



# CM 03-12

# Ironsides

**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

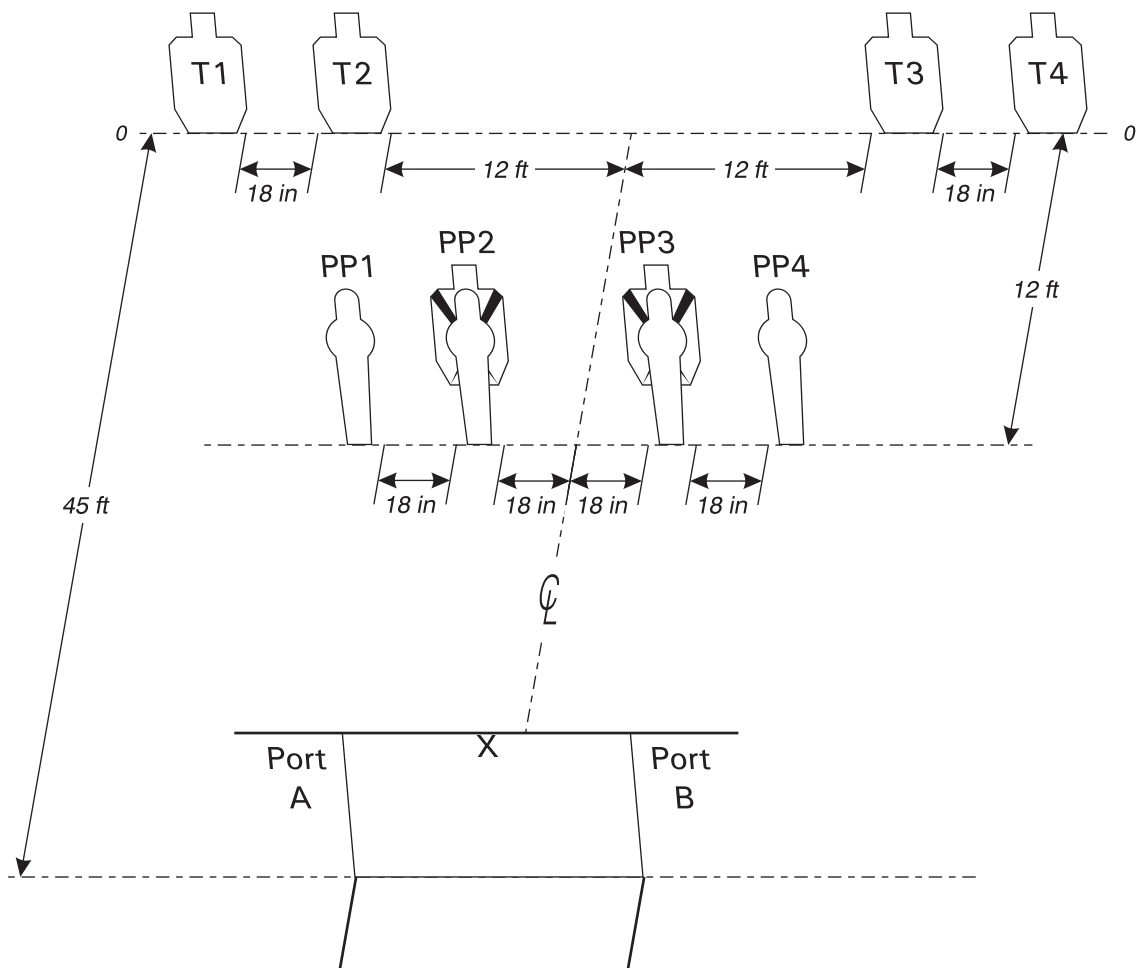
**SCORING:** Comstock, 12 rounds, 60 points

**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.

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### 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.





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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"/>	2
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	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:

RO:

REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
<input type="text"/>	NAME _____ USPSA _____							