-10 EACH)	STRING 2 <input type="text"/>
<input type="text"/>	EXTRA SHOT (-10 EACH)	
<input type="text"/>	EXTRA HIT (-10 EACH)	
		TOTAL TIME <input type="text"/>

A vertical line descends from the bottom of the Virginia Count section to the bottom of the Total Time section. At the bottom of the Virginia Count section, there are two horizontal arrows pointing left towards the bottom edge, one on each side of the central column.

Shooter:	REMARKS
RO:	

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** John Major — Modifications by US Design Team

START POSITION: Standing centered behind wall, both hands resting on top of wall. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, from Port A engage only T1, T2, PP1 and PP2, and from Port B engage only T3, T4, PP3 and PP4. Competitor may begin at port of choice.

SCORING

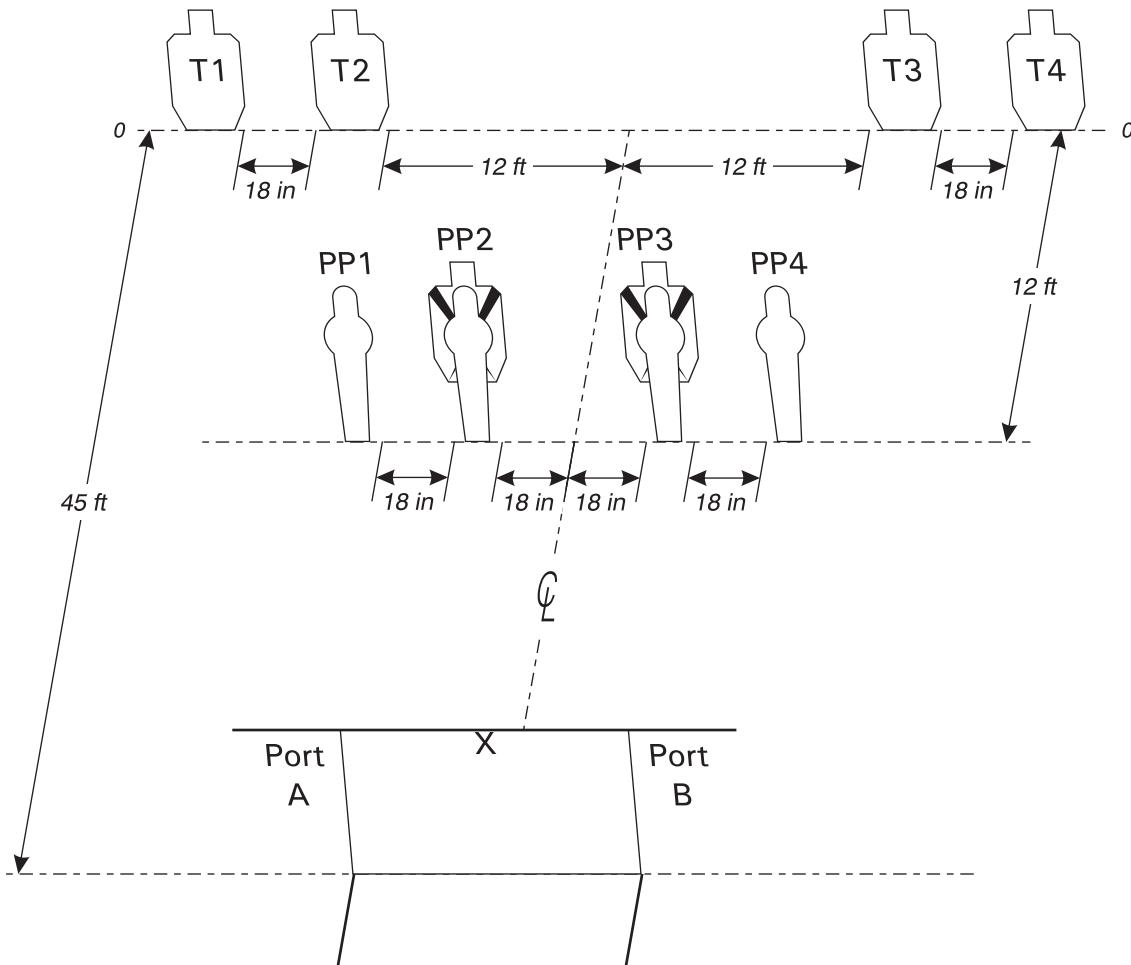
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 4 Metric, 4 Pepper poppers

SCORED HITS: Best 2/paper/ KD=1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 4 feet high at shoulders. Shooting area is 8 feet wide behind 4-foot high barricade. Bars over port extend 2 feet. No-shoots behind Pepper poppers are to be set so the tops of the poppers are at the B-C scoring line of the no-shoots and

centered behind the poppers when viewed from the shooting position. Set no-shoots 4 feet behind the poppers to allow poppers to fall.



CM 03-12 Ironsides

Written Stage Briefing

Ironsides is a 12 round, 60 point Comstock classifier course. There are 4 metric targets and 4 Pepper Poppers. Best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing behind the wall, in the center, with both hands resting on the top of the wall at the mark. Your gun is loaded and holstered.

The PCC start position is standing behind the wall, in the center, holding your loaded carbine in both hands, unshouldered, with the muzzle resting on top of the wall, on the mark.

On the start signal, from Port A, engage only T1, T2, PP1 and PP2, then from Port B, engage only T2, T3, PP3 and PP4. You may begin at the port of your choosing.





CM 03-12

Ironsides

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
STL	<input type="text"/>				

2
2
2
2
4

12

**COMSTOCK
PENALTIES**

PROCEDURAL
(-10 EACH)
NO-SHOOT HIT
(-10 EACH)

TOTAL HITS

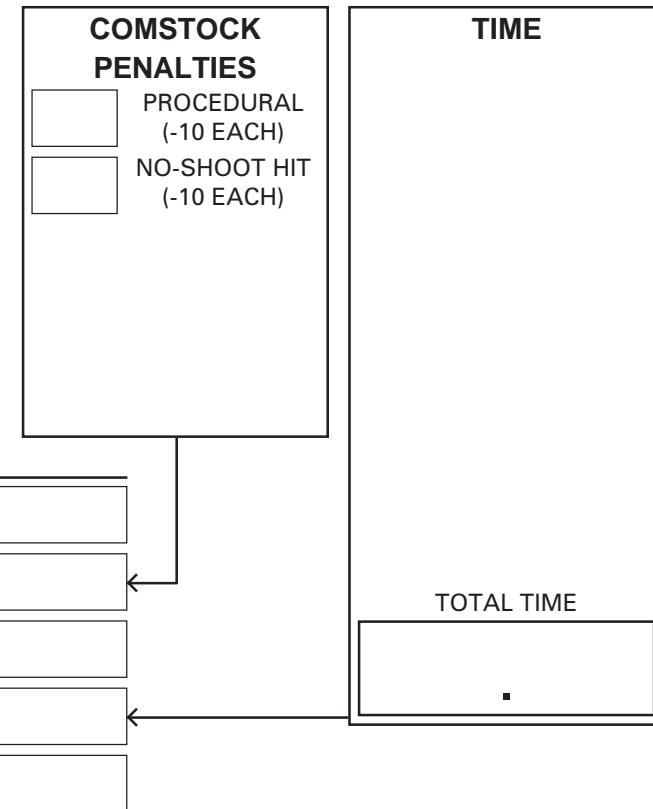
MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



MINUS PENALTIES OF
EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition

START POSITION: Standing in Box A, facing targets, wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1 4.5 seconds. Engage T1 with six rounds left hand only.
 - String 2 4.5 seconds. Engage T2 with six rounds freestyle.
 - String 3 4.5 seconds. Engage T3 with three rounds, perform a mandatory reload and reengage T3 with three rounds only.
 - String 4 4.5 seconds. Engage T4 with six rounds right hand only.

SCORING

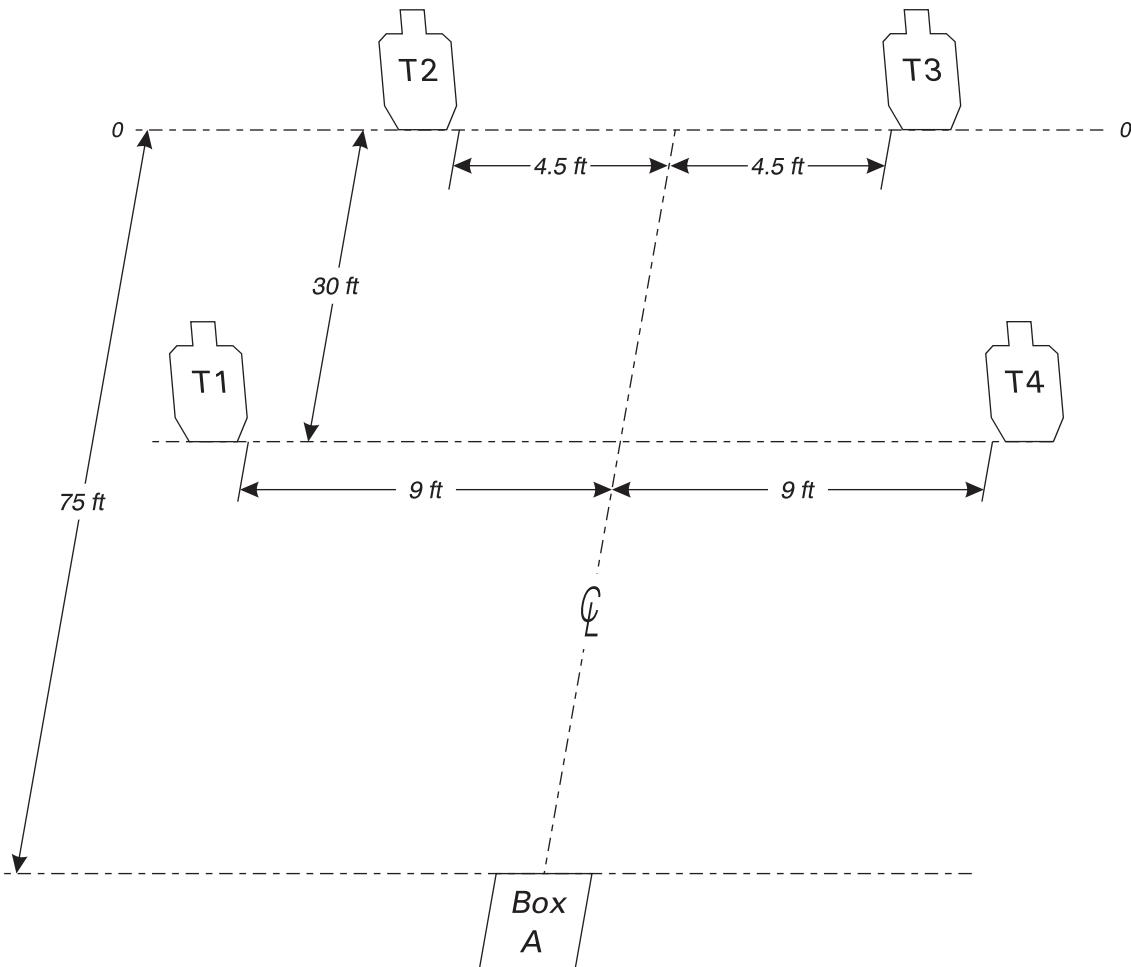
SCORING: Fixed Time, 24 rounds, 120 points

TARGETS: 4 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition USPSA Handgun Competition Rules



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



RO NOTE: Record no-penalty misses on score sheet for scoring program. Allow .3 seconds for the horn on all timing. Example: 5 sec. string. 5.30 is NOT overtime, 5.31 is overtime.

CM 03-14 Baseball Standards

Written Stage Briefing

Baseball Standards is a 24 round, 120 point, Fixed Time Classifier course. There are 4 metric targets. The best 6 hits per target will score. The start signal is audible, and the stop signal is audible. The time allowed for each string is 4.5 seconds.

The start position is standing in Box A, facing downrange, wrists above your respective shoulders. Your gun is loaded and holstered. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from within the fault lines, engage T1 with 6 rounds, left hand only.

PCC: Left shoulder only.

String 2: On the start signal, from within the fault lines, engage T2 with 6 rounds, freestyle.

String 3: On the start signal, from within the fault lines, engage T3 with 3 rounds, make a mandatory reload, and engage T3 with 3 rounds, freestyle.

String 4: On the start signal, from within the fault lines, engage T4 with 6 rounds, right hand only.

PCC: Right shoulder only.





CM 03-14

Baseball Standards

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				

TOTAL HITS **24**
MAJ X5 X4 X4 X2 No miss
MIN X5 X3 X3 X1 penalty

STATS ONLY + + + =

FIXED TIME PENALTIES	
<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)
<input type="text"/>	EXTRA SHOT (-10 EACH)
<input type="text"/>	EXTRA HIT (-10 EACH)
<input type="text"/>	LATE SHOT (-5 EACH)

MINUS PENALTIES OF
EQUALS TOTAL SCORE



Shooter:	REMARKS
RO:	

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Dave Miller — Modifications by US Design Team

START POSITION: Standing naturally behind fault line, facing downrange, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. On signal, from behind 15-yard fault line, engage T1-T3 with only two rounds each freestyle, perform a mandatory reload and re-engage T1-T3 with only two rounds each, strong hand only.
- String 2. On signal, from behind 10-yard fault line, engage T1-T3 with only two rounds each freestyle, perform a mandatory reload and re-engage T1-T3 with only two rounds each, weak hand only.

Stacking of shots is not allowed.

SCORING

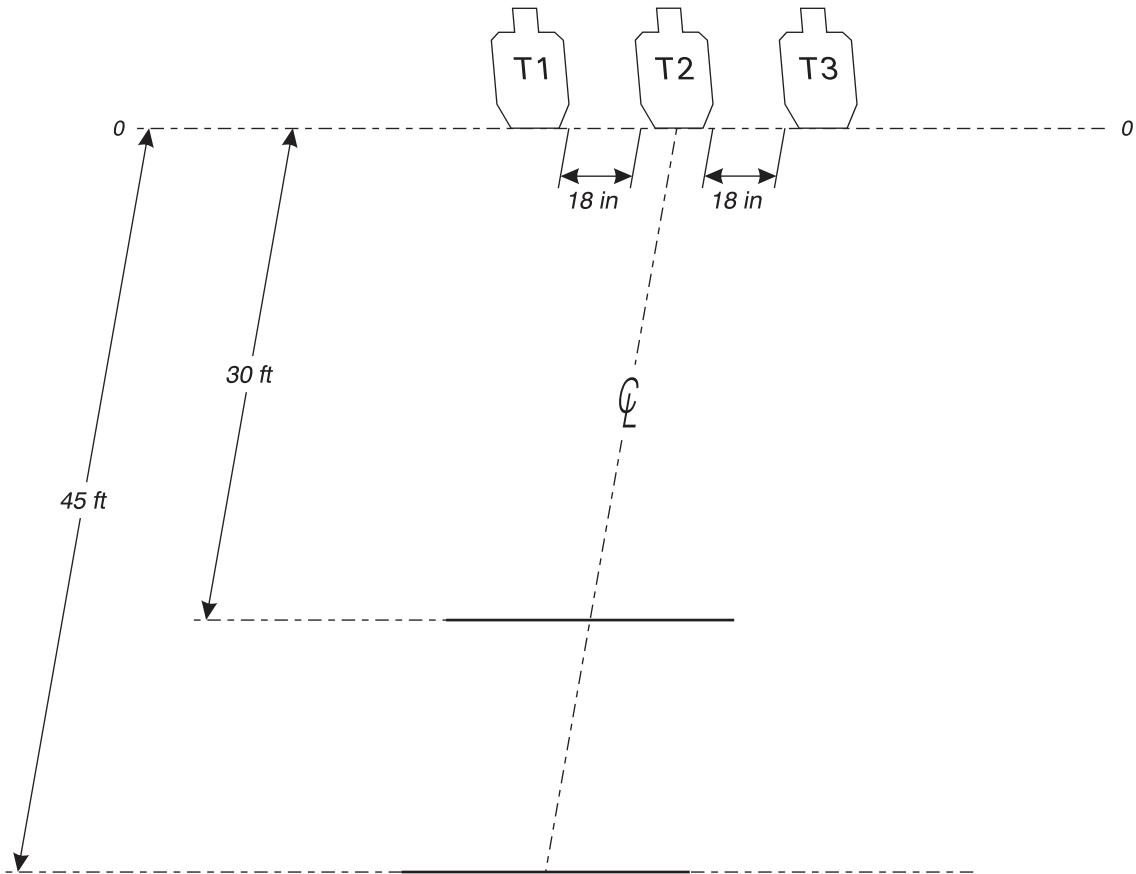
SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 3 Metric

SCORED HITS: Best 8/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Targets are set to 5 feet high at shoulder.



CM 03-18 High Standards

Written Stage Briefing

High Standards is a 24 round, 120 point Virginia Count classifier course. There are 3 metric targets. The best 8 hits per target will score. The start signal is audible.

The start position is standing behind the appropriate fault line, facing downrange with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing behind the appropriate fault line, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from behind the 15-yard line, engage each target with only two rounds each, freestyle, make a mandatory reload, and re-engage each target with only two rounds each, *strong* hand only. PCC—strong shoulder only.

String 2: On the start signal, from behind the 10-yard line, engage each target with only two rounds each, freestyle, make a mandatory reload, and re-engage each target with only two rounds each, *weak* hand only. PCC—weak shoulder only.





CM 03-18

High Standards

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				

8
8
8
24

TOTAL HITS	<input type="text"/>				
-------------------	----------------------	----------------------	----------------------	----------------------	----------------------

MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10

STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME
STRING 1

.

.

STRING 2

.

.

TOTAL TIME

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



Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Nationals Design Team

START POSITION: Standing behind barricade, hands on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage all targets as visible from behind barricade. All rounds must be fired within the confines of the fault lines.

SCORING

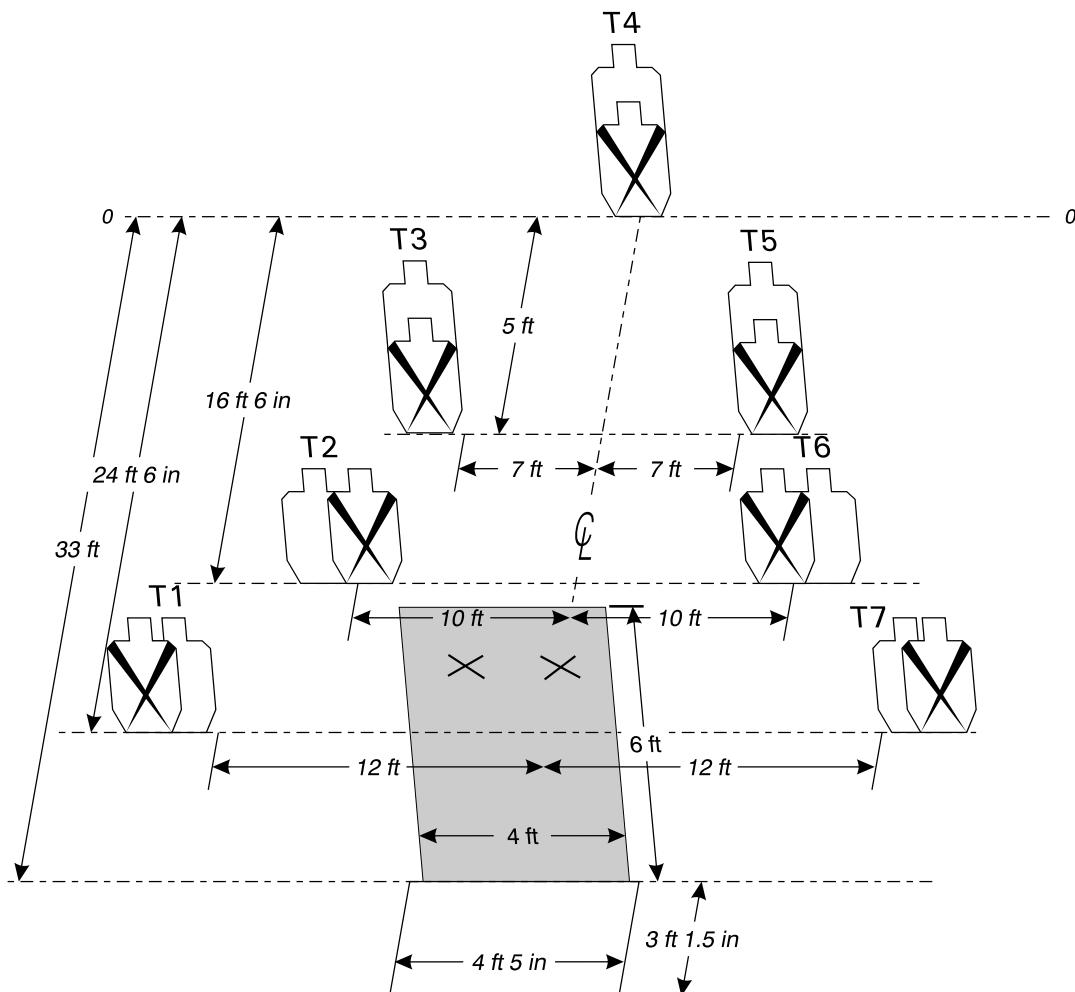
SCORING: Comstock, 14 rounds, 70 points

TARGETS: 7 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. X's on barricade are 64 inches up from bottom, centered on barricade and 12 inches apart. No-shoots on T1 and T7 cover half the A zones. Perfs of non-scoring borders of no-shoots on T2 and T6 overlay

perfs of A zones. Tops of no-shoots on T3, T4, and T5 are 5 1/2 inches down from top perforation of the lower A zones. The measurement of 10 feet on T2 and T6 is from the center line to the inner edge of target, not no-shoot.



CM 06-01 Big Barricade

Written Stage Briefing

Big Barricade is a 14 round, 70 point, Comstock classifier course. There are 7 metric targets. The best 2 hits per paper will score. The start signal is audible.

The start position is standing behind the barricade, facing downrange, hands on X's. Your handgun is loaded and holstered.

PCC start position is standing behind the barricade, facing downrange, loaded carbine held in both hands with stock on belt, muzzle touching mark in center of barricade, safety on.

On the audible start signal, engage targets from within the fault lines.

Note: The mark for PCC is 3 feet above ground, centered on barricade.





CM 06-01

Big Barricade

TGT A B C D M
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				
T7	<input type="text"/>				

2

2

2

2

2

2

2

TOTAL HITS 14

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES	
<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

REMARKS

Shooter:	RO:	REMARKS
----------	-----	---------

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____

**CM 06-02**

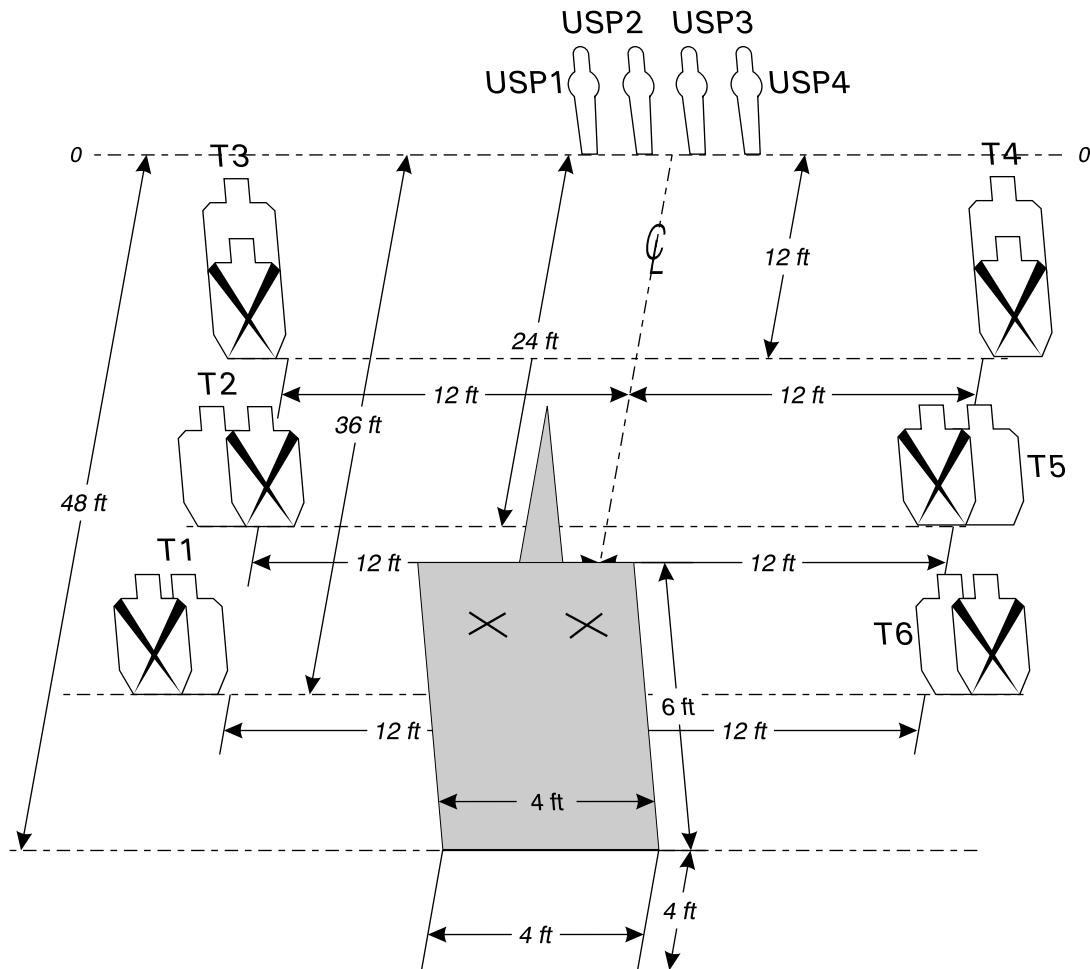
Big Barricade II

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Nationals Design Team

START POSITION: Standing behind barricade, hands on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines.

SCORING**SCORING:** Comstock, 16 rounds, 80 points**TARGETS:** 6 Metric, 4 Mini-poppers**SCORED HITS:** Best 2/paper, KD = 1A**START - STOP:** Audible - Last shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules

SETUP NOTES: Set paper targets to 5 feet high at shoulders. X's on barricade are 64 inches up from bottom, centered on barricade and 12 inches apart. No-shoots on T1 and T6 cover half the A zone. Perfs of non-scoring borders of no-shoots on T2 and T5 overlay perfs of A zones. Tops of no-shoots on T3 and T4 are 5 1/2 inches down from top



perforation of the lower A zones. The measurement of 12 feet on T2 and T5 is from the center line to the inner edge of target, not no-shoot. The four US Poppers are centered on the barricade with one foot spacing edge-to-edge between them. The vision barrier extending down range from the center of the barricade is 6 feet long and 6 feet high.

CM 06-02 Big Barricade II

Written Stage Briefing

Big Barricade II is a 16 round, 80 point Comstock classifier course. There are 6 metric targets and 4 Mini poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing behind the barricade, facing downrange, hands on X's. Your handgun is loaded and holstered.

PCC: Start position is standing in Box A, facing downrange, loaded carbine held in both hands with stock on belt, muzzle touching mark, safety on.

On the audible start signal, engage targets from within the fault lines.

Note: The mark for PCC is 3 feet above ground, centered on the barricade.





CM 06-02

Big Barricade II

TGT A B C D M
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				
STL	<input type="text"/>			<input type="text"/>	

2

2

2

2

2

2

4

TOTAL HITS 16

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

COMSTOCK PENALTIES
 PROCEDURAL (-10 EACH)
 NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

REMARKS

Shooter:						
RO:						

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Mark Ramsey and John Golson

START POSITION: Standing erect in Box A, arms hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, from Box A only:

String 1: Engage T1 with five rounds only. Perform a mandatory reload and engage T2 with five rounds only.

String 2: Engage T3 with five rounds only. Perform a mandatory reload and engage T4 with five rounds only.

Targets within a string may be engaged in any order without penalty

SCORING

SCORING: Virginia Count, 20 rounds, 100 points

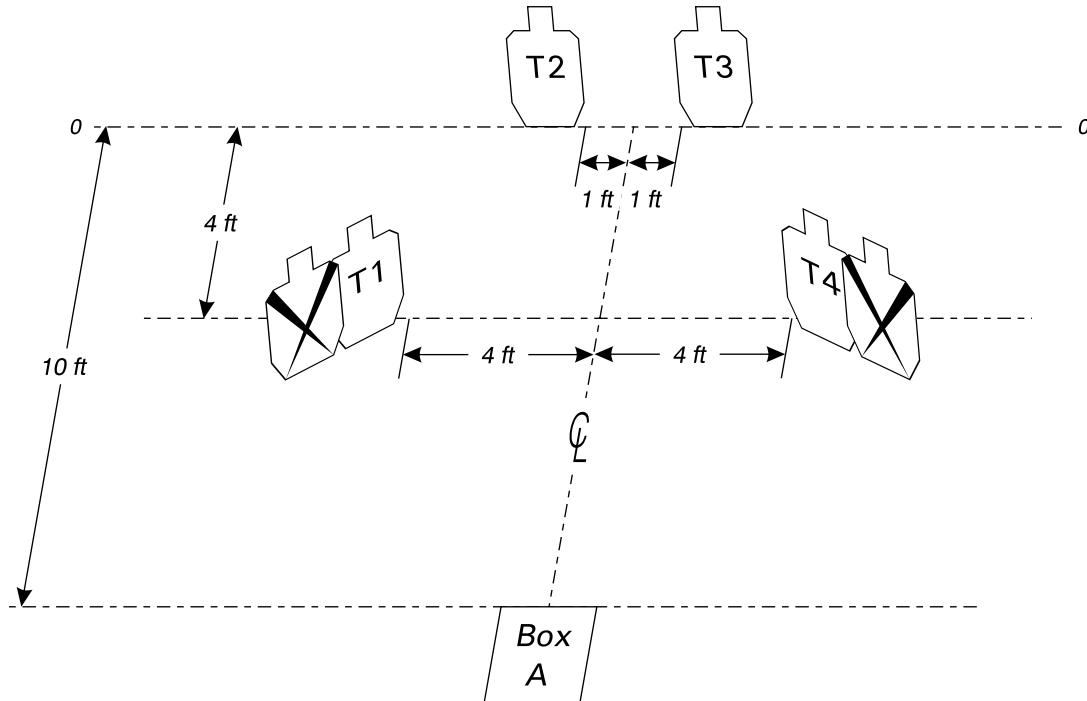
TARGETS: 4 Metric

SCORED HITS: Best 5/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform reload is per-shot-fired penalty.



SETUP NOTES: Set targets T1 and T4 to 4 feet high at shoulders and angled at 45 degrees from the center line. Set targets T2 and T3 to 5 feet at shoulders. Scoring lines of no-shoots overlay C-zone scoring lines

of targets. Bottom of no-shoot is even with bottom of target. Box A is 3 feet by 3 feet.



CM 06-02 Big Barricade II

Written Stage Briefing

Big Barricade II is a 16 round, 80 point Comstock classifier course. There are 6 metric targets and 4 Mini poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing behind the barricade, facing downrange, hands on X's. Your handgun is loaded and holstered.

PCC: Start position is standing in Box A, facing downrange, loaded carbine held in both hands with stock on belt, muzzle touching mark, safety on.

On the audible start signal, engage targets from within the fault lines.

Note: The mark for PCC is 3 feet above ground, centered on the barricade.





CM 06-03

Can You Count

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>	5				
T2	<input type="text"/>	5				
T3	<input type="text"/>	5				
T4	<input type="text"/>	5				
TOTAL HITS	<input type="text"/>	20				

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

VIRGINIA COUNT PENALTIES

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER NUMBER

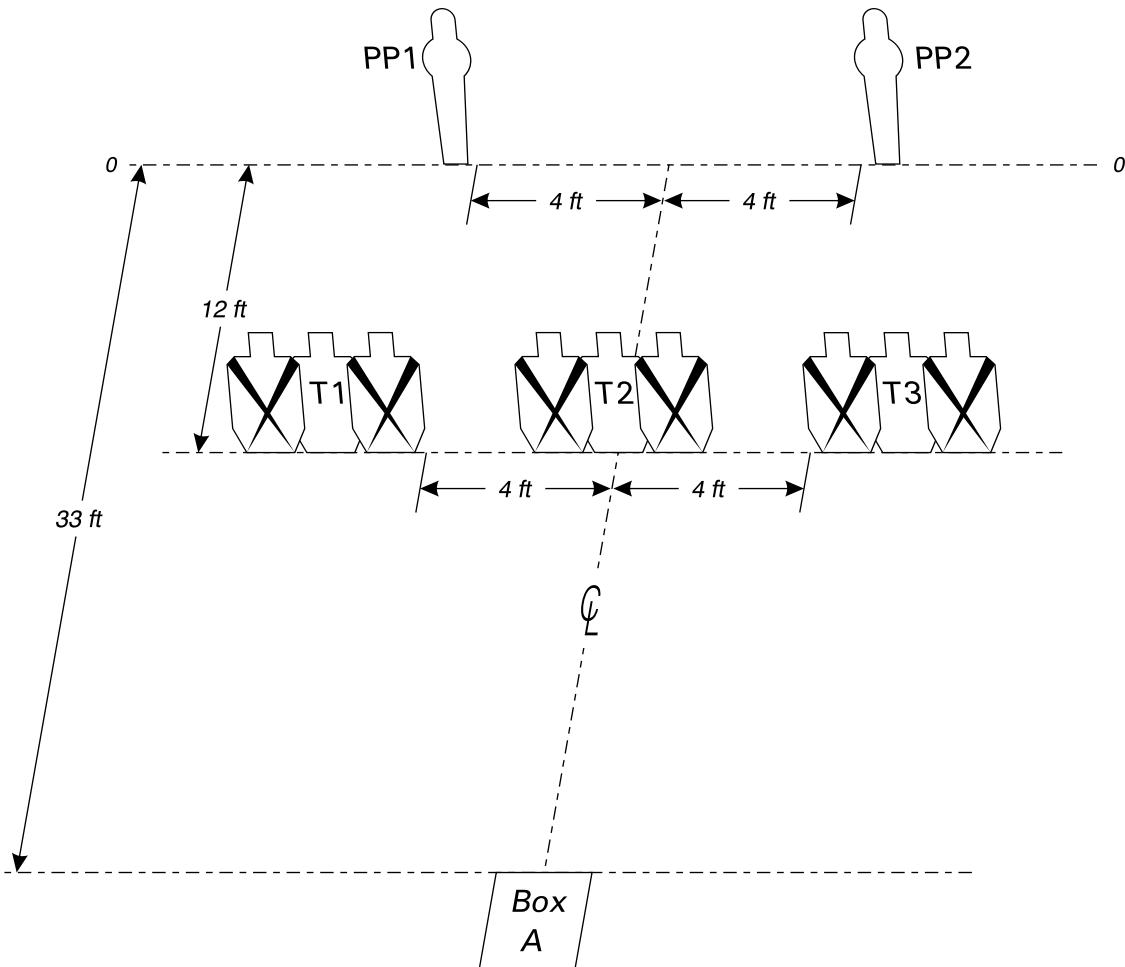
Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____

**CM 06-04****Fluffy's Revenge 1****RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Beth Wingfield**START POSITION:** Standing erect in Box A, arms relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.**STAGE PROCEDURE**

On signal, engage targets from Box A only.

SCORING**SCORING:** Comstock, 8 rounds, 40 points**TARGETS:** 3 Metric, 2 Pepper poppers**SCORED HITS:** Best 2/paper, KD=1A**START - STOP:** Audible - Last shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Scoring lines of no-shoots overlay C-zone scoring lines of targets. Center of T2 is center line of course. Box A is 3 feet by 3 feet.

CM 06-04 Fluffy's Revenge 1

Written Stage Briefing

Fluffy's Revenge 1 is an 8 round, 40 point Comstock classifier course. There are 3 Metric targets and 2 Pepper poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands relaxed at sides. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal, engage targets from within the fault lines.





CM 06-04

Fluffy's Revenge 1

TGT **A** **B** **C** **D** **M**
 USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

STL

2

TOTAL HITS

8

MAJ X5 X4 X4 X2 X-10
 MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

MINUS PENALTIES OF
EQUALS TOTAL SCORE
DIVIDED BY TIME OF

HIT FACTOR =
 (4 DECIMAL PLACES)

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Beth Wingfield

START POSITION: Standing in Box A, wrists above shoulders, facing uprange. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, turn, then draw and engage targets from Box A only.

SCORING

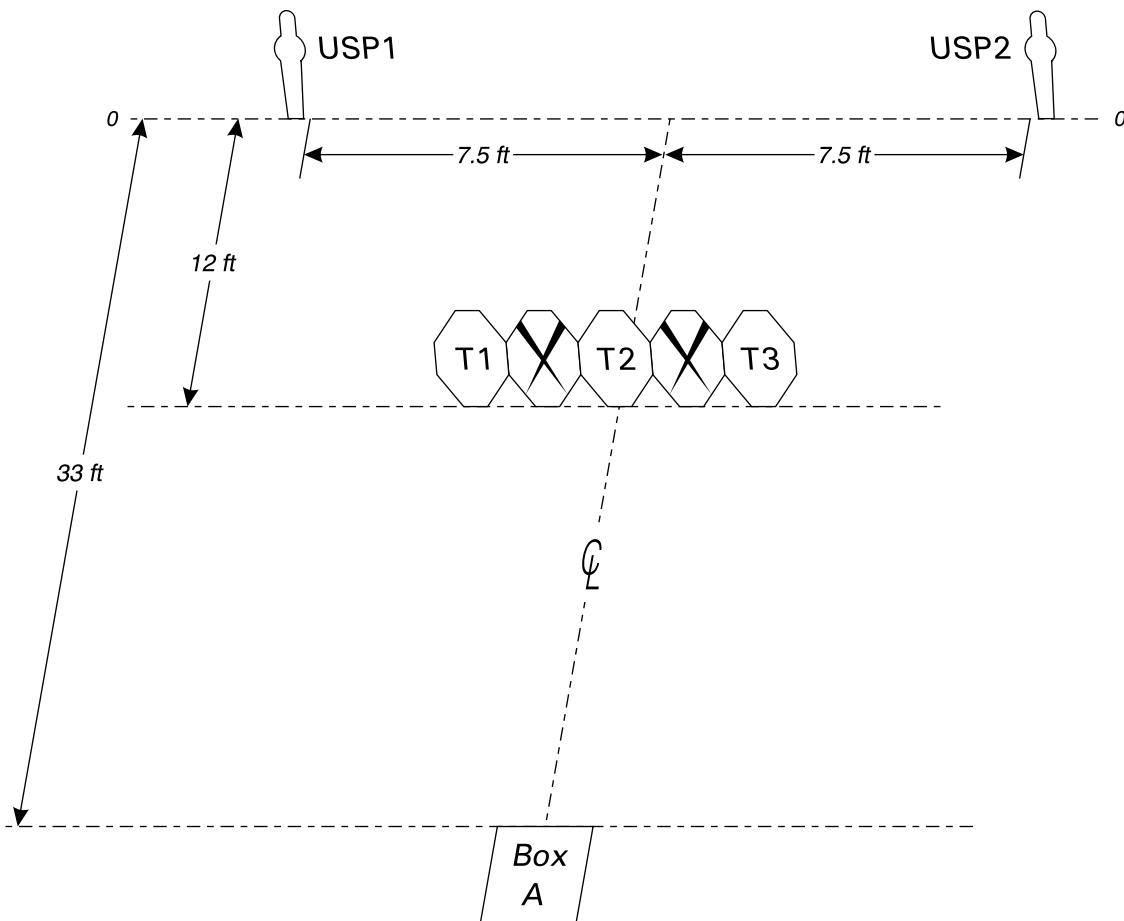
SCORING: Comstock, 8 rounds, 40 points

TARGETS: 3 Classic, 2 Mini-poppers

SCORED HITS: Best 2/paper, KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set targets to 5 feet high at top and edge to edge. Center of T2 is center line of course. Box A is 3 feet by 3 feet.



CM 06-05 Fluffy's Revenge II

Written Stage Briefing

Fluffy's Revenge II is an 8 round, 40 point Comstock classifier course. There are 3 Classic targets and 2 Mini poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing uprange, hands above respective shoulders. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal, turn then draw and engage targets from within the fault lines. No turn for PCC.

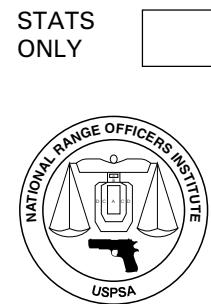




CM 06-05

Fluffy's Revenge 2

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



COMSTOCK PENALTIES

<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)

TIME

8

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

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____

**CM 06-06**

Golden Bullet Standards

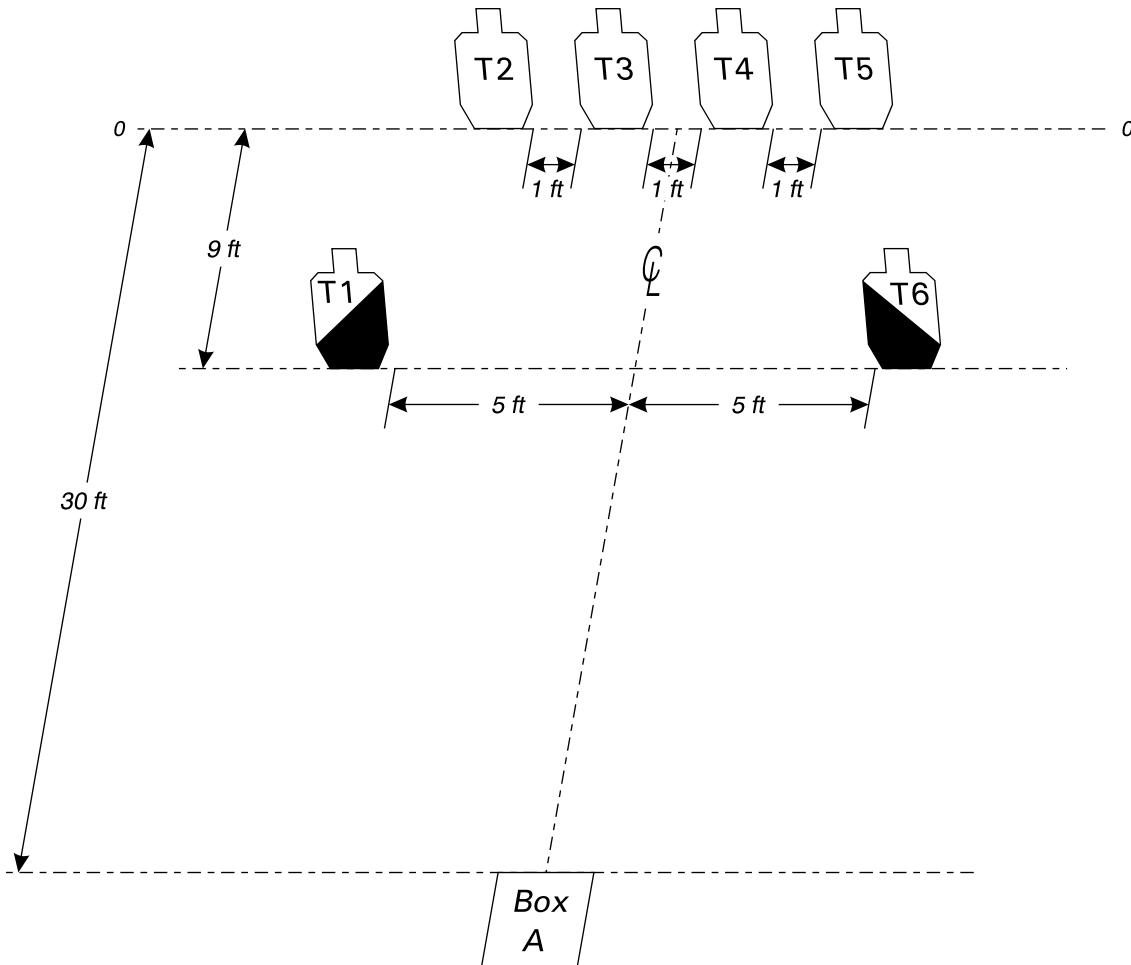
RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** NorCal Section**START POSITION:** Standing in Box A, facing targets, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.**STAGE PROCEDURE**

- String 1 On signal, engage targets with one round each, perform a mandatory reload and re-engage each target with one round each strong hand only.
String 2 On signal, engage each target with one round each, perform a mandatory reload and re-engage each target with one round each weak hand only.

For both strings, all rounds fired must be from within Box A.

SCORING**SCORING:** Virginia Count, 24 rounds, 120 points**TARGETS:** 6 Metric**SCORED HITS:** Best 4/paper**START - STOP:** Audible - Last shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules

One procedural per shot fired for failing to reload when specified.

**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. Hard cover on T1 and T6 runs diagonally from lower shoulder to top of angled cut at the bottom.

CM 06-06, Golden Bullet Standards

Written Stage Briefing

Golden Bullet Standards is a 24 round, 120 point Virginia count classifier course. There are 6 metric targets. The best 4 hits per paper will score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands naturally at your side. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal, from within the fault lines:

String 1: Engage T1-6 with 1 round only Freestyle, perform a mandatory reload and re-engage T1-6 with 1 round only strong hand only. PCC—strong shoulder only.

String 2: Engage T1-6 with 1 round only Freestyle, perform a mandatory reload and re-engage T1-6 with 1 round only Weak hand only. PCC—weak shoulder only.





CM 06-06

Golden Bullet Standards

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

4

4

4

4

4

4

VIRGINIA COUNT
PENALTIESPROCEDURAL
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

TOTAL HITS	<input type="text"/>				
MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10

24

 + + + - =

TIME

STRING 1

STRING 2

TOTAL TIME

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



Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Nationals Design Team

START POSITION: Standing behind barricade, hands on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage all targets as visible from behind barricade. All rounds must be fired within the confines of the fault lines.

SCORING

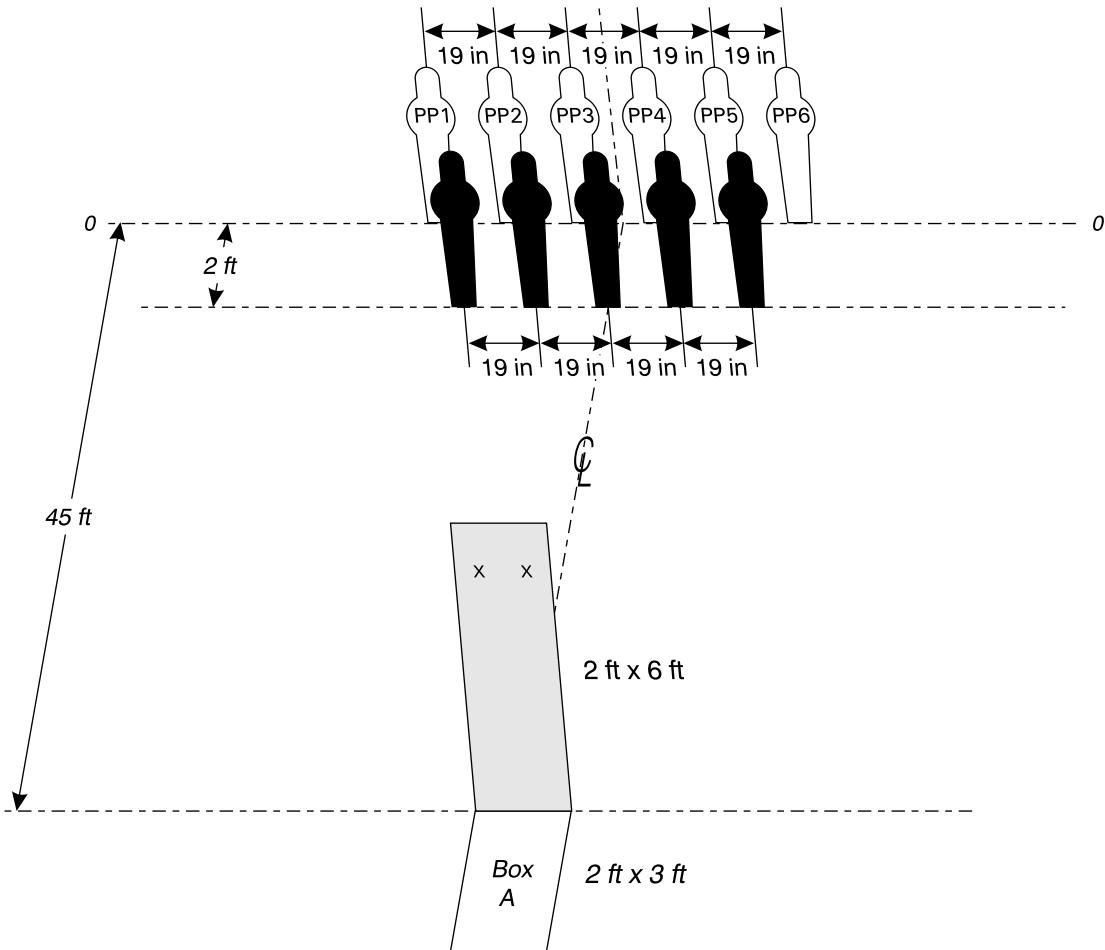
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 6 Pepper poppers

SCORED HITS: KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Black poppers are set not to fall. Middle black popper is centered on center of barricade. Center of X's on barricade are 60 inches above ground, 12 inches apart, and each is 6 inches in from either edge.



CM 06-07 Steely Speed IV

Written Stage Briefing

Steely Speed IV is a 6 round, 30 point, Comstock classifier course. There are 6 Pepper poppers. Steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands on X's. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching the mark, loaded carbine held in both hands with safety on.

On the audible start signal, engage targets from within the fault lines.

Note: Mark is 3 feet above ground in center of the barricade.





CM 06-07

Steely Speed IV

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

STL   **6**

**TOTAL
HITS**

6

**TOTAL
HITS**

6

MAJ X5
MIN X5

X-10

**STATS
ONLY**

$$- \boxed{} = \boxed{}$$



MINUS PENALTIES OF
EQUALS TOTAL SCORE
DIVIDED BY TIME OF
HIT FACTOR =
(1 RECENT PLACEMENT)

COMSTOCK PENALTIES

**PROCEDURAL
(-10 EACH)**

TIME

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

1

NAME **USPSA**



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Nationals Design Team

START POSITION: Standing in box with wrists above respective shoulders, facing targets. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines.

SCORING

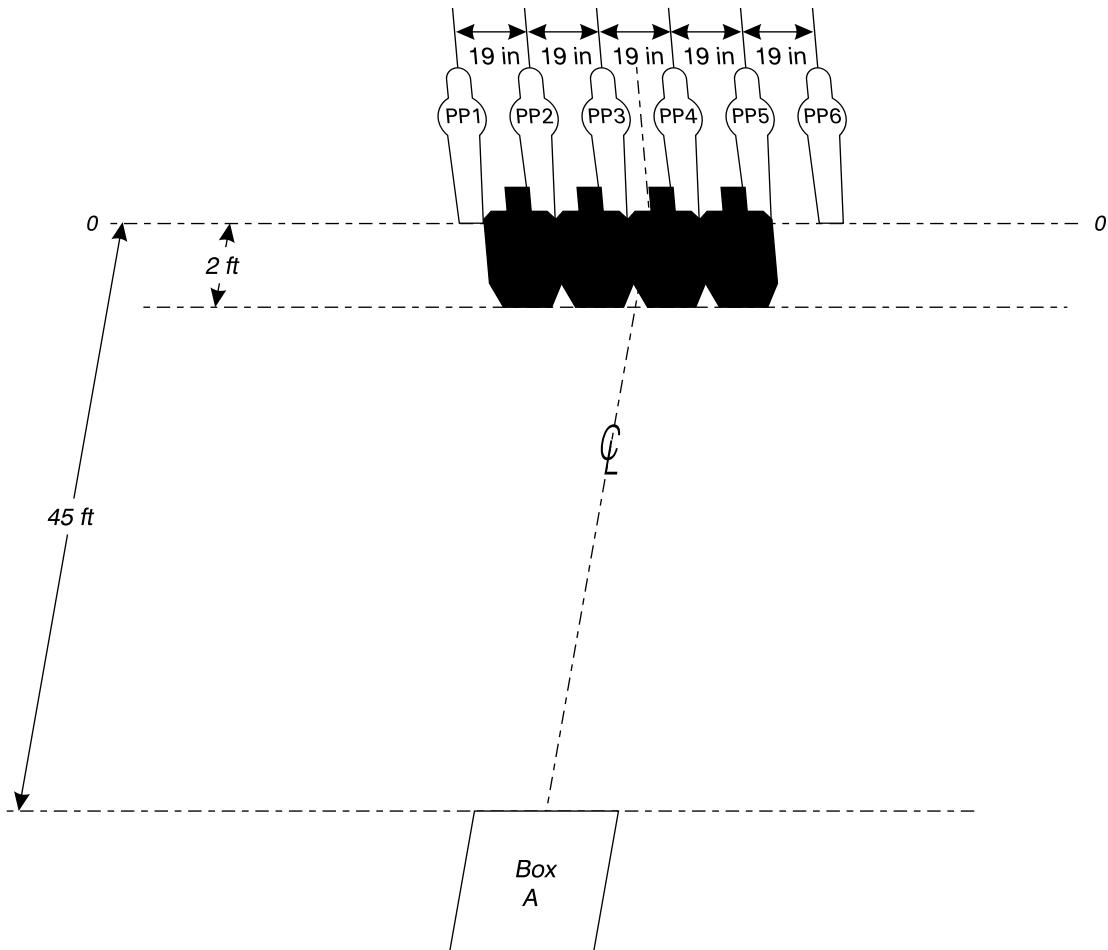
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 6 Pepper poppers

SCORED HITS: KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Box A is 3 feet by 3 feet. The IPSC-type targets are steel plates with the bottom of the target setting on the ground.



CM 06-08 Steely Speed V

Written Stage Briefing

Steely Speed V is a 6 round, 30 point, Comstock classifier course. There are 6 Pepper poppers. Steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing downrange, wrists above respective shoulders. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal, engage targets from within the fault lines.





CM 06-08

Steely Speed V

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

STL 6TOTAL HITS 6MAJ X5 X-10
MIN X5 X-10STATS ONLY - = 

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)COMSTOCK
PENALTIESPROCEDURAL
(-10 EACH)

TIME

TOTAL TIME

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Nationals Design Team

START POSITION: Standing behind barricade, heels touching X's, hands naturally at sides, facing down range.
Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines.

SCORING

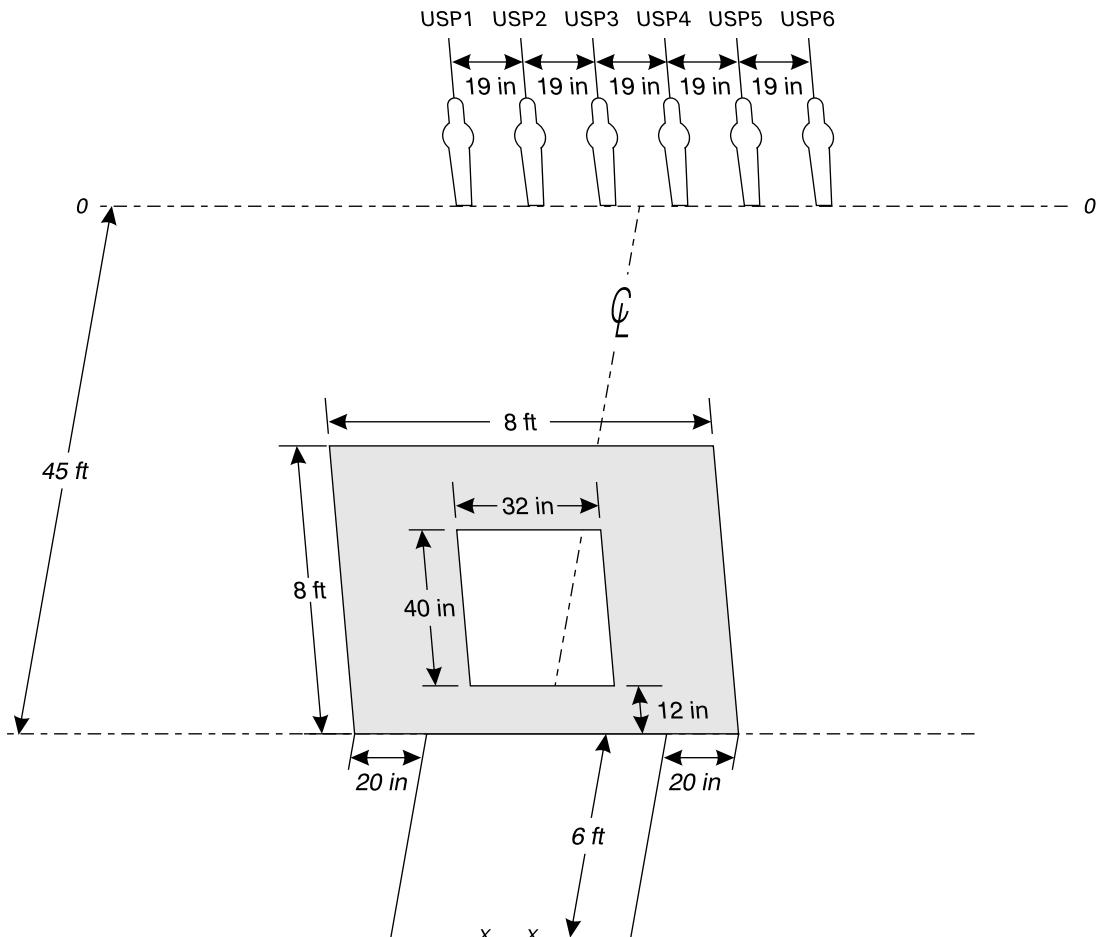
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 6 Mini-poppers

SCORED HITS: KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: X's are centered on fault line, 12 inches apart.



CM 06-09 Steely Speed VI

Written Stage Briefing

Steely Speed VI is a 6 round, 30 point, Comstock classifier course. There are 6 mini poppers. Steel must fall to score. The start signal is audible.

The start position is standing behind the barricade, facing downrange, heels on the marks, hands naturally at your sides. Your handgun is loaded and holstered.

PCC start position is standing behind the barricade, facing downrange, heels on the marks, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, engage targets from within the fault lines.





CM 06-09

Steely Speed VI

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

STL   **6**

**TOTAL
HITS**

6

**TOTAL
HITS**

6

MAJ	X5
MIN	X5
<hr/>	

$$- \boxed{} = \boxed{}$$

STATS ONLY

CE OFFIC

MINUS PENALTIES OF
EQUALS TOTAL SCORE
DIVIDED BY TIME OF

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

TIME

TOTAL TIME

Shooter:

REMARKS

RO:

RO: _____

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

134



CM 06-10

Steely Speed VII

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Nationals Design Team

START POSITION: Standing behind barricade, hands on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines.

SCORING

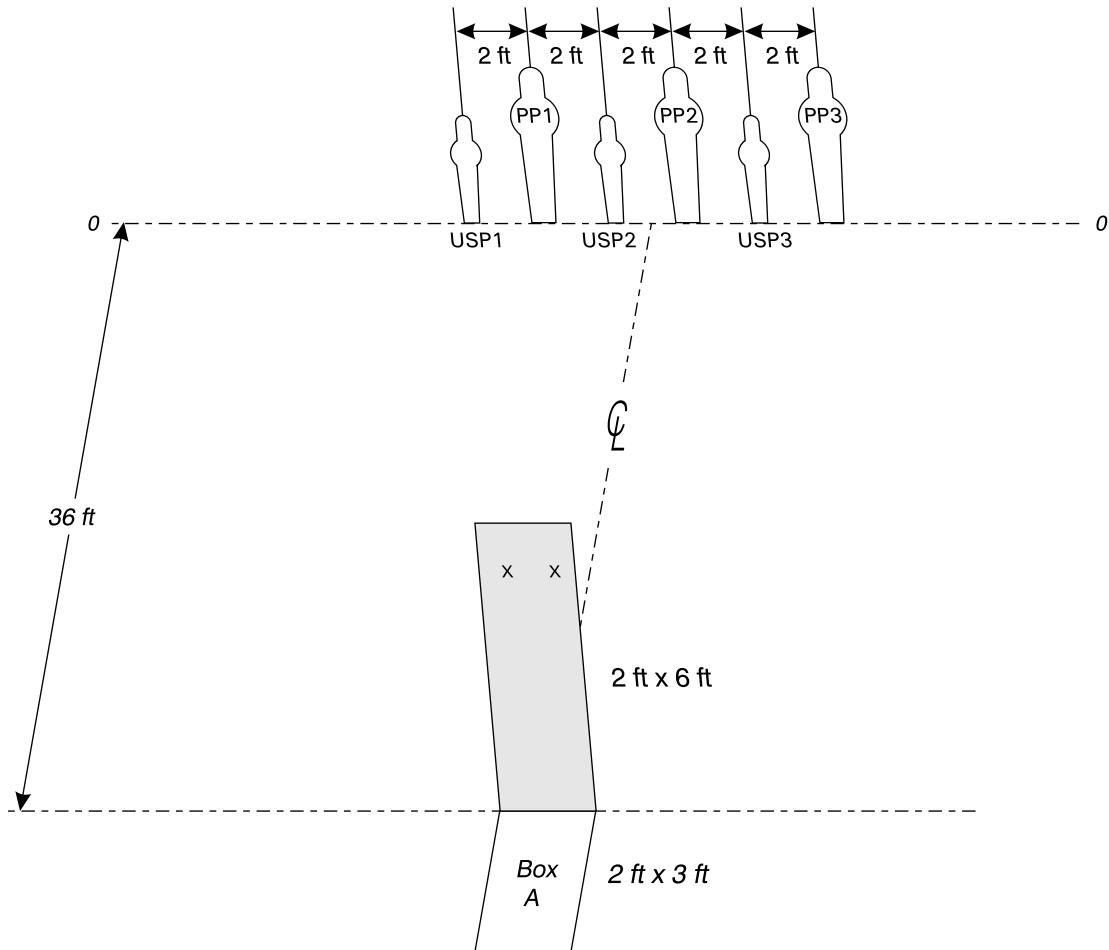
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 3 Pepper poppers, 3 Mini-poppers

SCORED HITS: KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: The popper array is centered on the 2-foot-by-6-foot barricade, 36 feet down range. The poppers are spaced 2 feet on center. Center of X's on barricade are 60 inches above ground, 12 inches apart, and each is 6 inches in from either edge.



CM 06-10 Steely Speed VII

Written Stage Briefing

Steely Speed VII is a 6 round, 30 point, Comstock classifier course. There are 3 Pepper poppers and 3 mini poppers. Steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands on X's. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching the mark, loaded carbine held in both hands with safety on.

On the audible start signal, engage targets from within the fault lines.

Note: The mark for PCC is 3 feet above ground in center of the barricade.





CM 06-10

Steely Speed VII

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

STL 6TOTAL HITS 6MAJ X5 X-10
MIN X5 X-10STATS ONLY - =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)COMSTOCK
PENALTIESPROCEDURAL
(-10 EACH)

TIME

TOTAL TIME



Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** 2007 1911 Design Team

START POSITION: Standing, facing down range. Wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1: On signal, engage one target with only six rounds freestyle, make a mandatory reload and engage another target with only six rounds strong hand unsupported.
- String 2: On signal, engage one target with only six rounds freestyle, perform a mandatory reload and engage another target with only six rounds weak hand unsupported.

All rounds must be fired from within the shooting box.

SCORING

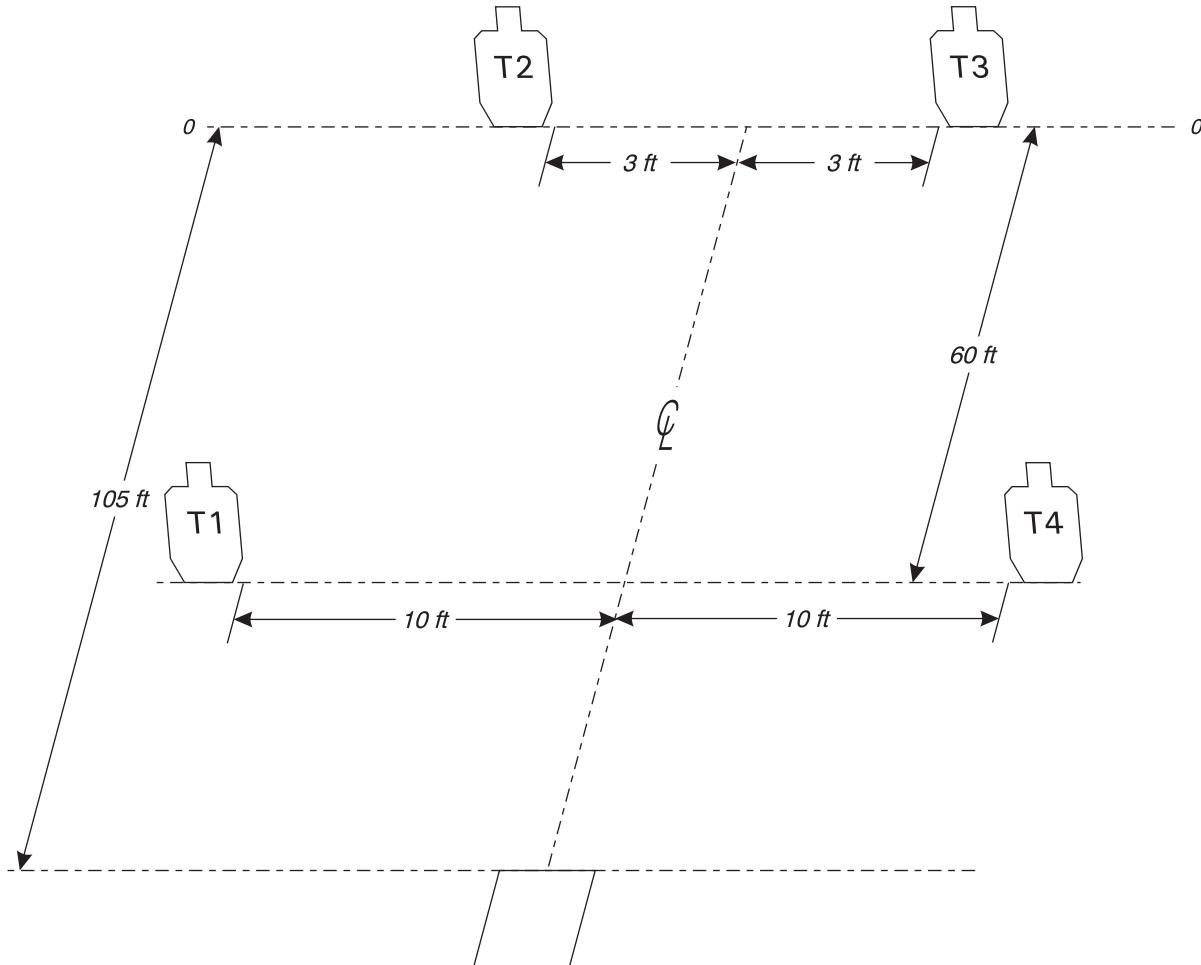
SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 4 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box is 3 feet by 3 feet.



08-01 4 Bill Drill

Written Stage Briefing

4 Bill Drill is a 24 round, 120 point Virginia Count Standards shot in two strings. There are 4 Metric targets. The best 6 hits per target will score. The start signal is audible.

The start position is standing in Box A facing downrange with your wrists above your respective shoulders. Your gun will be loaded and holstered. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from box A, engage one target with only 6 rounds freestyle, make a mandatory reload and engage another target with only 6 rounds strong hand only. PCC—strong shoulder only.

String 2: On the start signal, from box A, engage one target with only 6 rounds freestyle, make a mandatory reload and engage another target with only 6 rounds weak hand unsupported. PCC—weak shoulder only.

Target engagement order is the shooter's choice as long as you follow the stage procedure.





RULES: USPSA Handgun Competition Rules, current edition

START POSITION: Standing in Box A, hands above shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1: From Box A only, engage T1-T4 with only one round each freestyle, then perform a mandatory reload, then re-engage T1-T4 with one round each freestyle.
 - String 2: From Box A only, engage T1-T4 with only one round each freestyle, then perform a mandatory reload, then re-engage T1-T4 with one round each strong hand only.
 - String 3: From Box A only, engage T1-T4 with one round each weak hand only.

SCORING

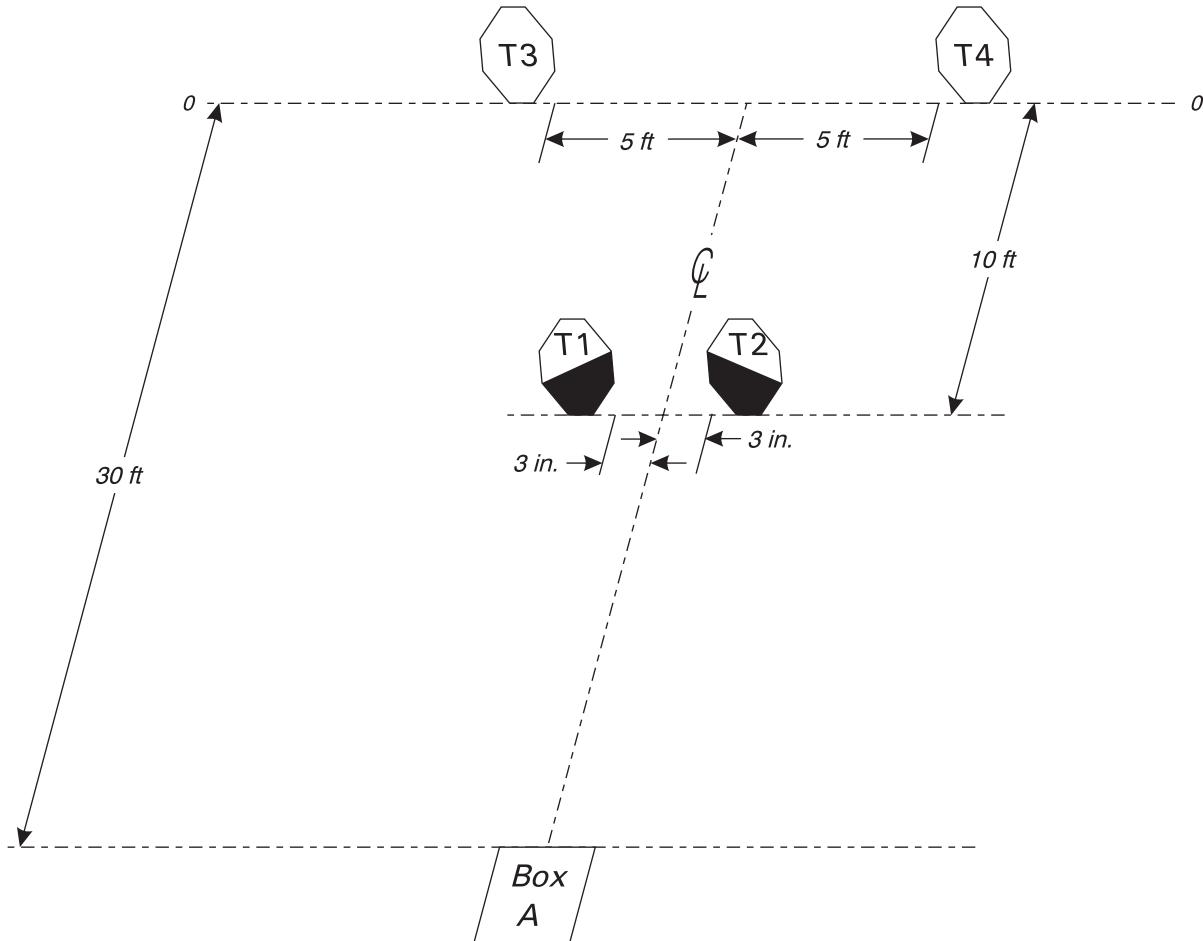
SCORING: Virginia Count, 20 rounds, 100 points

TARGETS: 4 Classic

SCORED HITS: Best 5/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: T1 and T2 are 4.5 feet high at top of target. Set targets T1 and T2 six inches apart edge to edge. T3 and T4 are 4 feet high at top of target. Box A is 3 feet by 3 feet.



08-02 Steeler Standards

Written Stage Briefing

Steeler Standards is a 20 round, 100 point Virginia count standards course. There are 4 classic targets. The best 5 hits per paper will score. The start signal is audible.

The start position is standing in Box A, wrists above shoulders. Your gun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from Box A only, engage T1-T4 with only one round each, freestyle, make a mandatory reload and re-engage T1-T4 with only one round each, freestyle.

String 2: On the start signal, from Box A only, engage T1-T4 with only one round each, freestyle, make a mandatory reload and re-engage T1-T4 with only one round each, strong hand only. PCC—strong shoulder only.

String 3: On the start signal, from Box A only, engage T1-T4 with only one round each, weak hand only. PCC—weak shoulder only.





CM 08-02

Steeler Standards

TGT	A	C	D	M	
USE NUMBERS - NOT HASHMARKS					
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	20
MAJ	X5	X4	X2	X-10	
MIN	X5	X3	X1	X-10	

STATS ONLY + + - = 

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

VIRGINIA COUNT PENALTIES	
<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)
<input type="text"/>	EXTRA SHOT (-10 EACH)
<input type="text"/>	EXTRA HIT (-10 EACH)

TIME
STRING 1
.
STRING 2
.
STRING 3
.
TOTAL TIME
.

Shooter:	REMARKS
RO:	

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor



NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** 2007 1911 Design Team

START POSITION: Standing facing uprange, shoulders square to back of box, toes against back of shooting box. Wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, turn then draw and engage T1-T2 and PP1-USP1 from within the fault lines.

SCORING

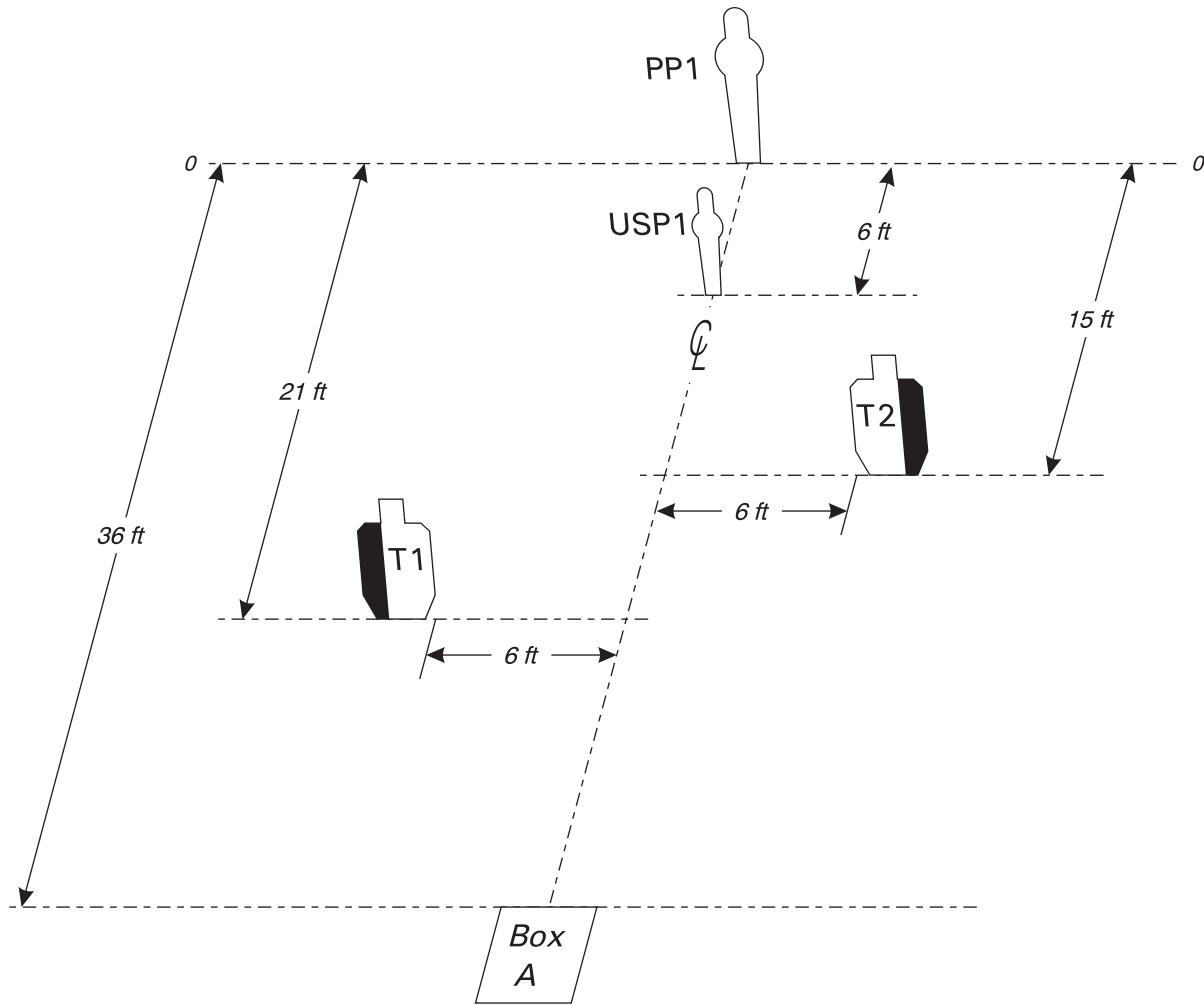
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 2 Metric, 1 Pepper popper, 1 Mini-popper

SCORED HITS: Best 2/paper, KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set targets T1 and T2 to 5 feet high at shoulders. Box A is 3 feet by 3 feet.



08-03

Six

Written Stage Briefing

Six is a 6 round, 30-point Comstock Short Course classifier. There are 2 Metric targets, 1 pepper popper and 1 mini popper. The best two hits per paper target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing uprange with wrists above respective shoulders, toes against the marks. Your gun will be loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, turn, then draw and engage T1-T2, PP1-PP2 as they become visible from within the fault lines. No turn for PCC.



**CM 08-03****Six****TGT A B C D M**

USE NUMBERS - NOT HASHMARKS

T1 **2****T2** **2****STL** **2****TOTAL HITS** **6**MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - =
COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

TIME

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

**REMARKS**

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____

**CM 08-05**

Long Range Standards 2

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Ken Hicks - modifications by US Design Team

START POSITION: Standing behind fault line with toes touching and shoulders square with fault line, hands hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

All rounds are to be fired from behind fault line.

String 1: On signal, draw and engage T1 with 6 rounds only, freestyle, 5 seconds.

String 2: On signal, draw and engage T2 with 6 rounds only, kneeling, 5 seconds.

String 3: On signal, draw and engage T3 with 6 rounds only, prone, 5 seconds.

SCORING

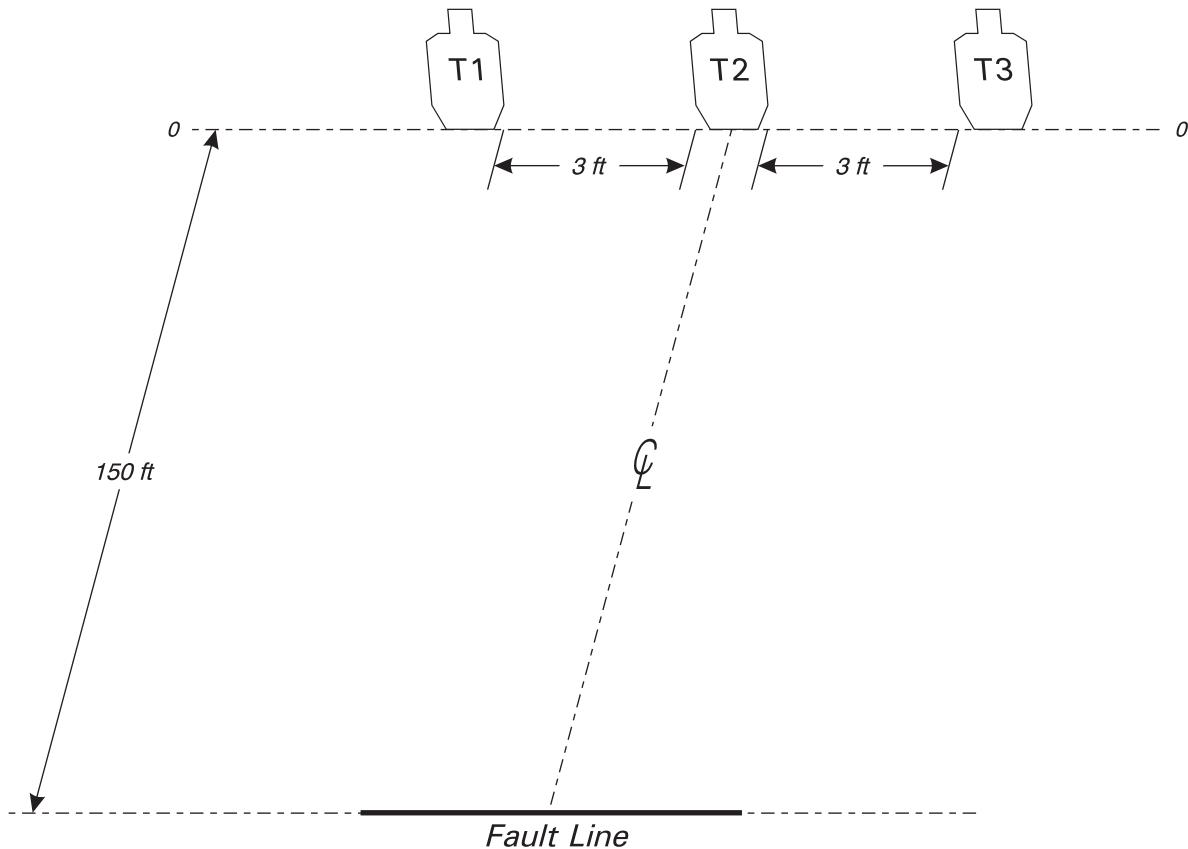
SCORING: Fixed Time, 18 rounds, 90 points

TARGETS: 3 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders.



CM 08-05 Long Range Standards II

Written Stage Briefing

Long Range Standards II is an 18 round, 90 point, Fixed Time Classifier course. There are 3 metric targets. The best 6 hits per target will score. The start signal is audible, and the stop signal is audible. The time allowed for each string is 5 seconds.

The start position for each string is standing behind the fault line, facing downrange, hands naturally at your sides. Your gun is loaded and holstered. PCC start position for each string is standing behind the fault line, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from within the fault lines, engage T1 with 6 rounds only, freestyle.

String 2: On the start signal, from within the fault lines, engage T2 with 6 rounds only, kneeling.

String 3: On the start signal, from within the fault lines, engage T3 with 6 rounds only, prone.

NOTE: Target height may be adjusted for safety reasons. All targets must be placed at the same height.





CM 08-05

Long Range Standards 2

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				

6
6
6
18

TOTAL HITS **No miss penalty**

MAJ X5 X4 X4 X2 X1
MIN X5 X3 X3 X1

STATS ONLY + + + - =

FIXED TIME PENALTIES	
<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	EXTRA SHOT (-10 EACH)
<input type="text"/>	EXTRA HIT (-10 EACH)
<input type="text"/>	LATE SHOT (-5 EACH)

MINUS PENALTIES OF
EQUALS TOTAL SCORE



Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Ken Hicks - modifications by US Design Team

START POSITION: Standing behind fault line with toes touching and shoulders square with fault line, both wrists above shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Allow six seconds for each string. All rounds are to be fired from behind fault line.

- String 1: On signal, draw and engage target T3 with only 6 rounds – freestyle.
- String 2: On signal, draw and engage target T2 with only 6 rounds — strong hand only.
- String 3: On signal, draw and engage target T1 with only 6 rounds — weak hand only.

SCORING

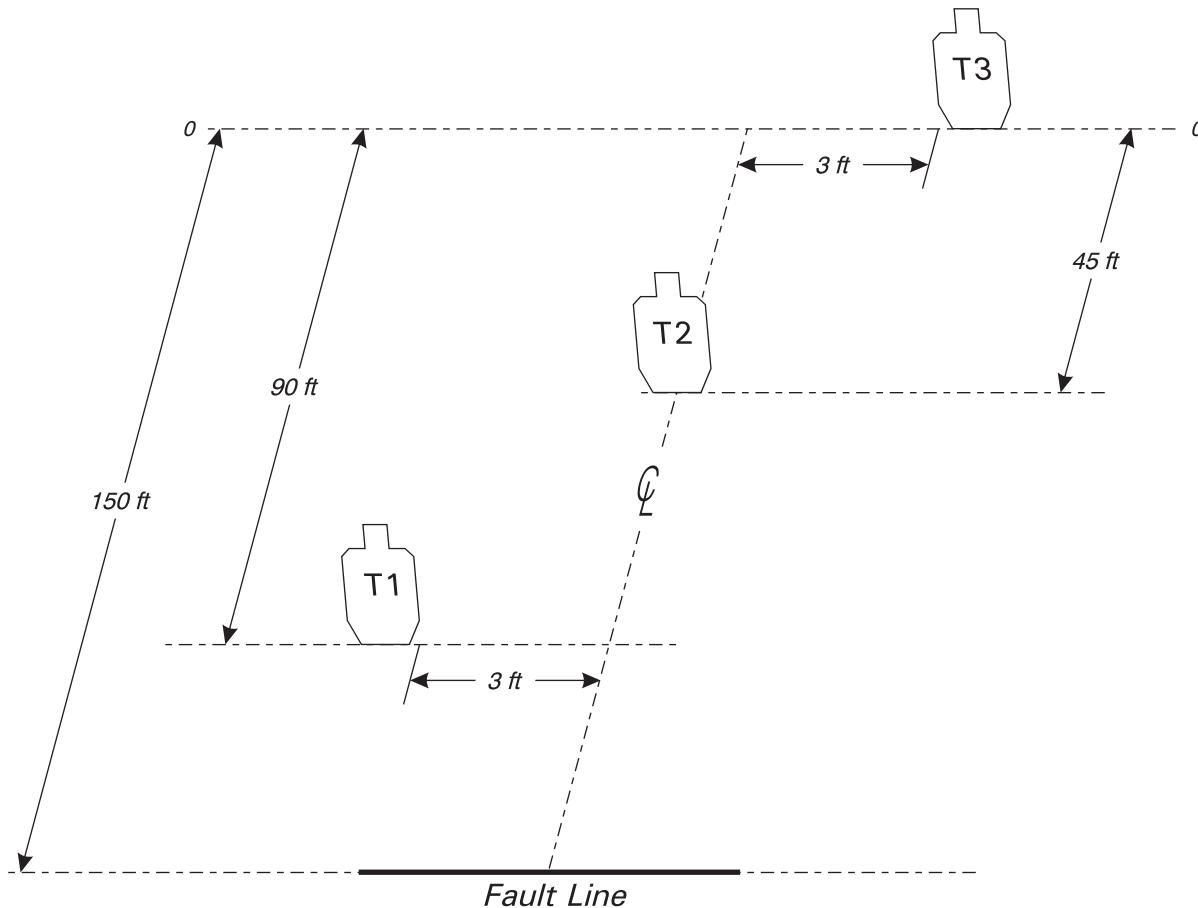
SCORING: Fixed Time, 18 rounds, 90 points

TARGETS: 3 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders.



CM 08-06

Area 4 Standards

Written Stage Briefing

Area 4 Standards is an 18 round, 90 point, Fixed Time Classifier course. There are 3 metric targets. The best 6 hits per target will score. The start signal is audible, and the stop signal is audible. The time allowed for each string is 6 seconds.

The start position for each string is standing behind the fault line, facing downrange, wrists above your respective shoulders. Your gun is loaded and holstered. PCC start position for each string is standing behind the fault line, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from behind the fault line, engage T3 with only 6 rounds, freestyle.

String 2: On the start signal, from behind the fault line, engage T2 with only 6 rounds, strong hand only.

PCC--Strong shoulder only

String 3: On the start signal, from behind the fault line, engage T1 with only 6 rounds, weak hand only.

PCC--Weak Shoulder only.





CM 08-06

Area 4 Standards

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

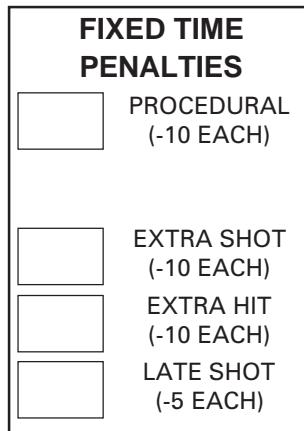
T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				

6
6
6
18

TOTAL HITS

MAJ X5 X4 X4 X2 No miss
MIN X5 X3 X3 X1 penalty

STATS ONLY + + + - =



MINUS PENALTIES OF
EQUALS TOTAL SCORE



Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____

**CM 09-01**

Six In Six Challenge

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver

START POSITION: Standing behind shooting line, facing down range, hands relaxed at sides. Handgun is loaded and holstered.

STAGE PROCEDURE

Set timer to six seconds for all strings.

String 1: 75 ft. On signal, engage targets with two rounds each, make a mandatory reload and reengage targets with two rounds each.

String 2: 45 ft. On signal, engage targets with two rounds each strong hand only.

String 3: 30 ft. On signal, engage targets with two rounds each weak hand only.

SCORING

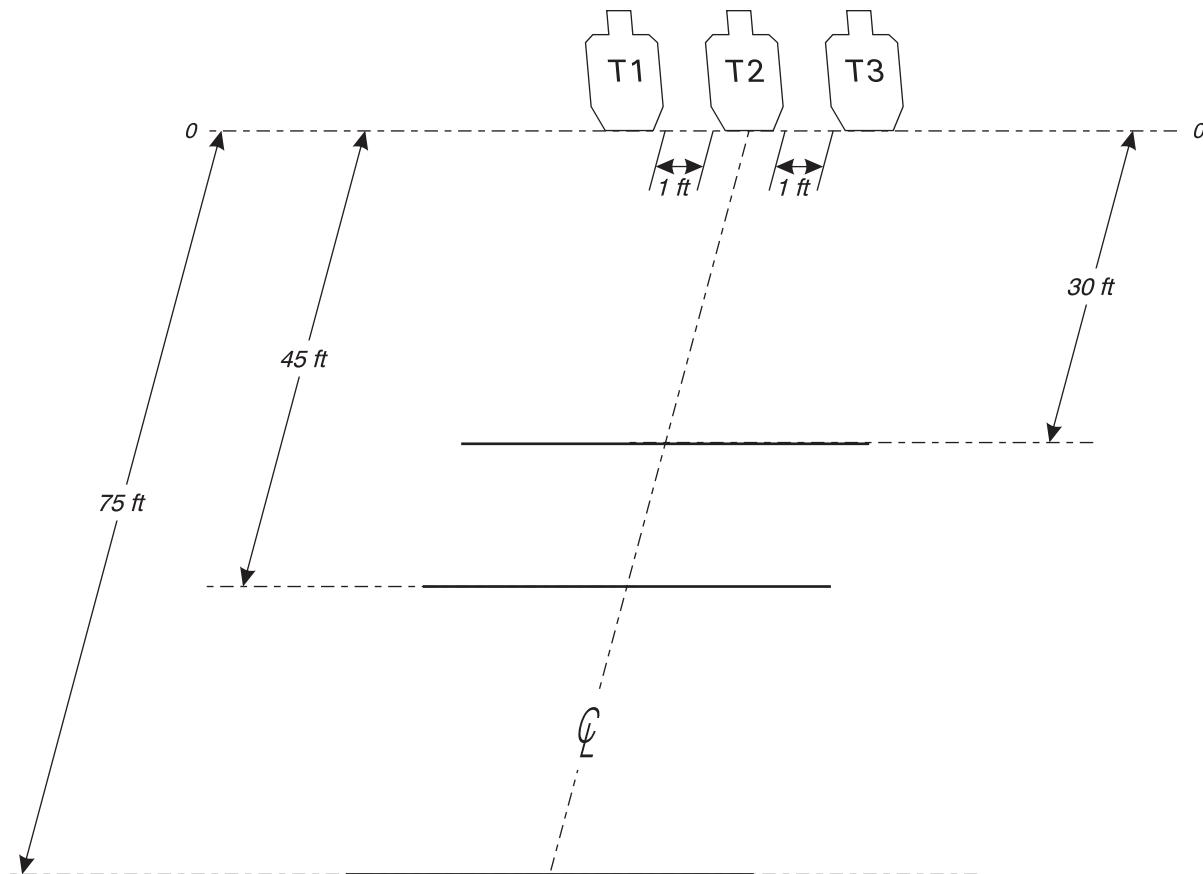
SCORING: Fixed Time, 24 rounds, 120 points

TARGETS: 3 Metric

SCORED HITS: Best 8/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Targets are 1 foot edge-to-edge. Array is centered on T2.



09-01 Six in Six Challenge

Written Stage Briefing

Six in Six Challenge is a 24 round, 120 point Fixed Time Standards shot in three strings. There are 3 Metric targets. The best 8 hits per target will score. The start signal is audible and the stop signal is audible. All strings are 6 seconds.

The start position is standing behind the appropriate fault line facing downrange with your hands relaxed at your sides. Your gun will be loaded and holstered. PCC start position is standing behind the appropriate fault line, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String #1 from 25-yards: On the start signal, engage each target with only two rounds each freestyle, make a mandatory reload and reengage each target with only two rounds each, freestyle.

String #2 from 15 yards: On the start signal, engage each target with only two rounds each strong hand only. PCC—strong shoulder only.

String #3 from 10 yards: On the start signal, engage each target with only two rounds each weak hand only. PCC—weak shoulder only.





CM 09-01

Six In Six Challenge

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1 **8**

T2 **8**

T3 **8**

TOTAL HITS **24**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

8
8
8

FIXED TIME PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

LATE SHOT (-5 EACH)

MINUS PENALTIES OF
EQUALS TOTAL SCORE



REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

--

NAME _____ USPSA _____



CM 09-02

Diamond Cutter

RULES: USPSA Handgun Competition Rules, current edition

START POSITION: Standing in shooting area, facing up range, toes against back of box, hands relaxed at sides. Handgun is loaded and holstered.

STAGE PROCEDURE

On signal, turn, then draw and engage targets with two rounds each while remaining in shooting area.

SCORING

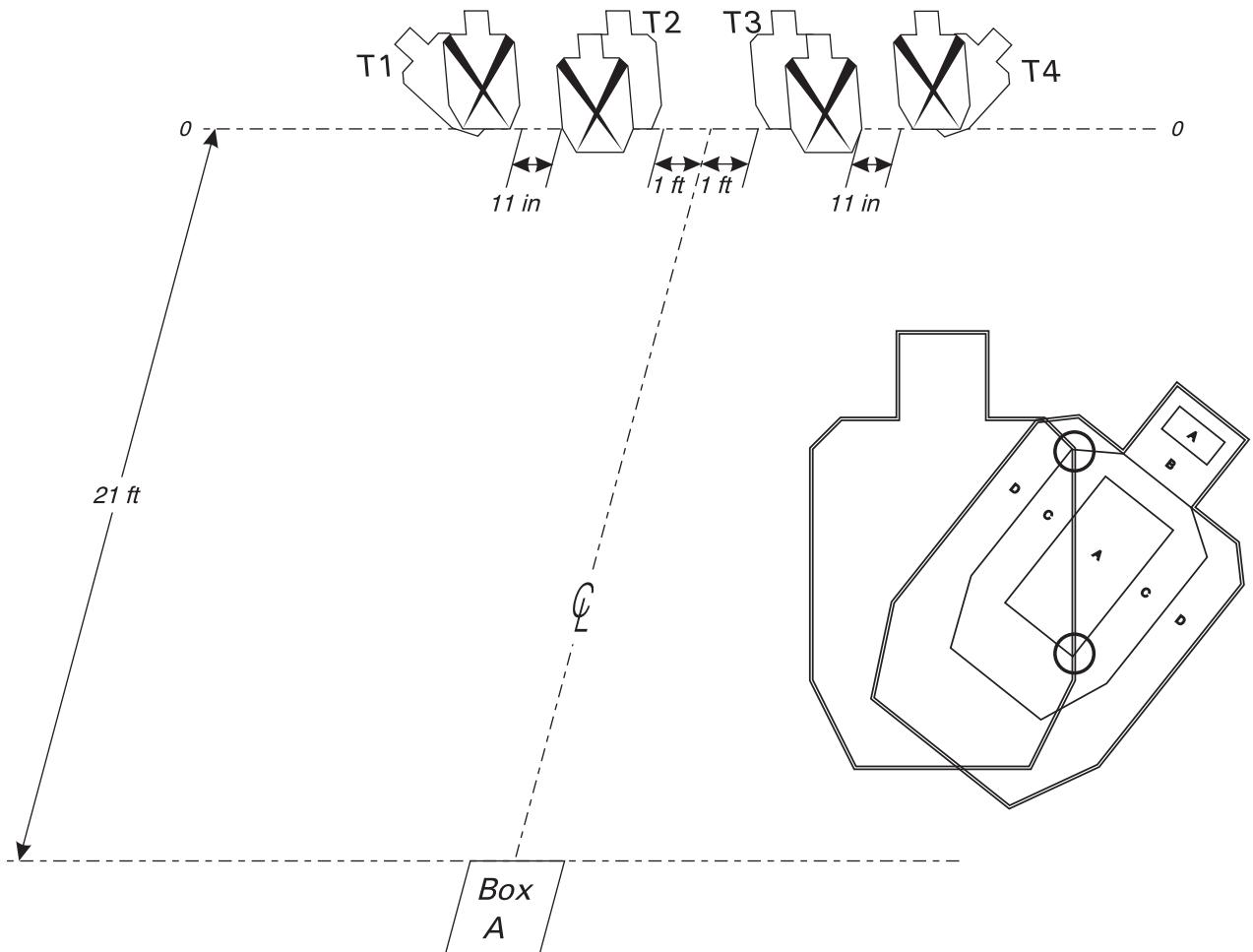
SCORING: Virginia Count, 8 rounds, 40 points

TARGETS: 4 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: T2 and T3 are 2 feet apart edge to edge, or one foot off center line. The distance between no-shoots on both sides is 11 inches edge to edge. No-shoots on T2 and T3 have top of no-shoot with top of shoulder and with no-shoot scoring line vertically in the middle of the A zone.



Angle T1 and T4 as indicated in the inset above. The scoring lines or points of the no-shoot will overlay the scoring line or point of the shoot target. The circles in the inset above show the key alignment points. Targets are 55 inches high at the shoulders. Box A is 3 feet by 3 feet.

09-02 Diamond Cutter

Written Stage Briefing

Diamond Cutter is an 8 round, 40 point Virginia Count Short classifier course. There are 4 Metric targets. The best two hits per target will score. The start signal is audible.

The start position is standing in box A facing uprange with your toes against the marks on the back of the box. Your hands will be relaxed at your sides. Your gun will be loaded and holstered. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, turn then draw and engage each target with only 2 rounds each from within the fault lines. No turn for PCC.





CM 09-02

Diamond Cutter

TGT **A** **B** **C** **D** **M**
 USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

T4

2

TOTAL HITS

8

MAJ X5 X4 X4 X2 X-10
 MIN X5 X3 X3 X1 X-10

STATS ONLY + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL
(-10 EACH)

NO-SHOOT HIT
(-10 EACH)

EXTRA SHOT
(-10 EACH)

EXTRA HIT
(-10 EACH)

TIME**TOTAL TIME**

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



Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** 1911 Single Stack Design Team

START POSITION: Standing in shooting area behind table, hands naturally at sides, loaded firearm and extra ammo on table.

STAGE PROCEDURE

String 1: On signal, engage targets with only two rounds each.

String 2: On signal, engage each target with only two rounds each.

Both strings will start with gun on the table. All ammo for the stage will be on the table. Gun is not to be propped up in any manner. All rounds must be fired from within the shooting area.

SCORING

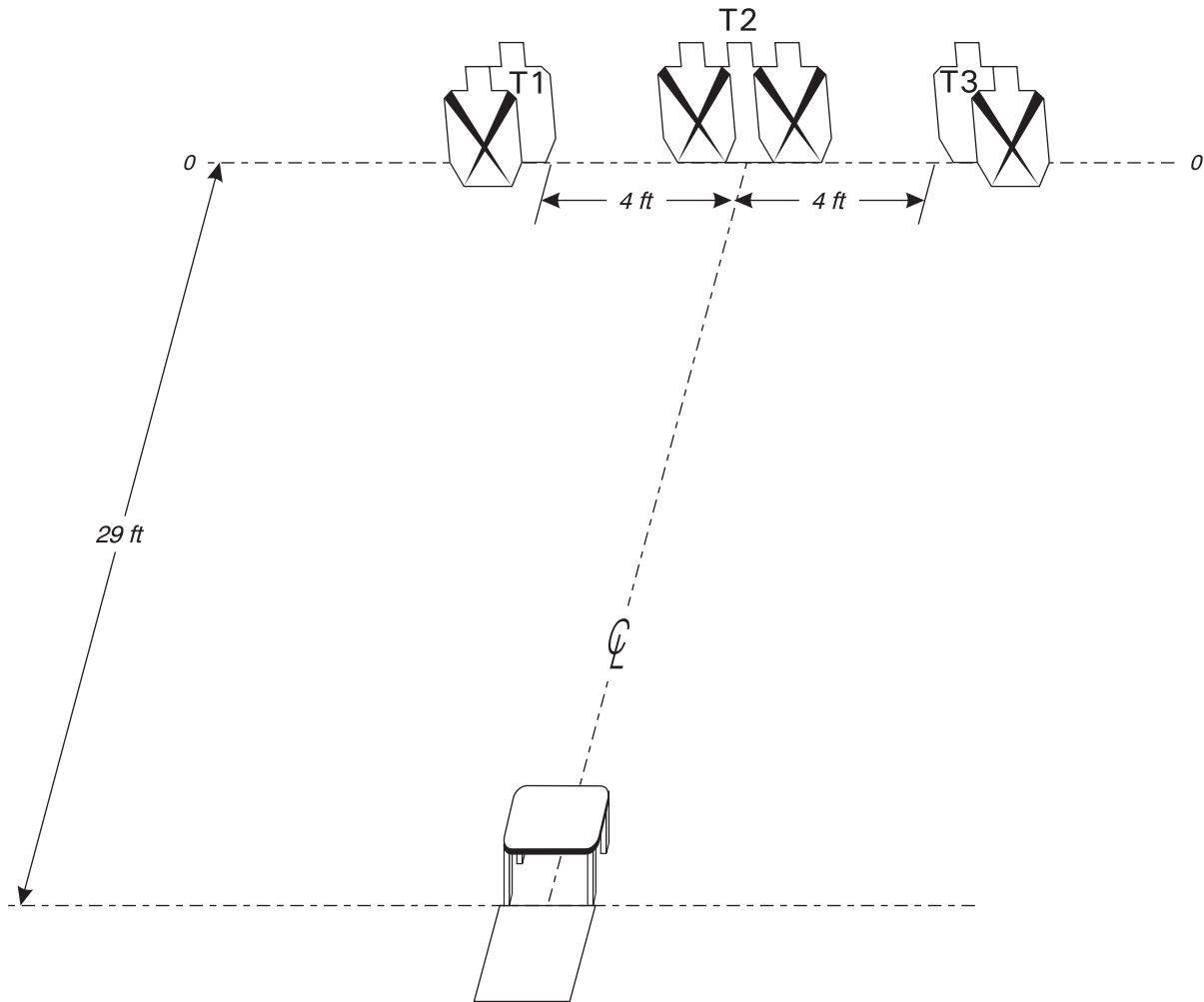
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Shoot targets are 58 inches high at shoulders. Table top is 30 inches high. No-shoots on T1 and T3 are set so top of no-shoot is even with top of shoulder and the no-shoot's scoring line is vertically in the middle of the A-zone scoring line. No-shoots on T2

are set so the scoring lines overlay the A-zone scoring lines. T2 and both no-shoots are set to the same height.



09-03 Oh No

Written Stage Briefing

Oh No is a 12 round, 60 point Virginia Count Standards shot in two strings. There are 3 Metric targets. The best 4 hits per target will score. The start signal is audible.

The start position is standing inside the fault lines, behind the table, facing downrange with your hands relaxed at your sides. Your gun will be loaded and placed flat on the table muzzle down range with all extra ammo. Your gun may not be propped up in any manner. (Same for PCC)

String #1: On the start signal, engage each target with only 2 rounds freestyle, from within the fault lines.

String #2: On the start signal, draw and engage each target with only 2 rounds freestyle, from within the fault lines.





CM 09-03

Oh No

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>	4				
T2	<input type="text"/>	4				
T3	<input type="text"/>	4				

TOTAL HITS 12MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

TIME
STRING 1

STRING 2

TOTAL TIME

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



Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver

START POSITION: Standing in shooting area facing downrange, hands naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, engage targets with only two rounds each from the shooting area.

SCORING

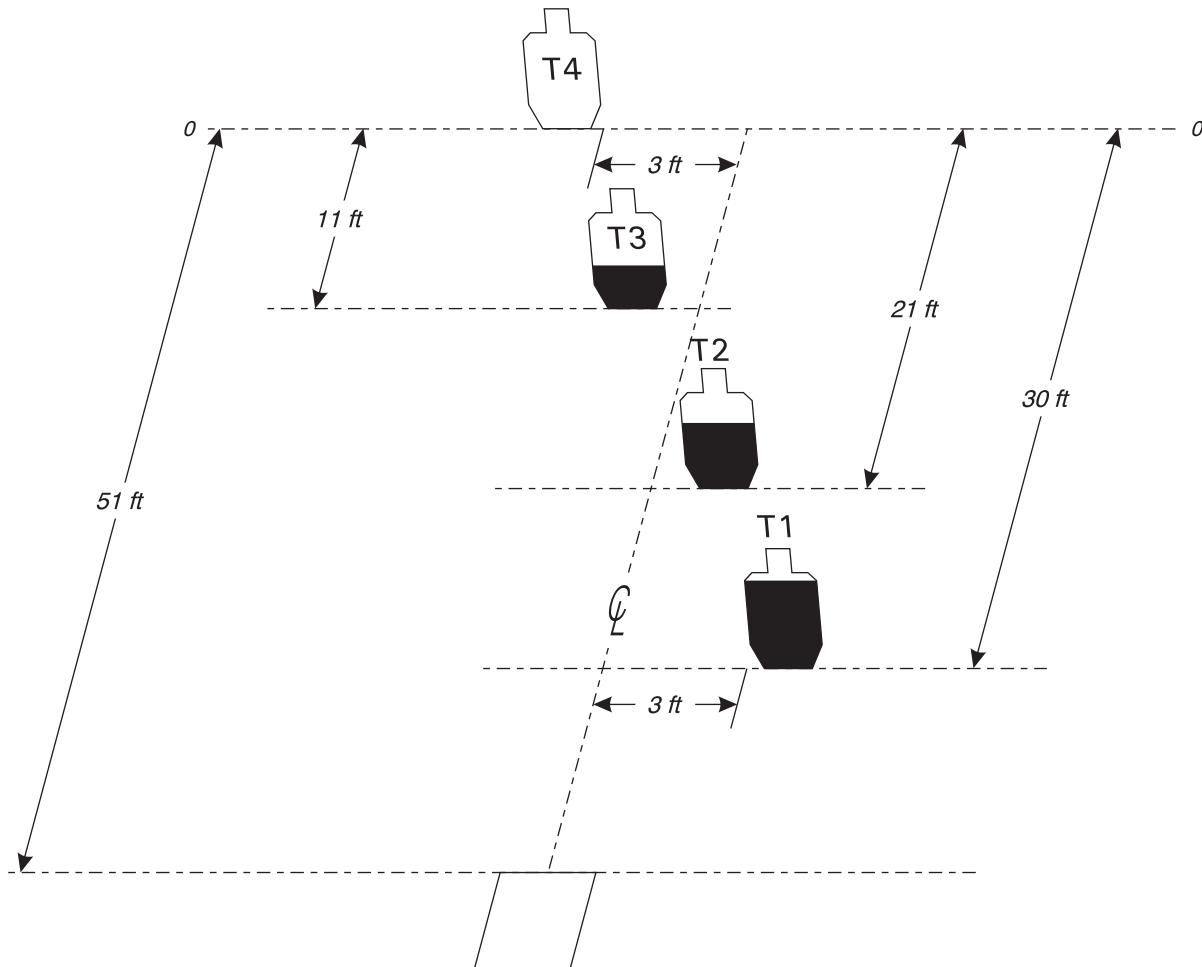
SCORING: Virginia Count, 8 rounds, 40 points

TARGETS: 4 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Inside edges of T2 and T3 are six inches from the center line. Hard cover on T1 covers to top of A-zone. Hard cover on T2 covers to center of A-zone. Hard cover on T3 covers to bottom of A-zone.



09-04 Pucker Factor

Written Stage Briefing

Pucker Factor is an 8 round, 40 point Virginia Count Short classifier course. There are 4 Metric targets. The best 2 hits per target will score. The start signal is audible.

Your start position is standing within the fault lines, facing downrange, your hands relaxed at your sides. Your gun will be loaded and holstered.

PCC start position is standing within the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, draw and engage each target with only 2 rounds each, freestyle, while remaining within the fault lines.





CM 09-04

Pucker Factor

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

T4

2

TOTAL HITS

8

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

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

TOTAL TIME**REMARKS**

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Nationals Design Team

START POSITION: Facing downrange, hands above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

All strings are seven seconds.

String 1: 120 ft. Engage T1-T4 with only one round, make a mandatory reload and engage T1-T4 with only one round freestyle.

String 2: 75 ft. Engage T1-T4 with only one round, make a mandatory reload and engage T1-T4 with only one round strong hand only.

String 3: 45 ft. Engage T1-T4 with only one round, make a mandatory reload and engage T1-T4 with only one round weak hand only.

SCORING

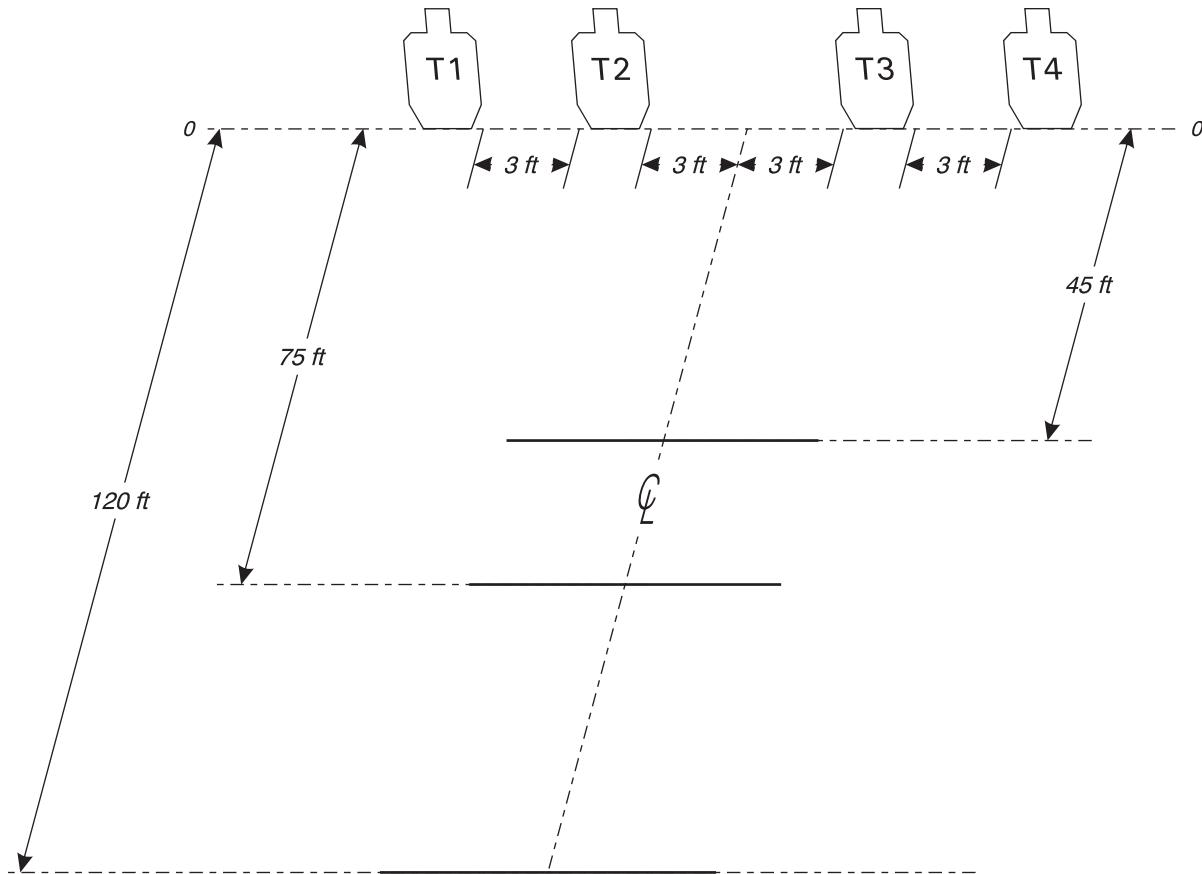
SCORING: Fixed Time, 24 rounds, 120 points

TARGETS: 4 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders.



09-05 Quad Standards

Written Stage Briefing

Quad Standards is a 24 round, 120 point Fixed Time Standards shot in three strings. There are 4 Metric targets. The best 6 hits per target will score. The start signal is audible, the stop signal is audible. (Or, can be visual) **All strings will be 7 seconds.**

The start position is standing behind the appropriate fault line facing downrange with your wrists above your respective shoulders. Your gun will be loaded and holstered. PCC start position is standing behind the appropriate fault line, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String #1, 40-yards: On the start signal, engage each target with only one round each freestyle, make a mandatory reload and reengage each target with only one round each, freestyle.

String #2, 25 yards: On the start signal, engage each target with only one round each freestyle, make a mandatory reload and reengage each target with only one rounds each strong hand only. PCC—strong shoulder only.

String #3, 15 yards: On the start signal, engage each target with only one round each freestyle, make a mandatory reload and reengage each target with only one rounds each weak hand only. PCC—weak shoulder only.





CM 09-05

Quad Standards

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"/>
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MAJ	X5	X4	X4	X2	No miss penalty
MIN	X5	X3	X3	X1	
STATS ONLY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**6
6
6
6**

24

FIXED TIME PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

LATE SHOT (-5 EACH)

MINUS PENALTIES OF
EQUALS TOTAL SCORE



REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Ken Hicks - modifications by US Design Team

START POSITION: Facing downrange, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

All strings are seven seconds.

String 1: 120 ft. Engage T1-T4 with only one round, make a mandatory reload and engage T1-T4 with only one round freestyle.

String 2: 75 ft. Engage T1-T4 with only one round, make a mandatory reload and engage T1-T4 with only one round strong hand only.

String 3: 45 ft. Engage T1-T4 with only one round, make a mandatory reload and engage T1-T4 with only one round weak hand only.

SCORING

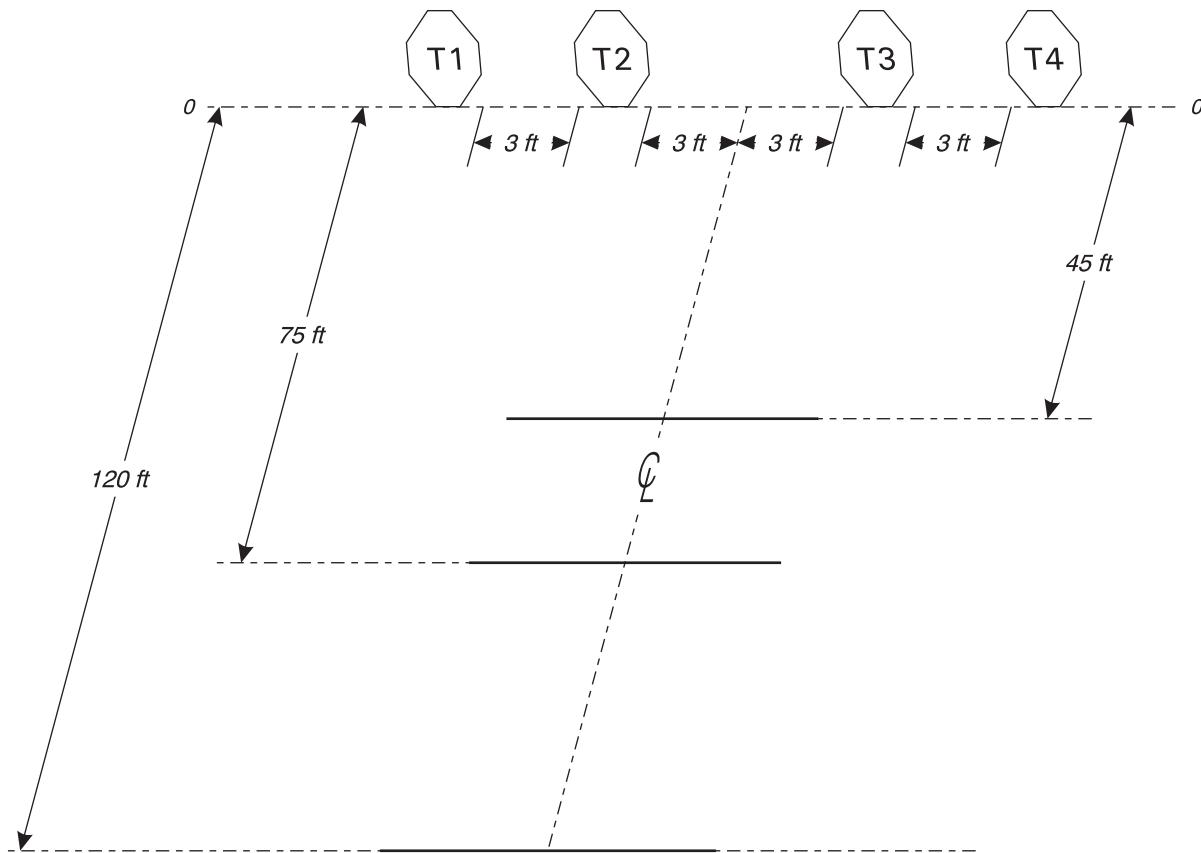
SCORING: Fixed Time, 24 rounds, 120 points

TARGETS: 4 Classic

SCORED HITS: Best 6/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 4 feet high at top edge.



09-06 Quad Standards 2

Written Stage Briefing

Quad Standards 2 is a 24 round, 120 point Fixed Time Standards shot in three strings. There are 4 Classic targets. The best 6 hits per target will score. The start signal is audible, the stop signal is audible. (Or, can be visual) **All strings will be 7 seconds.**

The start position is standing behind the appropriate fault line facing downrange with your wrists above your respective shoulders. Your gun will be loaded and holstered. PCC start position is standing behind the appropriate fault line, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String #1, 40-yards: On the start signal, engage each target with only one round each freestyle, make a mandatory reload and reengage each target with only one round each, freestyle.

String #2, 25 yards: On the start signal, engage each target with only one round each freestyle, make a mandatory reload and reengage each target with only one rounds each strong hand only. PCC—strong shoulder only.

String #3, 15 yards: On the start signal, engage each target with only one round each freestyle, make a mandatory reload and reengage each target with only one rounds each weak hand only. PCC—weak shoulder only.





CM 09-06

Quad Standards 2

TGT	A	C	D	M					
USE NUMBERS - NOT HASHMARKS									
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6				
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6				
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6				
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6				
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24				
MAJ	X5	X4	X2	No miss penalty					
MIN	X5	X3	X1						
STATS ONLY	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>

FIXED TIME PENALTIES	
<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	EXTRA SHOT (-10 EACH)
<input type="text"/>	EXTRA HIT (-10 EACH)
<input type="text"/>	LATE SHOT (-5 EACH)

MINUS PENALTIES OF
EQUALS TOTAL SCORE



Shooter:	REMARKS
RO:	

SHOOTER NUMBER

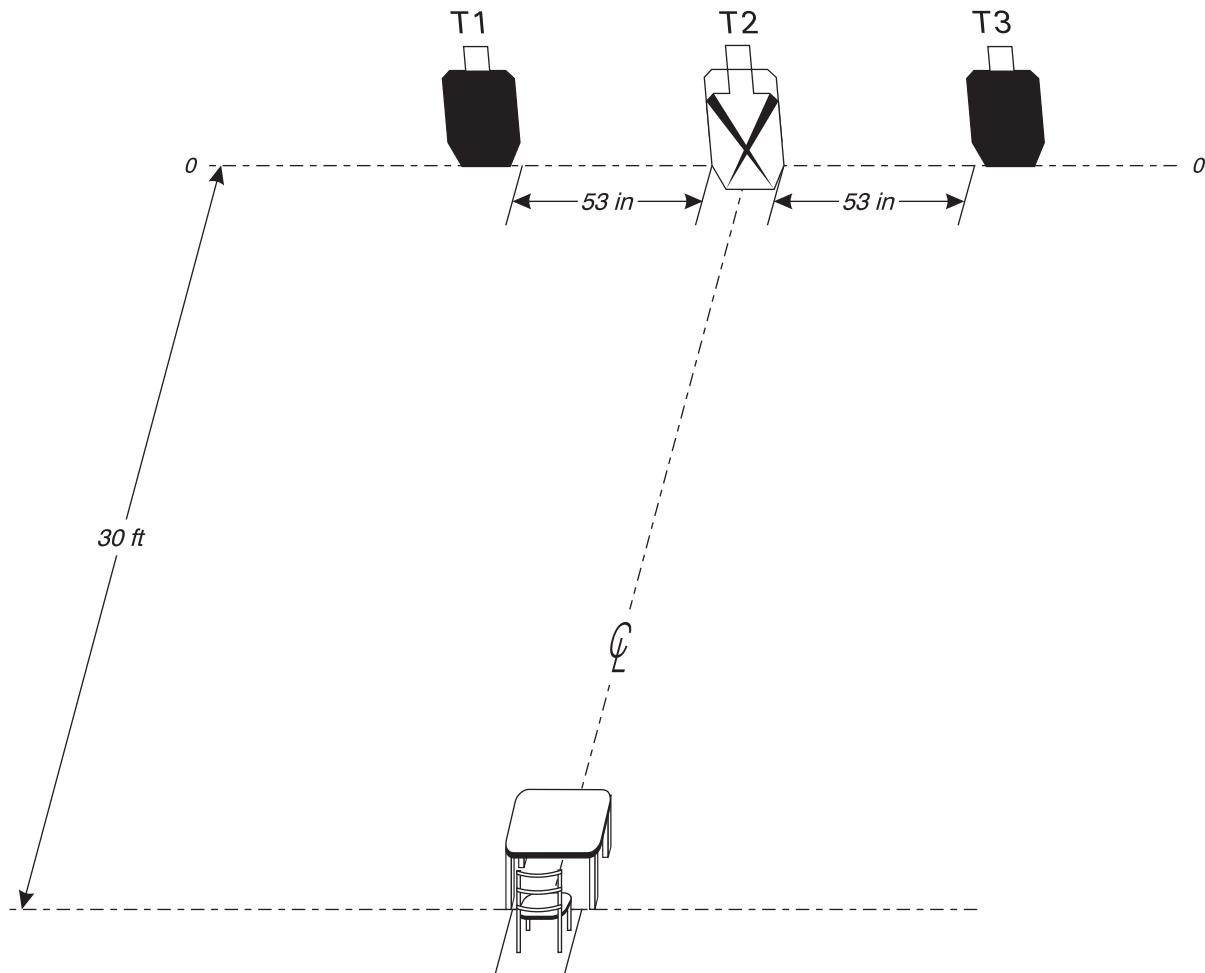
Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____

**CM 09-07****It's Not Brain Surgery****RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver**START POSITION:** Sitting fully in chair, hands behind head, fingers interlaced. Handgun will be loaded and on table with muzzle pointing downrange.**STAGE PROCEDURE**

On signal, draw and engage targets with two rounds each while remaining in the shooting area.

SCORING**SCORING:** Comstock, 6 rounds, 30 points**TARGETS:** 3 Metric**SCORED HITS:** Best 2/paper**START - STOP:** Audible - Last shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules**SETUP NOTES:** T1 and T3 are 53 inches edge to edge from the center array. All targets are 5 feet high at shoulders. Table is standard card table size. Shooting area is 3 ft by 3 ft, centered behind table.

Gun may not be propped up in any way.



09-07 It's Not Brain Surgery

Written Stage Briefing

It's Not Brain Surgery is a 6 round, 30-point Comstock Short Course. There are 3 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position will be seated on the chair, back against chair back, with your fingers laced behind your head. Your gun will be loaded and placed completely on the table, muzzle downrange. The gun must be lying flat and not propped up in any manner.

PCC: Same start position, loaded carbine—may extend past front of table, (i.e., downrange) but may not extend beyond the rear edge of the table.

On the start signal, engage targets from within the fault lines.





CM 09-07

It's Not Brain Surgery

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

TOTAL HITS

6

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)

TIME



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

REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver

START POSITION: Standing centered in the shooting area, hands on the marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, draw and engage targets while remaining in the shooting area.

SCORING

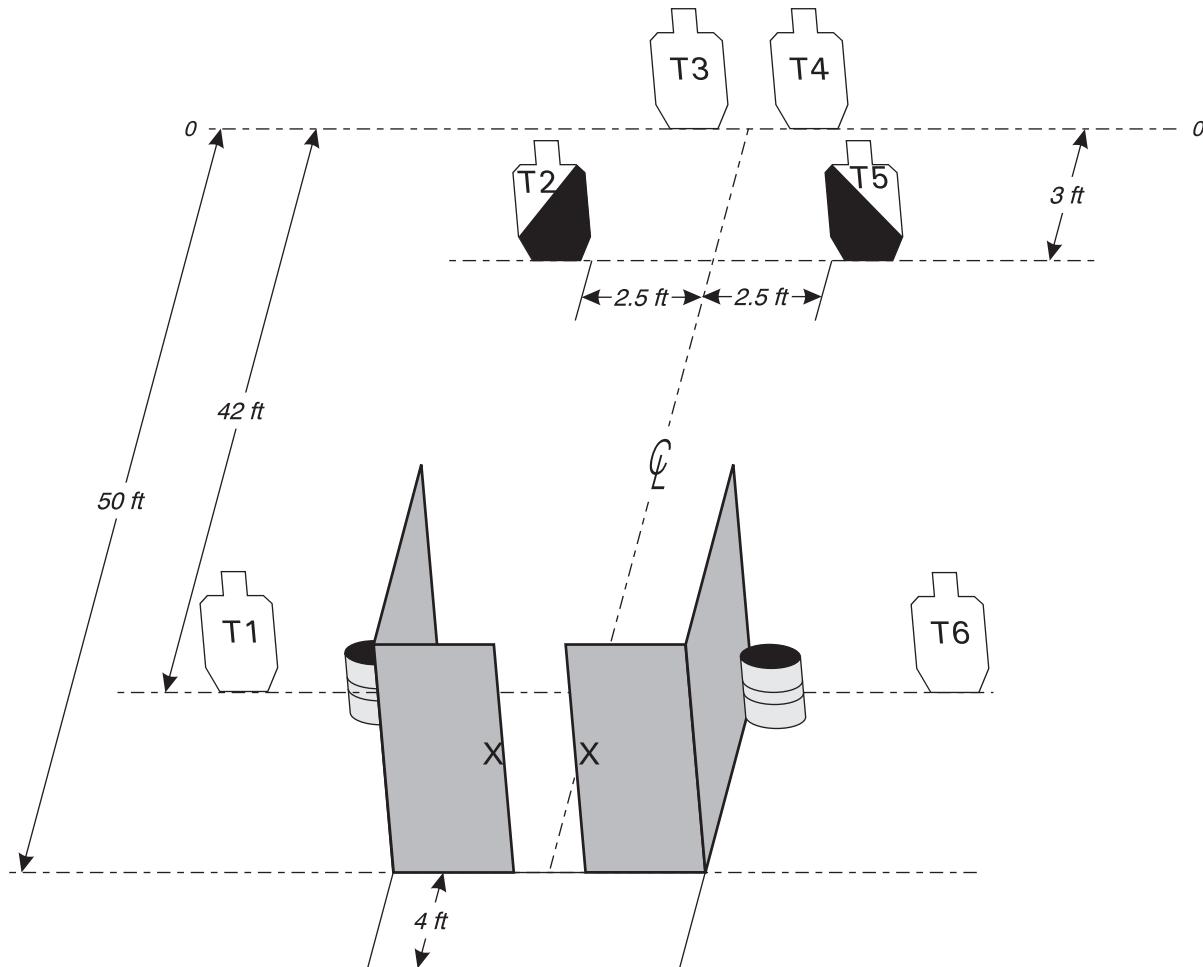
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: T2, T3, T4, and T5 are 5 feet high at shoulders. T1 and T6 are 4 feet high at shoulders. T3 and T4 are 12 inches apart edge to edge (6 inches left and right of centerline). T1 and T6 are 66 inches left and right of the barricade walls. The side walls of the barricade are 8 feet by



8 feet. The front walls are 4 feet by 8 feet with a 19-inch wide gap between them. Place the barrels so they are against the walls with the back of the barrels even with the back edge of the walls. X marks for hand positions are 4 feet up on the wall at the edge of the port. Barrels are plastic blue water barrels.

09-08 Crackerjack

Written Stage Briefing

Crackerjack is a 12 round, 60-point Comstock Classifier course. There are 6 Metric targets. The best two hits per target will score. The start signal is audible.

The start position will be centered within the fault lines. Your hands will be on the marks on the wall. Your gun will be loaded and holstered. PCC start position is standing centered behind the wall, facing downrange, stock on belt, muzzle touching one of the marks, loaded carbine held in both hands with safety on.

On the start signal, engage targets while remaining in shooting area.





CM 09-08

Crackerjack

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

TOTAL HITS **12**

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

TIME



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

<input type="text"/>

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Nationals Design Team

START POSITION: Standing behind the line, facing down range, hands relaxed at sides. Handgun is loaded and holstered.

STAGE PROCEDURE

Set timer to five seconds for all strings.

String 1: 75 ft. On signal, draw and engage targets with only two rounds each.

String 2: 45 ft. On signal, draw and engage targets with only one round each, make a mandatory reload, and reengage targets with only one round each.

String 3: 30 ft. On signal, draw and engage targets with only two rounds each strong hand only.

SCORING

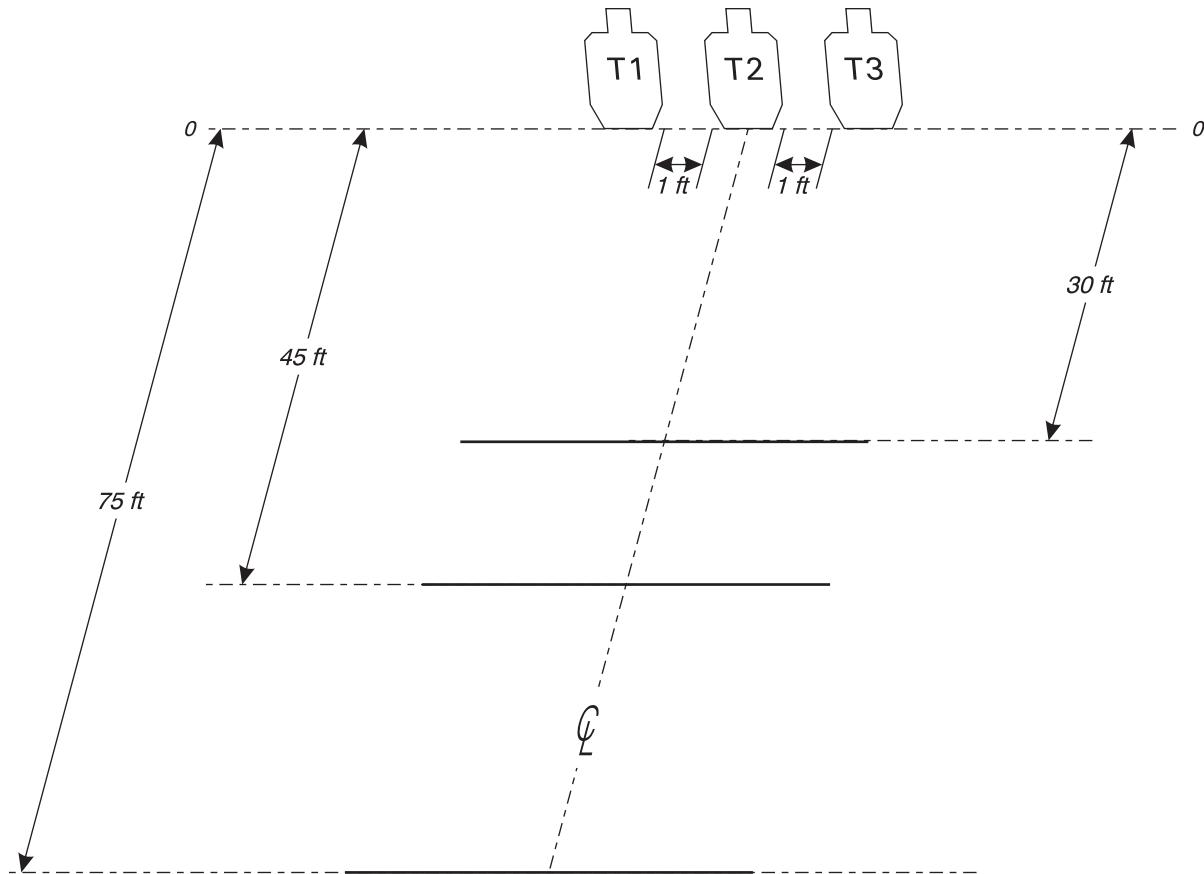
SCORING: Fixed Time, 18 rounds, 90 points

TARGETS: 3 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Targets are 12 inches edge to edge. T2 is at the center of the array.

Set timer according to rule 9.4.6.2.



09-09 Lightning and Thunder

Written Stage Briefing

Lightning and Thunder is an 18 round, 90 point Fixed Time Standards shot in three strings. There are 3 Metric targets. The best 6 rounds per target will score. The start signal is audible, the stop signal is audible. (Or, can be visual.) **All strings will be 5 seconds.**

The start position is standing behind the appropriate fault line facing downrange with your hands relaxed at your sides. Your gun will be loaded and holstered. PCC start position is standing behind the appropriate fault line, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1, 25 yards: On the start signal, engage each target with only two rounds each freestyle.

String 2, 15 yards: On the start signal, engage each target with only one round each make a mandatory reload and reengage each target with only one round each, freestyle.

String 3, 10 yards: On the start signal, engage each target with only two rounds each strong hand only. PCC—Strong shoulder only.





CM 09-09

Lightning And Thunder

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>	6				
T2	<input type="text"/>	6				
T3	<input type="text"/>	6				
TOTAL HITS	<input type="text"/>	18				

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

FIXED TIME PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

LATE SHOT (-5 EACH)

MINUS PENALTIES OF
EQUALS TOTAL SCORE



Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

<input type="text"/>

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Nationals Design Team

START POSITION: Standing in shooting area, heels against the marks, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, draw and engage targets while remaining in the shooting area.

SCORING

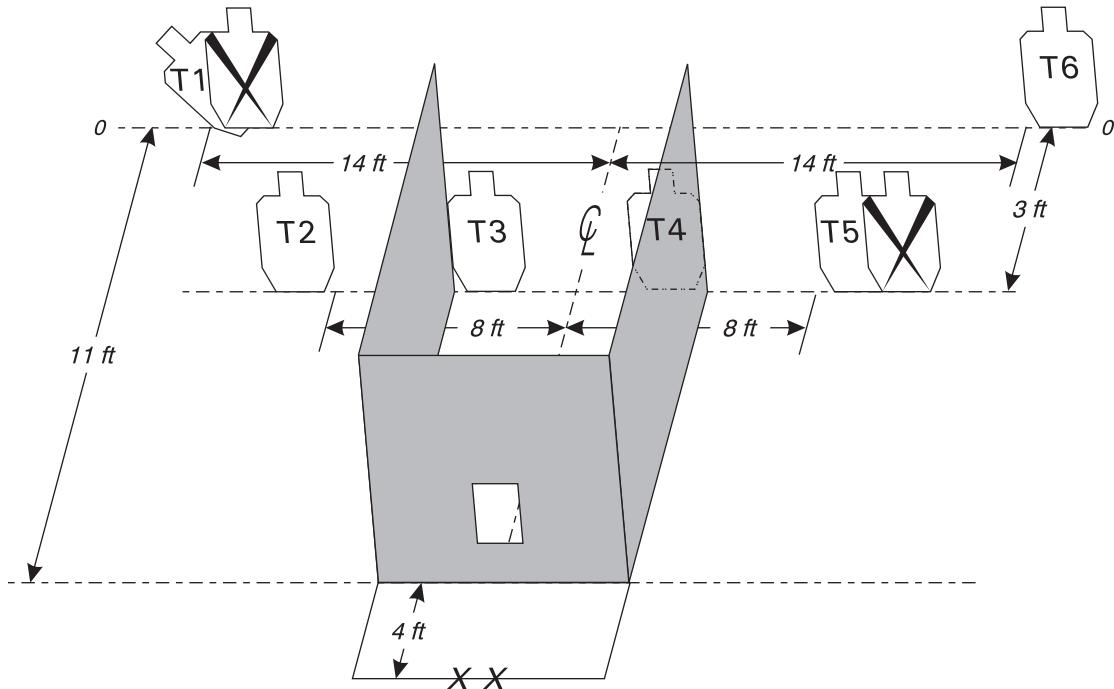
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: The port on the wall is 18 inches wide, 21 inches tall, and is 14 inches above the ground centered in an 8-foot-wide wall section. T3 and T4 are 32 inches high at the shoulders. The remaining targets

are 5 feet high at shoulders. The side walls of the barricade are 8 feet by 8 feet. The distance to T1 is to the far edge of the no-shoot where T1 is visible. Angle T1 at 45 degrees with the upper shoulder corner of the no-shoot over the lower shoulder corner of T1.



09-10

Life's Little Problems

Written Stage Briefing

Life's Little Problems is a 12 round, 60-point Comstock Medium classifier course. There are 6 Metric targets. The best two hits per target will score. The start signal is audible.

The start position will be standing with your heels on the marks with your hands relaxed at your sides. Your gun will be loaded and holstered. PCC start position is standing with heels on the marks, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, engage targets while remaining in shooting area.





CM 09-10

Life's Little Problems

TGT A B C D M
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

TOTAL HITS 12

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

COMSTOCK
PENALTIES

PROCEDURAL (-10 EACH)
NO-SHOOT HIT (-10 EACH)

TIME

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

<input type="text"/>

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver

START POSITION: Standing in shooting area, hands on the marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, draw and engage targets with only one round each from the shooting area.

All rounds must pass through the port.

SCORING

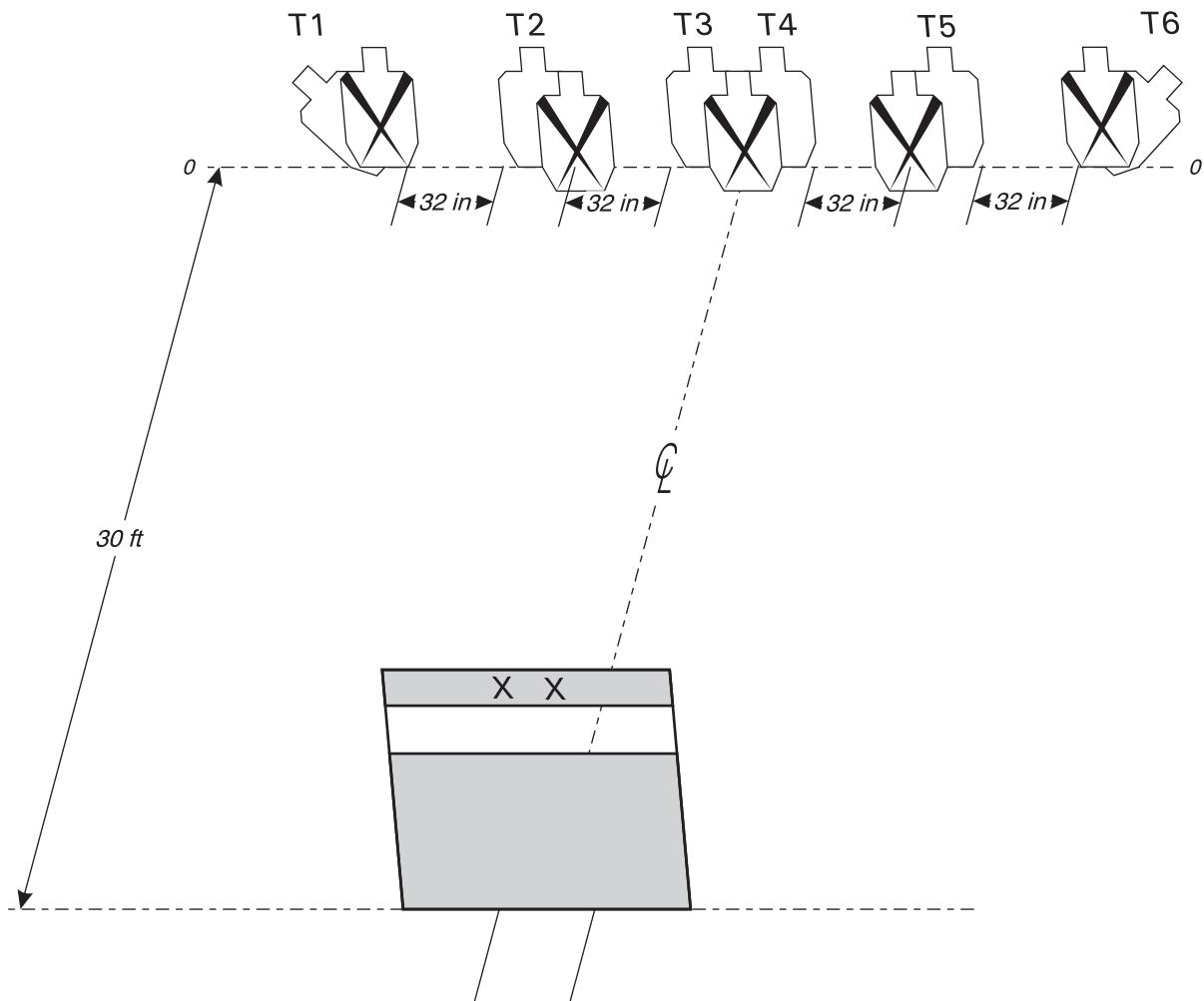
SCORING: Virginia Count, 6 rounds, 30 points

TARGETS: 6 Metric

SCORED HITS: Best 1/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting box is 3' by 3'. Lower portion of barricade is 8 feet wide and four feet high. A 12-inch shooting port is above the lower barricade and a 12-inch high view block with the hand marks is above the shooting port. Place the X marks six inches left and right of the centerline.



The shoot targets are 32 inches apart from one edge of a shoot target to the next edge or corner of a shoot target. T1 and T6 are angled at 45 degrees with the upper corner shoulder of the no-shoot over the lower shoulder corner of the shoot target. See Setup Notes on 09-02 for No-shoot placement on T2 and T5.

09-11 Razors Edge

Written Stage Briefing

Razors Edge is a 6 round, 30 point Virginia Count Classifier course. There are 6 Metric targets. The best hit per target will score. The start signal is audible.

The start position is standing within the fault lines facing downrange, your hands on top of the wall, on the marks. Your gun will be loaded and holstered.

PCC start position is standing within the fault lines, facing downrange, muzzle touching one of the marks, loaded carbine held in both hands, unshouldered, with safety on.

On the start signal, from within the fault lines, engage each target with only 1 round each. All rounds must pass through the port.



09-11 Razors Edge

Written Stage Briefing

Razors Edge is a 6 round, 30 point Virginia Count Classifier course. There are 6 Metric targets. The best hit per target will score. The start signal is audible.

The start position is standing within the fault lines facing downrange, your hands on top of the wall, on the marks. Your gun will be loaded and holstered.

PCC start position is standing within the fault lines, facing downrange, muzzle touching one of the marks, loaded carbine held in both hands, unshouldered, with safety on.

On the start signal, from within the fault lines, engage each target with only 1 round each. All rounds must pass through the port.





CM 09-11

Razor's Edge

TGT **A** **B** **C** **D** **M**

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

TOTAL HITS
1**1****1****1****1****1****6****COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

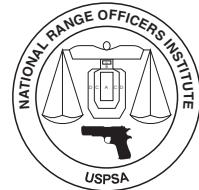
TIME
MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)**REMARKS**

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Nationals Design Team

START POSITION: Sitting fully in chair, hands behind head, fingers interlaced. Handgun is unloaded and lying flat on the table with the muzzle pointing downrange, slide forward/cylinder closed and hammer/striker fully down. All ammo for the stage must start on the table.

STAGE PROCEDURE

On signal, load pistol and engage targets while remaining in the shooting area. If a reload is needed, it must come from the ammo on the table.

SCORING

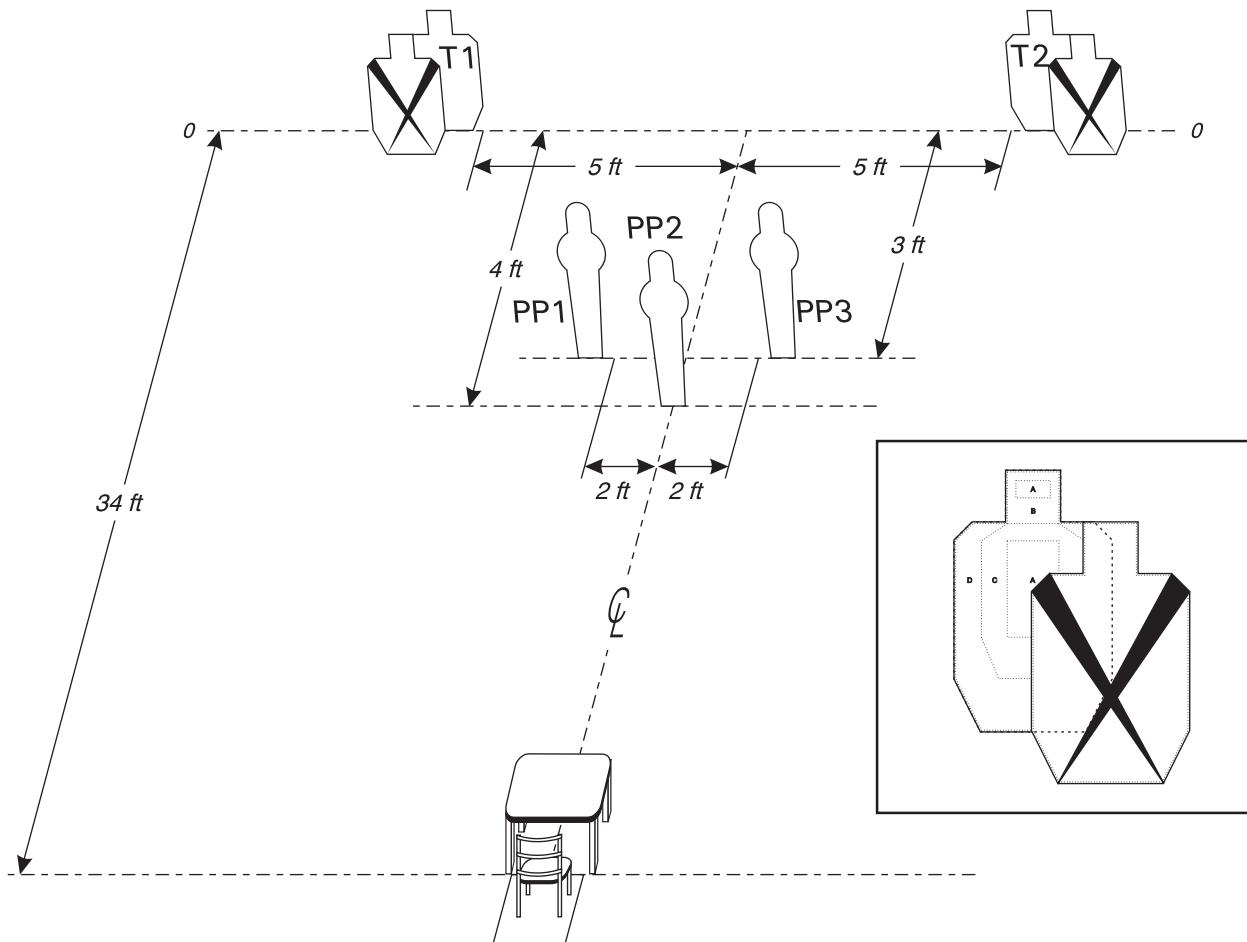
SCORING: Comstock, 7 rounds, 35 points

TARGETS: 2 Metric, 3 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: T1 and T2 are 5 feet from the center line to the edge of the target. Set paper targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. See inset for correct no-shoot placement. No-shoot scoring line runs down center of A zone.

RO NOTE: Gun may not be propped up in any way.



09-13 Table Stakes

Written Stage Briefing

Table Stakes is a 7 round, 35-point Comstock Short Course. There are 2 Metric targets and 3 Pepper poppers. The best two hits per paper will score, steel must fall to score. The start signal is audible.

The start position will be seated on chair with your back against the chair back, and fingers laced behind your head. Your gun will be unloaded and placed fully on the table, muzzle downrange. The gun must be flat and not propped up in any manner. All ammo to be used for the stage must start on the table. PCC start position is the same. The carbine may not extend past the rear edge of the table, but may extend downrange off the table.

On the start signal, load and engage targets while remaining in the fault lines.





CM 09-13

Table Stakes

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

STL

3

TOTAL HITS

7

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)

TIME



MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

TOTAL TIME

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

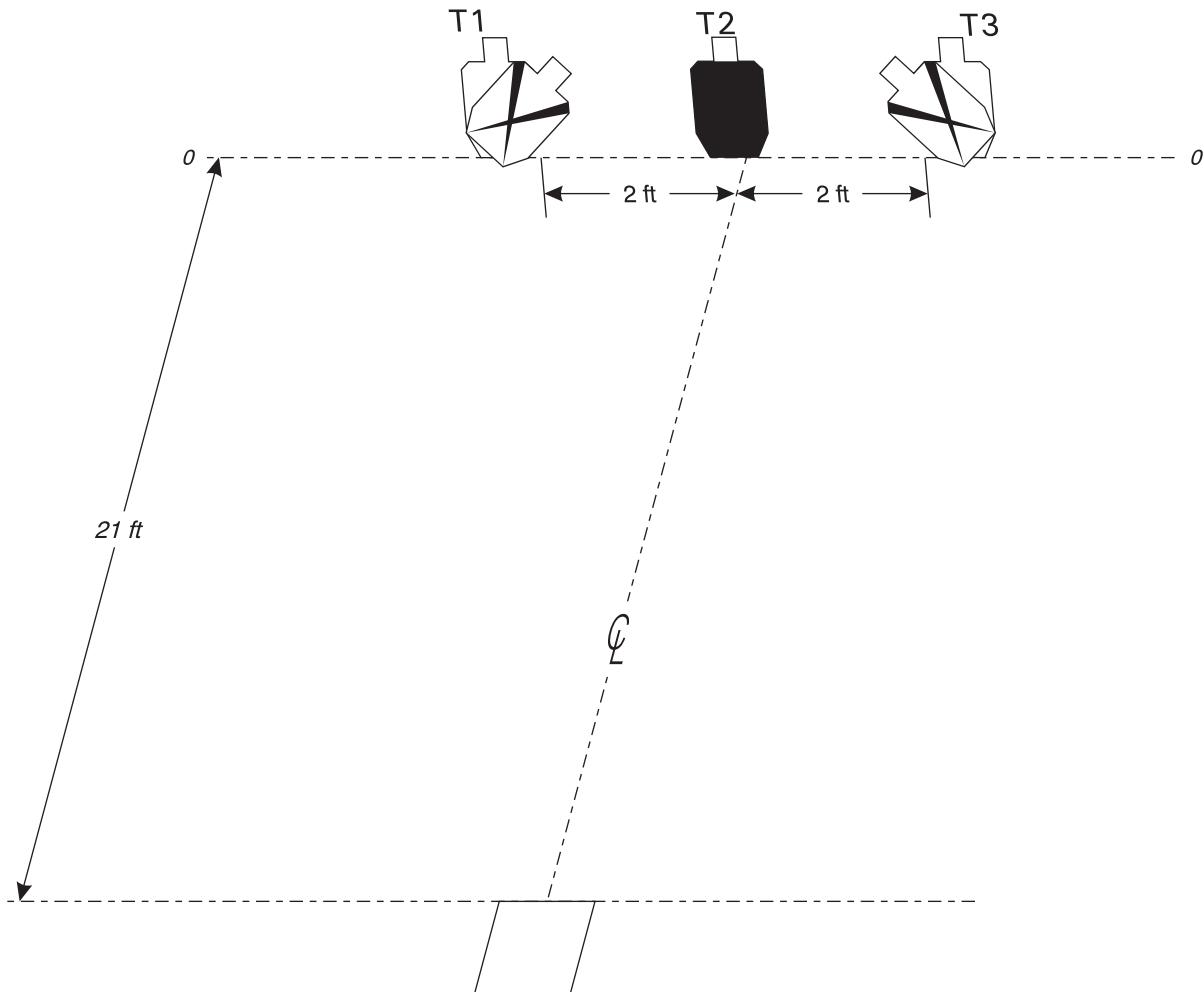
Sing. St.

MAJOR minor

NAME _____ USPSA _____

**CM 09-14****Eye Of The Tiger****RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver**START POSITION:** Standing in shooting area facing directly uprange, toes against the back of the box, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.**STAGE PROCEDURE**

On signal, turn, then draw and engage targets with only two rounds each from the shooting area.

SCORING**SCORING:** Virginia Count, 6 rounds, 30 points**TARGETS:** 3 Metric**SCORED HITS:** Best 2/paper**START - STOP:** Audible - Last shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. No-shoots are angled at 45 degrees to shoot targets. Overlay the top shoulder point of the no-shoots with the top shoul-

der point of each target. The 45-degree shoulder angle should be parallel with the top horizontal edge of each target.



09-14 Eye of the Tiger

Written Stage Briefing

Eye of the Tiger is a 6 round, 30 point Virginia Count Classifier Course. There are 3 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position is standing within the fault lines facing directly uprange, toes against the back of the box. Your hands will be hanging relaxed at your sides. Your gun will be loaded and holstered.

PCC start position is standing within the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, turn then draw and engage each target with only 2 rounds each while remaining in shooting area. No turn for PCC.





CM 09-14

Eye Of The Tiger

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

TOTAL HITS

6

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - =

VIRGINIA COUNT PENALTIES

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

TIME

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



REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Robert Porter

START POSITION: Standing inside the fault lines, toes touching marks, facing uprange, wrists above respective shoulders. Gun is loaded and holstered.

STAGE PROCEDURE

Upon start signal, turn, then draw and engage either the upper or lower three targets with only two rounds each, perform a mandatory reload, and engage the remaining three-target array with only two rounds each from within the box.

SCORING

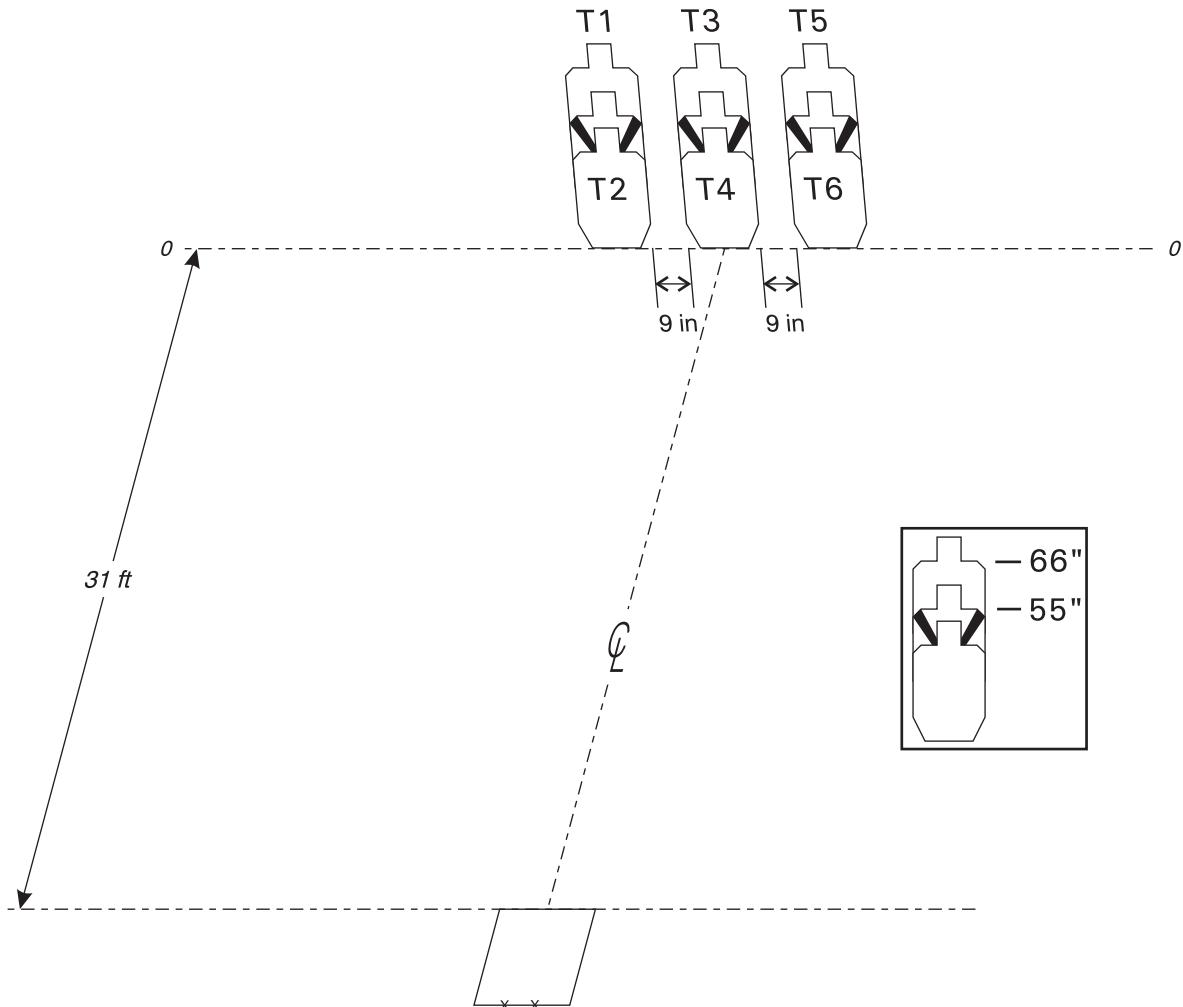
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last Shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Targets are set at 31 feet from the front of the shooting box, and are spaced 9 inches apart, edge to edge. The shoulders of T1, T3, and T5 are at 66 inches. The shoulders of the no-shoots are at 55 inches. Set the top edges of T2, T4, and T6 at 7.5 inches below



the top edge of the no-shoot.) All targets must be aligned vertically, edge to edge. The shooting box is a standard 3 foot by 3 foot box. The X marks are to be 12 inches in from each side of the box.

13- 01 Disaster Factor

Written Stage Briefing

Disaster Factor is a 12 round, 60 point Virginia Count classifier course. There are 6 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position is standing inside the fault lines, facing uprange with your wrists above your respective shoulders, toes touching the marks. Your gun will be loaded and holstered. PCC start position is standing inside the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, turn then draw and engage either the upper or lower three target array with only 2 rounds per target, make a mandatory reload and engage the other 3 target array with only 2 rounds per target while remaining in the shooting area. No turn for PCC.

You may engage the targets in each array in any order, but must make a reload before changing arrays.





CM 13-01

Disaster Factor

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

2**2****2****2****2****2****12**

**VIRGINIA COUNT
PENALTIES**

PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

TOTAL HITS

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =



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

TIME**TOTAL TIME****REMARKS**

Shooter:

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

<input type="text"/>

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** US Nationals Design Team

START POSITION: Standing inside the fault lines, facing downrange, hands naturally at your sides. Gun is loaded and holstered.

STAGE PROCEDURE

On the start signal, engage each target with two rounds only from within the fault lines.

SCORING

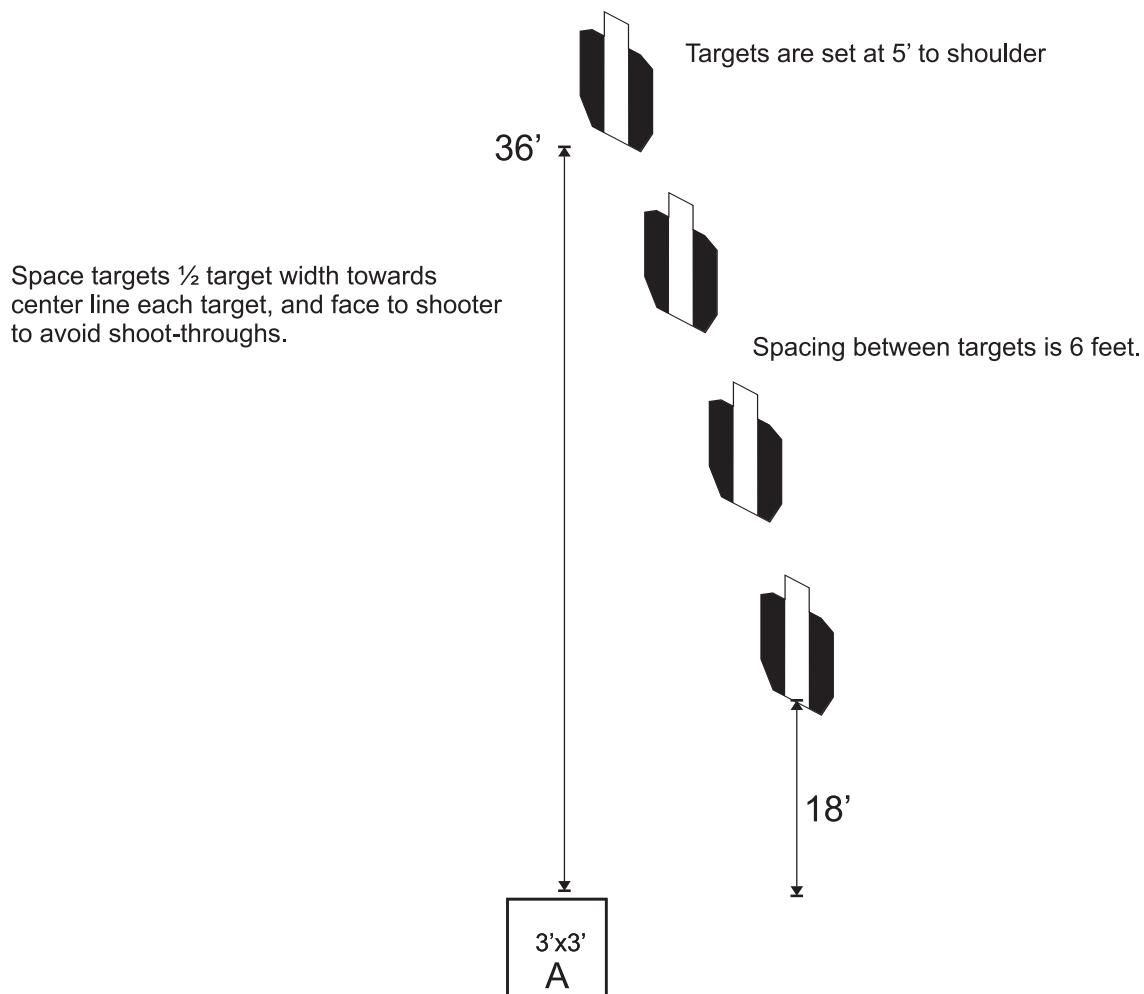
SCORING: Virginia Count, 8 rounds, 40 points

TARGETS: 4 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Targets are spaced 6 feet apart, and a half-target width towards the center line. T1 is at 36 feet, T4 is at 18 feet from front of shooting area A. Hard cover is painted edge to edge of A scoring zone.



CM 13-02 Down the Middle

Written Stage Briefing

Down the Middle is an 8 round, 40 point Virginia Count classifier course. There are 4 Classic targets. Best two hits per target will score. The start signal is audible.

The start position is standing inside Box A, hands naturally at sides, facing downrange. Your handgun is loaded and holstered.

PCC start position is standing inside Box A, facing downrange, loaded carbine held in both hands with stock on belt, muzzle downrange, safety on.

Upon the audible signal, from within Box A, engage each target with two rounds only.





CM 13-02

Down The Middle

TGT **A** **B** **C** **D** **M**
USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

T4

2

TOTAL HITS

8

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10

STATS ONLY + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME



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

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Chad Rausch

START POSITION: Standing in Area A, facing downrange, hands naturally at sides. Gun loaded and holstered.

STAGE PROCEDURE

- String 1: Upon start signal, engage all targets with one round only, freestyle, from area A, then make a mandatory reload and engage all targets with one round only, strong hand only, from area B. Remain in area B for string two.
- String 2: Upon start signal, engage all targets with one round only from area B, freestyle, then make a mandatory reload and engage all targets with one round only from area C, weak hand only.

SCORING

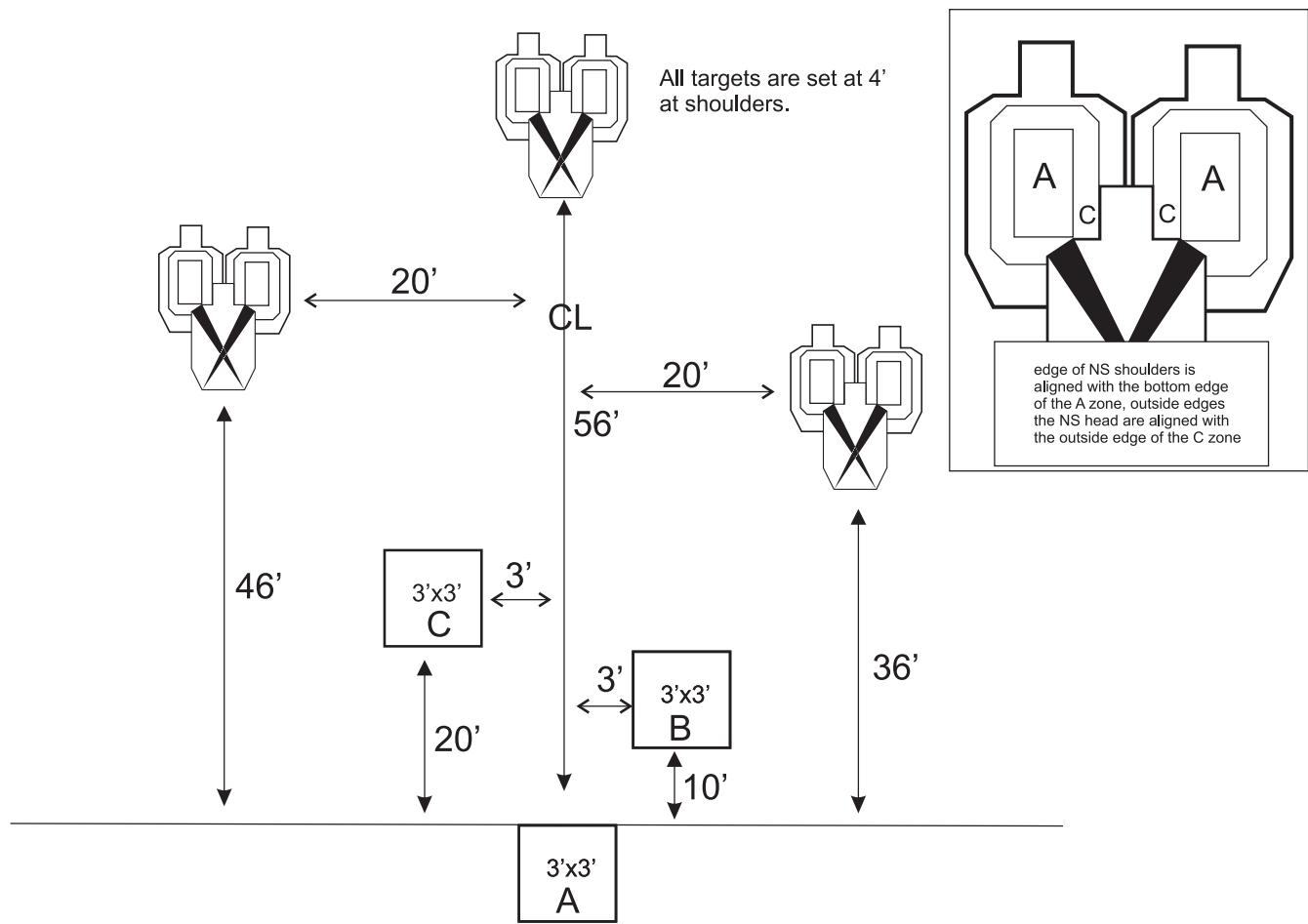
SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 6 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Target arrays are set at 56, 46, and 36 feet respectively, from the front of Area A. Arrays to left and right of center line are set at 20 feet to edge of inside target. No-shoots are aligned with the shoulders at the bottom of the A zone on the scoring target,



and the edges of the head touching the outside edge of the C zone. (see detail). Areas B and C are 10 and 20 feet away from the front edge of Area A, respectively, and 3 feet off the center line.

Written Stage Briefing

Short Sprint Standards is a 24-round, 120-point Virginia Count Classifier course. There are six Metric targets. The best four hits per target will score. The Start signal is audible.

The start position is standing in Box A or B, facing downrange, arms hanging naturally at sides. PCC start position is standing in Box A or B, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1 - Upon start signal, from Box A only, engage all targets with only one round each, make a mandatory reload, then from Box B only engage all targets with only one round each, strong hand only. PCC—Strong shoulder only.

String 2 - Upon start signal, from Box B only, engage all targets with only one round each, make a mandatory reload, then from Box C only, engage all targets with only one round each, weak hand only. PCC—Weak shoulder only.





CM 13-03

Short Sprint Standards

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

TOTAL HITS **24**MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

TOTAL TIME



Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor



NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Robert Porter

START POSITION: Standing in Area A, facing uprange, fingers touching head above ears. Gun loaded and holstered.

STAGE PROCEDURE

- String 1: On signal, turn and engage T2 with 6 rounds only, from within area A.
- String 2: On signal, turn and engage T1 with 6 rounds only. Perform a mandatory reload and engage T3 with six rounds only. All shots fired from within area A.

SCORING

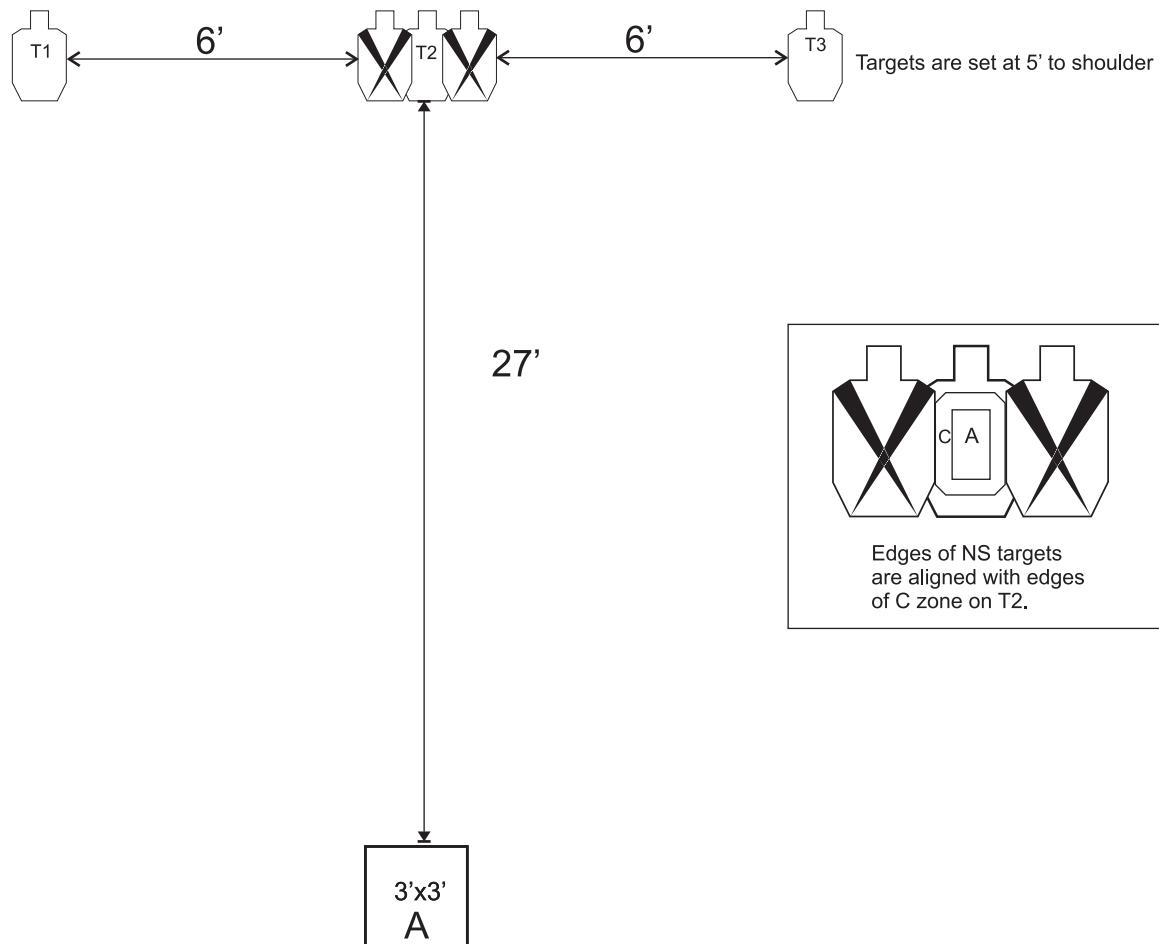
SCORING: Virginia Count, 18 rounds, 90 points

TARGETS: 3 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Edges of no-shoot targets are aligned with edges of C zone on T2. All targets are set at 5 feet at shoulders. Spacing is 6 feet, edge to edge.



CM 13-04

The Roscoe Rattle

Written Stage Briefing

The Roscoe Rattle is an 18 round, 90 point Virginia Count Classifier course. There are three Metric targets. The best six hits per target will score. The start signal is audible.

The start position is standing in Box A, facing uprange, fingers touching head above ears. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On signal, from Box A only, turn and engage T2 with only 6 rounds.

String 2: On signal, from Box A only, turn and engage T1 with only 6 rounds, then make a mandatory reload, then engage T3 with only six rounds.

No turn for PCC.





CM 13-04

The Roscoe Rattle

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

6

T2

6

T3

6

TOTAL HITS

18

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

VIRGINIA COUNT

PENALTIES

PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

TIME

STRING 1

.

STRING 2

.



MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** US Nationals Design Team

START POSITION: Standing outside the fault lines, toes touching marks, facing downrange, wrists above respective shoulders. Gun is unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark. All magazines to be used on the stage must be on the table.

STAGE PROCEDURE

Upon start signal, engage each target with only two rounds, perform a mandatory reload using the magazines/ammo on the table, and then engage each target with only two rounds, from within the fault lines.

SCORING

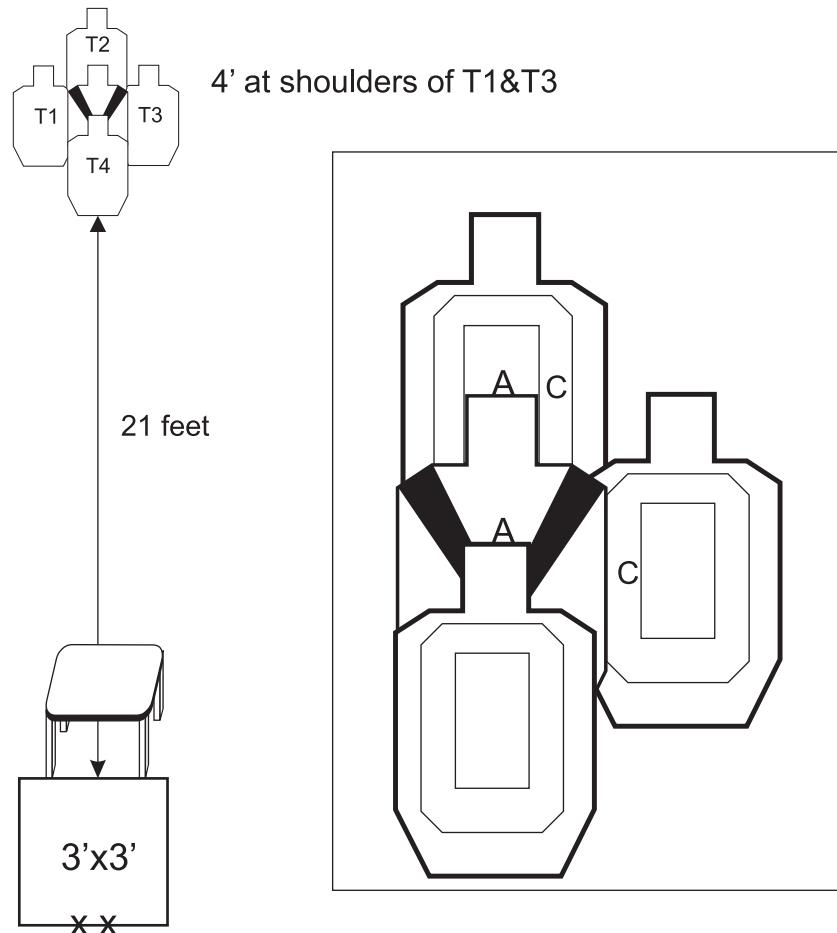
SCORING: Virginia Count, 16 rounds, 80 points

TARGETS: 4 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last Shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Targets are set at 21 feet from the front fault line. No-shoot is positioned with the edge of the target touching the C scoring line on T1 and T3, and the top of the target 18 inches up from the bottom edge of T2, non-scoring border covering the A zone perfor-



rations. T4 is positioned with the top of the scoring target 18 inches up from the bottom edge of the no-shoot. (A mark must be made from the scoring side of the no-shoot to ensure proper alignment.) The table is a standard height table and can be of any size.

CM 13-05

Tick-Tock

Written Stage Briefing

Tick-Tock is a 16 round, 80 point Virginia Count Classifier course. There are four Metric targets. The best four hits per target will score. The Start signal is audible

The start position is standing outside the fault lines, toes touching marks, facing downrange, wrists above respective shoulders. Your gun will be unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark.

All magazines to be used on the stage must be placed on the table.

PCC: No change.

Upon start signal, from within the fault lines, engage T1-T4 with only two rounds each, make a mandatory reload using a magazine from the table only, then engage T1-T4 with only two rounds each. All reloads must be made using a magazine from the table only. Using magazines from mag pouches is not allowed.





CM 13-05

Tick-Tock

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

4

T2

4

T3

4

T4

4

TOTAL HITS

16

MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + - =

VIRGINIA COUNT PENALTIES

PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

TIME

TOTAL TIME 

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

Shooter:

REMARKS

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

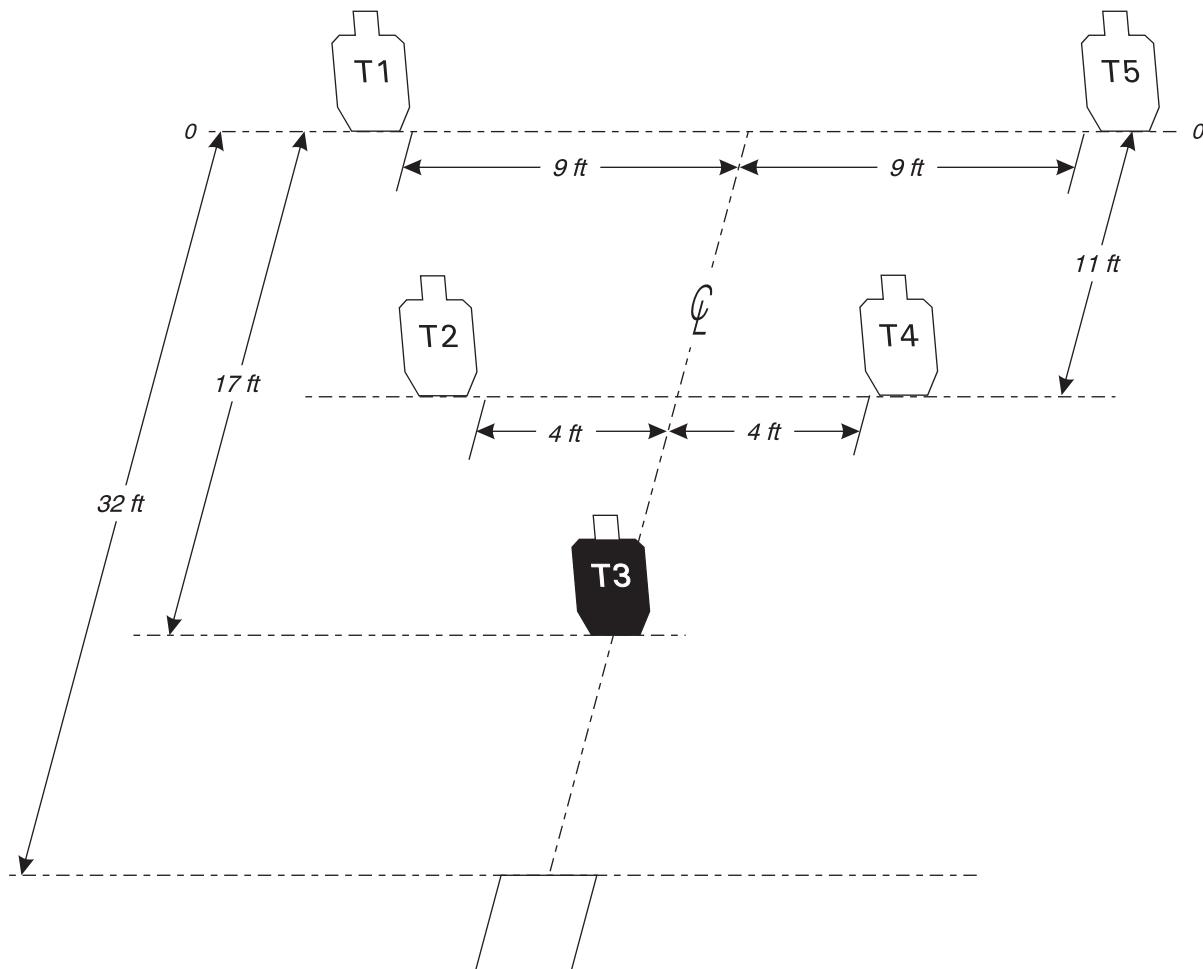
NAME _____ USPSA _____

**CM 13-06**

Too Close For Comfort

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** 2005 Design Team**START POSITION:** Standing facing downrange with hands relaxed at sides. Gun will be loaded and holstered.**STAGE PROCEDURE**

Upon start signal, draw and engage T1 - T5 with only one round each from within shooting box, make a mandatory reload and reengage T1 - T5 with only one round each from within the shooting box.

SCORING**SCORING:** Virginia Count, 10 rounds, 50 points**TARGETS:** 5 Metric**SCORED HITS:** Best 2/paper**START - STOP:** Audible - Last Shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules**SETUP NOTES:** Shooting box is a standard 3 ft by 3 ft box.

13-06 Too Close for Comfort

Written Stage Briefing

Too Close for Comfort is a 10 round, 50 point Virginia Count classifier course. There are 5 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position is standing within the fault lines, facing down range with your hands relaxed at your sides. Your gun will be loaded and holstered. PCC start position is standing within the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, engage T1-T5 with only one round, make a mandatory reload and engage T1-T5 with only one round from within the fault lines.





CM 13-06

Too Close For Comfort

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				

TOTAL HITS **10**MAJ X5 X4 X4 X2 X-10
MIN X5 X3 X3 X1 X-10STATS ONLY + + + - = 

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

VIRGINIA COUNT PENALTIES

 PROCEDURAL (-10 EACH) EXTRA SHOT (-10 EACH) EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

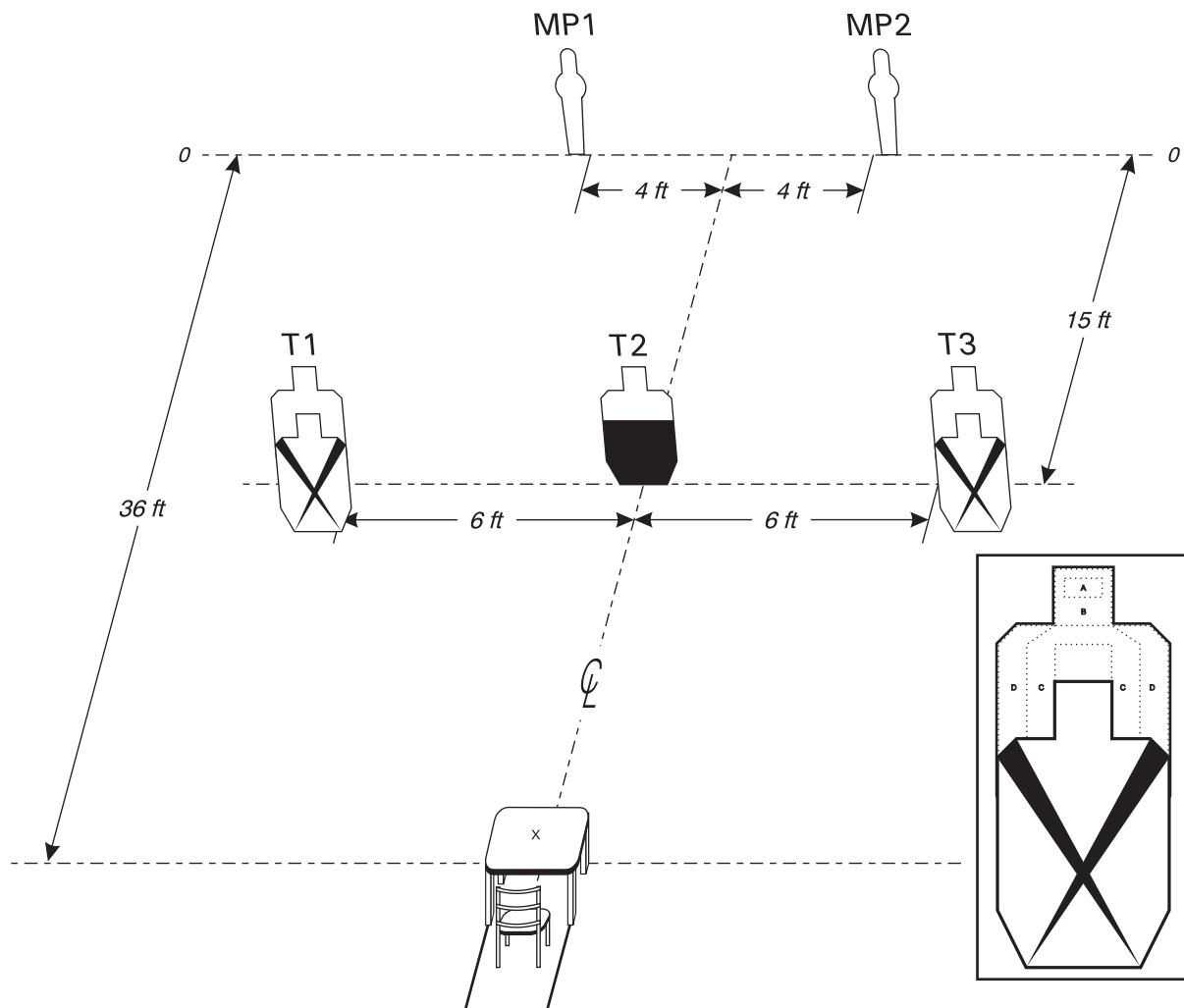
NAME _____ USPSA _____

**CM 13-07****Double Deal 2****RULES:** USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Russell Cluver

START POSITION: Seated at table facing downrange holding playing cards with both hands and elbows on the table. Loaded firearm is placed on X in center of table with the muzzle pointing down range.

STAGE PROCEDURE

Upon start signal, retrieve handgun and engage T1-T3 and Mini-poppers 1 and 2 from behind table and within the fault lines.

SCORING**SCORING:** Comstock, 8 rounds, 40 points**TARGETS:** 3 Metric, 2 Mini-poppers**SCORED HITS:** Best 2/paper, KD = 1A**START - STOP:** Audible - Last Shot**PENALTIES:** Per current edition of USPSA Handgun Competition Rules

SETUP NOTES: Set targets to five feet high at the shoulders. Set the top edge of the no-shoots five inches below the top scoring perforation of the lower A zone. Hard cover on T2 covers half of lower A zone. Use a standard card table with an X in the exact center of the



table. The chair is centered behind the table with the front edge of the chair 12 inches behind the table. Stake the chair in place so it cannot be moved. Left and right fault lines are four feet long. Use a single upper B-zone panel for the "playing cards."

13-07 Double Deal 2

Stage Briefing

Double Deal 2 is an 8 round, 40-point Comstock Classifier course. There are 3 metric targets and 2 mini-poppers. The best 2 hits per target will score, steel must fall to score. The start signal is audible.

The start position is sitting at the table. You will be holding a set of playing cards using both hands, with your elbows resting on the table. Your gun will be loaded and on the table, muzzle downrange. The gun may not be propped up in any way. PCC: No change

On the start signal, engage targets while remaining within the fault lines.





CM 13-07

Double Deal 2

TGT **A** **B** **C** **D** **M**
 USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

STL

2

TOTAL HITS

8

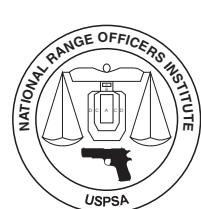
MAJ X5 X4 X4 X2 X-10
 MIN X5 X3 X3 X1 X-10

STATS ONLY + + - =

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)

TIME



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

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor



NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Robert Porter

START POSITION: Standing inside the fault lines, heels against the X's on the back of the shooting box. Gun is loaded and holstered.

STAGE PROCEDURE

Upon start signal and from within the shooting box, engage either the upper three targets or the lower three targets with only two rounds each, perform a mandatory reload, and engage the remaining three targets with only two rounds each.

SCORING

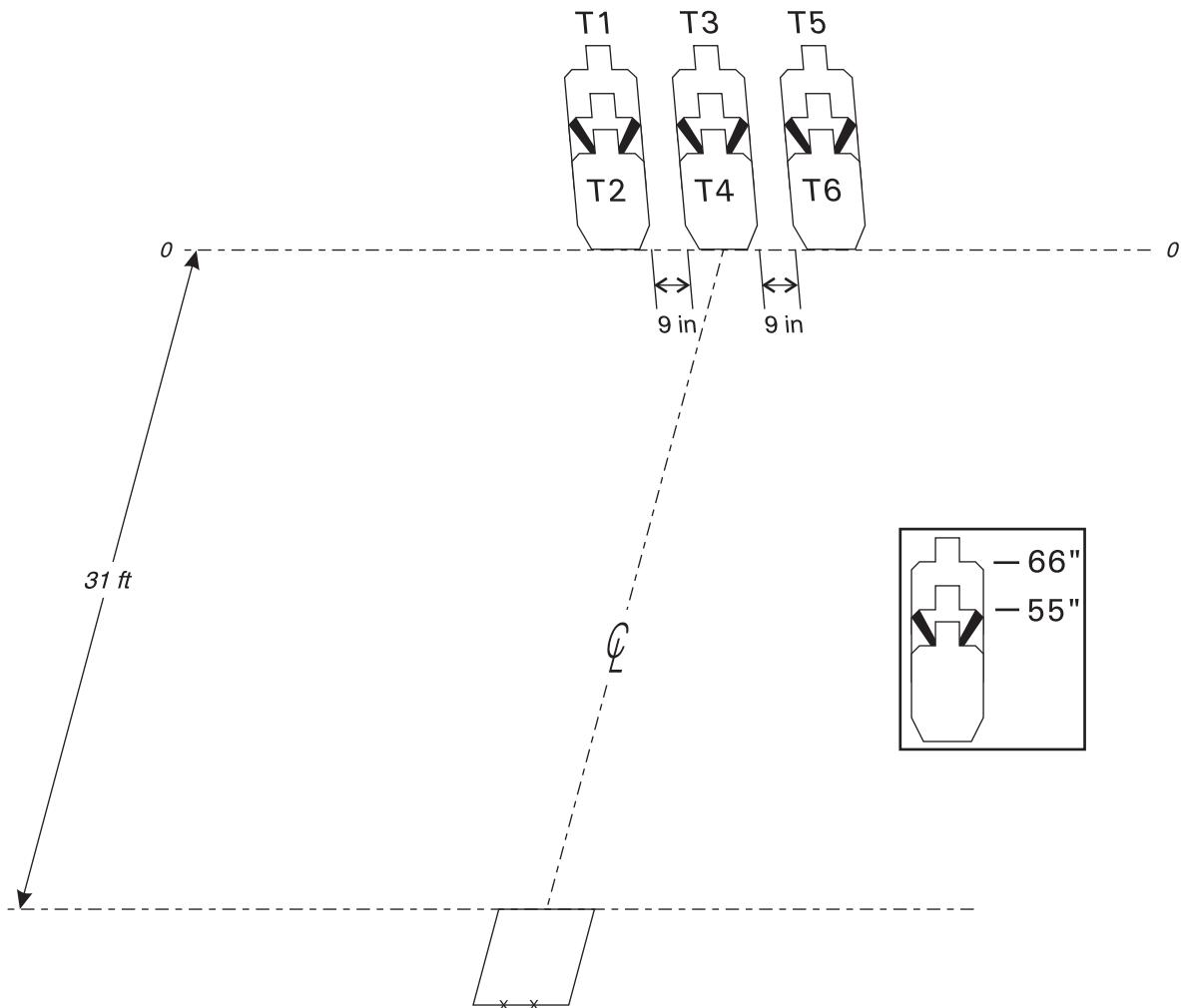
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last Shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Targets are set at 31 feet from the front of the shooting box, and are spaced 9 inches apart, edge to edge. The shoulders of T1, T3, and T5 are at 66 inches. The shoulders of the no-shoots are at 55 inches. Set the top edges of T2, T4, and T6 at 7.5 inches below



the top edge of the no-shoot.) All targets must be aligned vertically, edge to edge. The shooting box is a standard 3 foot by 3 foot box. The X marks are to be 12 inches in from each side of the box.

13- 08 More Disaster Factor

Written Stage Briefing

More Disaster Factor is a 12 round, 60 point Virginia Count classifier course. There are 6 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position is standing within the fault lines, facing down range with your heels touching the marks. Your gun will be loaded and holstered. PCC start position is standing within the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, engage either the upper or lower three target array with only 2 rounds per target, make a mandatory reload and engage the other 3 target array with only 2 rounds per target while remaining within the fault lines. Arrays may be engaged in any order.





CM 13-08

More Disaster Factor

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1	<input type="text"/>				
T2	<input type="text"/>				
T3	<input type="text"/>				
T4	<input type="text"/>				
T5	<input type="text"/>				
T6	<input type="text"/>				

2

2

2

2

2

2

VIRGINIA COUNT
PENALTIESPROCEDURAL
(-10 EACH)NO-SHOOT HIT
(-10 EACH)EXTRA SHOT
(-10 EACH)EXTRA HIT
(-10 EACH)

TOTAL HITS	<input type="text"/>				
MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10

12

STATS ONLY	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>
------------	----------------------	---	----------------------	---	----------------------	---	----------------------	---	----------------------	---	----------------------

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

<input type="text"/>

TIME

TOTAL TIME



Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR minor

<input type="text"/>

NAME _____ USPSA _____



RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Mara Wanderer, modifications by 1911 Design Team

START POSITION: Standing facing down range with heels against X's, fingers interlaced on back of head. Handgun is loaded and holstered.

STAGE PROCEDURE

Upon start signal, engage the targets as they become visible from within the shooting area.

SCORING

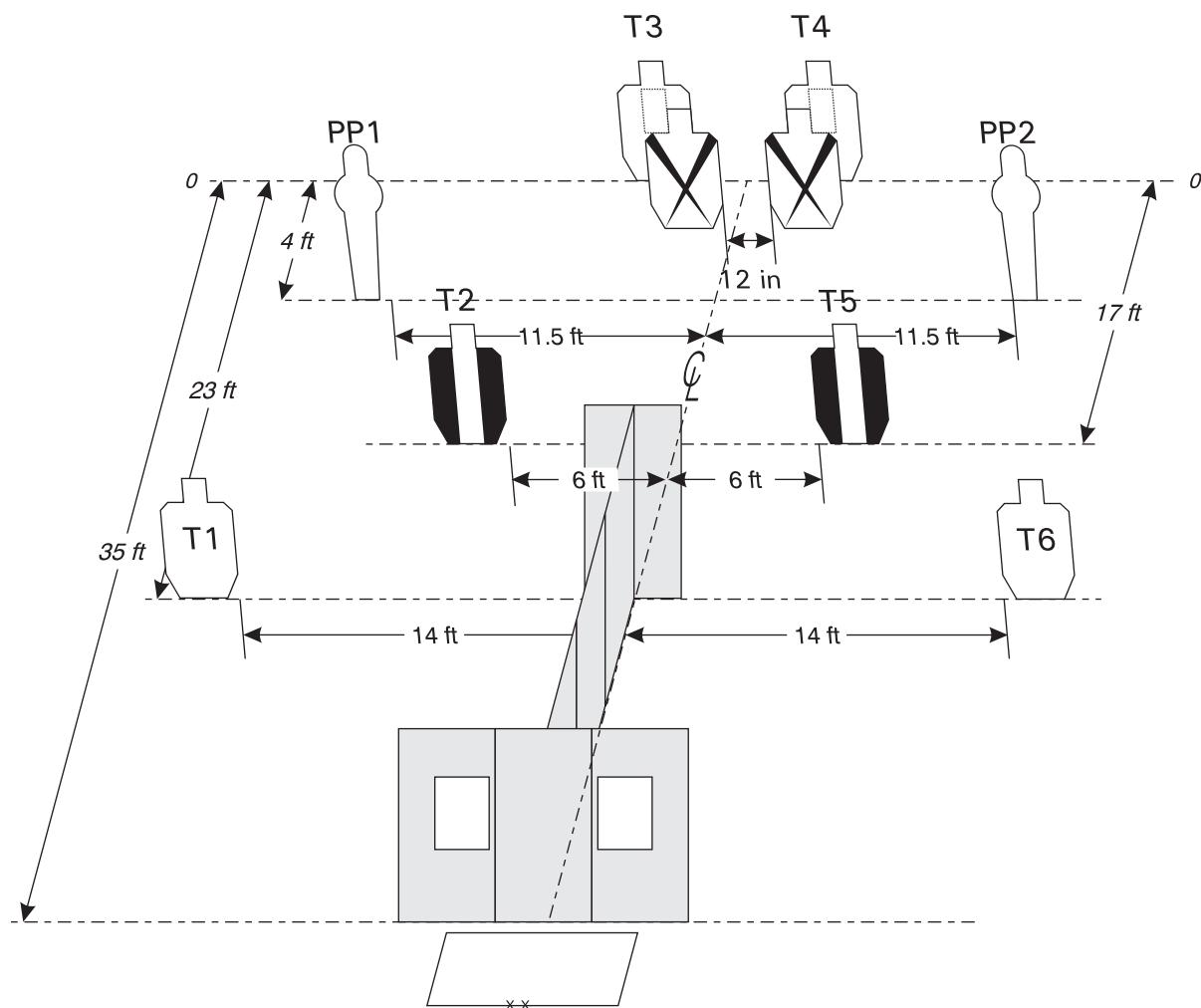
SCORING: Comstock, 14 rounds, 70 points

TARGETS: 6 Metric, 2 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1A

START - STOP: Audible - Last Shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: The 4-feet-by-8-feet shooting box is centered on the wall and is set two feet back. The wall panels are 4 feet by 8 feet and stood on end. Each port is 3 feet high and 2 feet 4 inches wide. The outer edges of the ports are 16 inches in from the edge of the walls.



The bottoms of the ports are 3 feet above the ground. The narrow wall at the 12-foot line is 4-feet-by-8-feet. The perforations of the no-shoots line up with the perforations of the A zone. Targets are set 5 feet high at the shoulders.

13-09 Window Pain

Written Stage Briefing

Window Pain is a 14 round, 70-point Comstock classifier course. There are 6 Metric targets and 2 Pepper poppers. The best 2 hits per target will score, steel must fall to score. The start signal is audible.

The start position is standing inside the fault lines with your heels against the marks, fingers interlaced on the back of your head. Your gun will be loaded and holstered. PCC start position is standing inside the fault lines, heels against the marks, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, engage targets while remaining in the fault lines.





CM 13-09

Window Pain

TGT A B C D M

USE NUMBERS - NOT HASHMARKS

T1

2

T2

2

T3

2

T4

2

T5

2

T6

2

STL

2

TOTAL HITS

14

MAJ X5 X4 X4 X2 X-10

MIN X5 X3 X3 X1 X-10

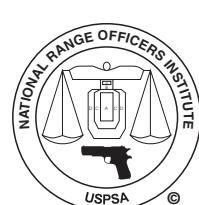
STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME



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

TOTAL TIME

Shooter:

REMARKS

RO:

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME _____ USPSA _____

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