



USPSA CLASSIFICATION MATCHES

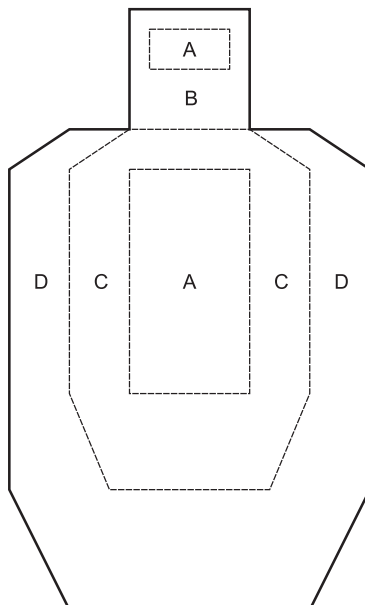


CONTENTS AND INSTRUCTIONS

This manual contains the courses and forms to be used by affiliated clubs for 2004 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 IPSC Target



With the exception of classifier CM 06-05 Fluffy's Revenge 2, which uses the IPSC Classic target, all classifier courses in this book must use only the IPSC 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.

ABOUT THE 2004 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



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.

Requesting 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. To run a Level I Special, your club must complete the application found in this book and send it to your section coordinator for approval (in the case of independent clubs, the club president may approve the Special). If the Special is approved, the section coordi-

nator will return the application with his or her signature on it to your club. The results must be reported on the approved forms and be received at USPSA Headquarters within 30 days of the match. Results received after the 30 day period may result in a loss of activity credit for that match.

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. No scores will be entered without the SC's 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. One reason is that a number of clubs have the same initials, e.g. AGC could be the Abilene Gun Club or the Aurora Gun Club.

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 re-registrations can be for reshooting a classifier in the same

division, or for shooting the classifier in a different division. Exercise caution when re-entering competitors because once a record is flagged as a re-entry, it cannot be undone. Also note that IPSC rule 6.2.4 states that only the first gun shot can be used for the match score; 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.

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. There are limitations to using this feature. 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 EZDB.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.

Be aware that this function can only update classifications if it finds an exact USPSA number match. This includes the prefix portion of the membership number. 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. Version 2.00 of EzWinScore included the capability to create a special text file containing the necessary data. As

of this writing, EzWinScore version 2.29 is required to use the classifier upload feature. The required version will be periodically increased as bugs are repaired and features enhanced.

The special text file is created by clicking the Web File command button on the USPSA Reports form. 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, after you have received your password from USPSA, go to the Classifier Services page of the USPSA web site and click on the Upload Classifier Scores link. Please note that page names and links may be different from those stated in this description. Use this form to point to the web file you have created to transfer the file to the USPSA holding bin. If you have entered your club code correctly in EzWinScore, the web page will extract it from the text file and fill in that data for you. If it has been entered incorrectly, the web page will prompt you to select your club from the drop-down list. Enter your password and your email address to proceed to the payment page. 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, PO Box 811, Sedro

Woolley WA 98284. When your check with the transaction number is received, the classifier submission will be processed and the scores entered.

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.

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% |

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 quantum changes in their equipment or technique, the maximum hit factors need to be changed 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.

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 (see the explanation of the flagging system later in this article), 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 classification in the 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 Classifica-

tion 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!



United States Practical Shooting Association

Michael Voigt, President

Dave Thomas, Executive Director

LEVEL I SPECIAL MATCH APPLICATION

Requests for Level I Special matches must be submitted to your section coordinator for signature in advance of the match. Independent clubs and foreign classifier affiliates need only the club president's signature. A copy of this form must be sent in with the results.

Club _____

(Please Print)

Section _____ Club code _____ Date of event _____

Contact Person _____

Address _____

City, State, Zip _____

Daytime Phone (_____) _____ - _____ e-mail _____

Courses of Fire from USPSA Classification Course Book - Fourth Edition (Select up to five for the Special)

CM- _____ Name _____ Page _____

CM- _____ Name _____ Page _____

CM- _____ Name _____ Page _____

CM- _____ Name _____ Page _____

CM- _____ Name _____ Page _____

Signature of club official _____ Date _____

Signature of Section Coordinator _____ Date _____

Special Classifier Checklist

- ☐ Obtain Section Coordinator's signature. (Club president's signature for independent or foreign classifier affiliates.)
- ☐ Return a copy of this form after the match.

USPSA National Office

P.O. Box 811, Sedro Woolley, WA 98284
(360) 855-2245 FAX (360) 855-0380

e-mail: office@uspsa.org
web page: <http://www.uspsa.org>



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: _____

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

OPEN DIVISION
Registered competitors

| MATCH FEES | | |
|------------|----------|--|
| | x \$1.50 | |

_____ 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, PO Box 811, Sedro Woolley, WA 98284



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) _____

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

OPEN DIVISION

Registered competitors

| MATCH FEES | | |
|------------|----------|--|
| | x \$3.00 | |

_____ 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, PO Box 811, Sedro Woolley, WA 98284



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.

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

OPEN DIVISION

Registered competitors

| MATCH FEES | |
|------------|---------------|
| _____ | x fee \$_____ |

_____ 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, PO Box 811, Sedro Woolley, WA 98284



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, PO Box 811, Sedro Woolley, WA 98284



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, PO Box 811, Sedro Woolley, WA 98284



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, PO Box 811, Sedro Woolley, WA 98284



United States Practical Shooting Association

Michael Voigt, President

Dave Thomas, Executive Manager

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 _____

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 _____

Section Coordinator Signature _____ Date _____

=====

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

P.O. Box 811, Sedro Woolley, WA 98284
(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. | | | |
| 5. | | | |
| 6. | | | |
| 7. | | | |
| 8. | | | |
| 9. | | | |
| 10. | | | |
| 11. | | | |
| 12. | | | |
| 13. | | | |
| 14. | | | |



| | USPSA # | SHOOTER NAME | HIT FACTOR |
|-----|---------|--------------|------------|
| 15. | | | |
| 16. | | | |
| 17. | | | |
| 18. | | | |
| 19. | | | |
| 20. | | | |
| 21. | | | |
| 22. | | | |
| 23. | | | |
| 24. | | | |
| 25. | | | |
| 26. | | | |
| 27. | | | |
| 28. | | | |
| 29. | | | |
| 30. | | | |
| 31. | | | |
| 32. | | | |
| 33. | | | |
| 34. | | | |
| 35. | | | |
| 36. | | | |
| 37. | | | |
| 38. | | | |
| 39. | | | |
| 40. | | | |



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 |
|-----|---------|--------------|------------|
| 1. | | | |
| 2. | | | |
| 3. | | | |
| 4. | | | |
| 5. | | | |
| 6. | | | |
| 7. | | | |
| 8. | | | |
| 9. | | | |
| 10. | | | |
| 11. | | | |
| 12. | | | |
| 13. | | | |
| 14. | | | |



| | USPSA # | SHOOTER NAME | HIT FACTOR |
|-----|---------|--------------|------------|
| 15. | | | |
| 16. | | | |
| 17. | | | |
| 18. | | | |
| 19. | | | |
| 20. | | | |
| 21. | | | |
| 22. | | | |
| 23. | | | |
| 24. | | | |
| 25. | | | |
| 26. | | | |
| 27. | | | |
| 28. | | | |
| 29. | | | |
| 30. | | | |
| 31. | | | |
| 32. | | | |
| 33. | | | |
| 34. | | | |
| 35. | | | |
| 36. | | | |
| 37. | | | |
| 38. | | | |
| 39. | | | |
| 40. | | | |



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 |
|-----|---------|--------------|------------|
| 1. | | | |
| 2. | | | |
| 3. | | | |
| 4. | | | |
| 5. | | | |
| 6. | | | |
| 7. | | | |
| 8. | | | |
| 9. | | | |
| 10. | | | |
| 11. | | | |
| 12. | | | |
| 13. | | | |
| 14. | | | |



| | USPSA # | SHOOTER NAME | HIT FACTOR |
|-----|---------|--------------|------------|
| 15. | | | |
| 16. | | | |
| 17. | | | |
| 18. | | | |
| 19. | | | |
| 20. | | | |
| 21. | | | |
| 22. | | | |
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| 32. | | | |
| 33. | | | |
| 34. | | | |
| 35. | | | |
| 36. | | | |
| 37. | | | |
| 38. | | | |
| 39. | | | |
| 40. | | | |



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 |
|-----|---------|--------------|------------|
| 1. | | | |
| 2. | | | |
| 3. | | | |
| 4. | | | |
| 5. | | | |
| 6. | | | |
| 7. | | | |
| 8. | | | |
| 9. | | | |
| 10. | | | |
| 11. | | | |
| 12. | | | |
| 13. | | | |
| 14. | | | |



| | USPSA # | SHOOTER NAME | HIT FACTOR |
|-----|---------|--------------|------------|
| 15. | | | |
| 16. | | | |
| 17. | | | |
| 18. | | | |
| 19. | | | |
| 20. | | | |
| 21. | | | |
| 22. | | | |
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| 32. | | | |
| 33. | | | |
| 34. | | | |
| 35. | | | |
| 36. | | | |
| 37. | | | |
| 38. | | | |
| 39. | | | |
| 40. | | | |



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 |
|-----|---------|--------------|------------|
| 1. | | | |
| 2. | | | |
| 3. | | | |
| 4. | | | |
| 5. | | | |
| 6. | | | |
| 7. | | | |
| 8. | | | |
| 9. | | | |
| 10. | | | |
| 11. | | | |
| 12. | | | |
| 13. | | | |
| 14. | | | |



| | USPSA # | SHOOTER NAME | HIT FACTOR |
|-----|---------|--------------|------------|
| 15. | | | |
| 16. | | | |
| 17. | | | |
| 18. | | | |
| 19. | | | |
| 20. | | | |
| 21. | | | |
| 22. | | | |
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| 31. | | | |
| 32. | | | |
| 33. | | | |
| 34. | | | |
| 35. | | | |
| 36. | | | |
| 37. | | | |
| 38. | | | |
| 39. | | | |
| 40. | | | |



CM 99-02

Night Moves

RULES: Practical Shooting Handbook, Latest 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.

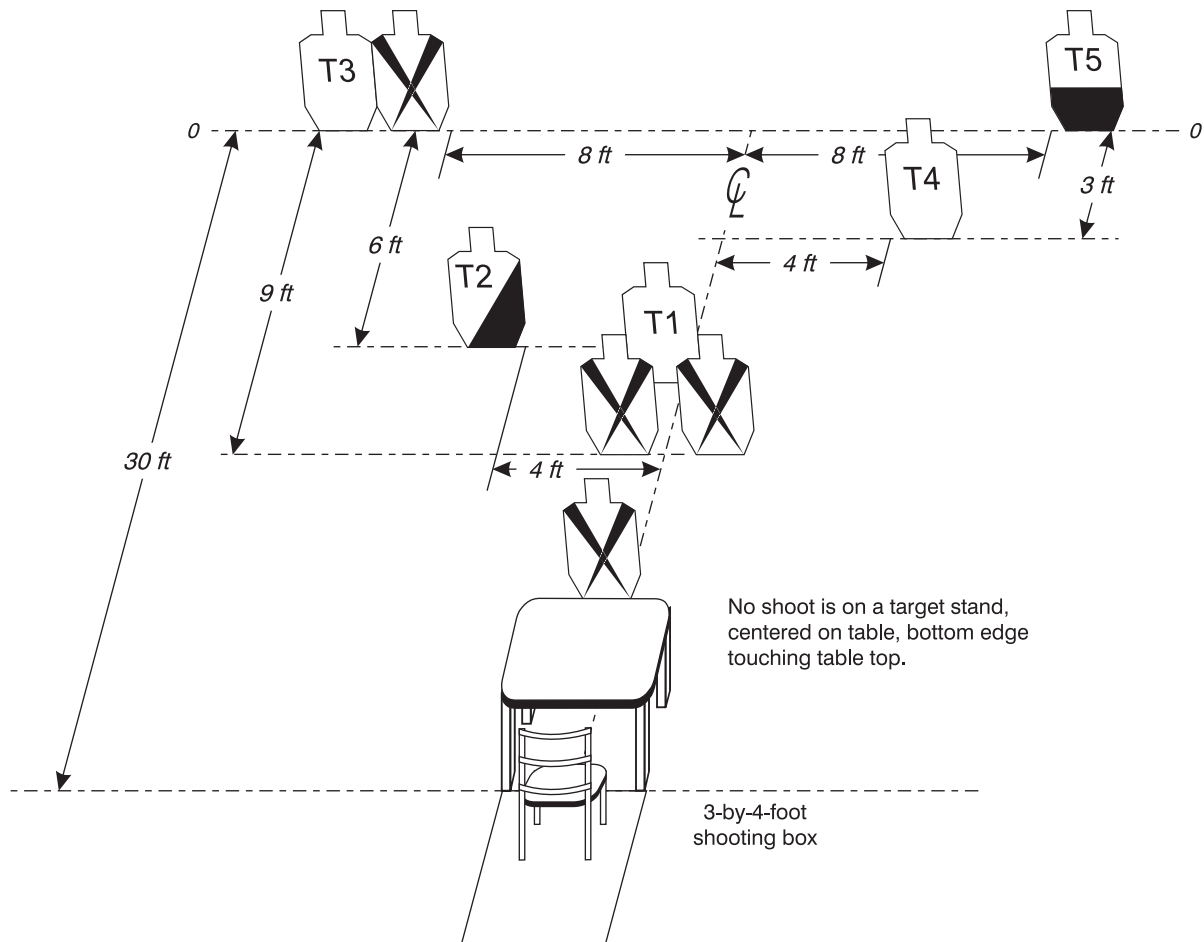
STAGE PROCEDURE

- 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 IPSC
SCORED HITS: Best 6 on T1, Best 3 T2-T5
START - STOP: Audible - Last Shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

Targets and no-shoots are to be scored and taped between strings.



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

| 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"/> | 6 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 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)

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

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 99-06

Toe The Line

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Design Team

START POSITION: Standing erect, toes of both feet against either toe line, facing 90 degrees away from downrange, both arms hanging relaxed at sides. Whichever toe line is chosen must be used for all strings. 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-T3 with only two rounds per target through Port B.
- String 2. Upon start signal, engage T1-T3 with only two rounds per target through Port C.
- String 3. Upon start signal, engage T1-T3 with only two rounds per target over the top of the wall.

SCORING

SCORING: Virginia Count, 18 rounds, 90 points

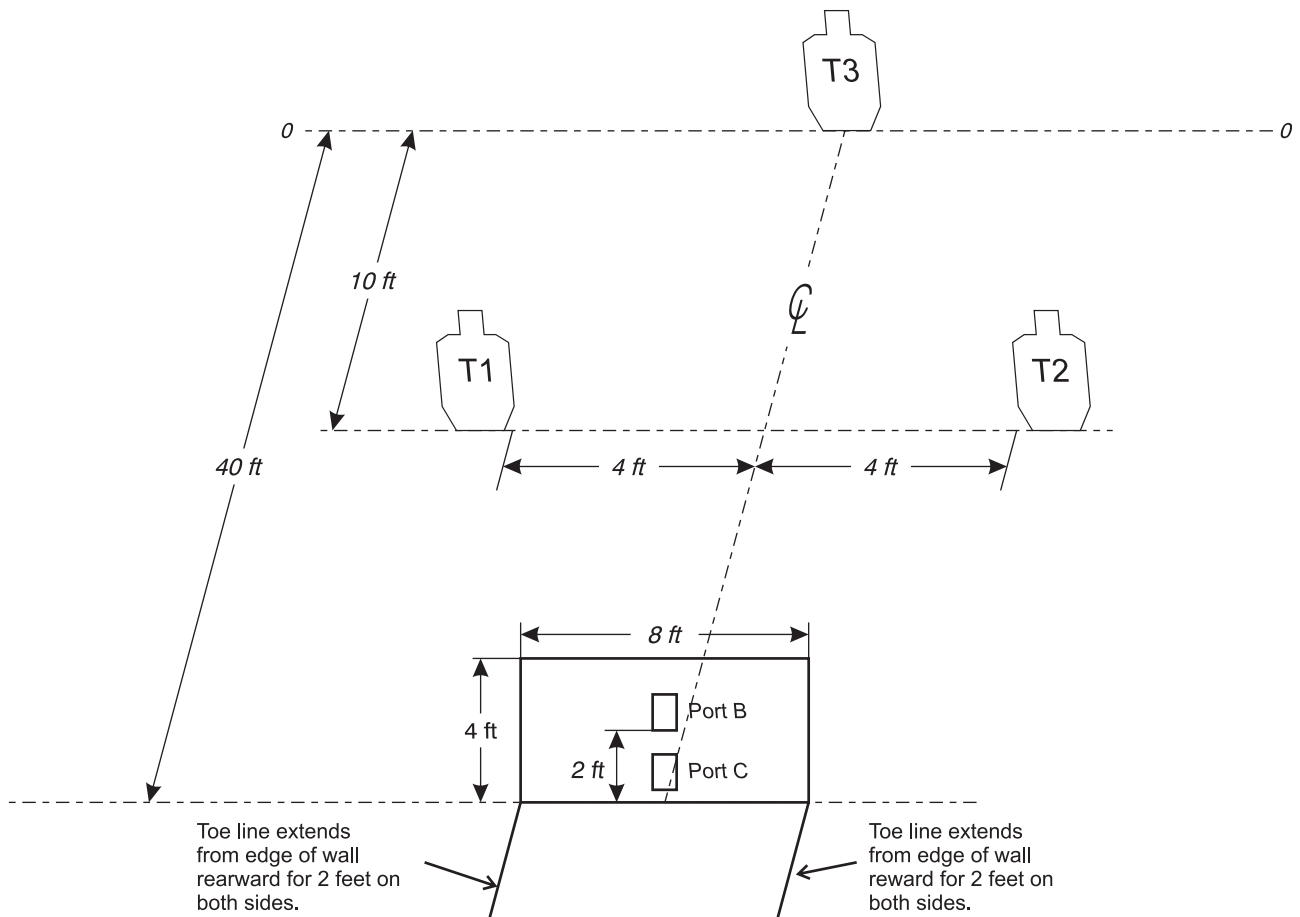
TARGETS: 3 IPSC

SCORED HITS: Best 6/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

- Engaging target from wrong position.
- 10 each shot.



SETUP NOTES: Set targets 5 feet high at shoulders. Use a 4 foot by 8 foot piece of plywood for the wall. Toe lines are made of 2-foot-long 2-by-4s. Ports B and C



are 6 inches wide by 8 inches high and cut into wall at the center. Lower edge of Port B is 2 feet above ground. Lower edge of Port C is 3 inches above ground.



CM 99-06

Toe The Line

| 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"/> | 6 | | | | | | | |
| T2 | <input type="text"/> | <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"/> | <input type="text"/> | 6 | | | | | | | |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 18 | | | | | | | |
| 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"/> | = | <input type="text"/> |



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"/> |

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

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

| |
|----------|
| Shooter: |
| RO: |

| REMARKS |
|--|
| |

| | | |
|----------------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
| <input type="text"/> | NAME _____ USPSA _____ | |



CM 99-07

Both Sides Now #1

RULES: Practical Shooting Handbook, Latest 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.

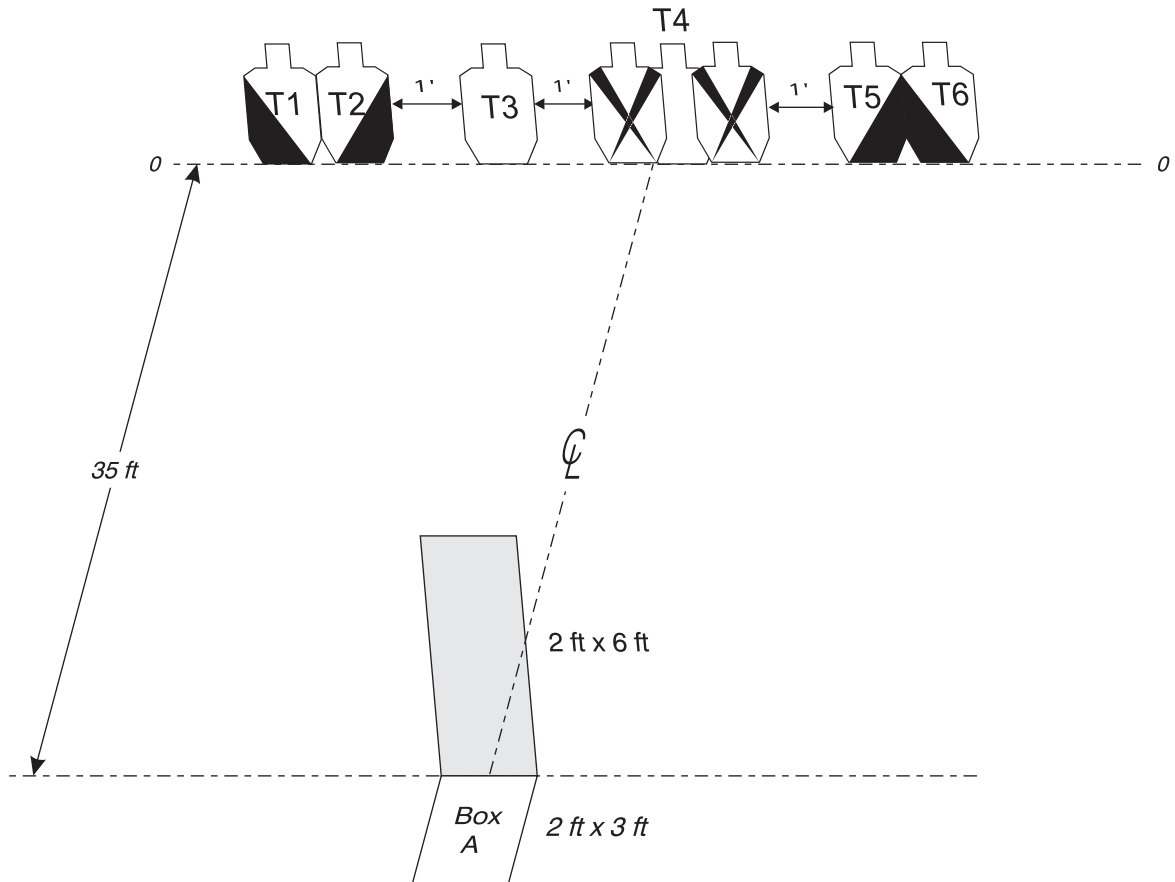
STAGE PROCEDURE

- 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 IPSC
SCORED HITS: Best 3/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.

Targets and no-shoots are to be scored and taped between strings.



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

| 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"/> | 3 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 18 |
| 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)

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

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| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

| | | |
|----------------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
| <input type="text"/> | NAME _____ | USPSA _____ |



CM 99-08

Melody Line

RULES: Practical Shooting Handbook, Latest 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

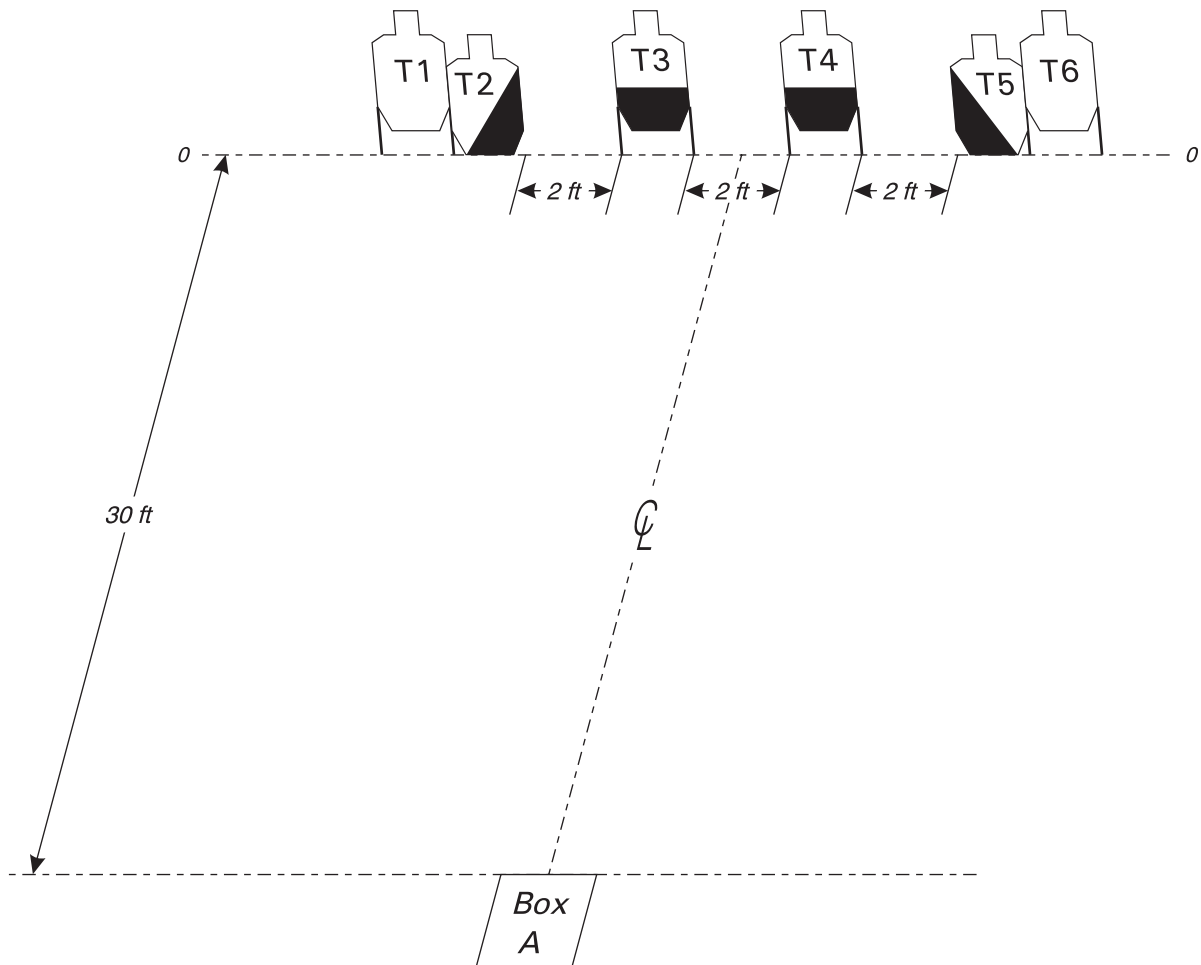
TARGETS: 6 IPSC

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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.

| 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-10 |

STATS ONLY + + + - =



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

VIRGINIA COUNTY PENALTIES

The diagram consists of a large rectangle with the word "TIME" centered at the top. At the bottom of this rectangle is a smaller rectangle labeled "TOTAL TIME". Inside the "TOTAL TIME" rectangle, there is a small square.

Shooter:

RO:

| REMARKS | |
|---------|--|
| | |

| SHOOTER NUMBER | | | | | | | |
|-------------------|-------------|----------------|-------------------|-------------------|-----------------|--------------|--------------|
| | Open | Limited | Limited 10 | Production | Revolver | MAJOR | minor |
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NAME USPSA



CM 99-09

Long Range Standards

RULES: Practical Shooting Handbook, Latest 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

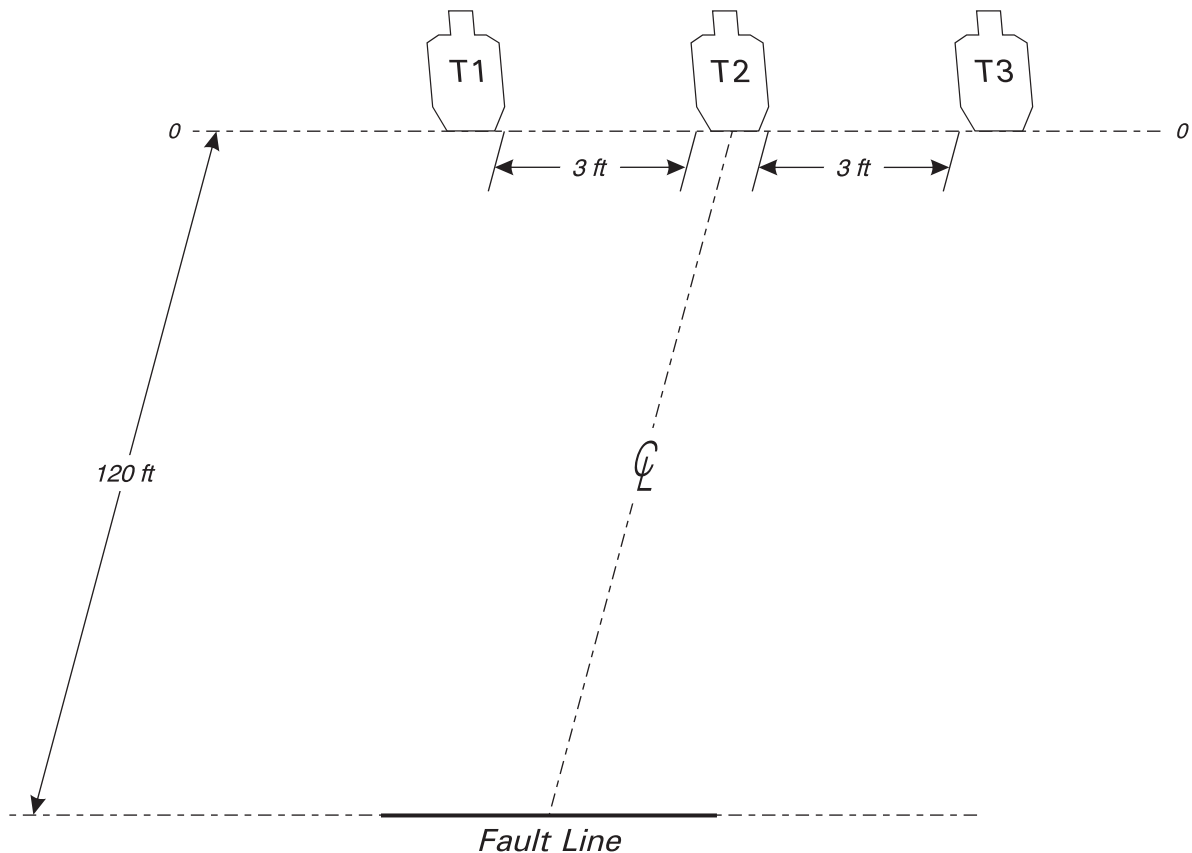
TARGETS: 3 IPSC

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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

| 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"/> | 6 |
| T2 | <input type="text"/> | <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"/> | <input type="text"/> | 12 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 24 |
| 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

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

TIME

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

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 99-10

Times Two

RULES: Practical Shooting Handbook, Latest 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

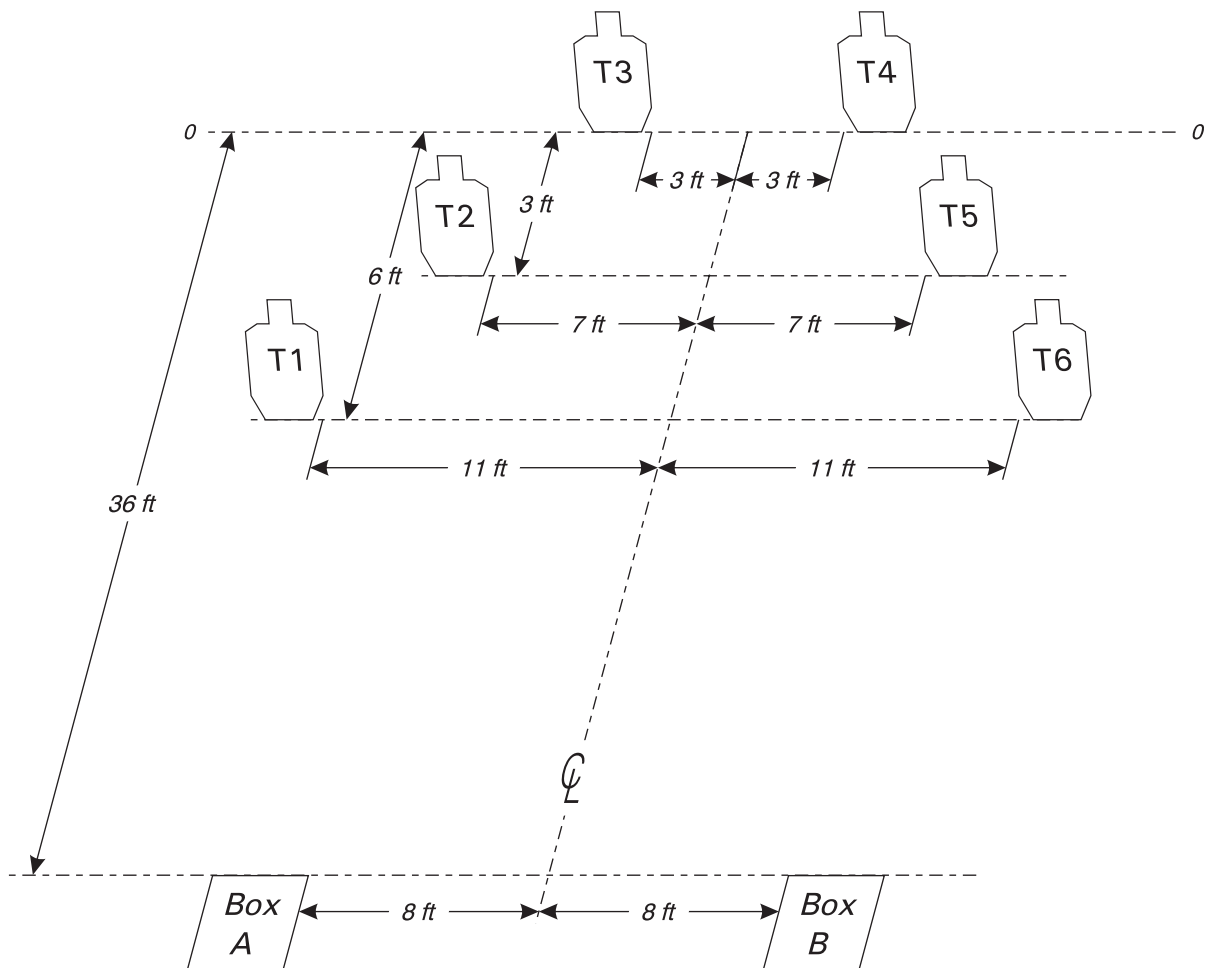
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 6 IPSC

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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





CM 99-10

Times Two

| 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-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:

RO:

REMARKS

SHOOTER NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME

USPSA



CM 99-11

El Presidente

RULES: Practical Shooting Handbook, Latest 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

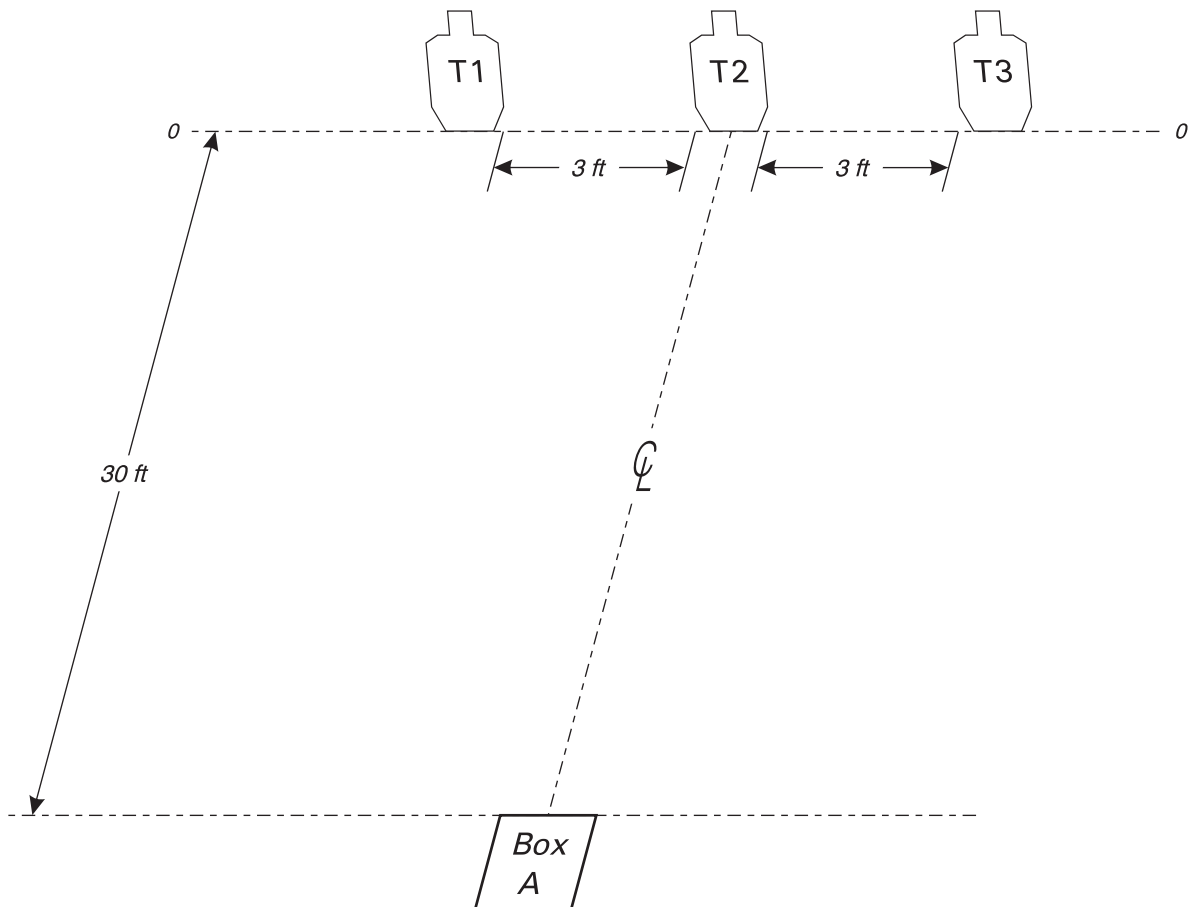
TARGETS: 3 IPSC

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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

| 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"/> | 4 | | | | | | | |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 | | | | | | | |
| T3 | <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 | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | - | <input type="text"/> | = | <input type="text"/> |

VIRGINIA COUNT PENALTIES

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

TIME

TOTAL 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"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 99-12

Take Your Choice

RULES: Practical Shooting Handbook, Latest 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

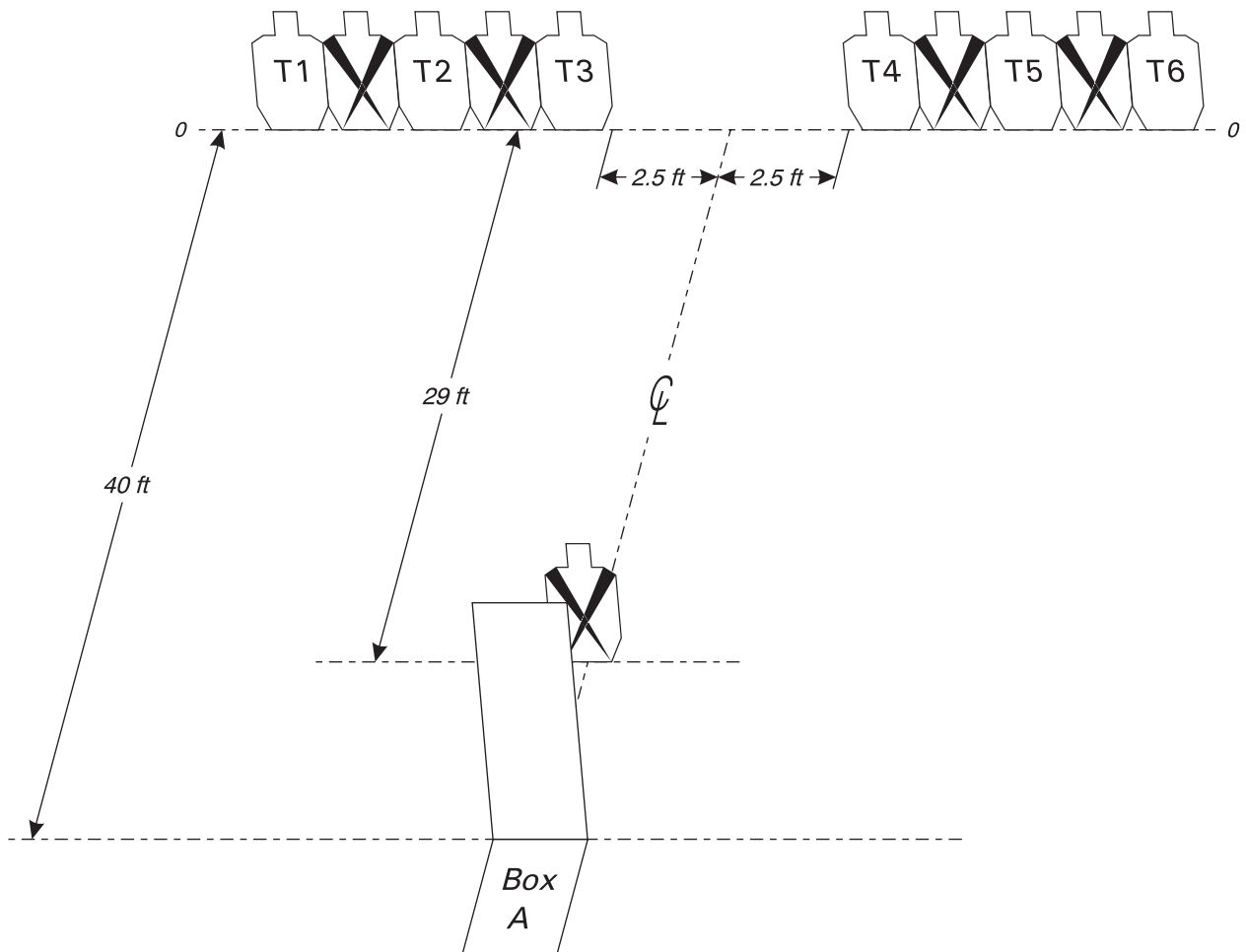
TARGETS: 6 IPSC

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <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 + + + - =



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

COMTOCK PENALTIES

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

TIME

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe De Simone

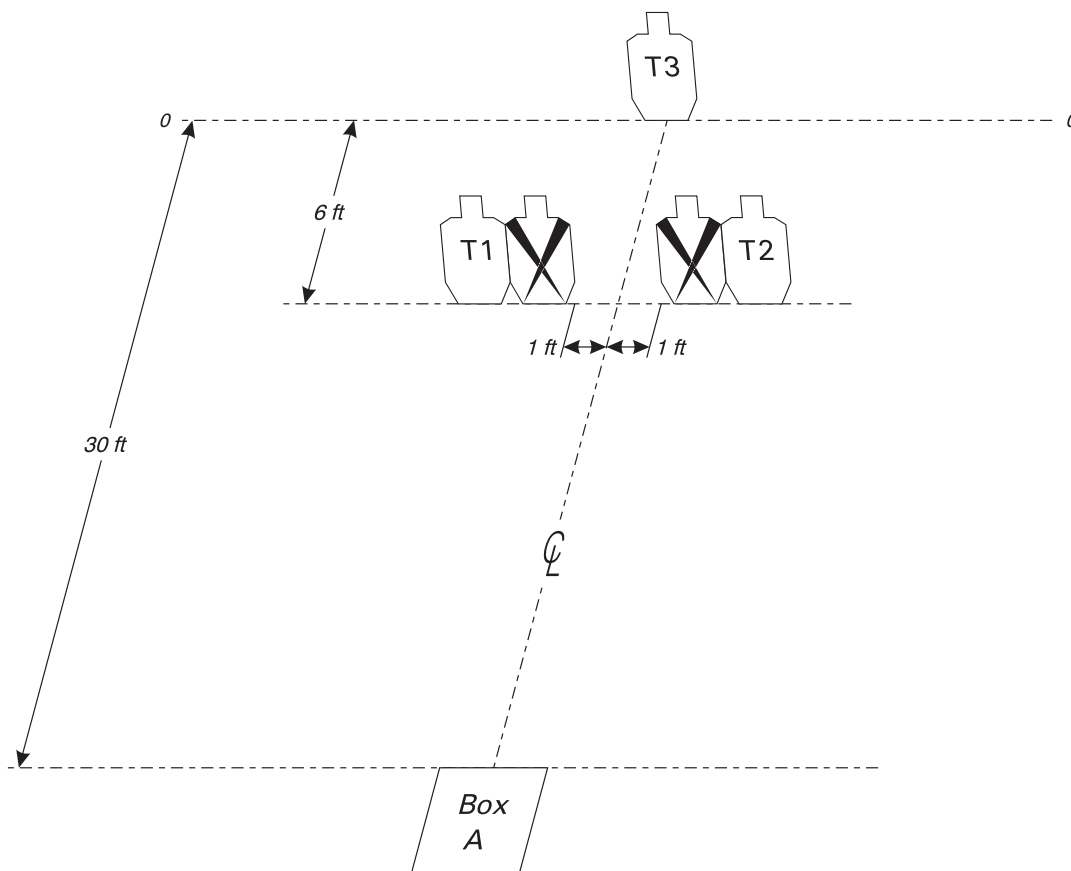
START POSITION: Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC
SCORED HITS: Best 8/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.
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.
Targets and no-shoots are to be scored and taped between strings.



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

| 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"/> | 8 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 24 |
| MAJ | X5 | X4 | X4 | X2 | X-10 | |
| MIN | X5 | X3 | X3 | X1 | X-10 | |

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|------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| 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"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

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

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| Shooter: |
| RO: |

| |
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| REMARKS |
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|----------------------|---|---------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
| <input type="text"/> | NAME _____ | USPSA # _____ |



CM 99-14

Hoser Heaven

RULES: Practical Shooting Handbook, Latest 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: Timed Fire, 18 rounds, 90 points

TARGETS: 6 IPSC

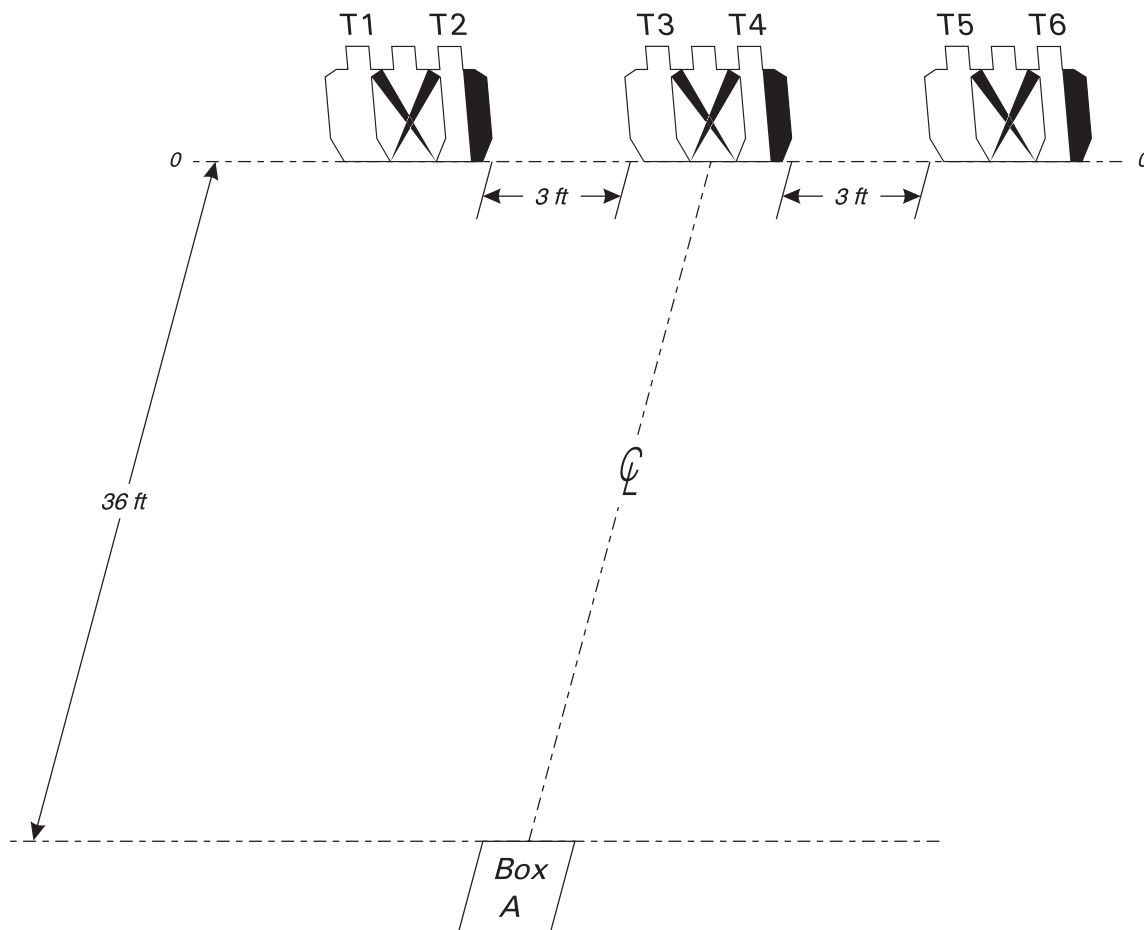
SCORED HITS: Best 3/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

Stacking of shots is not allowed. Assess one procedural penalty for each shot fired in excess of the specified rounds per target.

Targets and no-shoots are to be scored and taped between strings.



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

| 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"/> | 3 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 18 |
| MAJ | X5 | X4 | X4 | X2 | No miss | |
| MIN | X5 | X3 | X3 | X1 | penalty | |

| TIMED FIRE 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) |

| | | | | | | | | | | | |
|------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| 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

| |
|----------------------|
| <input type="text"/> |
| <input type="text"/> |



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|----------|
| Shooter: |
| RO: |

| |
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| REMARKS |
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| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

| |
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| <input type="text"/> |
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NAME _____ USPSA # _____



CM 99-16

Both Sides Now #2

RULES: Practical Shooting Handbook, Latest 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

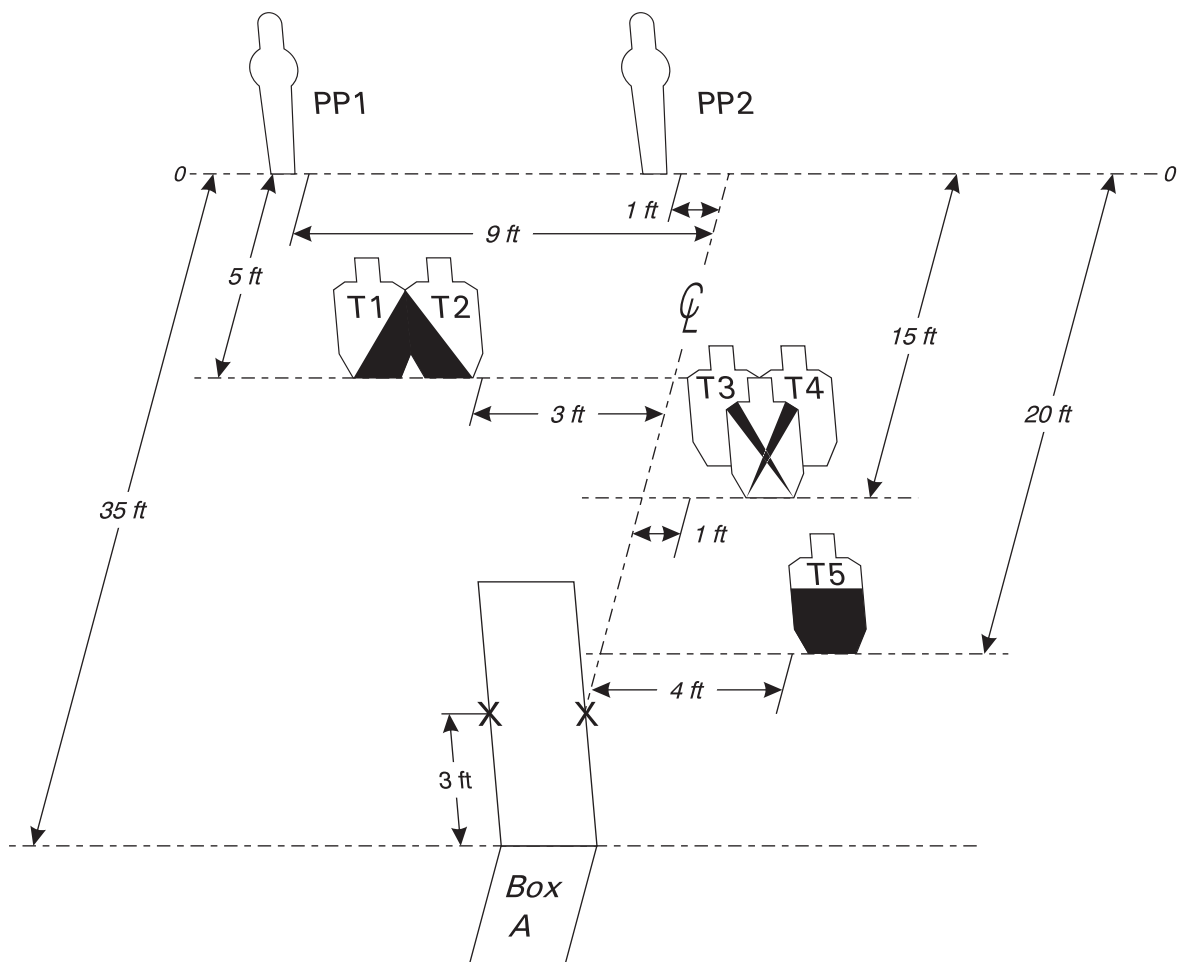
TARGETS: 5 IPSC, 2 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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-foot-by-3-foot 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

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| STL | <input type="text"/> | | | | <input type="text"/> | 2 |
| 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 | <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)

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|----------------------|
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

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

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|----------------------|
| TIME |
| <input type="text"/> |
| TOTAL TIME |
| <input type="text"/> |

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|----------|
| Shooter: |
| RO: |

| |
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| REMARKS |
|---------|

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|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

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|----------------------|------|---------|
| <input type="text"/> | NAME | USPSA # |
|----------------------|------|---------|



RULES: Practical Shooting Handbook, Latest 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

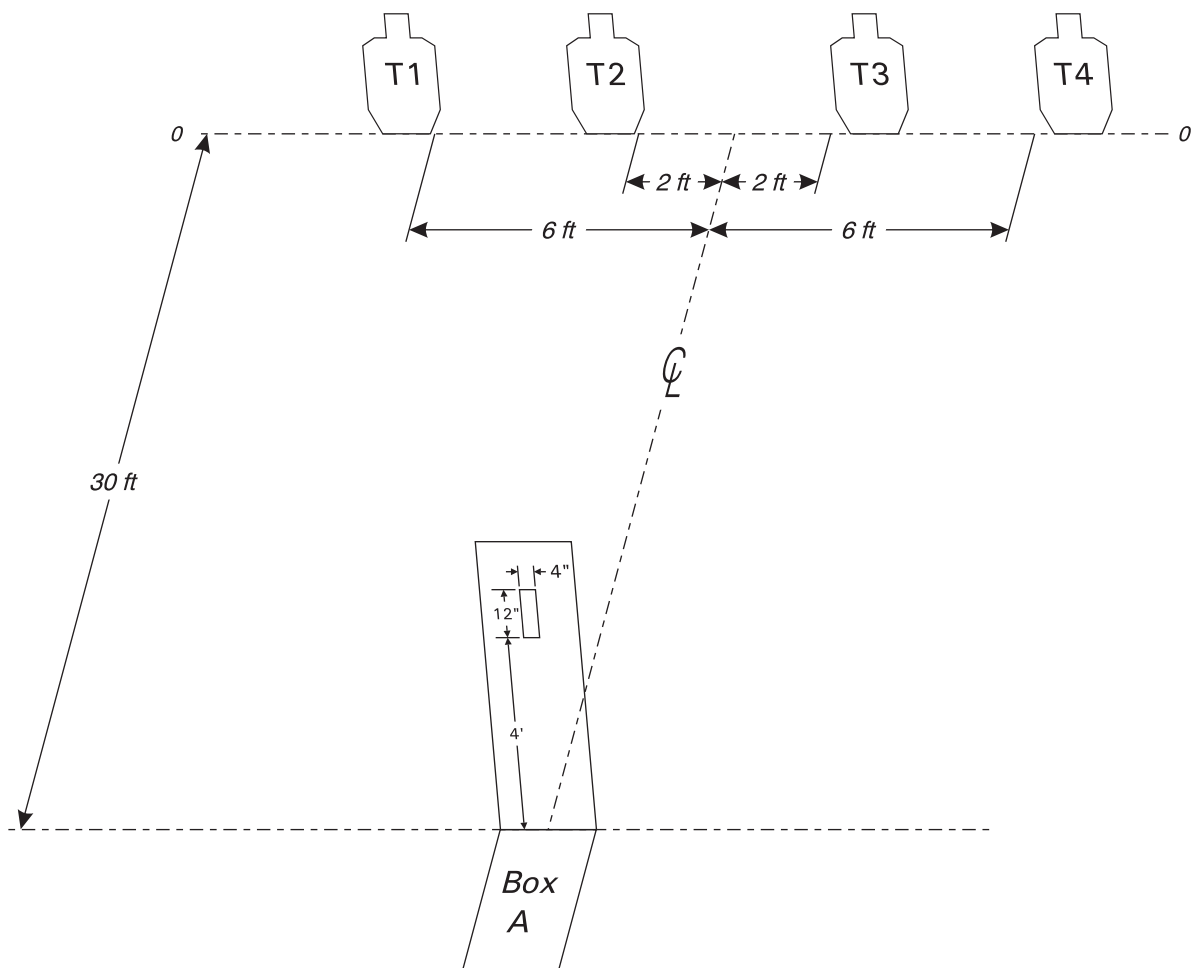
TARGETS: 4 IPSC

SCORED HITS: Best 3/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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

| 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"/> | 3 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| 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 | |

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

| TIME |
|-----------------------------------|
| <div>TOTAL TIME</div> <div></div> |

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|------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| 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)

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| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

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| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

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| <input type="text"/> |
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NAME _____ USPSA # _____



CM 99-20

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

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| | |

DELETED

SETUP NOTES:





DELETED

| | |
|----------------------------|----------------|
| <p>Shooter:</p> <p>RO:</p> | <p>REMARKS</p> |
|----------------------------|----------------|

| | | |
|---------------------------|---|----------------------|
| <p>SHOOTER NUMBER</p> | <p>Open Lim. Lim. 10 Prod. Rev. Sing. St.</p> | <p>MAJOR minor</p> |
| <div></div> | <p>NAME _____ USPSA # _____</p> | |



Mini-Mart

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

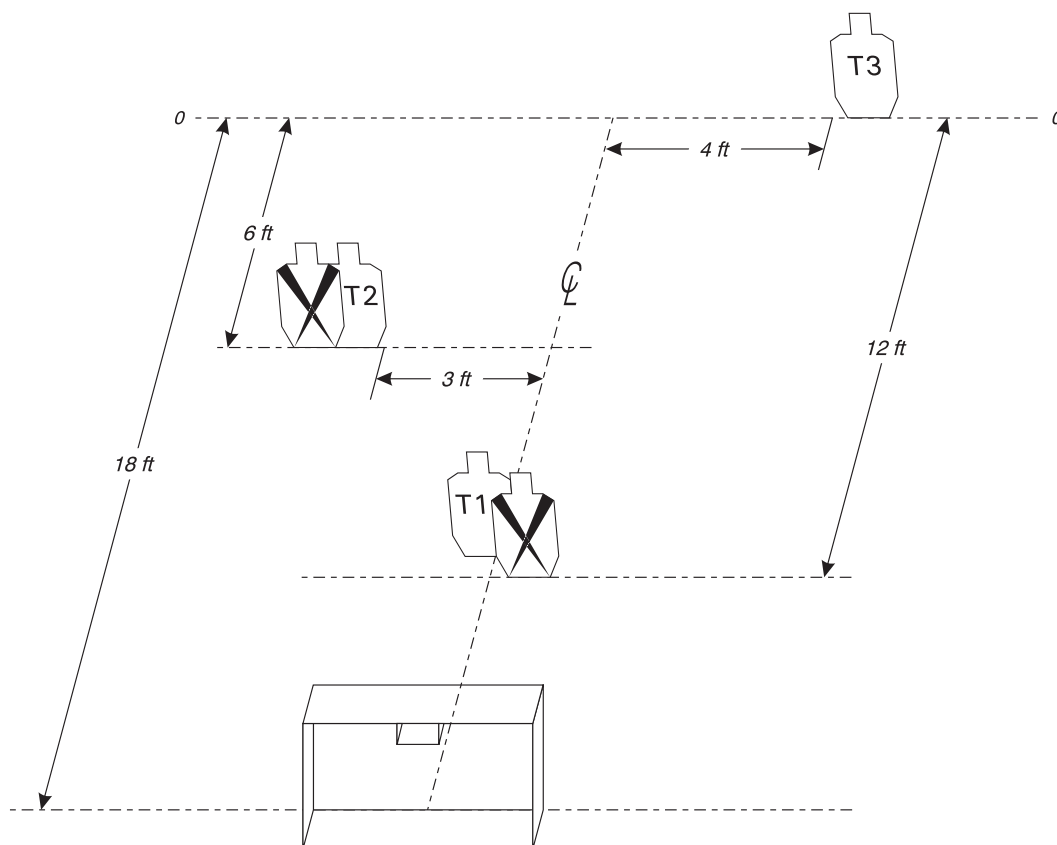
TARGETS: 3 IPSC

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

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

| 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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <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 | |

| 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 |
|---|
| <div>TOTAL TIME</div> <div><input type="text"/></div> |

| | | | | | | | | | | | |
|------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| 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)

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|----------------------|
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

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| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

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|----------------------|
| <input type="text"/> |
|----------------------|

NAME _____ USPSA # _____



CM 99-22

Nuevo El Presidente

RULES: Practical Shooting Handbook, Latest 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

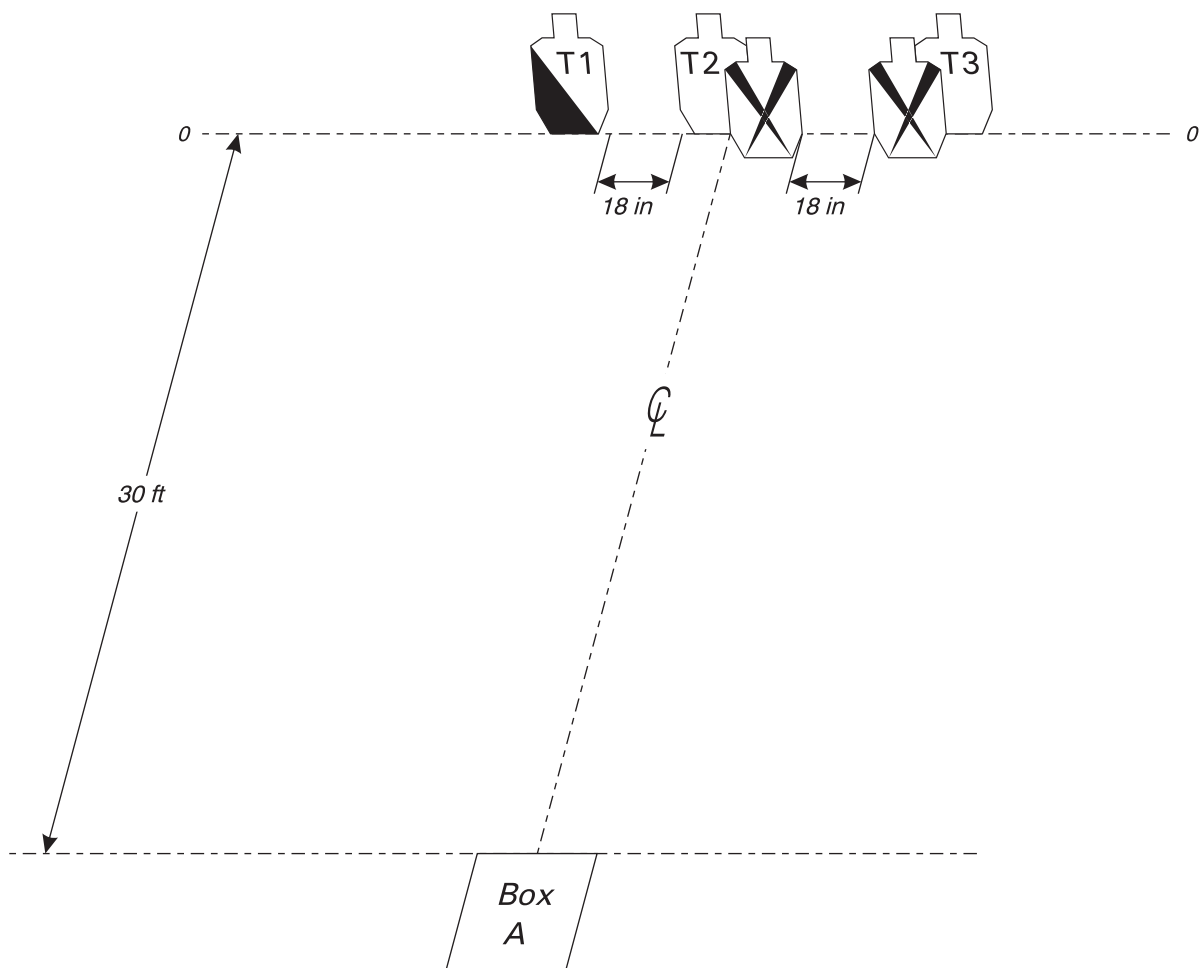
TARGETS: 3 IPSC

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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

| 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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <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 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | = <input type="text"/> |

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

TOTAL 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"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-23

Front Sight

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** P.R. Metcalf—Modification by US Design Team

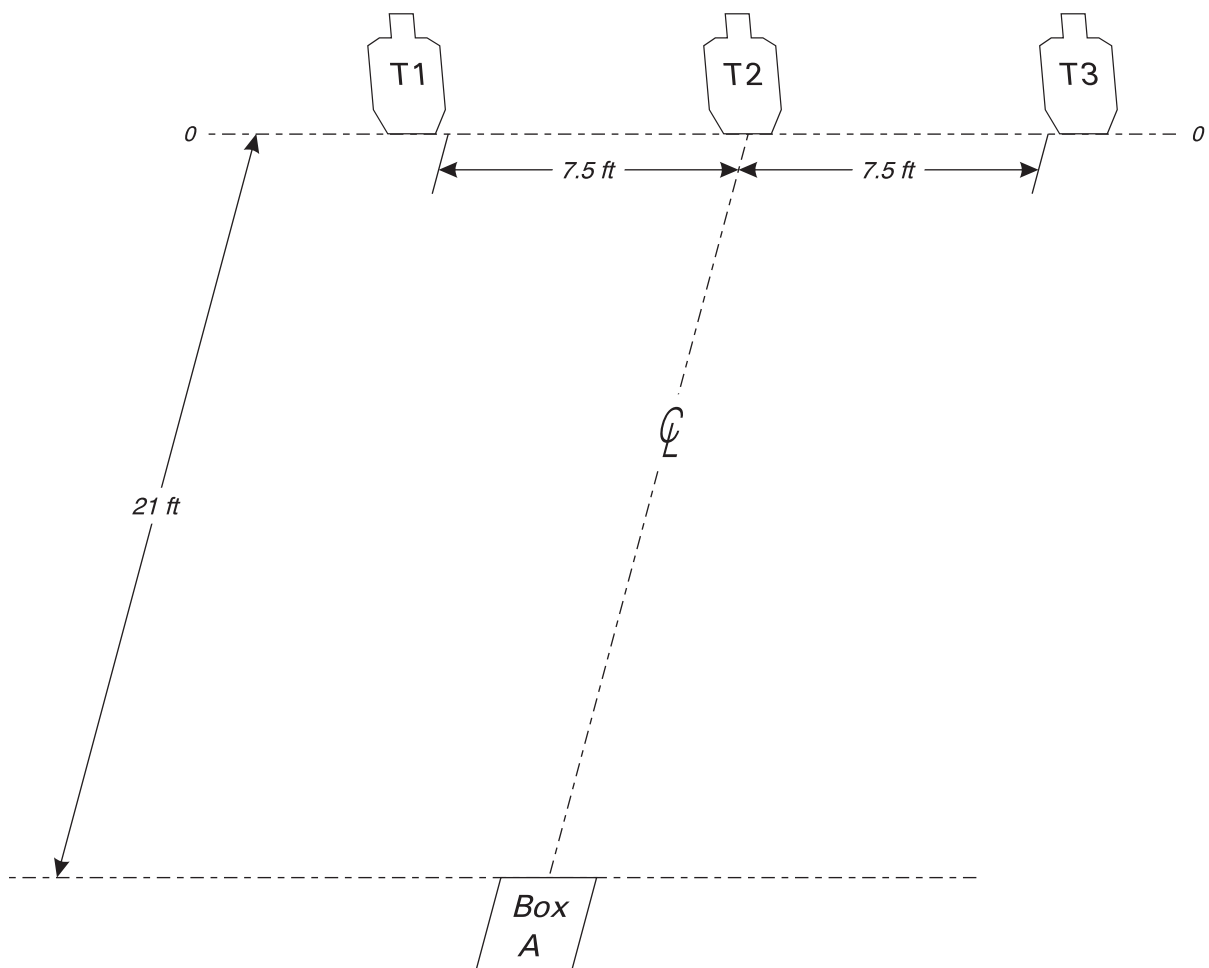
START POSITION: Standing in Box A, both arms hanging relaxed at sides or both wrists above respective shoulders - shooter's choice. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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.





CM 99-23

Front Sight

| 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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| TOTAL | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 12 |
| HITS | | | | | | |
| MAJ | X5 | X4 | X4 | X2 | X-10 | |
| MIN | X5 | X3 | X3 | X1 | X-10 | |

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

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

| | | | | | | | | | | | |
|------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| 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)

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|----------------------|
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

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|----------|
| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

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| <input type="text"/> |
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NAME _____ USPSA # _____



CM 99-24

Front Sight 2

RULES: Practical Shooting Handbook, Latest 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

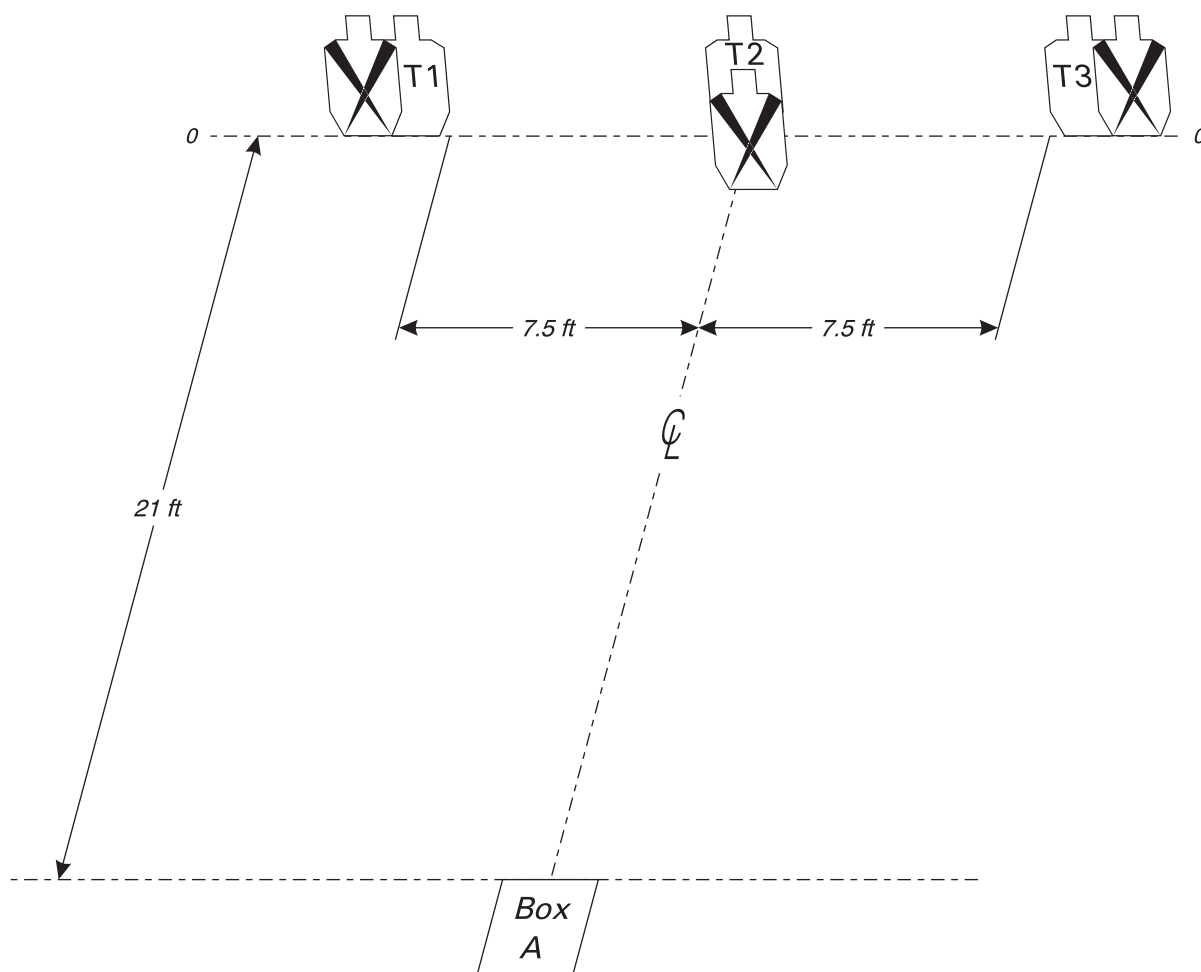
TARGETS: 3 IPSC

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

Targets and no-shoots are to be scored and taped between strings.



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.



CM 99-24

Front Sight 2

| 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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| TOTAL | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 12 |
| HITS | | | | | | |
| MAJ | X5 | X4 | X4 | X2 | X-10 | |
| MIN | X5 | X3 | X3 | X1 | X-10 | |

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

| | | | | | | | | | | | |
|------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| 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"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

| |
|----------|
| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

| |
|----------------------|
| <input type="text"/> |
|----------------------|

NAME _____ USPSA # _____



CM 99-27

Lefty's Revenge

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Doug Giraud—Modifications by US Design Team

START POSITION: Standing behind table facing targets, both thumbs hooked into belt at the center of the waist. Loaded gun is lying flat on X in center of table with muzzle downrange as per ready condition in rule 8.1.1 and 8.1.2. It may not be propped up by any artificial means.

STAGE PROCEDURE

Upon start signal, from behind table A, engage only T1-T3. Move to barricade and from Box B, engage only T4, T5, PP1 and PP2. Move to low wall and from Box C, through Port D, engage only T6-T8. "Behind table" will be considered as anywhere between the rear two legs of table.

SCORING

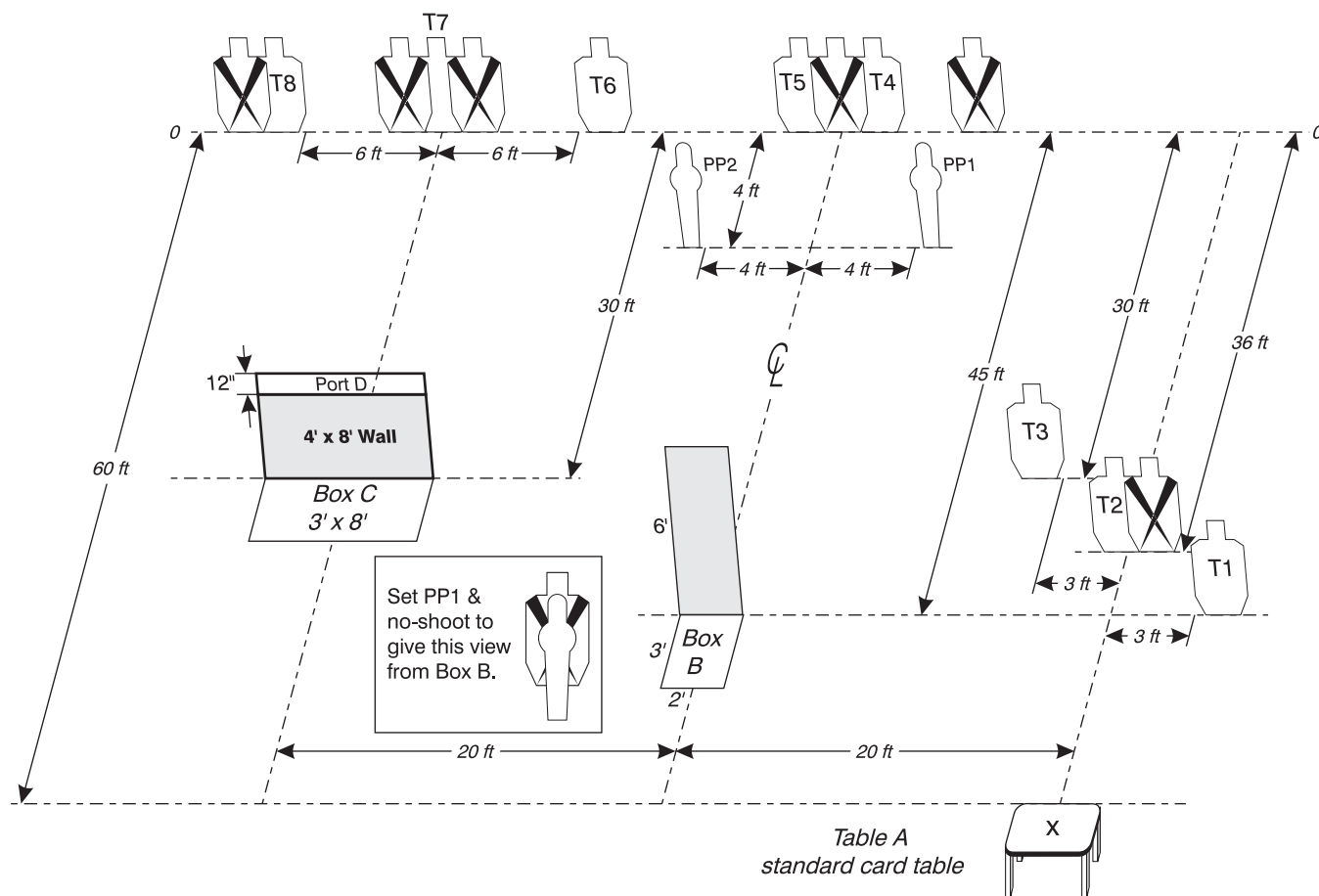
SCORING: Comstock, 18 rounds, 90 points

TARGETS: 8 IPSC, 2 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Outer scoring lines of no-shoots between T4-T5, and at T2 and T8 overlay A zone scoring lines of shoot targets. (Non-scoring borders of no-shoots are inside of A zones.) Align no-shoots on T7 so that they



are straight up and down, allowing the center of the target to be available for scoring. Table is a standard card table height. T2 and no-shoot are centered on table with centerline aligned with non-scoring edge of no-shoot.





CM 99-28

Hillbillton Drill

RULES: Practical Shooting Handbook, Latest 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

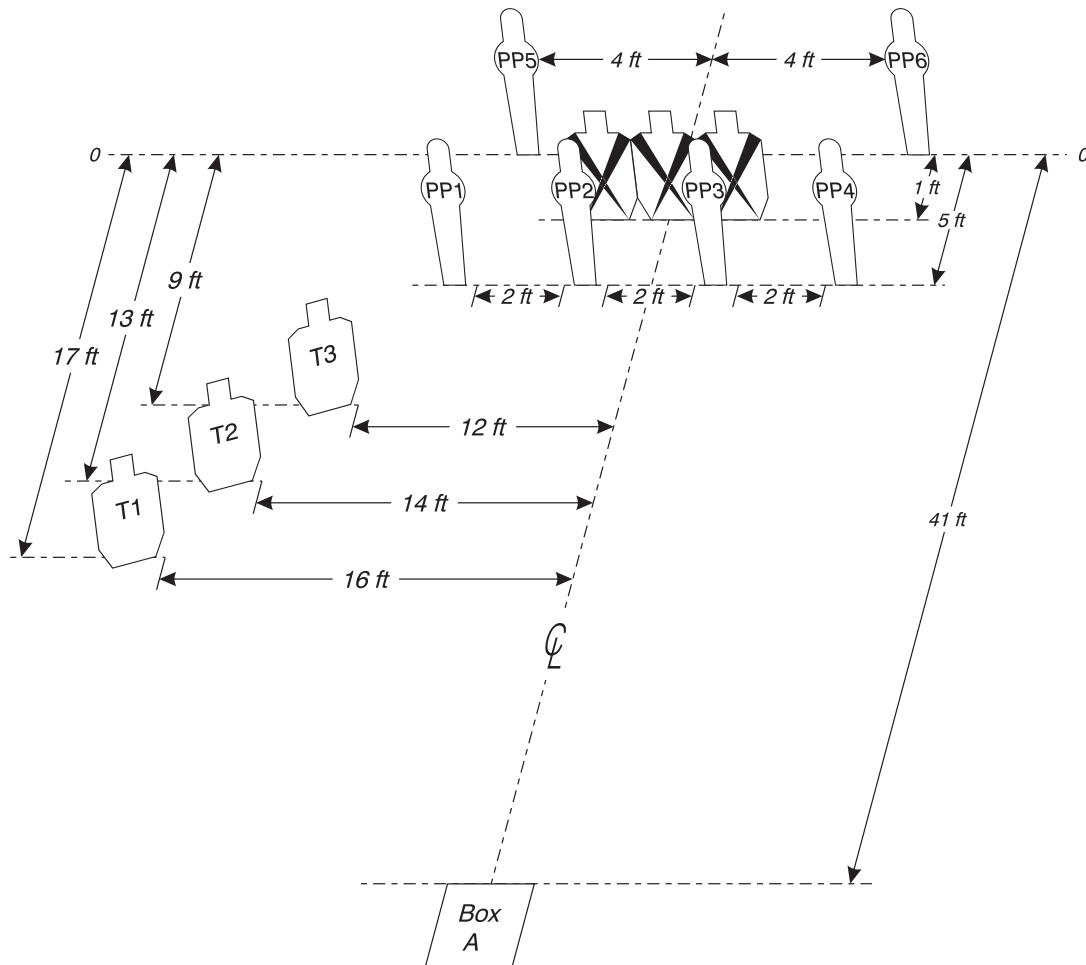
TARGETS: 3 IPSC, 6 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

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.



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| |

| REMARKS | |
|---------|--|
| | |

| NAME | USPSA # |
|------|---------|
|------|---------|



Raw Deal

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.

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.

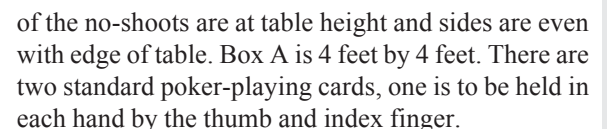
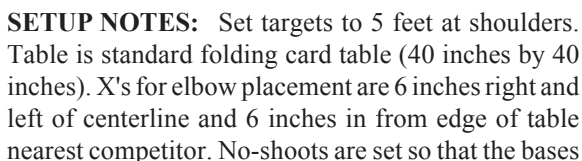
SCORING: Virginia Count, 12 rounds, 60 points

SCORED HITS: Best 2/paper

PENALTIES: Per current edition USPSA Practical

Shooting Handbook.

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





CM 99-33

Raw Deal

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| 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 | |

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

TOTAL TIME

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"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

Shooter:

RO:

REMARKS

| | | |
|----------------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
| <input type="text"/> | NAME _____ USPSA # _____ | |

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Perry Wilson—Modifications by US Design Team

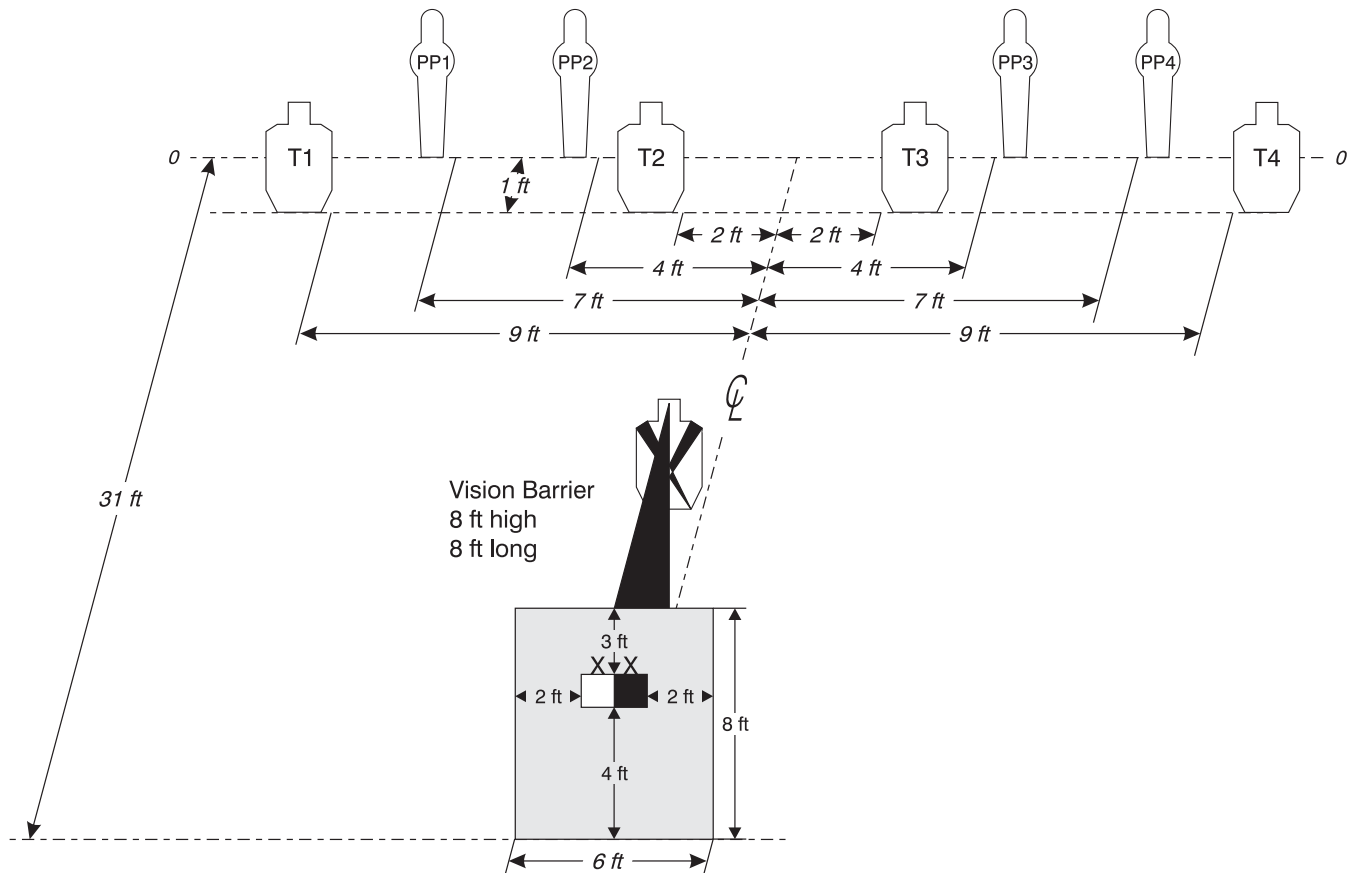
START POSITION: Standing in Box A with palms of both hands flat on marks above window. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC, 4 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.
 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.

| TGT | A | B | C | D | M | |
|-----------------------------|---|---|---|---|---|---|
| USE NUMBERS - NOT HASHMARKS | | | | | | |
| T1 | | | | | | 2 |
| T2 | | | | | | 2 |
| T3 | | | | | | 2 |
| T4 | | | | | | 2 |
| STL | | | | | | 4 |

| | | | | | | |
|---------------|-------------|-------------|-------------|-------------|-------------|----|
| TOTAL HITS | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | 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="checkbox"/> | PROCEDURAL (-10 EACH) |
| <input type="checkbox"/> | NO-SHOOT HIT (-10 EACH) |
| | |
| | |
| | |
| | |
| | |

The diagram consists of two rectangles. The top rectangle is labeled "TIME" at its top center. The bottom rectangle is labeled "TOTAL TIME" at its top center. A small black square is positioned inside the "TOTAL TIME" rectangle, near its bottom center.

Shooter:

RO:

| REMARKS | |
|---------|--|
| | |

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

| NAME | USPSA # |
|------|---------|
|------|---------|



CM 99-36

After Work Blues

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Ken Skeeters—Modifications by US Design Team

START POSITION: Standing in front of door with strong hand on knob and weak arm hanging relaxed at side. Hand-gun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, open door with strong hand, then draw and engage only T1-T3 from behind threshold fault line. Do not pass through doorway. Move to wall B and engage only T4-T5 and PP1-PP2 through Port C. Move to Box D and engage only T6-T8.

SCORING

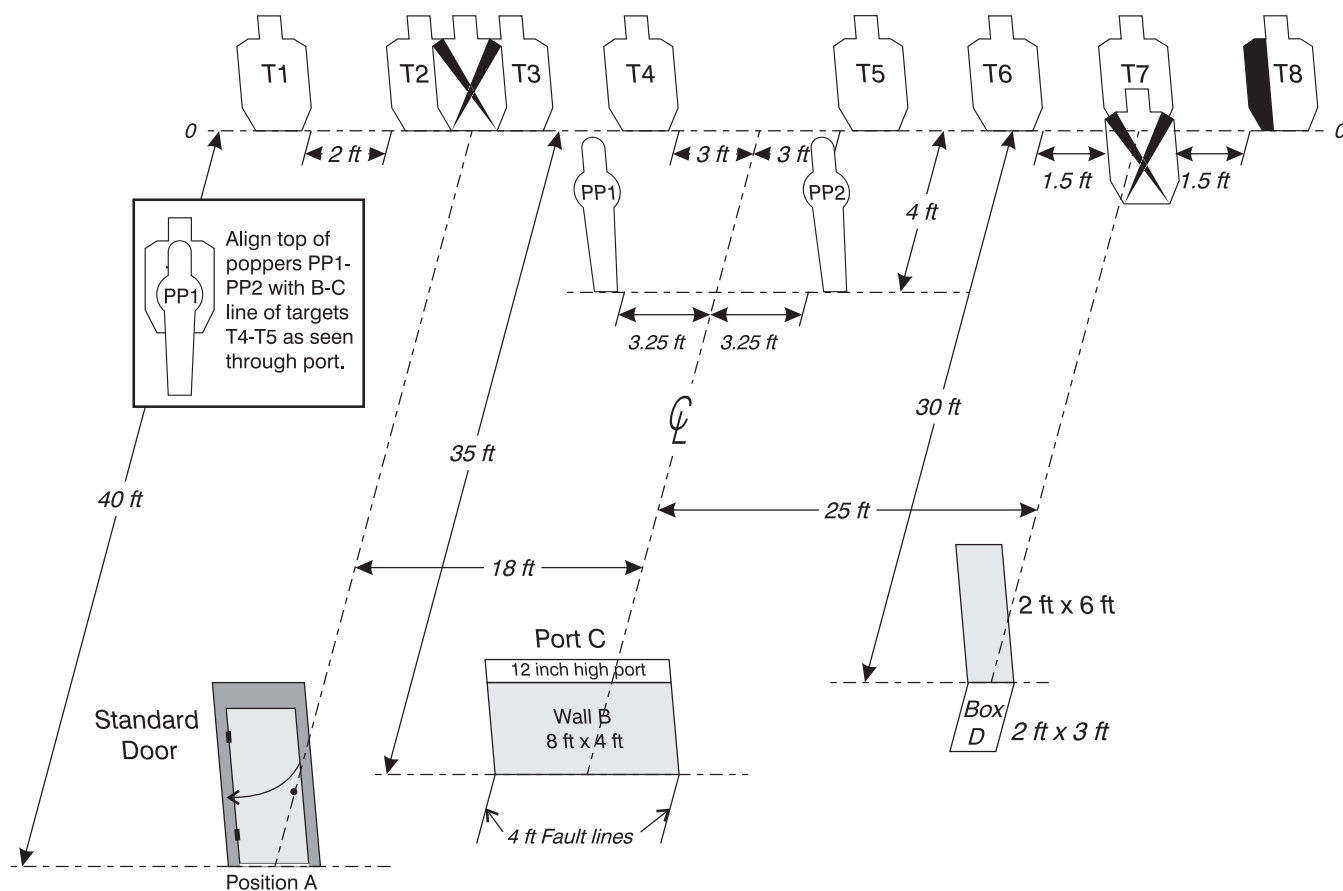
SCORING: Comstock, 18 rounds, 90 points

TARGETS: 8 IPSC, 2 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set targets T1-T3 and T6-T8 to 4 feet at shoulders. Adjust height of targets T4-T5 to give view shown in the inset above. No-shoot at T7 is mounted below T7 with top scoring line of no-shoot



overlying bottom scoring line of T7 A zone. Scoring lines of no-shoot between T2 and T3 overlay A zone scoring line of respective targets. Hard cover on T8 comes to left scoring line of A zone.



CM 99-36

After Work Blues

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T7 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T8 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| STL | <input type="text"/> | | | | <input type="text"/> | 2 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 18 |
| MAJ | X5 | X4 | X4 | X2 | X-10 | |
| MIN | X5 | X3 | X3 | X1 | X-10 | |

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

STATS ONLY + + + - =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(4 DECIMAL PLACES)

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Scott Warren—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

- String 1. Upon start signal, from Box A, engage T1-T3 from position 1 with only one round per target. Then, from Box A, re-engage T1-T3 from position 4 with only one round per target.
- String 2. Upon start signal, from Box A, engage T1-T3 from position 2 with only one round per target. Then, from Box A, re-engage T1-T3 from position 3 with only one round per target.
- String 3. Upon start signal, from Box A, engage T1-T3 from any position with only two rounds per target. Then make a mandatory reload and, from Box A, re-engage T1-T3 from a different position with only two rounds per target.

SCORING

SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 3 IPSC

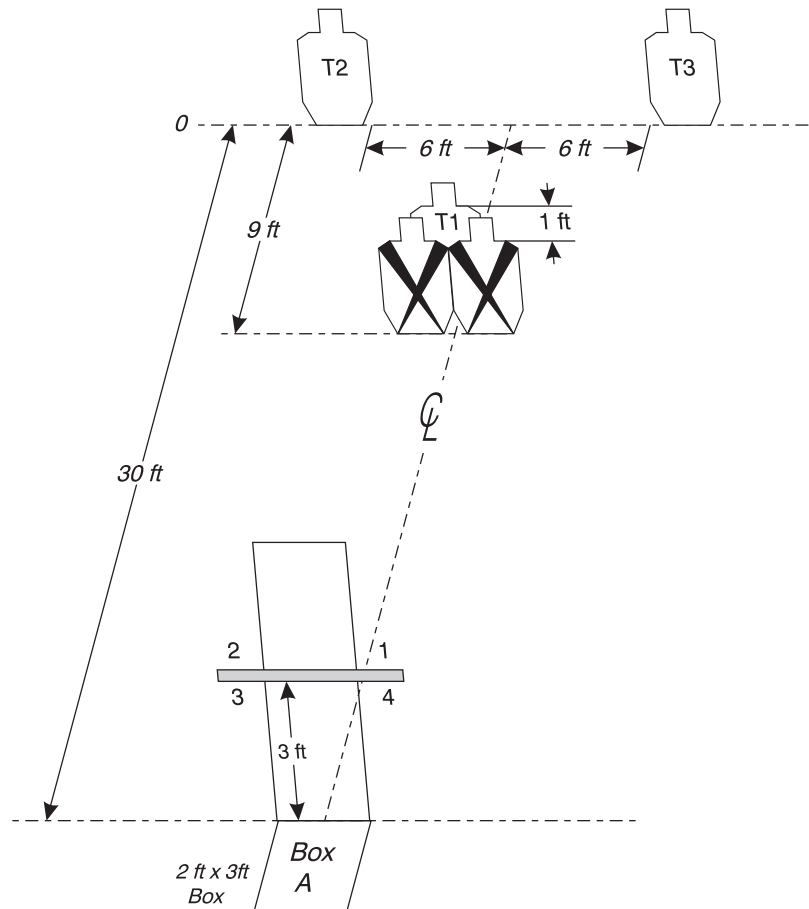
SCORED HITS: Best 8/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

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

Targets and no-shoots are to be scored and taped between strings.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Barricade is 2 feet wide and 6 feet high with a four-foot-long 1x4 cross bar set 3 feet above ground. Ends of crossbar extend 1 foot to each side of barri-



cade. Target T1 is centered on barricade. The one foot distance from the shoulder of T1 to the shoulder of the no-shoots is measured from the top of non-scoring borders.



CM 99-39

Off Balance Blast

| 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"/> | 8 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 24 |
| 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"/> |

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



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"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-40

Partial People Eaters

RULES: Practical Shooting Handbook, Latest 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 IPSC

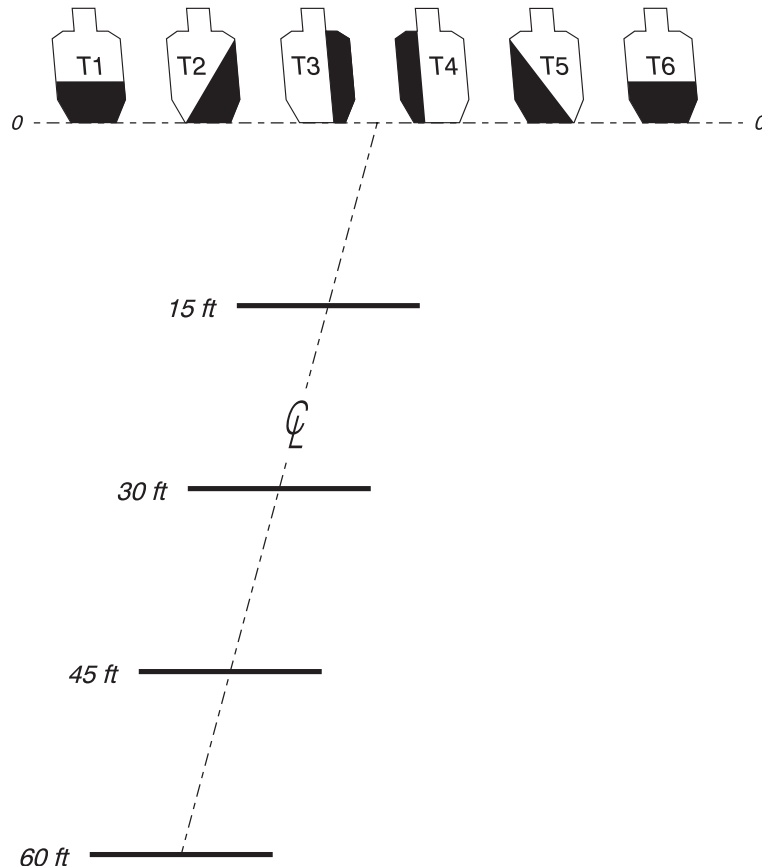
SCORED HITS: Best 4/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

RANGE OFFICER NOTES: 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

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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T6 | <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"/> | 24 |
| MAJ | X5 | X4 | X4 | X2 | No Miss | |
| MIN | X5 | X3 | X3 | X1 | Penalties | |

| | | | | | | | | | | | |
|-------------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| 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

TIMED FIRE PENALTIES

PROCEDURAL
(-10 EACH)

EXTRA SHOT
(-10 EACH)

EXTRA HIT
(-10 EACH)

LATE SHOT
(-5 EACH)

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-41

Works For Me

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe DeSimone

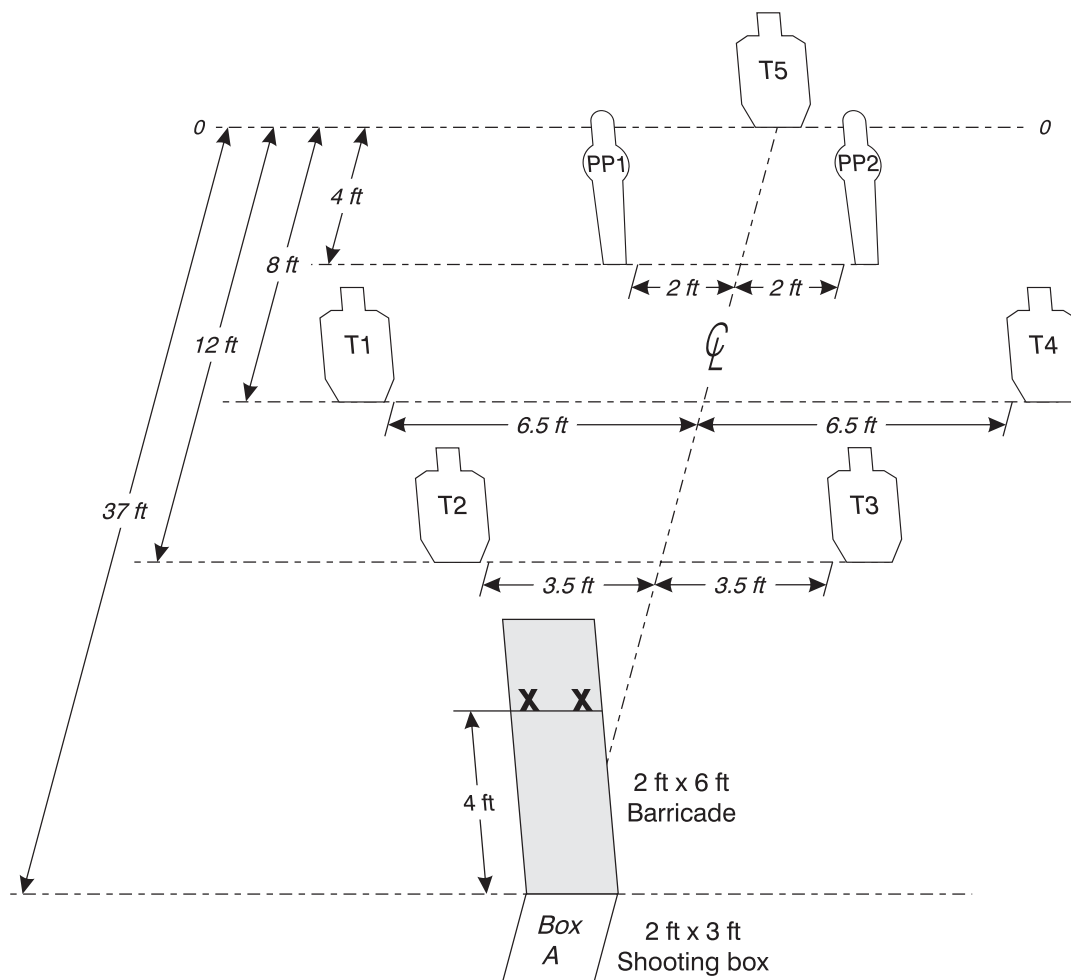
START POSITION: Standing in Box A with palms flat on barricade covering X marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC, 2 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.
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 99-42

Fast'n Furious

RULES: Practical Shooting Handbook, Latest 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

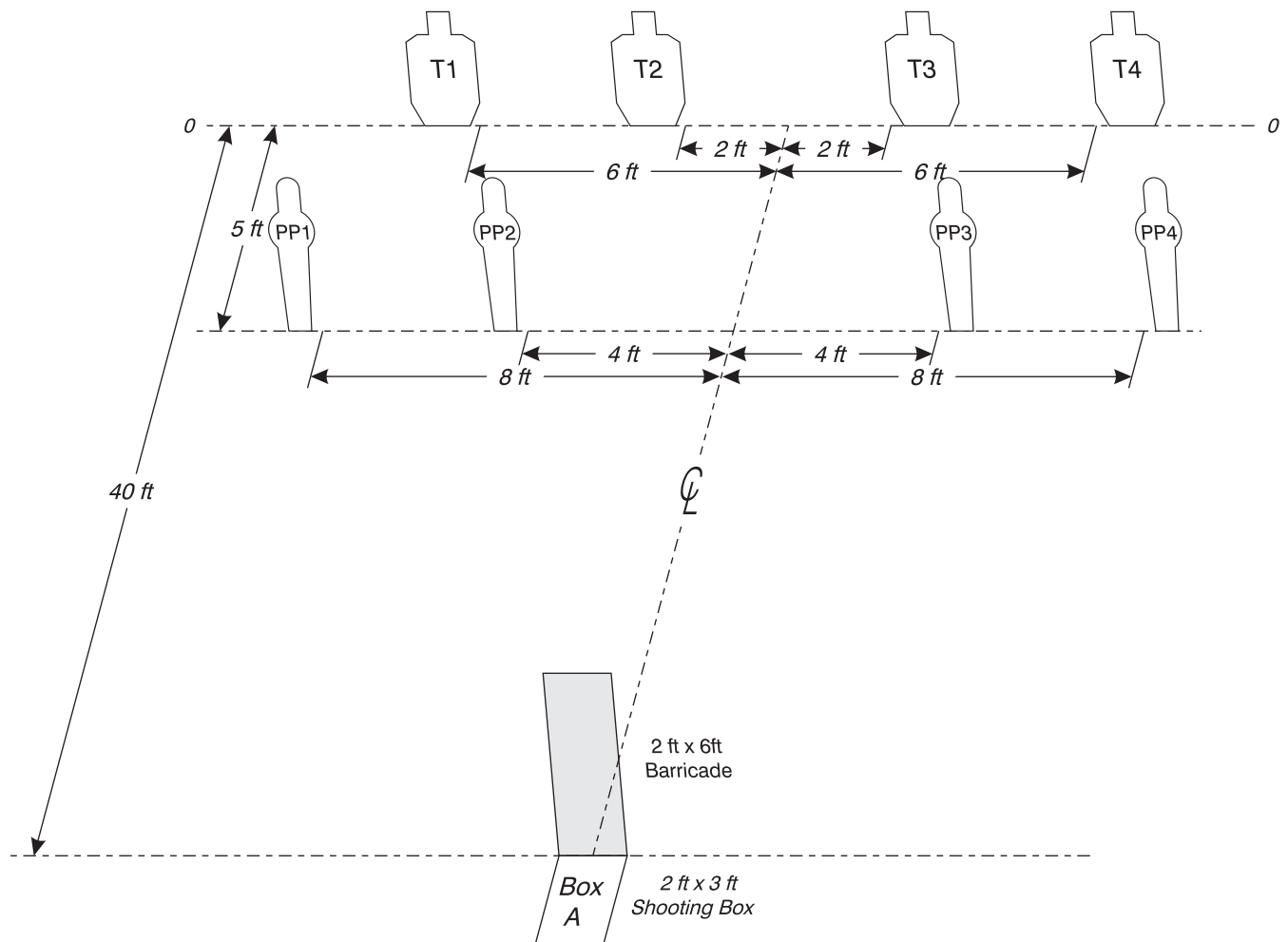
TARGETS: 4 IPSC, 4 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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

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"/> | 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 | <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"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

**COMSTOCK
PENALTIES**

| | |
|----------------------|--------------------------|
| <input type="text"/> | PROCEDURAL (-10 EACH) |
|----------------------|--------------------------|

TIME

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-43

Color Blind

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Susanne Russo—Modifications by US Design Team

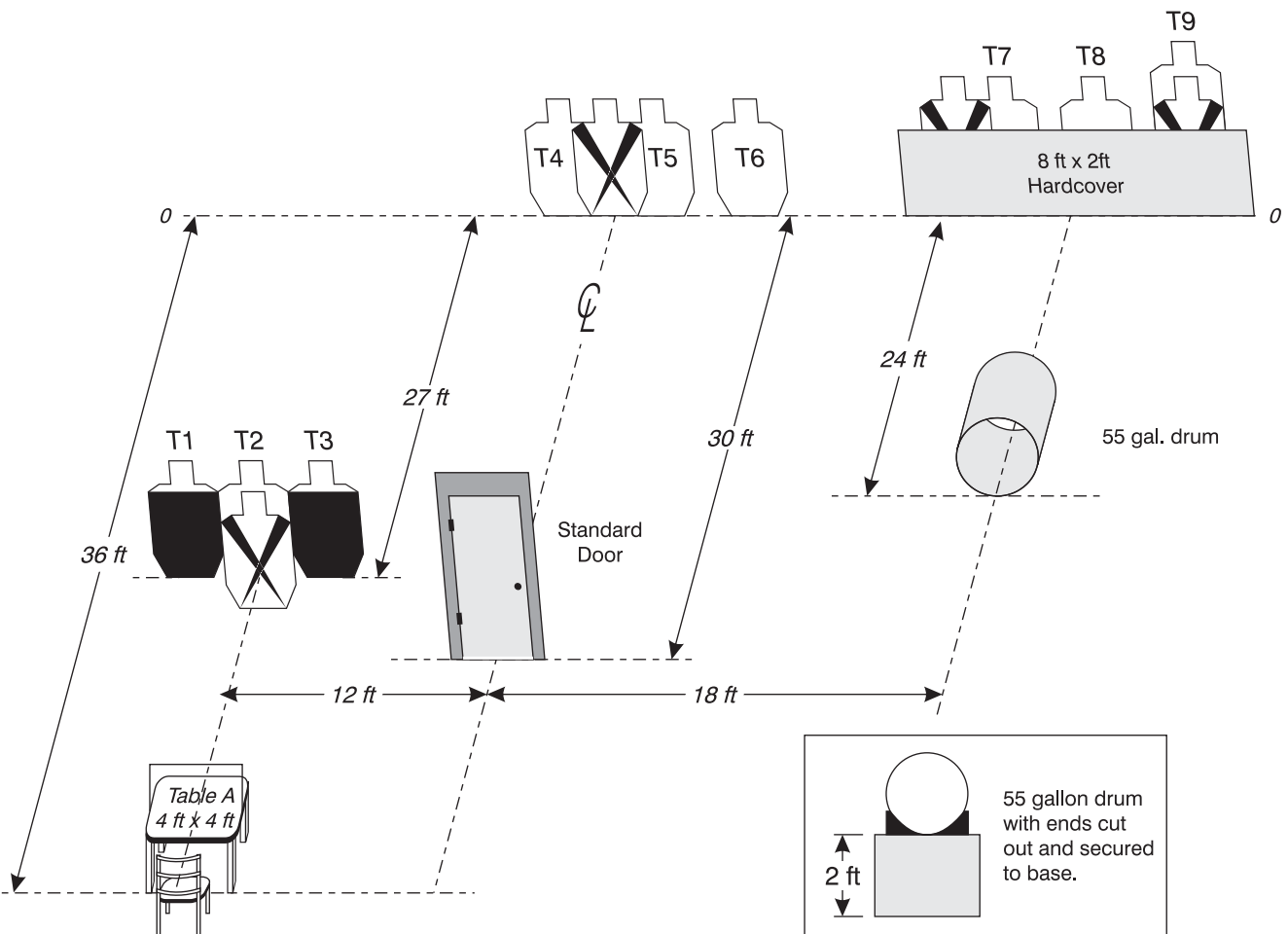
START POSITION: Seated in chair, back fully against rest, arms folded on chest, knees just under table edge, legs extended with ankles crossed, loaded gun lying flat on X in center of table as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage only T1-T3 through port on table. Move to door and open it, then from behind the threshold fault line and through doorway, engage only T4-T6. Pass through or go around doorway and engage only T7-T9 through the barrel. Gun on table may not be propped up by artificial means.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 9 IPSC
SCORED HITS: Best 2
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets T1-T6 to 4 feet 6 inches high at shoulders. Targets T7-T8 are behind hard-cover with upper half of A zone showing. Top edge of A zone on T9 lies under top scoring line of no-shoot which is set so top of no-shoot is even with T7 and T8. Space



targets T5-T6 and T7-T9 6 inches apart. Hard cover on T1 and T3 comes to top of lower A zone. Top scoring line of no-shoot at T2 overlays top scoring line of A zone. Door opens toward shooter. Set barrel on stand 2 feet tall. Table should be 30 inches high. Port at table A is 18 inches high.



CM 99-43

Color Blind

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T7 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T8 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T9 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |

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

COMSTOCK
PENALTIES

PROCEDURAL
(-10 EACH)

NO-SHOOT HIT
(-10 EACH)

TIME

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME

USPSA #



CM 99-45

Easy Street

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Doug Renfrow—Modifications by US Design Team

START POSITION: Standing in Box A or at center of Barricade C (shooter's choice) 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

Competitor may begin either in Box A and move A-B-C or behind Barricade C and move C-B-A.

Upon start signal, from Box A engage only T1-T2 and PP1-PP2. From Box B engage only T3-T5 from either side, or both sides, of the barricade. From Barricade C engage only T6-T8 through Port D while remaining in the shooting box behind the barricade.

SCORING

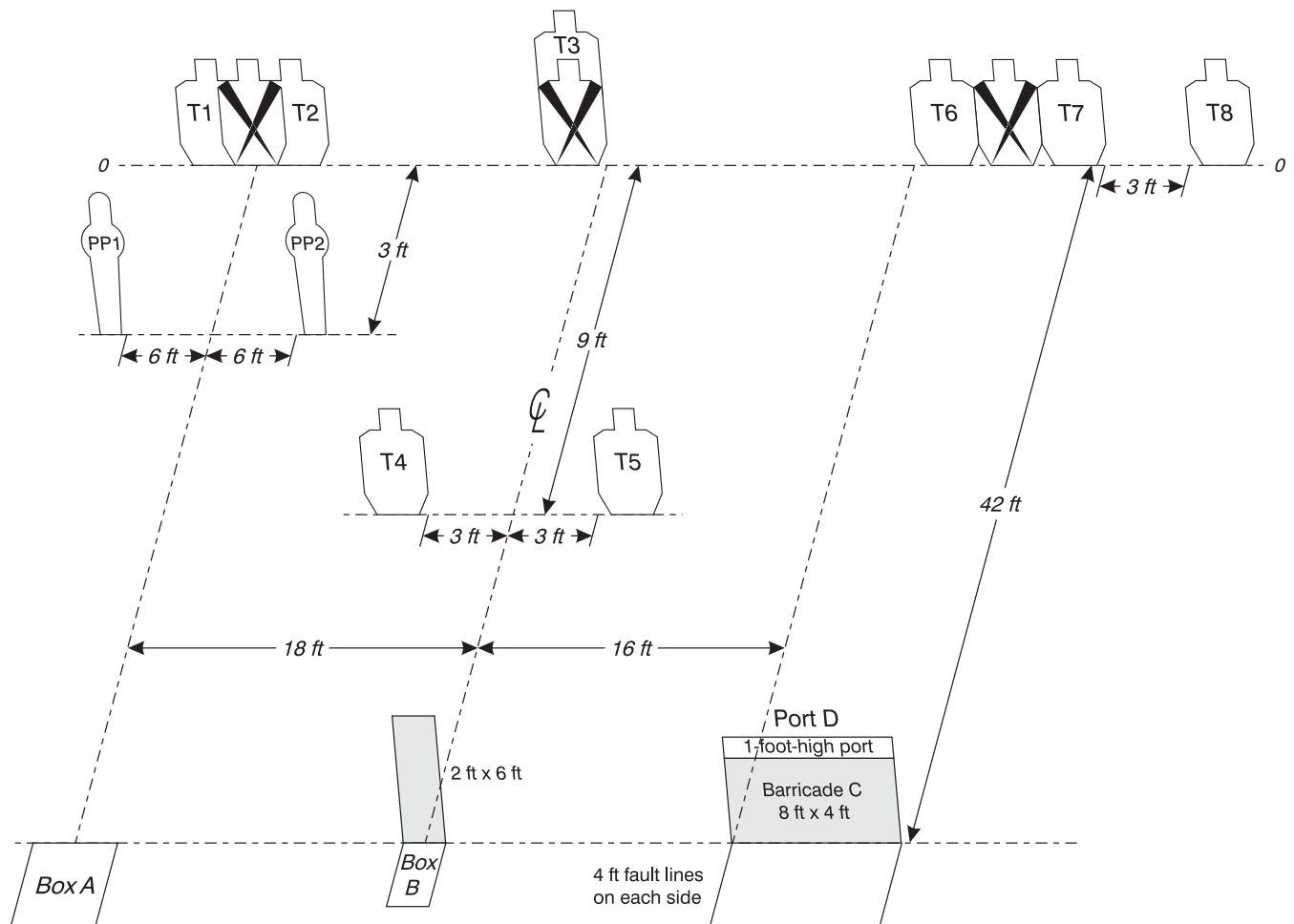
SCORING: Comstock, 18 rounds, 90 points

TARGETS: 8 IPSC, 2 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Place scoring lines of no-shoot between T1 and T2 over A-zone scoring lines. Align right edge of T3 with center of barricade. Align left edge of T6 with



left edge of Barricade C. No-shoot at T3 covers half of A-zone. Box A is 4 feet by 4 feet. Box B is 2 feet by 3 feet. Barricade C is 8 feet by 4 feet with an 8-foot-by-4-foot shooting box behind it.



CM 99-45

Easy Street

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T7 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T8 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| STL | <input type="text"/> | | | | <input type="text"/> | 2 |

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

COMSTOCK
PENALTIES

PROCEDURAL
(-10 EACH)

NO-SHOOT HIT
(-10 EACH)

TIME

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME

USPSA #



CM 99-46

Close Quarter Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** John Wells

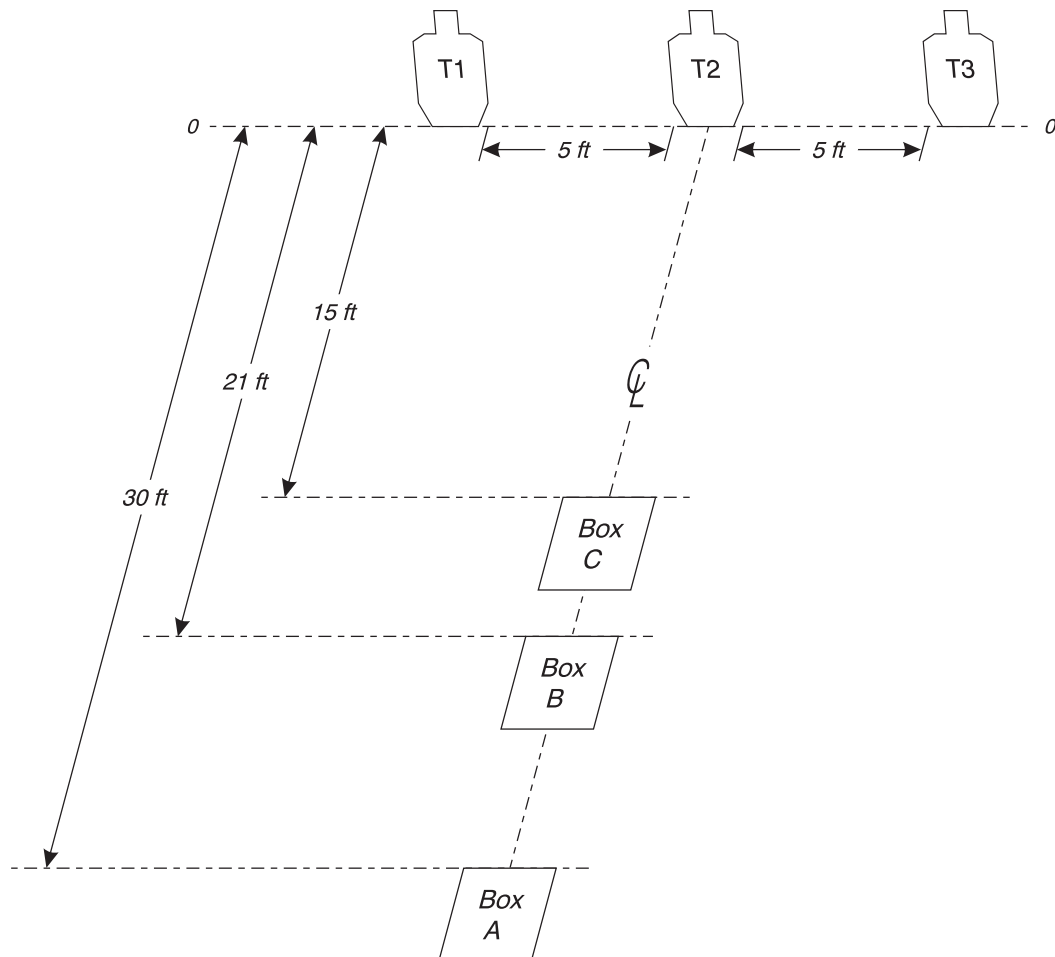
START POSITION: Standing in appropriate shooting box facing targets with both wrists above respective shoulders in surrender position. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC
SCORED HITS: Best 8/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.
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

| 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"/> | 8 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 24 |
| 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)

| |
|----------------------|
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

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

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

| |
|----------|
| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

| |
|----------------------|
| <input type="text"/> |
|----------------------|

NAME _____ USPSA # _____

RULES: Practical Shooting Handbook, Latest 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

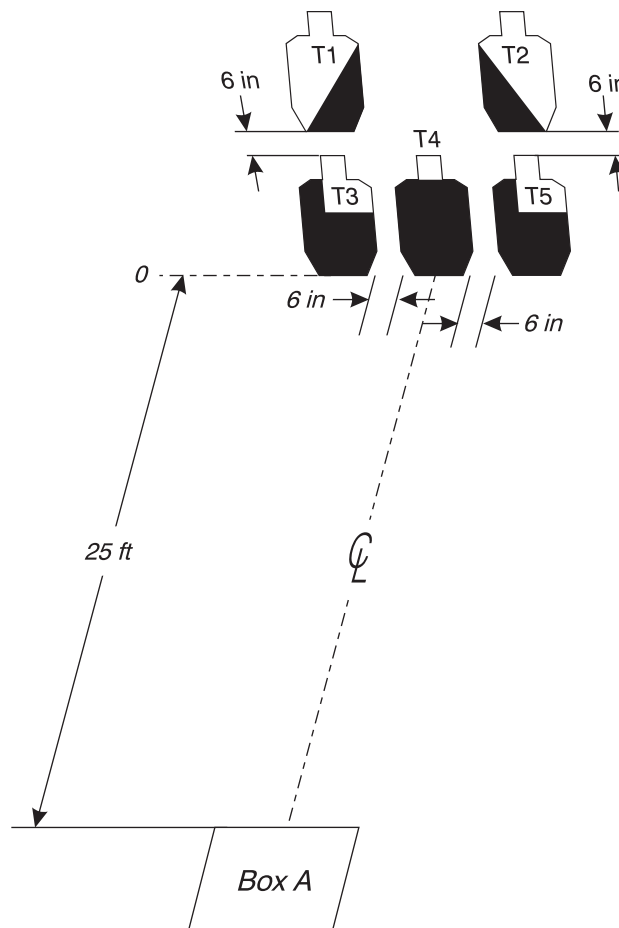
SCORING: Virginia Count, 15 rounds, 75 points

TARGETS: 5 IPSC

SCORED HITS: Best 3/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



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

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"/> | 3 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |

| | | | | | | |
|-------------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------|
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 15 |
|-------------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------|

| | | | | | |
|------------|----|----|----|----|------|
| 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)

| |
|----------------------|
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

VIRGINIA COUNT PENALTIES

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

TIME

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

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-48

Tight Squeeze

RULES: Practical Shooting Handbook, Latest 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

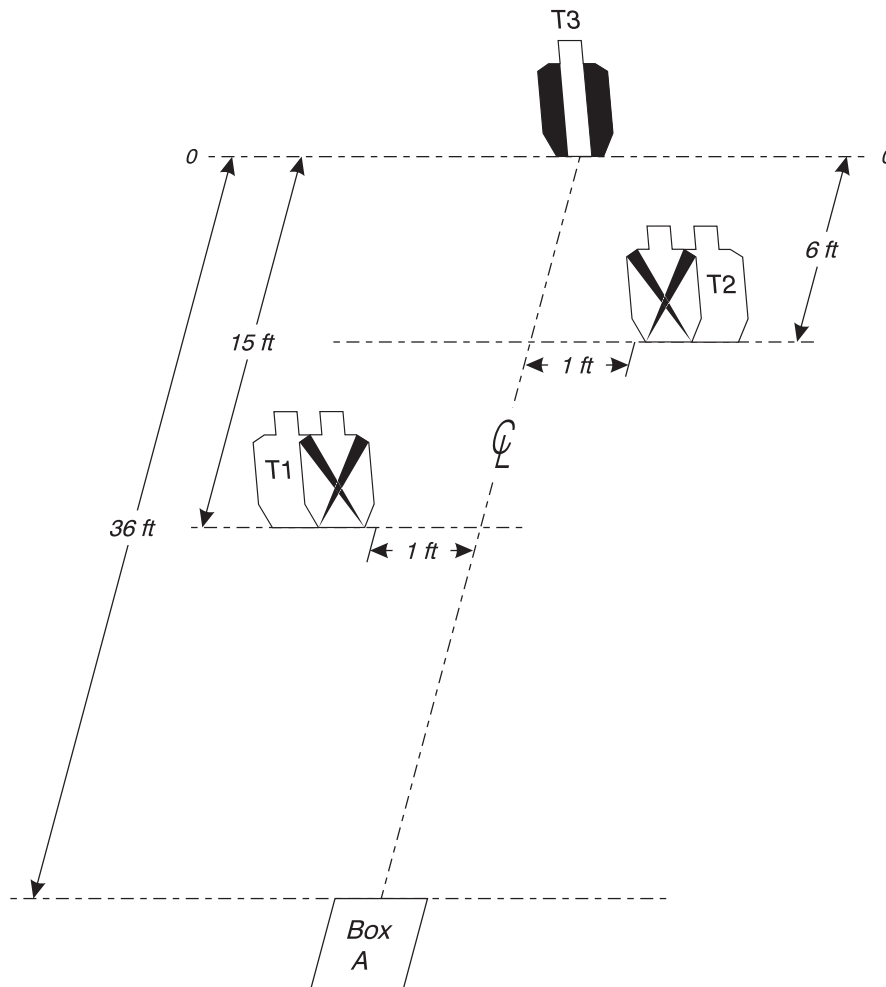
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 3 IPSC

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.
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

| 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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <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 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | = <input type="text"/> |

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

TOTAL TIME

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



Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-50

Better Make Sure

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown—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

Upon start signal, from Box A, engage only T1 and T2 from above top board of 4-foot-by-4-foot frame, then engage PP1 - PP4 from below board.

SCORING

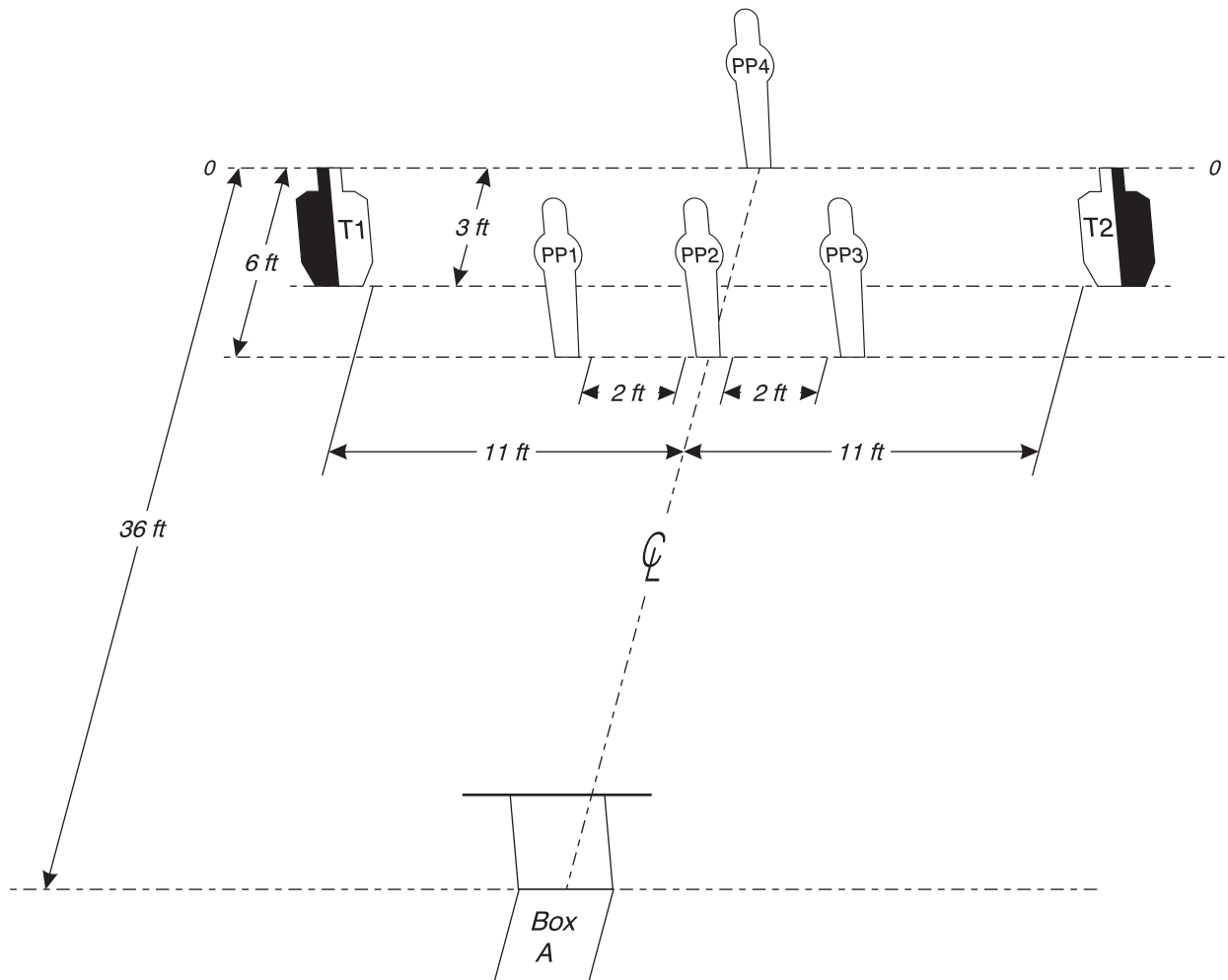
SCORING: Comstock, 8 rounds, 40 points

TARGETS: 2 IPSC, 4 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 4 feet by 4 feet. 4-foot-by-4-foot frame is made out of 2x4's. Place an 8-foot-long 2x4 flat over the top of the frame allowing an equal distance



to overhang at both ends. This will be the board that poppers must be engaged under. Hard cover on T1 and T2 is as shown; it covers one half of target from top to bottom.



CM 99-50

Better Make Sure

| 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 |
| STL | <input type="text"/> | | | | <input type="text"/> | 4 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| 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:

RO:

REMARKS

| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

NAME _____ USPSA # _____



CM 99-51

Single Tap Standards

RULES: Practical Shooting Handbook, Latest 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

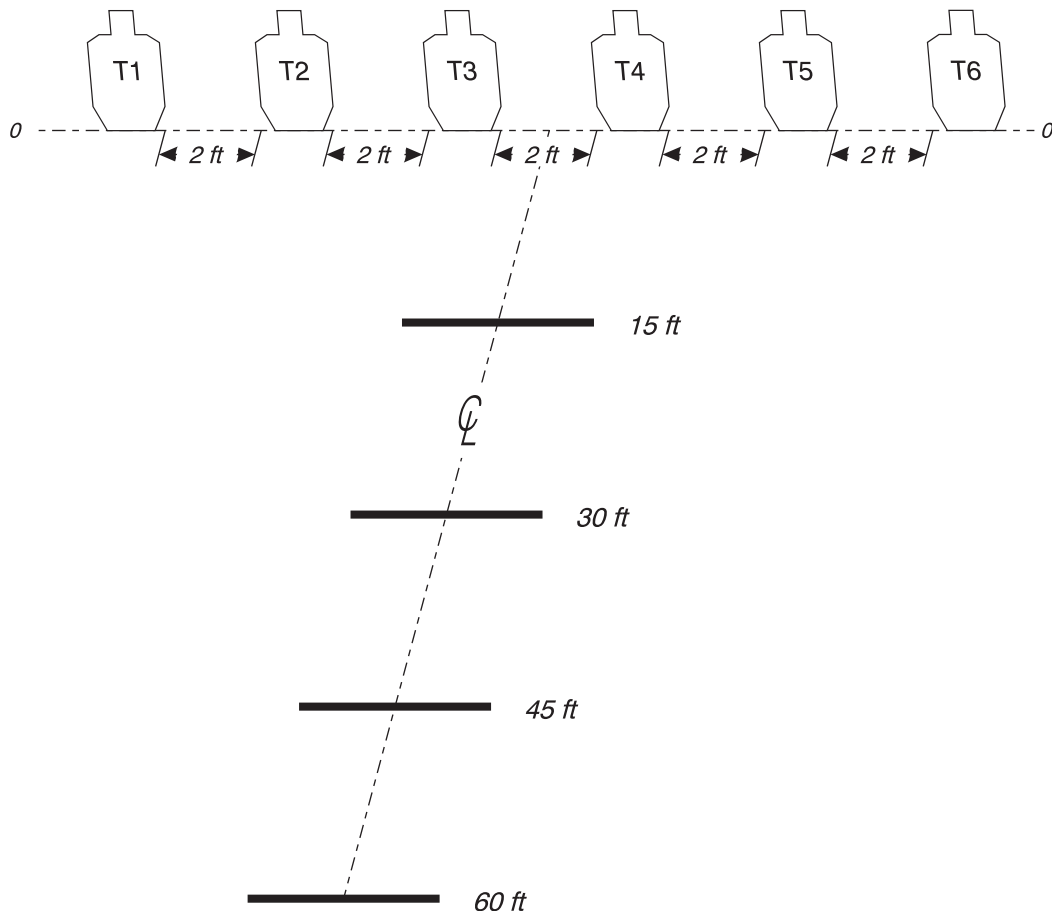
TARGETS: 6 IPSC

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

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

| 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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T6 | <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"/> | 24 |
| 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)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

STRING 3

STRING 4

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-52

Cash 'n' Carry

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Kent Oram—Modifications by US Design Team

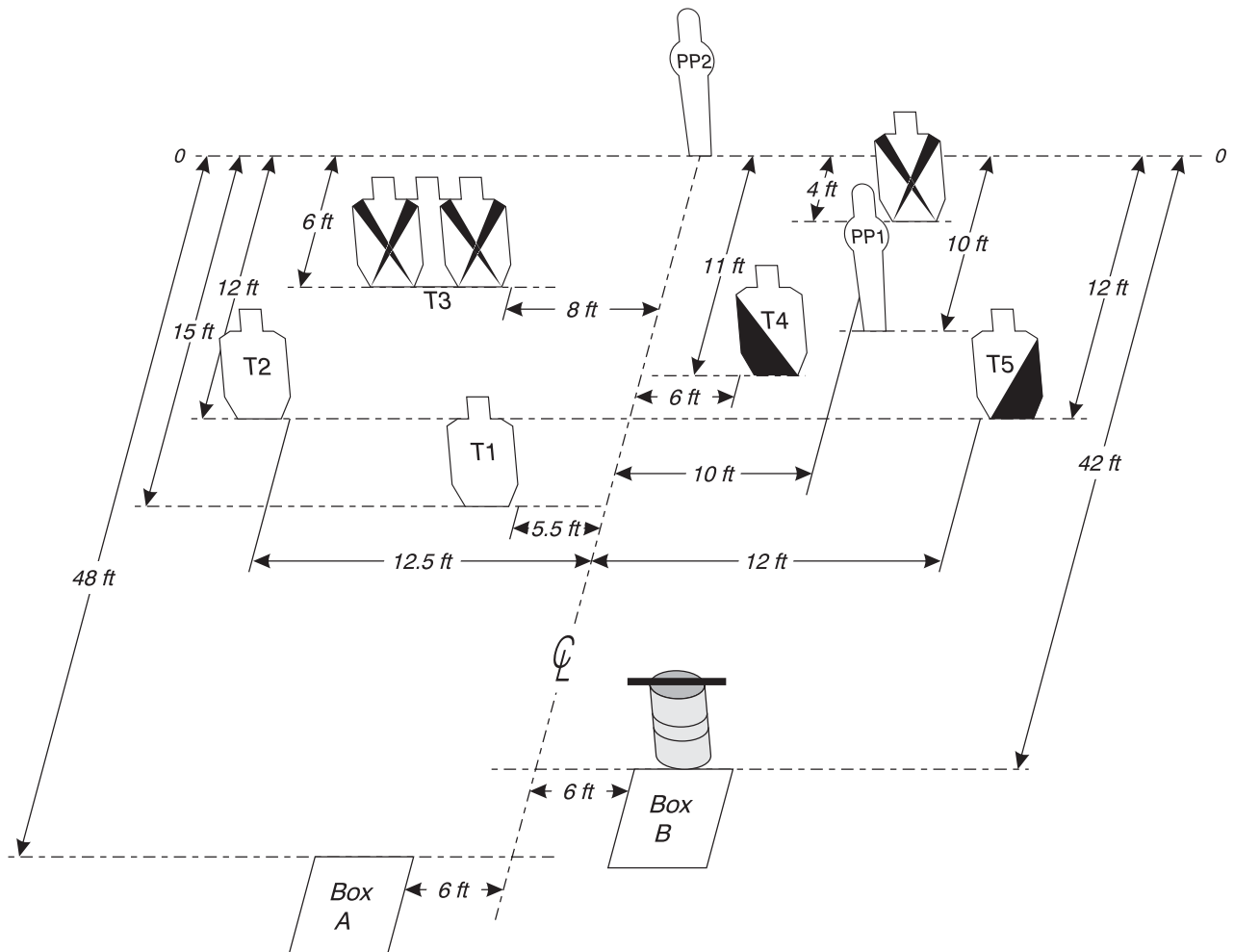
START POSITION: Standing in Box A facing targets with both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1-T3. Move toward barrel and engage only PP2 after both feet have left Box A and before one foot has entered Box B. From Box B engage only PP1, T4 and T5 from either side of the barrel and underneath the cross bar on top of the barrel.

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 5 IPSC, 2 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set all paper targets to 5 feet high at shoulders. Set no-shoot behind PP1 to 4 feet 6 inches high at shoulders. Bar on top of barrel is 4 feet long and placed in the middle of the barrel. Scoring lines of no-



shoots at T3 overlay A-zone scoring lines. Barrel is a standard 55 gallon drum. Box A is 3 feet by 3 feet. Box B is 4 feet by 4 feet.



| NAME | USPSA # |
|------|---------|
|------|---------|



CM 99-53

Triple Play

RULES: Practical Shooting Handbook, Latest 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

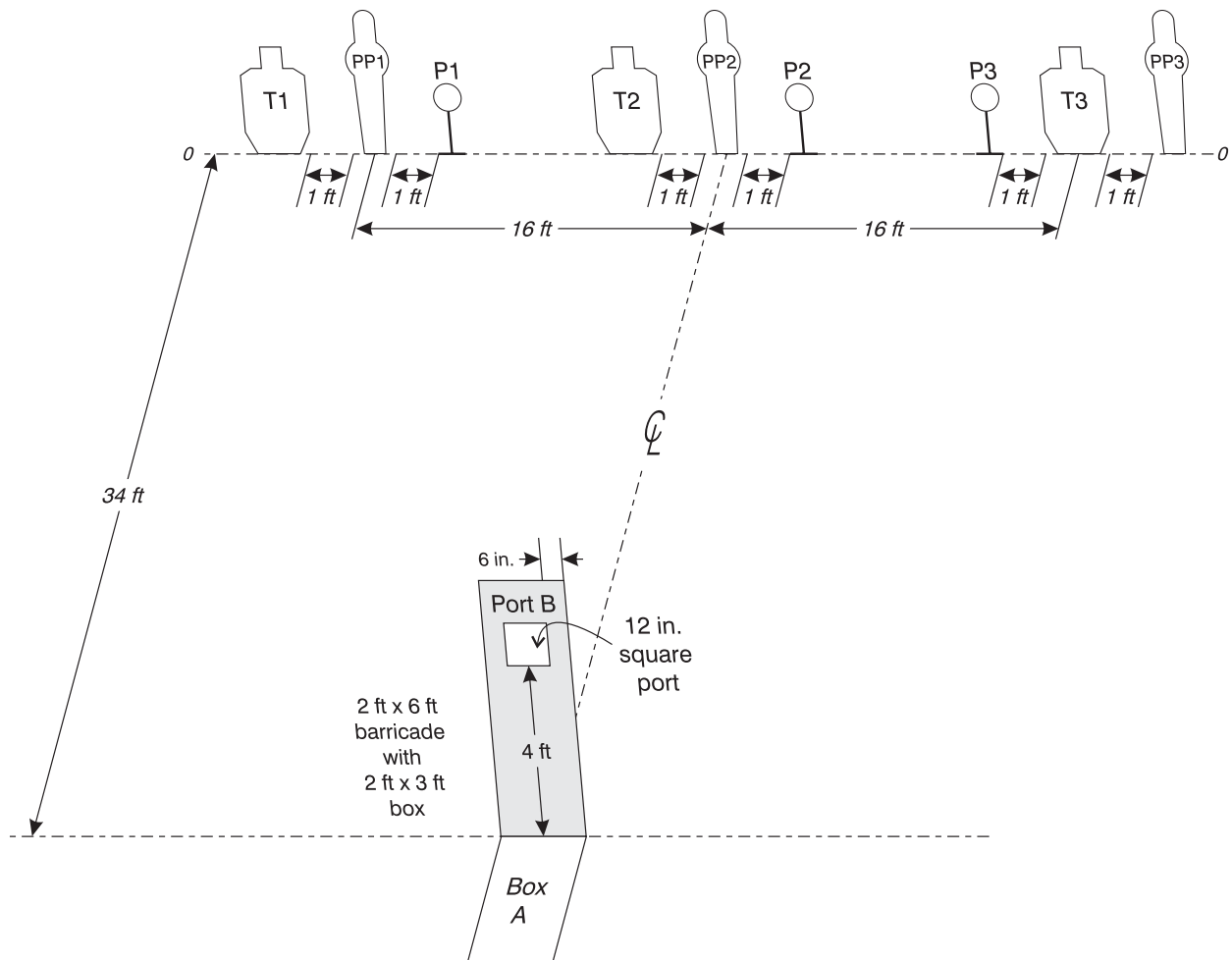
TARGETS: 3 IPSC, 3 Pepper poppers, 3 8" plates

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

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

| 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 | | | | | | | |
| STL | <input type="text"/> | | | | <input type="text"/> | 6 | | | | | | | |
| 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 | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | - | <input type="text"/> | = | <input type="text"/> |

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)

TIME

TOTAL 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"/> |

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-54

Tuff Enough Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Kent Oram—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. 5 sec. Upon start signal, from Box A, engage T1-T6 with only one round per target. Freestyle.
- String 2. 6 sec. Upon start signal, from Box A, engage T1-T6 with only one round per target using strong hand only.
- String 3. 7 sec. Upon start signal, transfer gun to weak hand and from Box A engage only T1-T6 with only one round per target using weak hand only.

SCORING

SCORING: Fixed Time, 18 rounds, 90 points

TARGETS: 6 IPSC

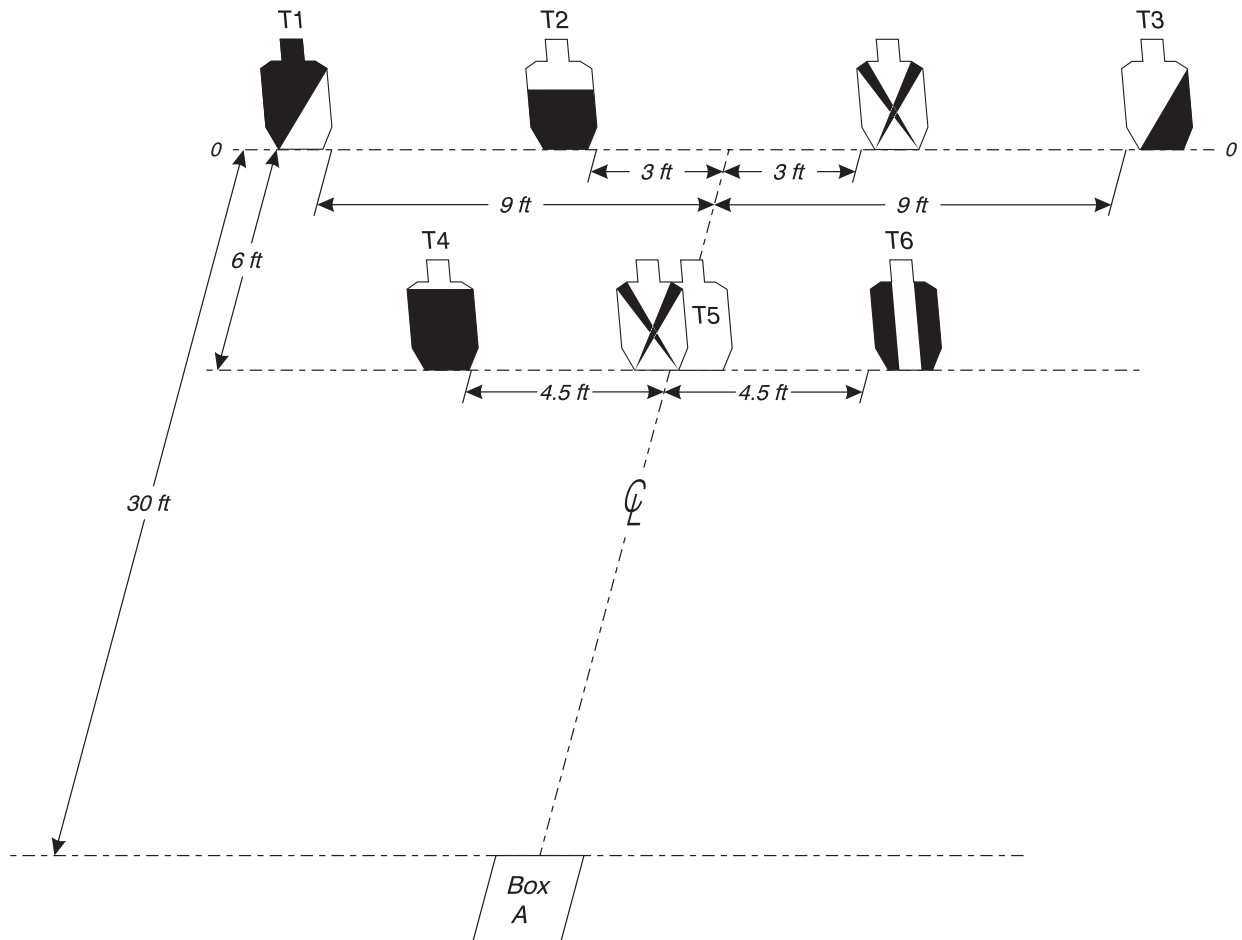
SCORED HITS: Best 3/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

Targets and no-shoots are to be scored and taped between strings.

RANGE OFFICER NOTES: Jams may be cleared with both hands. Allow .3 seconds for the horn on all timing. Example: 6 second string—6.30 is NOT overtime; 6.31 is overtime.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Hard cover on T2 begins at bottom of target and extends upward 15 inches. T4 is hard cover below the top scoring line of the lower A zone. Hard cover on



T6 is parallel with A-zone scoring lines. Hard cover on T1 is diagonal from lower right shoulder to lower left bottom. Overlap perforations of T5 and no-shoot. Left edge of T5 is on centerline. Box A is 3 feet by 3 feet.



CM 99-54

Tuff Enough 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"/> | 3 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 18 |
| MAJ | X5 | X4 | X4 | X2 | NO MISS | |
| MIN | X5 | X3 | X3 | X1 | PENALTIES | |

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) |

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

MINUS PENALTIES OF
EQUALS TOTAL SCORE



| |
|----------|
| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-55

Peek-A-Boo No-shoots

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Topton Action and Practical Shooters

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 T1-T6 with one round each in any order, perform a mandatory reload and from Box A, engage T1-T6 with one round each target.

SCORING

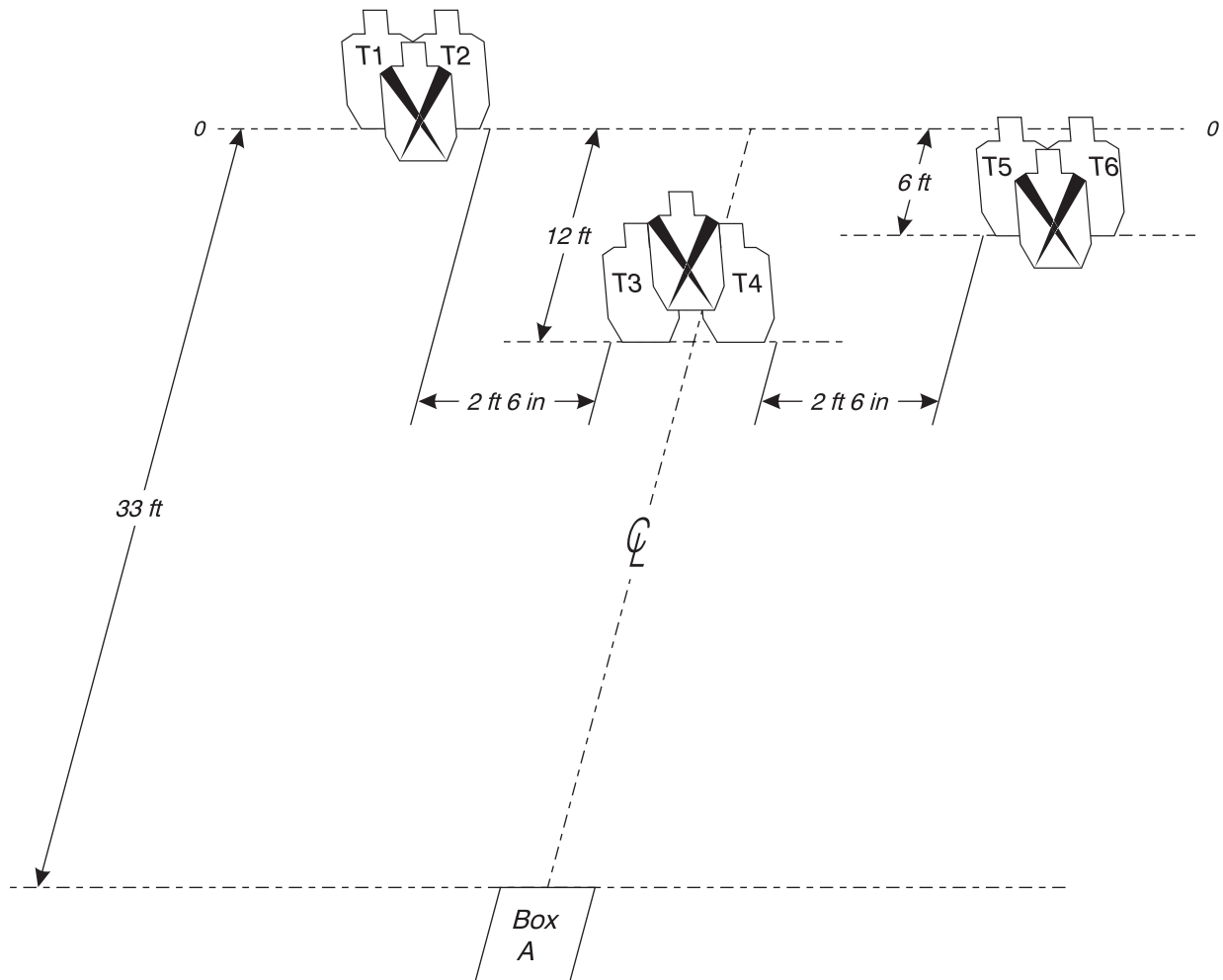
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 6 IPSC

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set targets T3 and T4 to 3 feet high at shoulders. T1, T2, T5, and T6 are set to 5 feet high at shoulders. Set no-shoot at T3-T4 array so lower shoulder corner is even with top of targets. Top of no-



shoots on the other two arrays are set to lower shoulder corner of the target arrays. Box A is 3 feet by 3 feet. No-shoot on target T3 and T4 is centered on center line. T1, T2 and T5, T6 are butted edge to edge.



CM 99-55

Peek-A-Boo No-shoots

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |

| | | | | | | |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|----|
| 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 | Limited | Limited 10 | Production | Revolver | MAJOR | minor |
|----------------|------|---------|------------|------------|----------|-------|-------|

NAME _____ USPSA # _____





CM 99-57

Bookout's Boogie

RULES: Practical Shooting Handbook, Latest 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

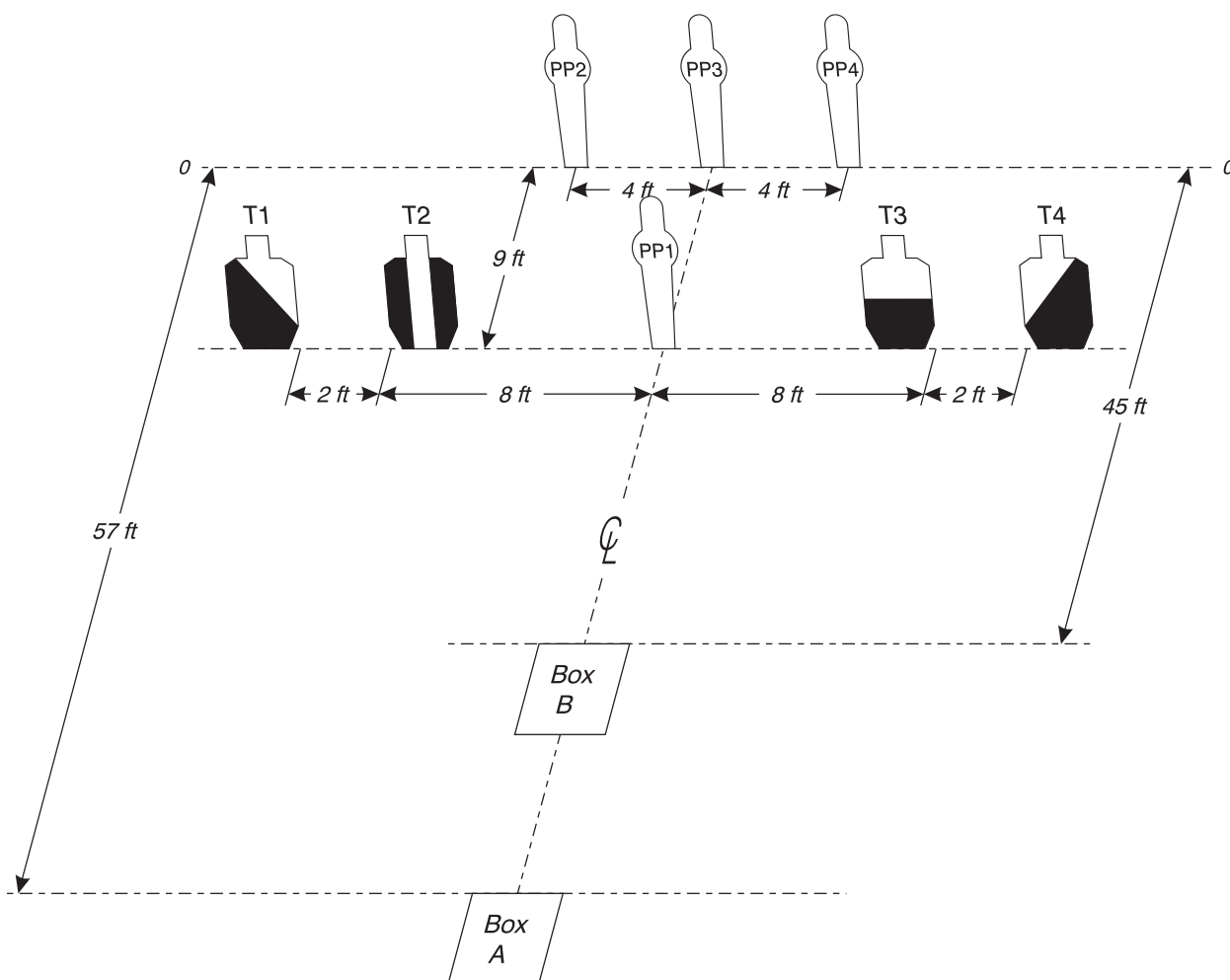
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 4 IPSC, 4 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



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

| 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"/> | 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)

TIME

TOTAL TIME

Shooter:

RO:

REMARKS

| | | | | | | | |
|----------------------|--------------------------|---------|------------|------------|----------|-------|-------|
| SHOOTER NUMBER | Open | Limited | Limited 10 | Production | Revolver | MAJOR | minor |
| <input type="text"/> | NAME _____ USPSA # _____ | | | | | | |



CM 99-58

Body Guard 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bob Russell

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 T1-T6 with one round each target, perform a mandatory reload, and from Box A, engage T1-T6 with one round each target.

SCORING

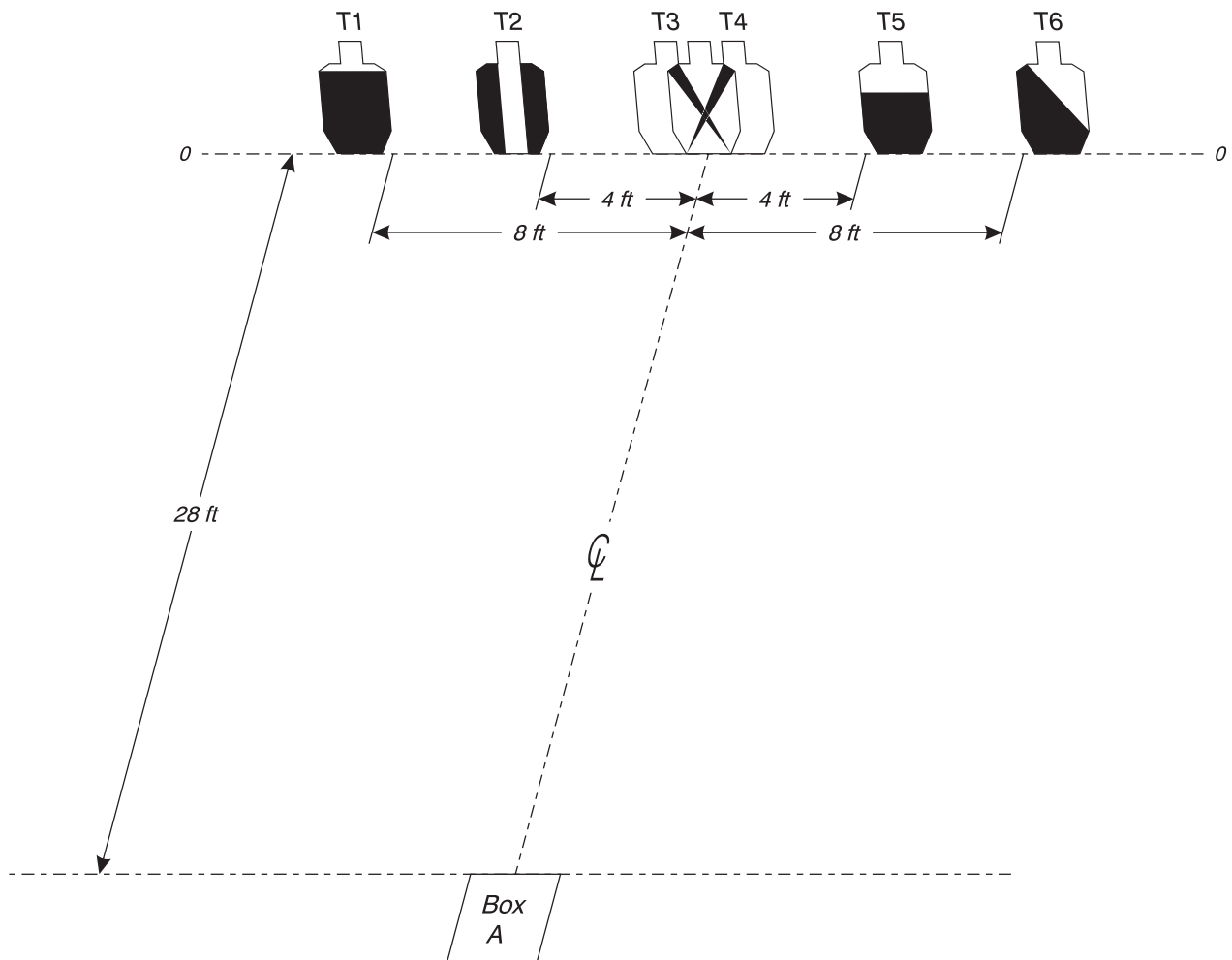
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 6 IPSC

SCORED HITS: Best 2

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.
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. T1 hard cover is from top of A zone down. T2 hard cover is from perforation of A zone outward from top to bottom on both sides of A zone. T5 hard cover cuts through center



of A zone. T6 hard cover runs diagonal from top left shoulder downward to top bottom notch. T3 and T4 are butted edge to edge, no-shoot is then centered on them. Center of no-shoot is on center line.



CM 99-58

Body Guard 1

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |

| | | | | | | |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|----|
| 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 | <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"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

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

| TIME |
|----------------------|
| <input type="text"/> |
| TOTAL TIME |
| <input type="text"/> |

| |
|----------|
| Shooter: |
| RO: |

| REMARKS |
|----------------------|
| <input type="text"/> |

| | | |
|----------------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
| <input type="text"/> | NAME _____ USPSA # _____ | |



CM 99-59

Lazy Man Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jay Worden

START POSITION: Standing in Box A facing targets with both wrist 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

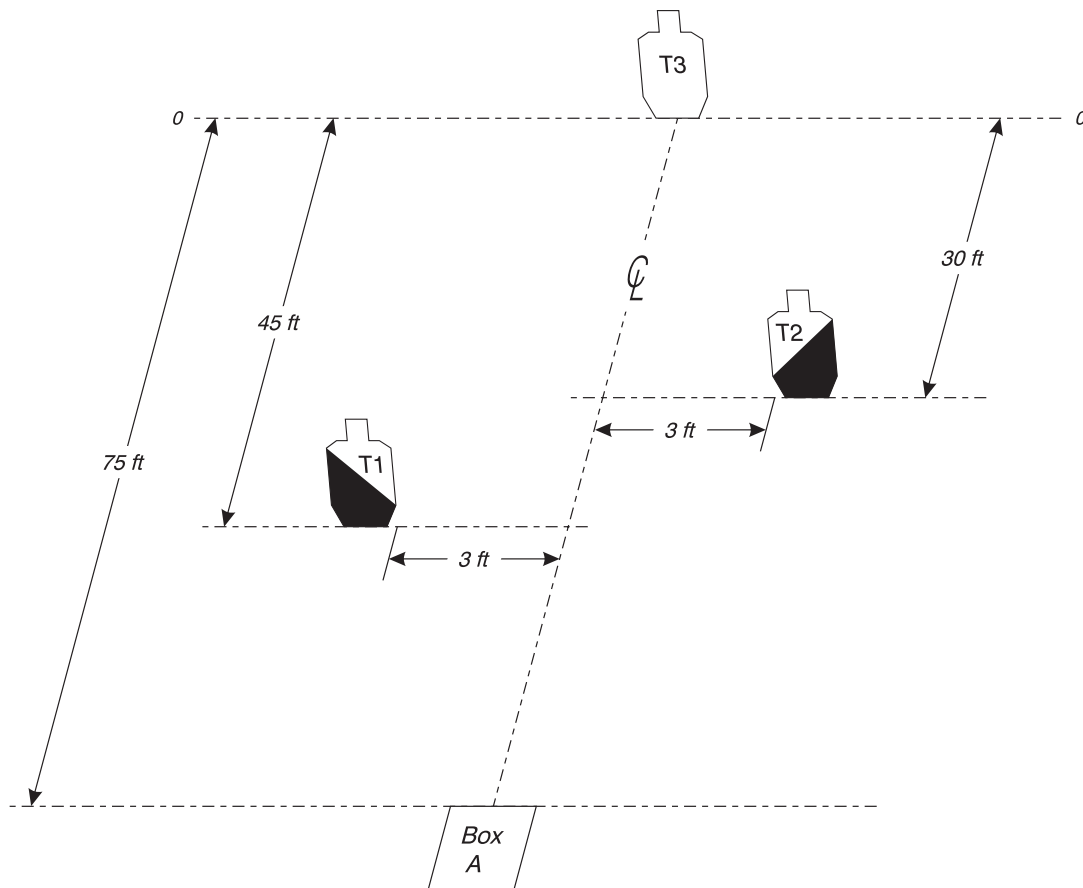
SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 3 IPSC

SCORED HITS: Best 8

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.
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.





CM 99-59

Lazy Man 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"/> | 8 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 24 |
| 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 | |
|--------------------------|-----------------------|
| <input type="text"/> | PROCEDURAL (-10 EACH) |
| <input type="text"/> | EXTRA SHOT (-10 EACH) |
| <input type="text"/> | EXTRA HIT (-10 EACH) |

| TIME |
|----------------------|
| STRING 1 |
| <input type="text"/> |
| STRING 2 |
| <input type="text"/> |
| STRING 3 |
| <input type="text"/> |
| STRING 4 |
| <input type="text"/> |
| TOTAL TIME |
| <input type="text"/> |

| |
|----------|
| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____



CM 99-60

Cut & Run

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bill Sunderlin—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

Upon start signal, from Box A, engage only PP1 and PP2, then from Box B engage only T1-T3, then from Box C engage only T4, T5 and PP3.

SCORING

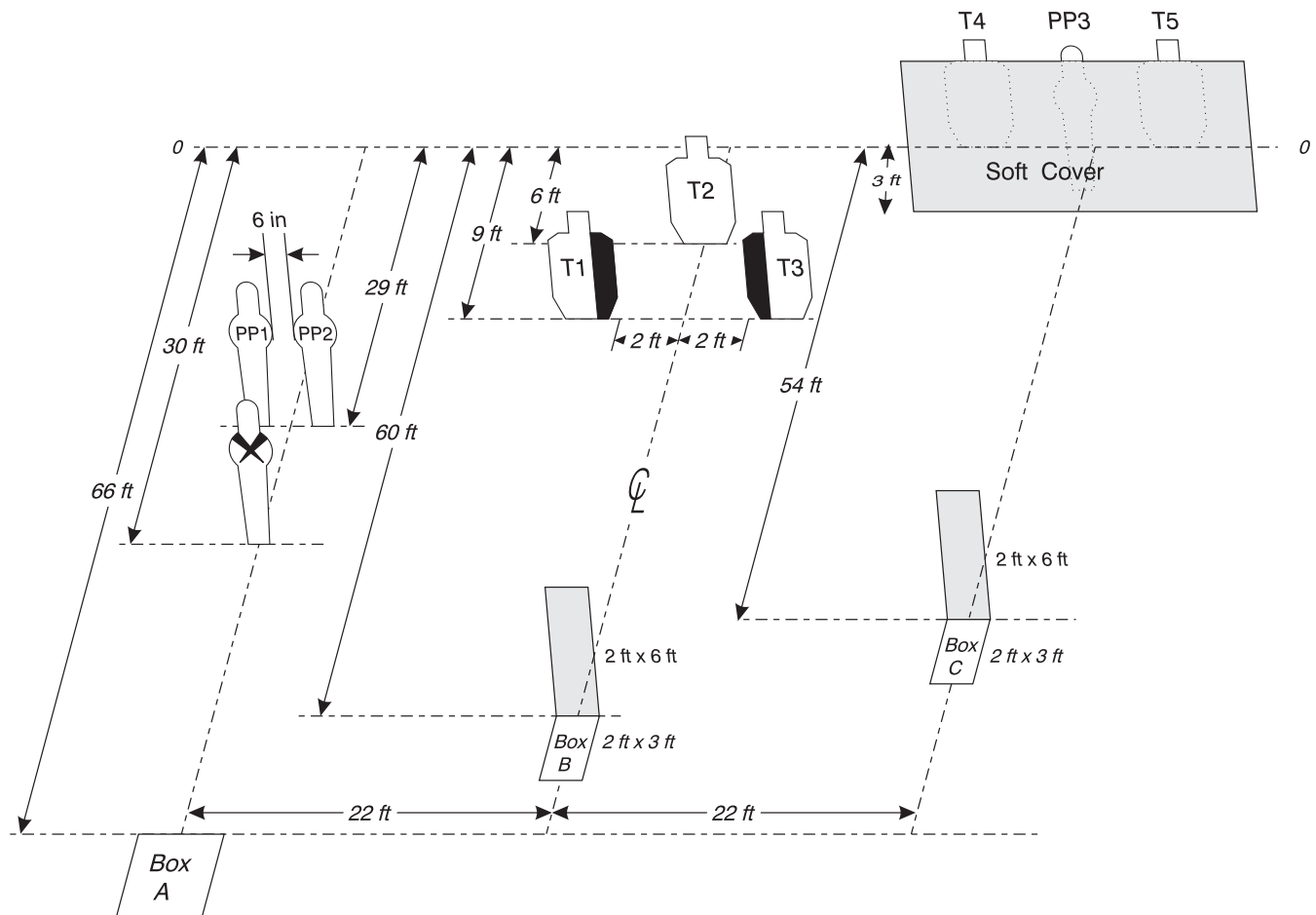
SCORING: Comstock, 13 rounds, 65 points

TARGETS: 5 IPSC, 3 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set targets T1-T3 to 5 feet high at shoulders. Adjust height of T4-T5 so only upper B zones show above top of soft cover. Space T4 and T5 12 inches edge to edge from PP3. Set PP3 one foot forward of T4-T5 to prevent lead splatter from tearing



targets. Hard cover on T1 and T3 runs to edge of A zone. No-shoot popper is set not to fall when hit; paint between competitors. Soft cover is 8 feet wide by 3 feet high. Box A is 3 feet by 3 feet.



CM 99-60

Cut & Run

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| STL | <input type="text"/> | | | | <input type="text"/> | 3 |

| | | | | | | |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|----|
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 13 |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|----|

| | | | | | |
|-----|----|----|----|----|------|
| 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)

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

| |
|------------|
| TIME |
| TOTAL TIME |

| |
|----------|
| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

| | | |
|----------------------|------|---------|
| <input type="text"/> | NAME | USPSA # |
|----------------------|------|---------|



CM 99-61

Sit Or Get Off The Shot

RULES: Practical Shooting Handbook, Latest 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

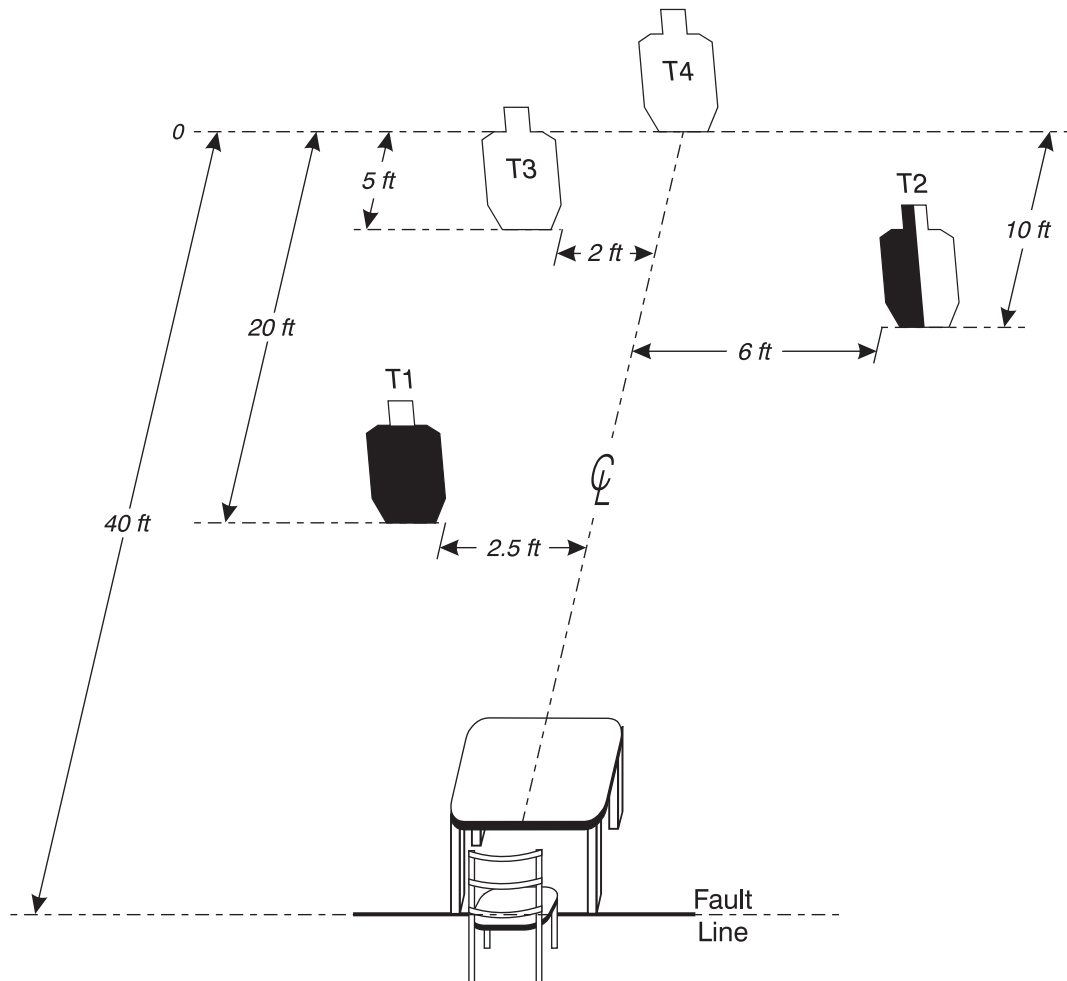
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 4 IPSC

SCORED HITS: Best 3/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



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

| 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"/> | 3 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 3 |
| 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 =
(4DECIMAL PLACES)

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

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

Shooter:

RO:

REMARKS

| | | |
|----------------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
| <input type="text"/> | NAME _____ USPSA # _____ | |



CM 99-62

Bang and Clang

RULES: Practical Shooting Handbook, Latest 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

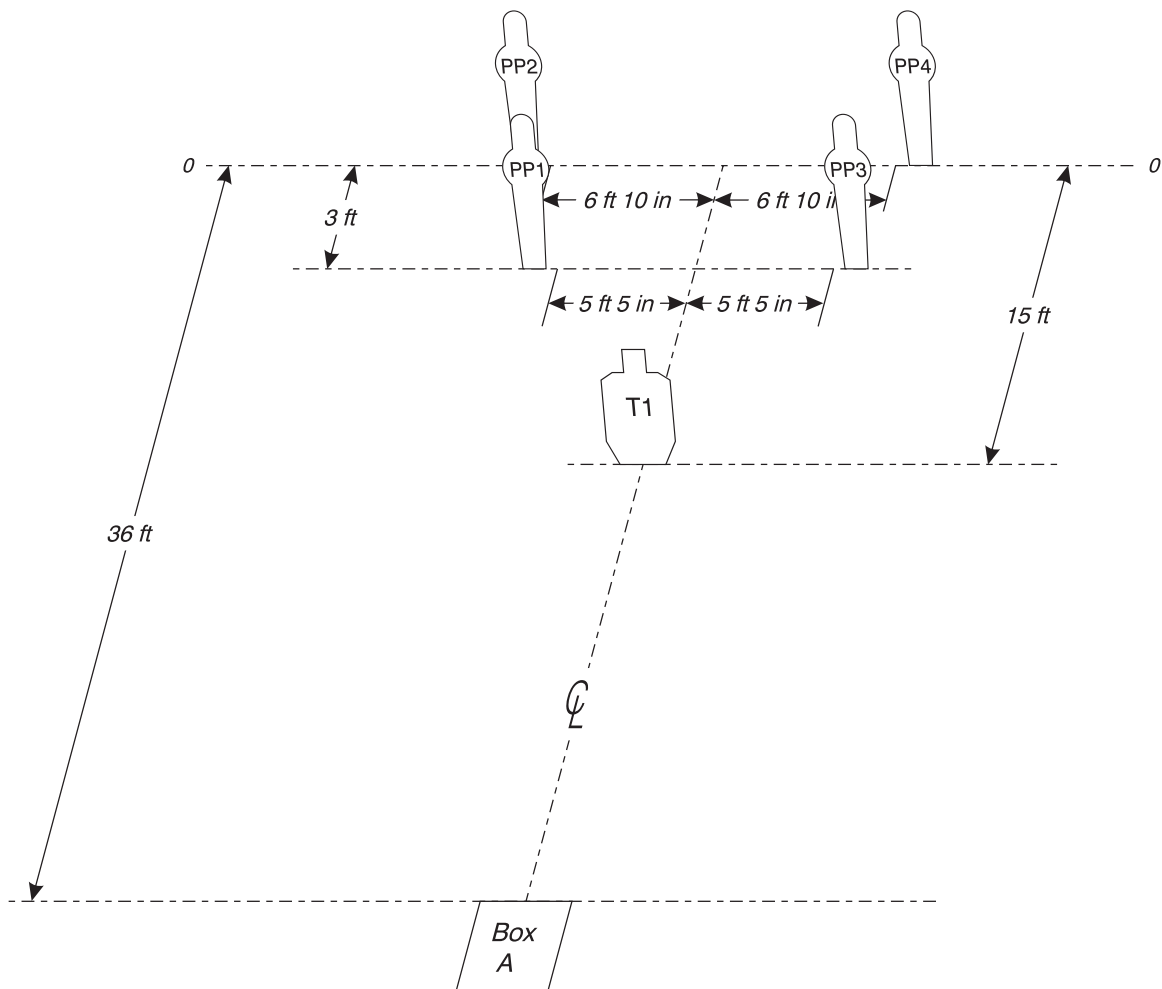
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 1 IPSC, 4 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



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





CM 99-62

Bang and Clang

| 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 |
| STL | <input type="text"/> | | | | <input type="text"/> | 4 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 6 |
| 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"/> |

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)

TIME

TOTAL TIME



MINUS PENALTIES OF
EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(4 DECIMAL PLACES)

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA # _____

RULES: Practical Shooting Handbook, Latest 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

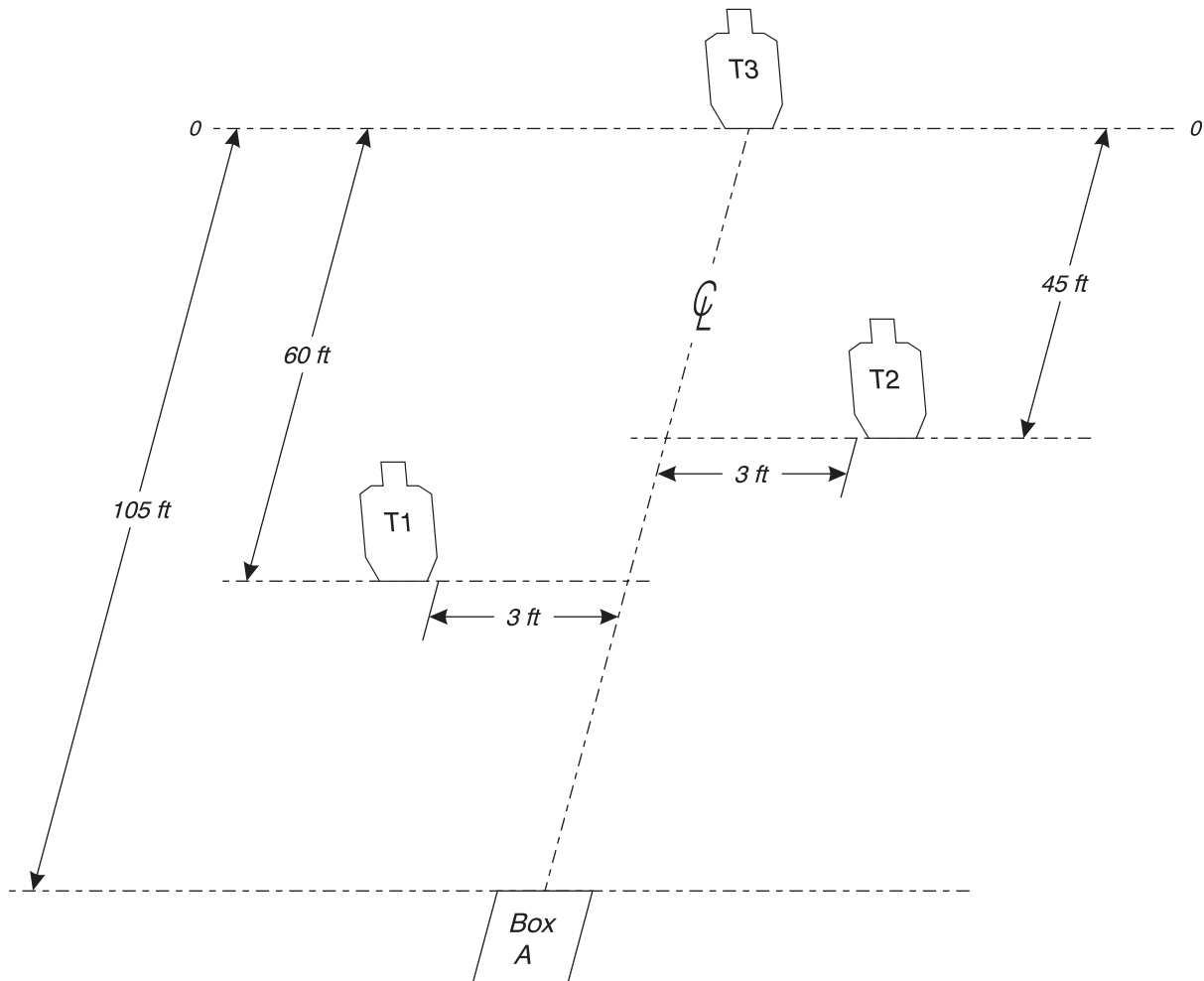
TARGETS: 3 IPSC

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

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

| 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"/> | 6 |
| T2 | <input type="text"/> | <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"/> | <input type="text"/> | 12 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 24 |
| 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)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

TOTAL TIME

Shooter:

RO:

REMARKS

| | | | | | | | |
|----------------------|------------|---------|------------|------------|----------|-------|---------------|
| SHOOTER NUMBER | Open | Limited | Limited 10 | Production | Revolver | MAJOR | minor |
| <input type="text"/> | NAME _____ | | | | | | USPSA # _____ |



CM 03-01

Ducks In A Barrel

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

| | |
|--|--|
| | |
|--|--|

DELETED

SETUP NOTES:





DELETED

| | |
|------------------------------------|---------|
| <div>Shooter:</div> <div>RO:</div> | REMARKS |
|------------------------------------|---------|

| | | |
|-------------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
| <div></div> | NAME _____ USPSA _____ | |



CM 03-02

Six Chickens

RULES: Practical Shooting Handbook, Latest 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

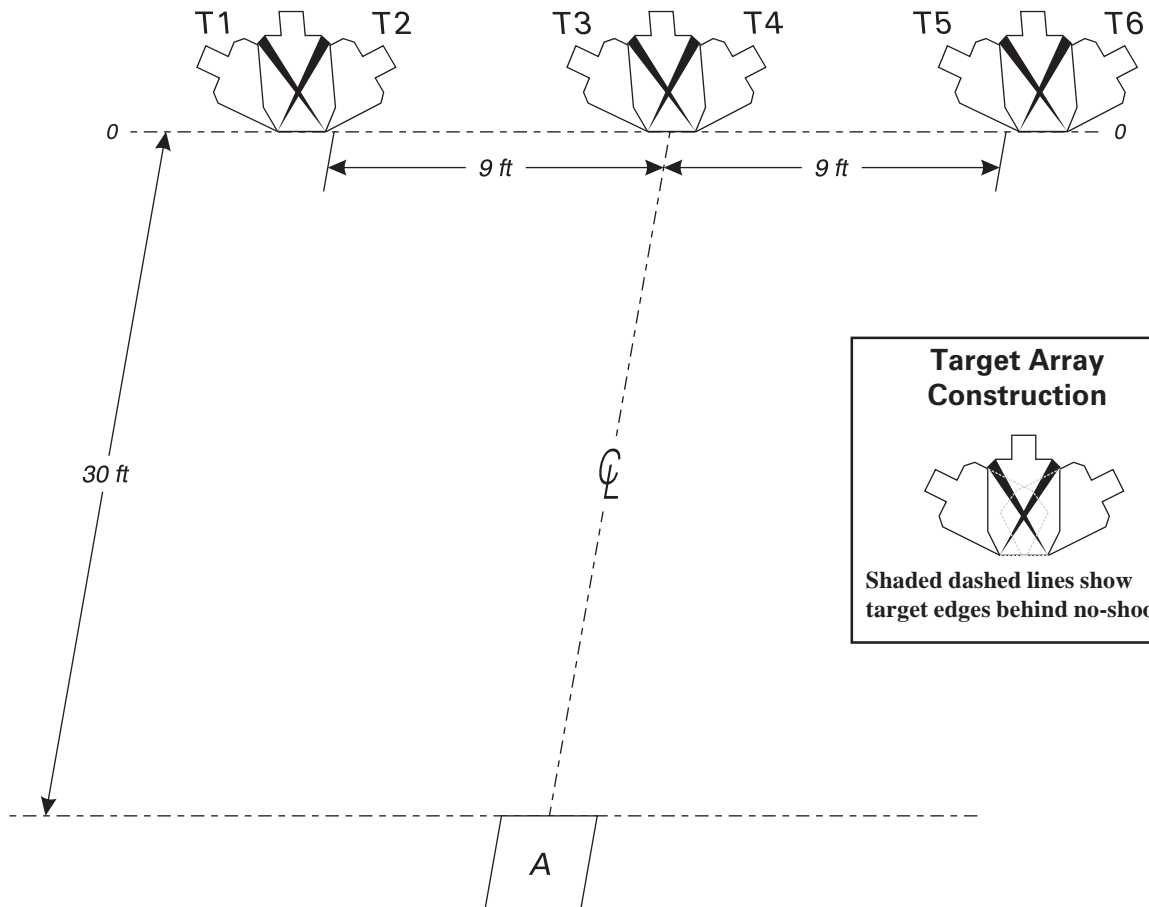
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 6 IPSC

SCORED HITS: Best 2/Paper

START - STOP: Audible - Last Shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



Target Array Construction



Shaded dashed lines show target edges behind no-shoot.

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.



TIME

TOTAL TIME



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

| REMARKS | |
|---------|--|
| | |

| | | | | | | | |
|-------------------|-------|---------|------------|------------|----------|-------|-------|
| SHOOTER NUMBER | Open | Limited | Limited 10 | Production | Revolver | MAJOR | minor |
| | | | | | | | |
| NAME | USPSA | | | | | | |



CM 03-03

Take 'em Down

RULES: Practical Shooting Handbook, Latest 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

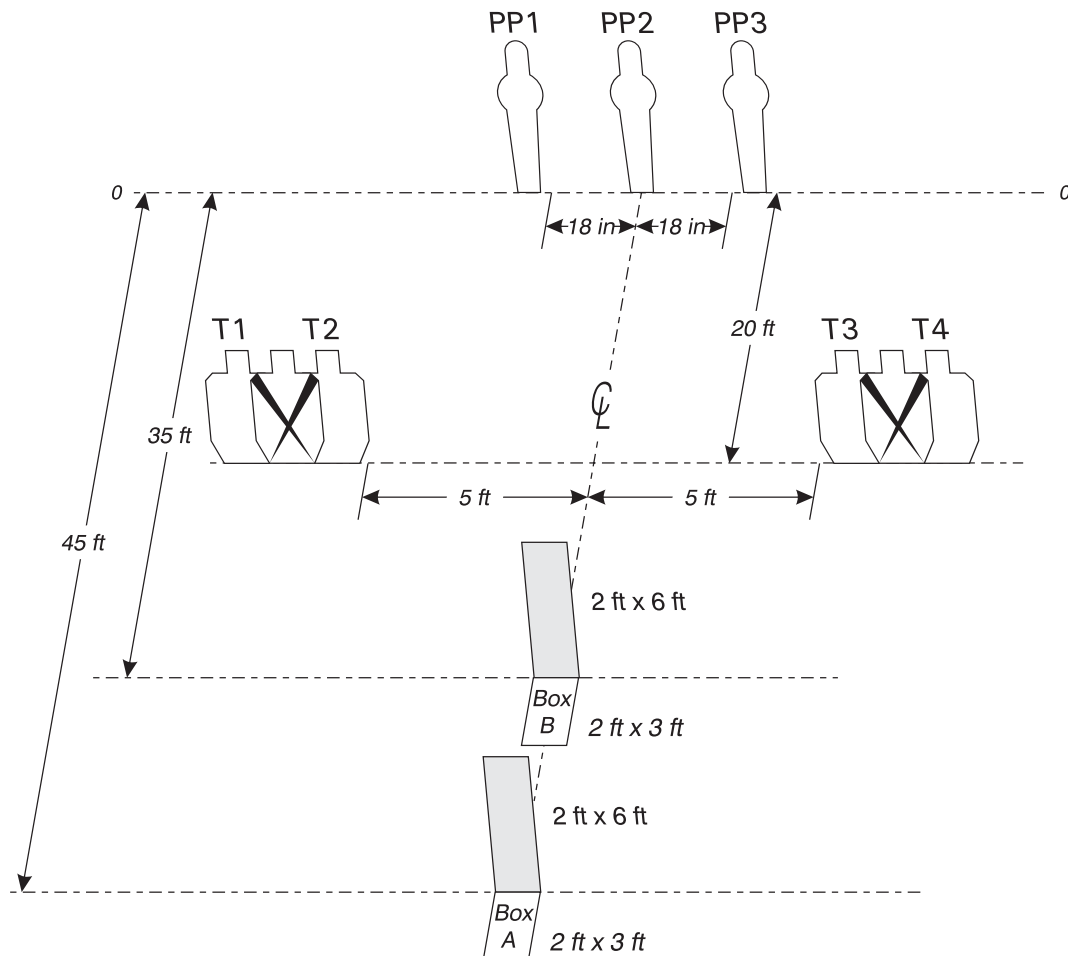
SCORING: Comstock, 11 rounds, 55 points

TARGETS: 4 IPSC, 3 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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

| 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"/> | 3 |
| <hr/> | | | | | | |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 11 |
| MAJ | X5 | X4 | X4 | X2 | X-10 | |
| MIN | X5 | X3 | X3 | X1 | X-10 | |

COMSTOCK
PENALTIES

PROCEDURAL
(-10 EACH)

NO-SHOOT HIT
(-10 EACH)

TIME

TOTAL TIME

STATS ONLY

+ + + - =



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

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME

USPSA



RULES: Practical Shooting Handbook, Latest 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

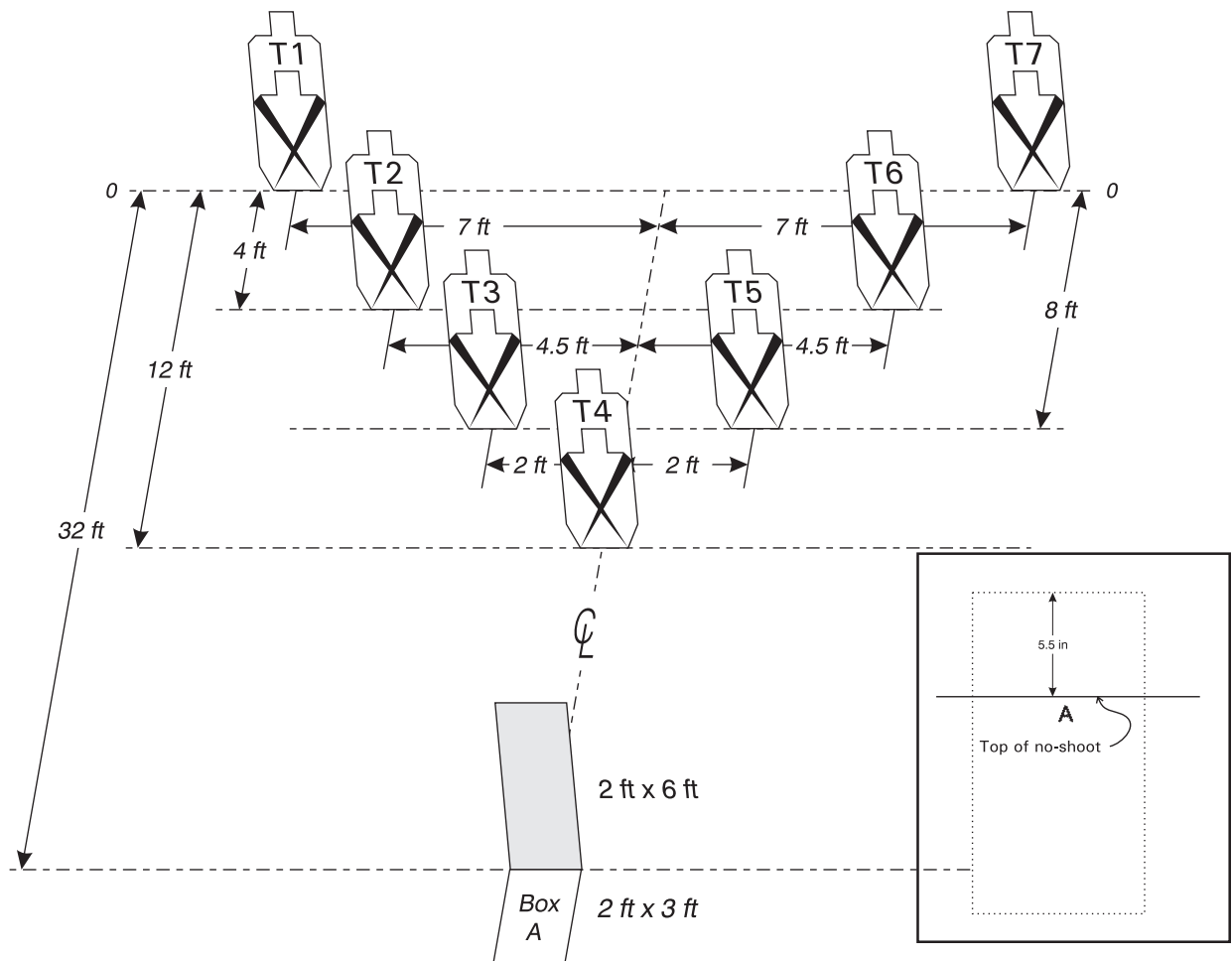
SCORING: Virginia Count, 14 rounds, 70 points

TARGETS: 7 IPSC

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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.





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 |
|---|-------------|-------------|----------------|--------------|-------------|------------------|--------------|--------------|
| <div style="border: 1px solid black; width: 80px; height: 60px;"></div> | | | | | | | | |
| NAME | USPSA | | | | | | | |



CM 03-05

Paper Poppers

RULES: Practical Shooting Handbook, Latest 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

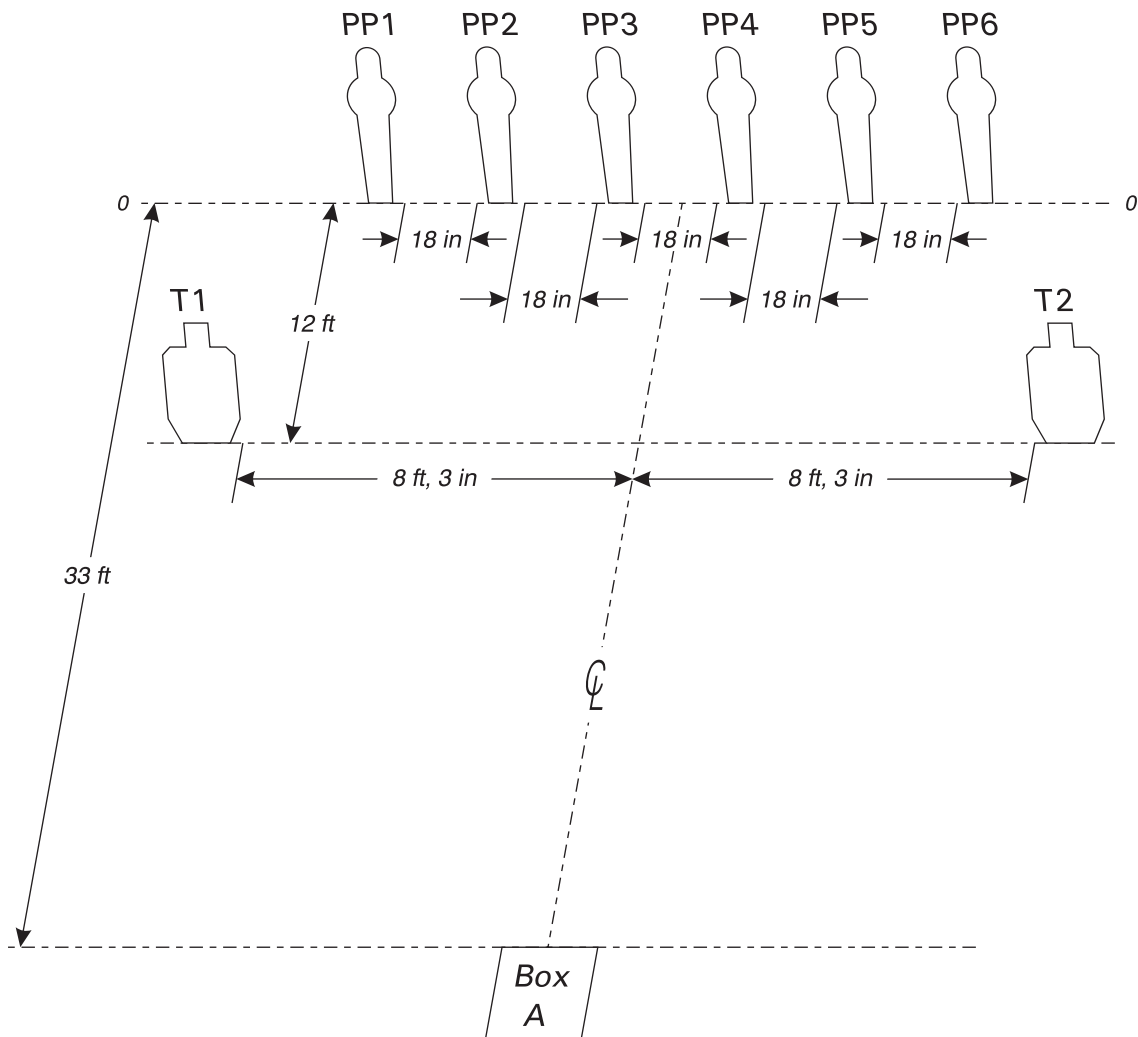
SCORING: Comstock, 10 rounds, 50 points

TARGETS: 2 IPSC, 6 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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





CM 03-05

Paper Poppers

| 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 |
| STL | <input type="text"/> | <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"/> | <input type="text"/> | 10 |
| MAJ | X5 | X4 | X4 | X2 | X-10 | |
| MIN | X5 | X3 | X3 | X1 | X-10 | |

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)

TIME

STATS ONLY + + + - =



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

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 03-06

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

DELETED

SETUP NOTES:





DELETED

| | |
|-----------------------------------|----------------|
| <p>Shooter:</p> <p>RO:</p> | <p>REMARKS</p> |
|-----------------------------------|----------------|

| | | |
|---------------------------|---|----------------------|
| <p>SHOOTER NUMBER</p> | <p>Open Lim. Lim. 10 Prod. Rev. Sing. St.</p> | <p>MAJOR minor</p> |
| <div></div> | <p>NAME _____ USPSA _____</p> | |



CM 03-07

Riverdale Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** George Jones — Modifications by US Design Team

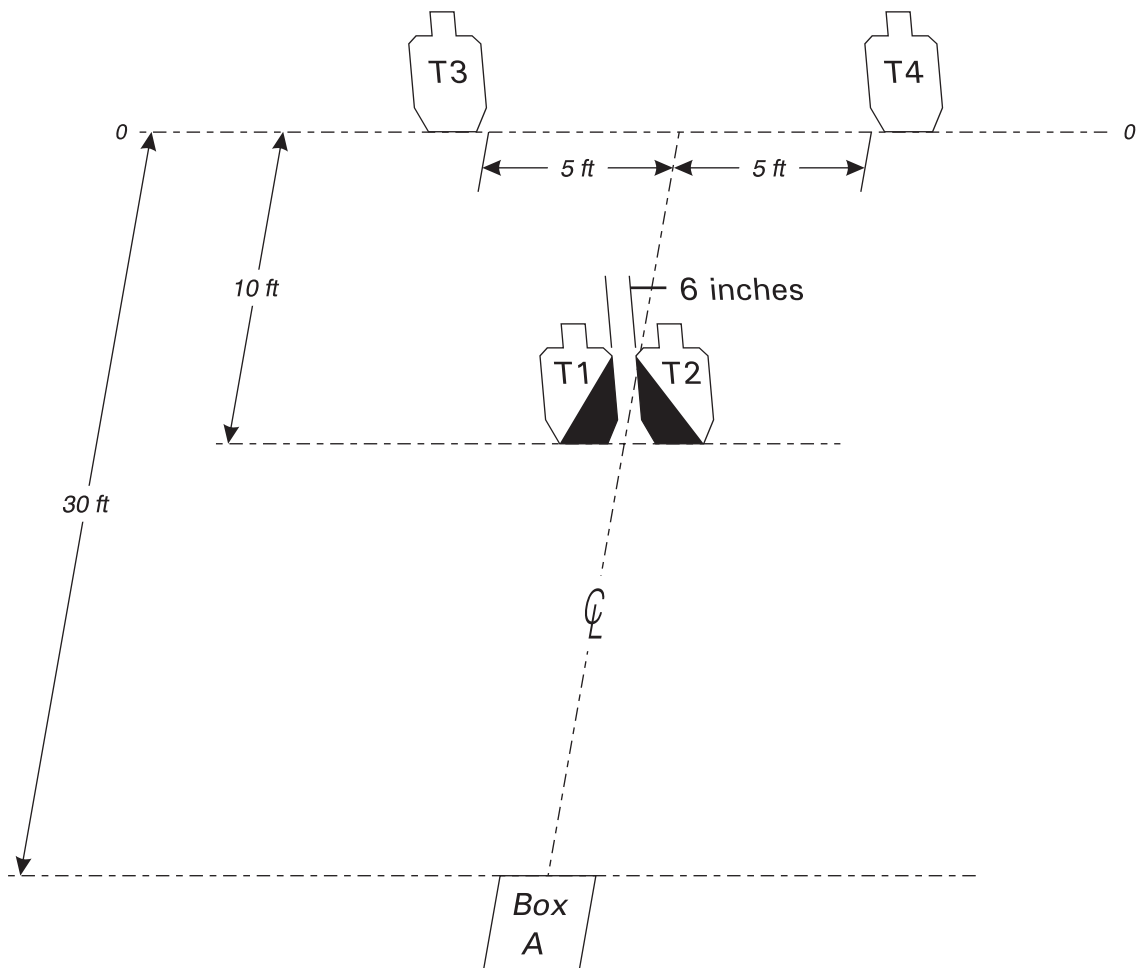
START POSITION: Standing in Box A, facing downrange, hands above shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC
SCORED HITS: Best 5/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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

| 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"/> | 5 |
| T2 | <input type="text"/> | <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"/> | <input type="text"/> | 5 |
| T4 | <input type="text"/> | <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"/> | <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)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

STRING 3

TOTAL TIME

Shooter:

RO:

REMARKS

| | | |
|----------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
|----------------|---|-------------|

NAME _____ USPSA _____



CM 03-08

Madness

RULES: Practical Shooting Handbook, Latest 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

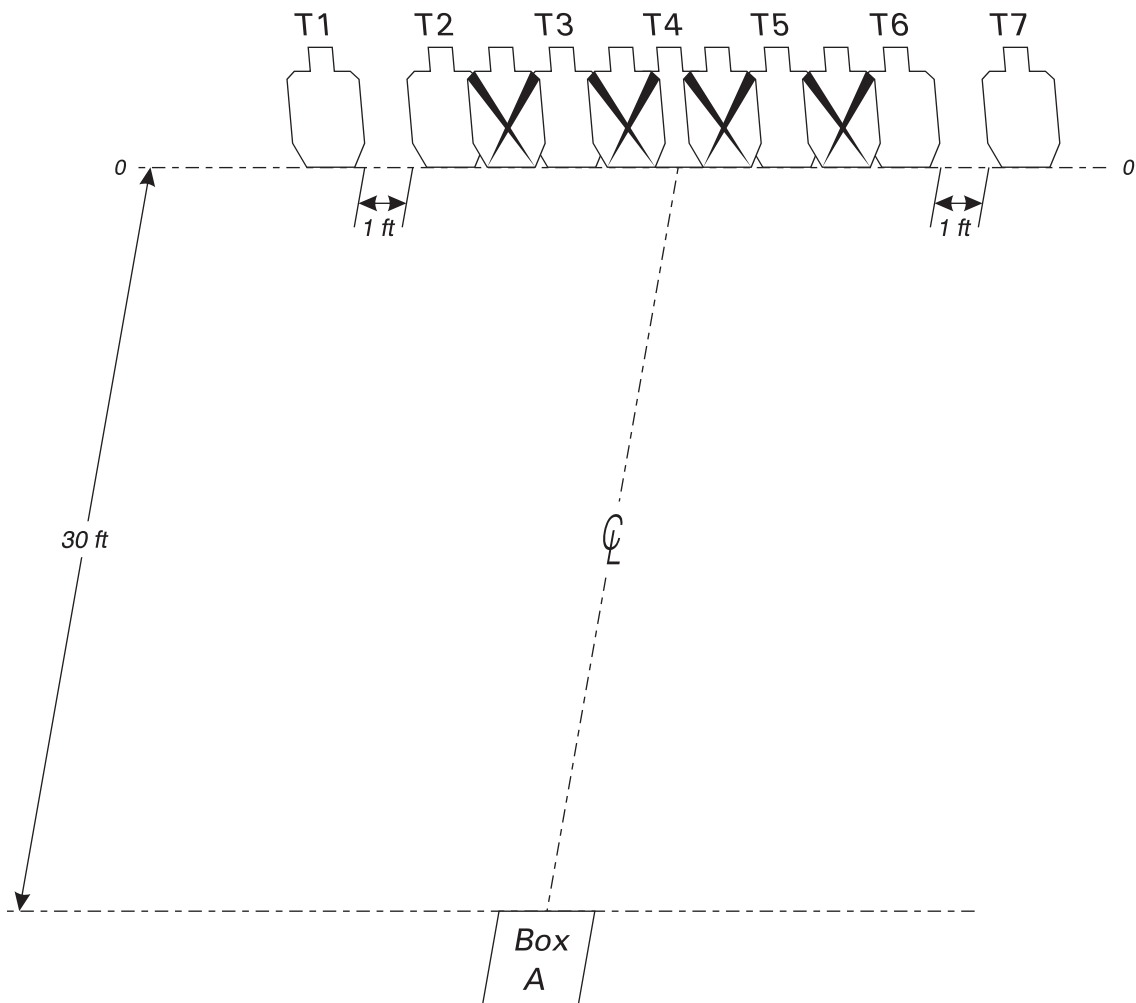
TARGETS: 7 IPSC

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

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

| 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 | | + | | + | | + | | + | | - | | = | |
|------------|--|---|--|---|--|---|--|---|--|---|--|---|--|



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 Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 03-09

On The Move

RULES: Practical Shooting Handbook, Latest 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.

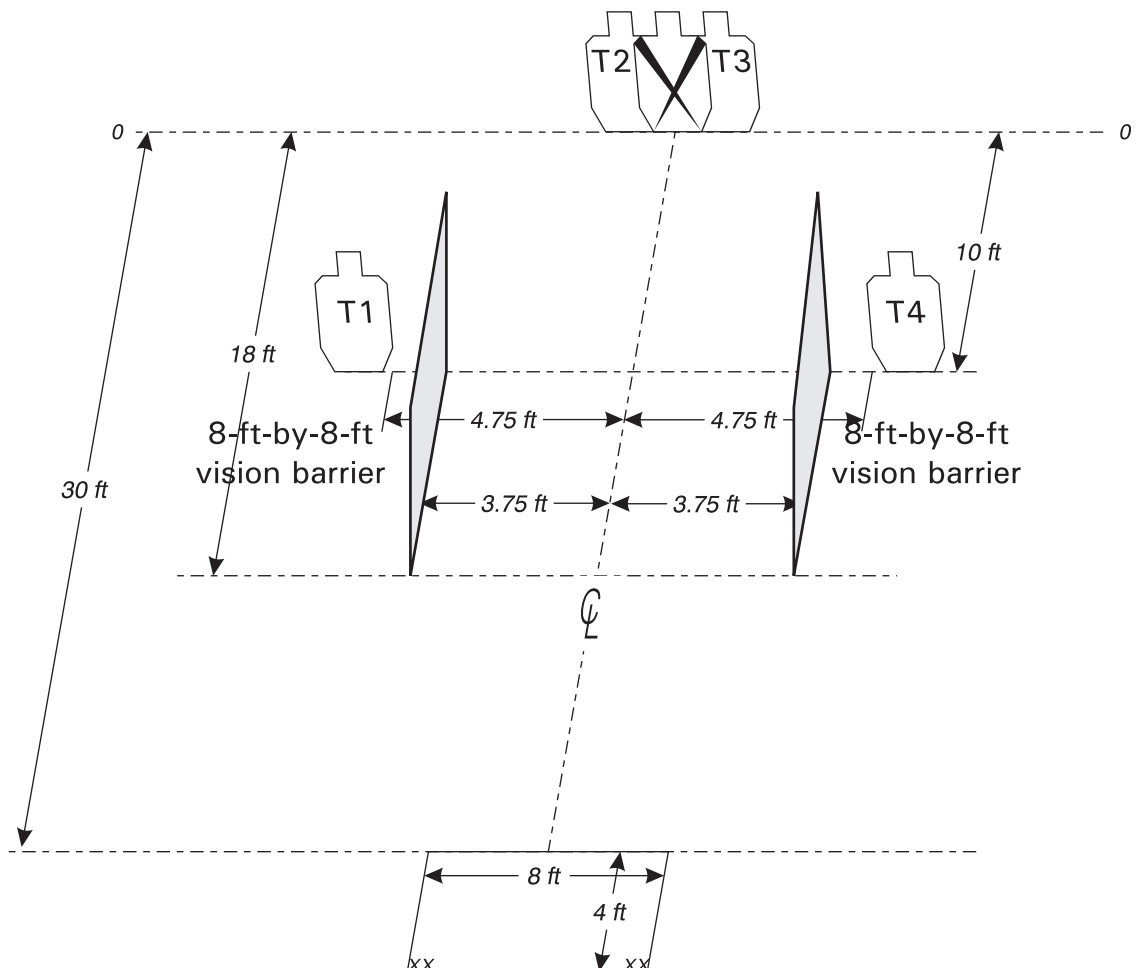
STAGE PROCEDURE

- 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 IPSC
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.

Targets and no-shoots are to be scored and taped between strings.



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.



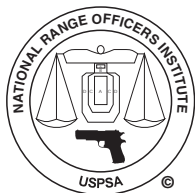


CM 03-09

On The Move

| 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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T4 | <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"/> | 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)

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

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 03-10

Area Five Standards

RULES: Practical Shooting Handbook, Latest 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

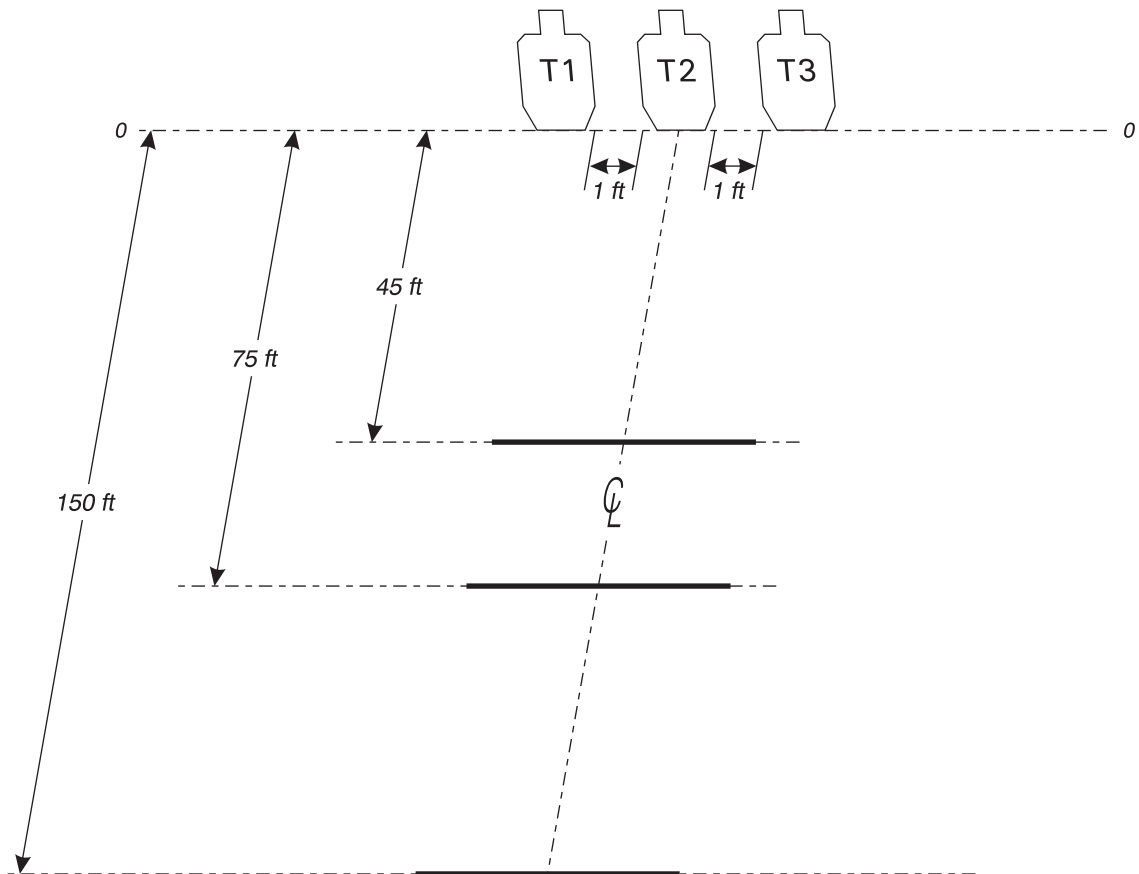
SCORING: Virginia Count, 18 rounds, 90 points

TARGETS: 3 IPSC

SCORED HITS: Best 6/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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





CM 03-10

Area Five 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"/> | 6 |
| T2 | <input type="text"/> | <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"/> | <input type="text"/> | 6 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 18 |
| 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 | |
|--------------------------|-----------------------|
| <input type="text"/> | PROCEDURAL (-10 EACH) |
| <input type="text"/> | EXTRA SHOT (-10 EACH) |
| <input type="text"/> | EXTRA HIT (-10 EACH) |

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

| |
|----------|
| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

| | | |
|----------------------|---|-------------|
| SHOOTER NUMBER | Open Limited Limited 10 Production Revolver | MAJOR minor |
| <input type="text"/> | NAME _____ | USPSA _____ |



CM 03-11

El Strong & Weak Pres

RULES: Practical Shooting Handbook, Latest 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.

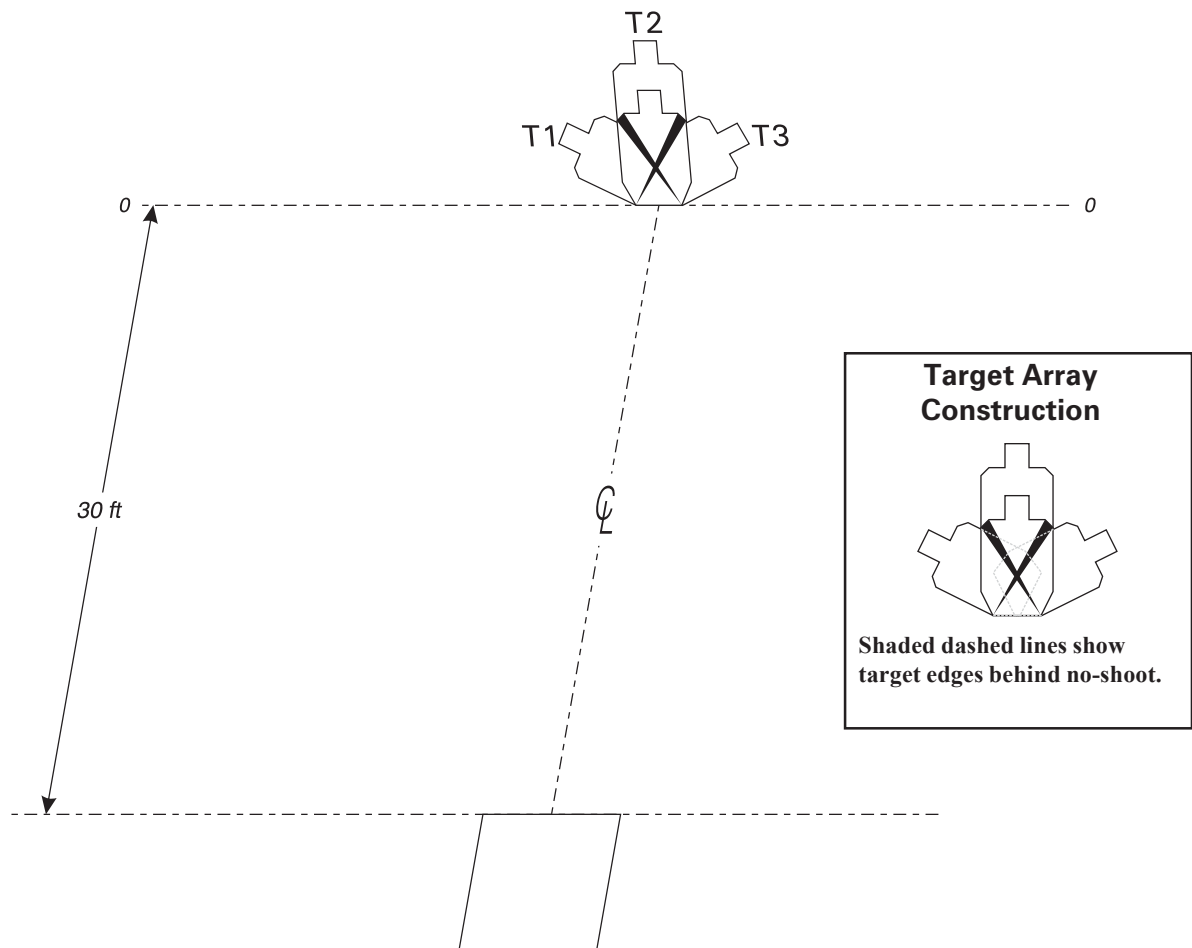
STAGE PROCEDURE

- 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 IPSC
SCORED HITS: Best 8/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.

Targets and no-shoots are to be scored and taped between strings.



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

El Strong & Weak Pres

| 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"/> | 8 | | | | | | | |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 | | | | | | | |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 | | | | | | | |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 24 | | | | | | | |
| 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"/> | = | <input type="text"/> |

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

■

TOTAL 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"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 03-12

Ironsides

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** John Major — Modifications by US Design Team

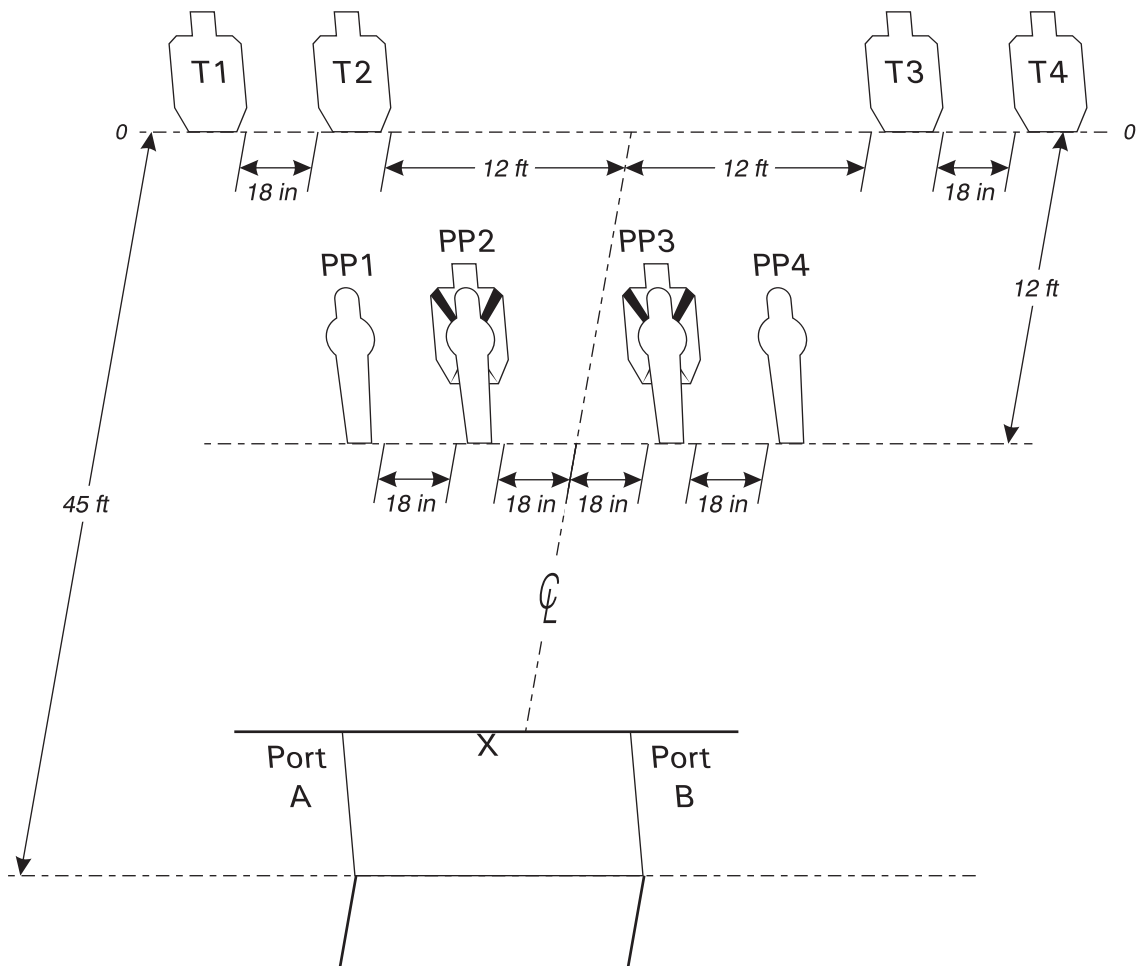
START POSITION: Standing centered behind wall, both hands resting on top of wall. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC, 4 Pepper poppers
SCORED HITS: Best 2/paper/ KD=1A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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

| 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 |
| <hr/> | | | | | | |
| 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 | |

COMTOCK
PENALTIES

PROCEDURAL
(-10 EACH)

NO-SHOOT HIT
(-10 EACH)

STATS ONLY

+ + + - =



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

TIME

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 03-13

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

| | |
|--|--|
| | |
|--|--|

DELETED

SETUP NOTES:





DELETED

| | |
|-----------------------------------|----------------|
| <p>Shooter:</p> <p>RO:</p> | <p>REMARKS</p> |
|-----------------------------------|----------------|

| | | |
|---------------------------------------|--|----------------------|
| <p>SHOOTER NUMBER</p> <div></div> | <p>Open Limited Limited 10 Production Revolver</p> | <p>MAJOR minor</p> |
| <p>NAME _____ USPSA _____</p> | | |



CM 03-14

Baseball Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** R. T. McManus — Modifications by US Design Team

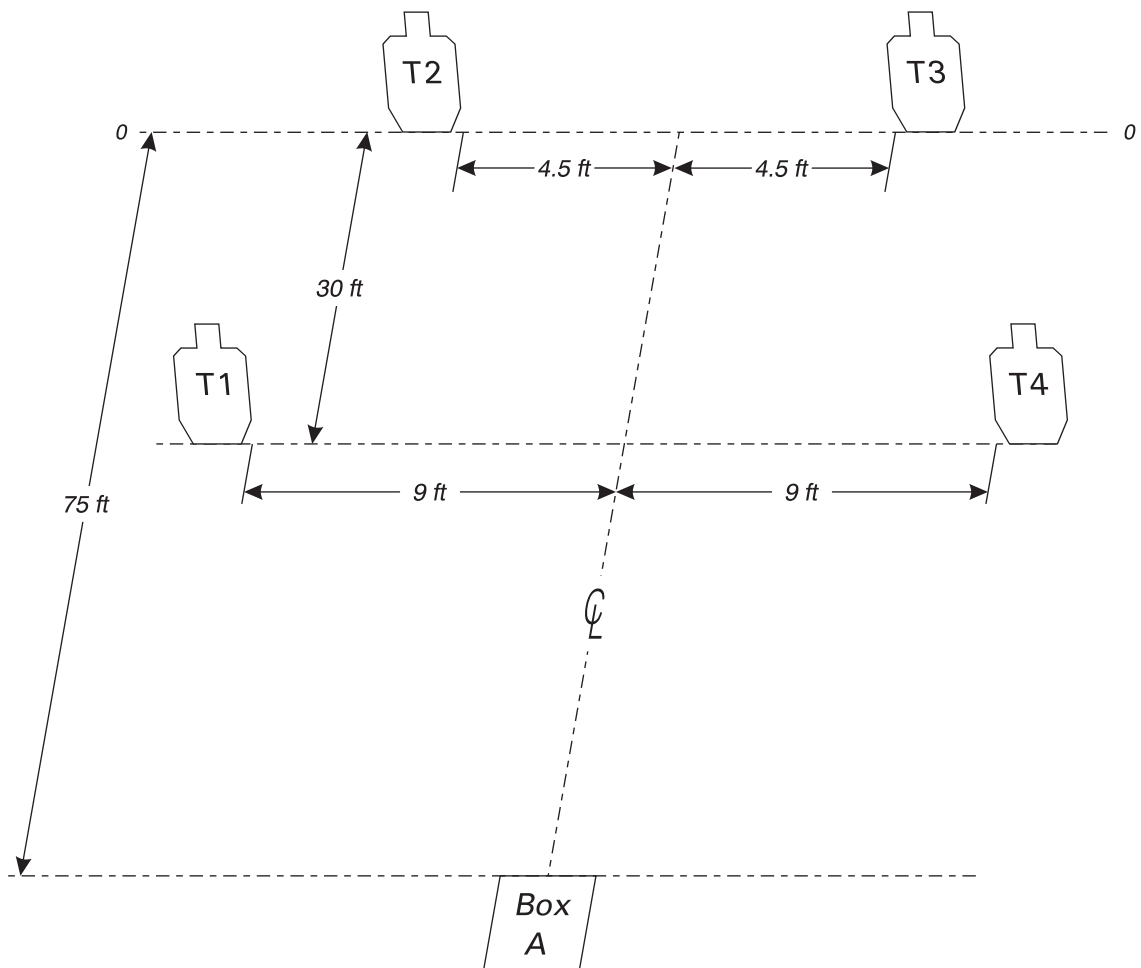
START POSITION: Standing in Box A, facing targets, wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- 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 reenage 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 IPSC
SCORED HITS: Best 6/paper
START - STOP: Audible - Audible
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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

| 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"/> | 6 |
| T2 | <input type="text"/> | <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"/> | <input type="text"/> | 6 |
| T4 | <input type="text"/> | <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"/> | <input type="text"/> | 24 |
| MAJ | X5 | X4 | X4 | X2 | No miss | |
| MIN | X5 | X3 | X3 | X1 | penalty | |

TIMED FIRE 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) |

| | | | | | | | | | | | |
|------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| 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

| |
|----------------------|
| <input type="text"/> |
| <input type="text"/> |



| |
|----------|
| Shooter: |
| RO: |

| |
|---------|
| REMARKS |
|---------|

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

| |
|----------------------|
| <input type="text"/> |
|----------------------|

NAME _____ USPSA _____



CM 03-15

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

DELETED

SETUP NOTES:





DELETED

| | |
|----------------------------|----------------|
| <p>Shooter:</p> <p>RO:</p> | <p>REMARKS</p> |
|----------------------------|----------------|

| | | |
|---------------------------|---|----------------------|
| <p>SHOOTER NUMBER</p> | <p>Open Lim. Lim. 10 Prod. Rev. Sing. St.</p> | <p>MAJOR minor</p> |
| <div></div> | <p>NAME _____ USPSA _____</p> | |



CM 03-16

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

| | |
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| | |
| | |

DELETED

SETUP NOTES:





DELETED

| | |
|----------------------------|----------------|
| <p>Shooter:</p> <p>RO:</p> | <p>REMARKS</p> |
|----------------------------|----------------|

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

NAME _____ USPSA _____



CM 03-17

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

DELETED

SETUP NOTES:





DELETED

| | |
|----------------------------|----------------|
| <p>Shooter:</p> <p>RO:</p> | <p>REMARKS</p> |
|----------------------------|----------------|

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

NAME _____ USPSA _____



CM 03-18

High Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dave Miller — Modifications by US Design Team

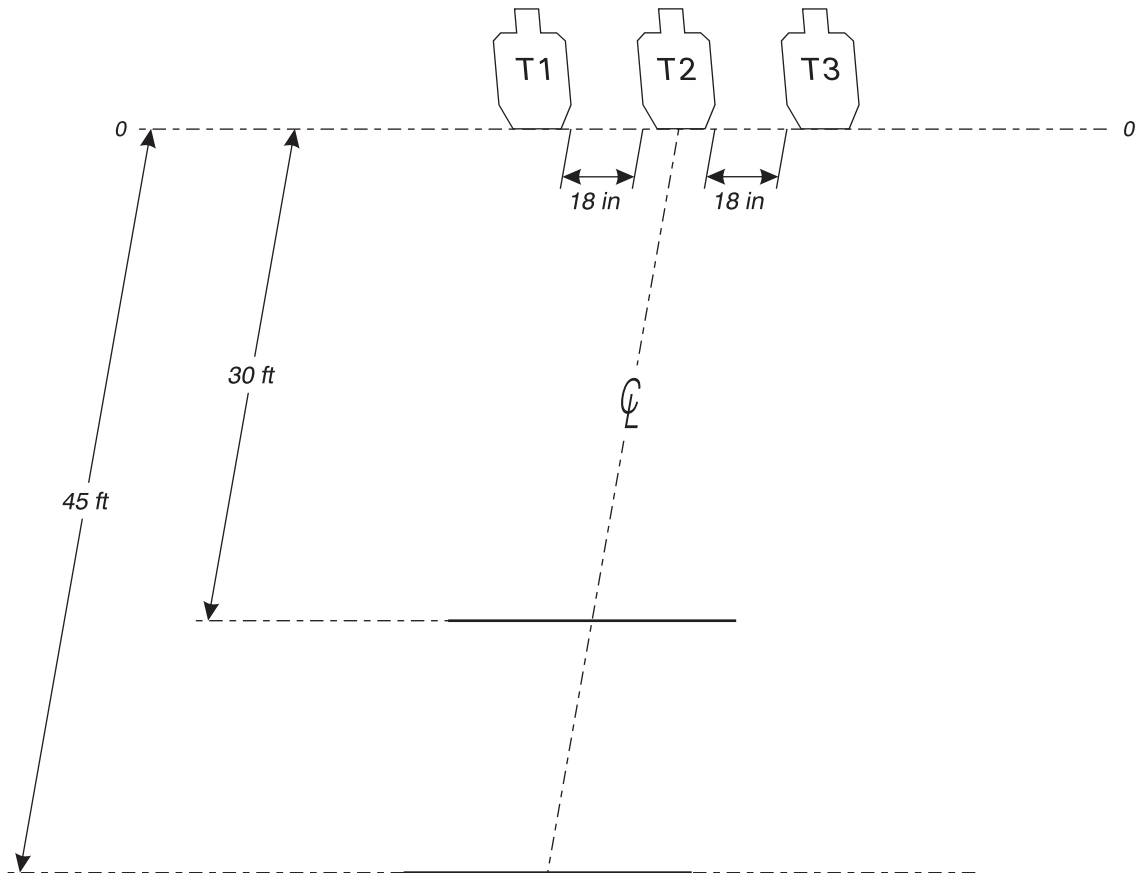
START POSITION: Standing naturally behind fault line, facing downrange, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC
SCORED HITS: Best 8/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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





CM 03-18

High 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"/> | 8 | | | | | | | |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 | | | | | | | |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 | | | | | | | |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 24 | | | | | | | |
| 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"/> | = | <input type="text"/> |

VIRGINIA COUNT PENALTIES

| | |
|----------------------|-----------------------|
| <input type="text"/> | PROCEDURAL (-10 EACH) |
| <input type="text"/> | EXTRA SHOT (-10 EACH) |
| <input type="text"/> | 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)

| |
|----------------------|
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |
| <input type="text"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open Limited Limited 10 Production Revolver

MAJOR minor

NAME _____ USPSA _____



CM 06-01

Big Barricade

RULES: USPSA Rule Book, 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

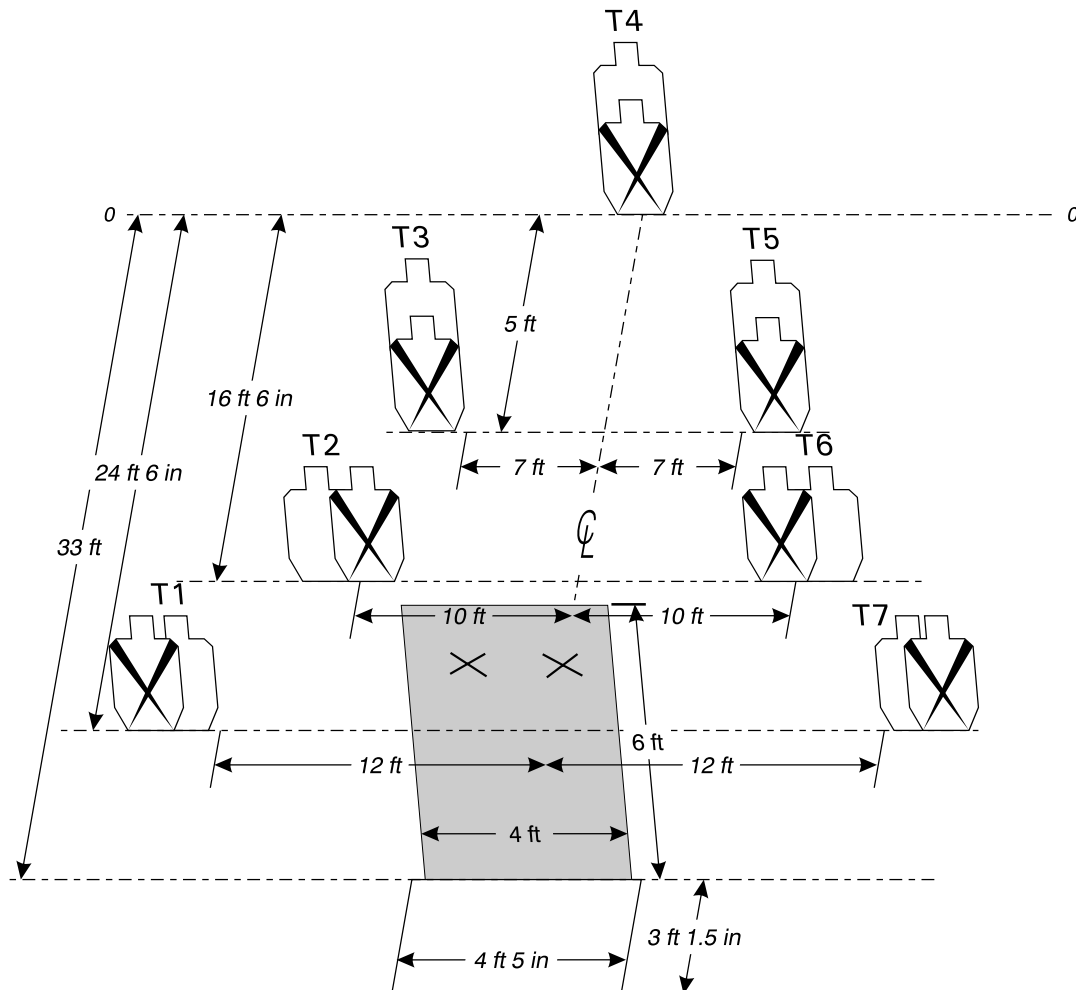
SCORING: Comstock, 14 rounds, 70 points

TARGETS: 7 IPSC

SCORED HITS: Best 2/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



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

| 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 + + + - =



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

COMTOCK 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 _____



CM 06-02

Big Barricade II

RULES: USPSA Rule Book, 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

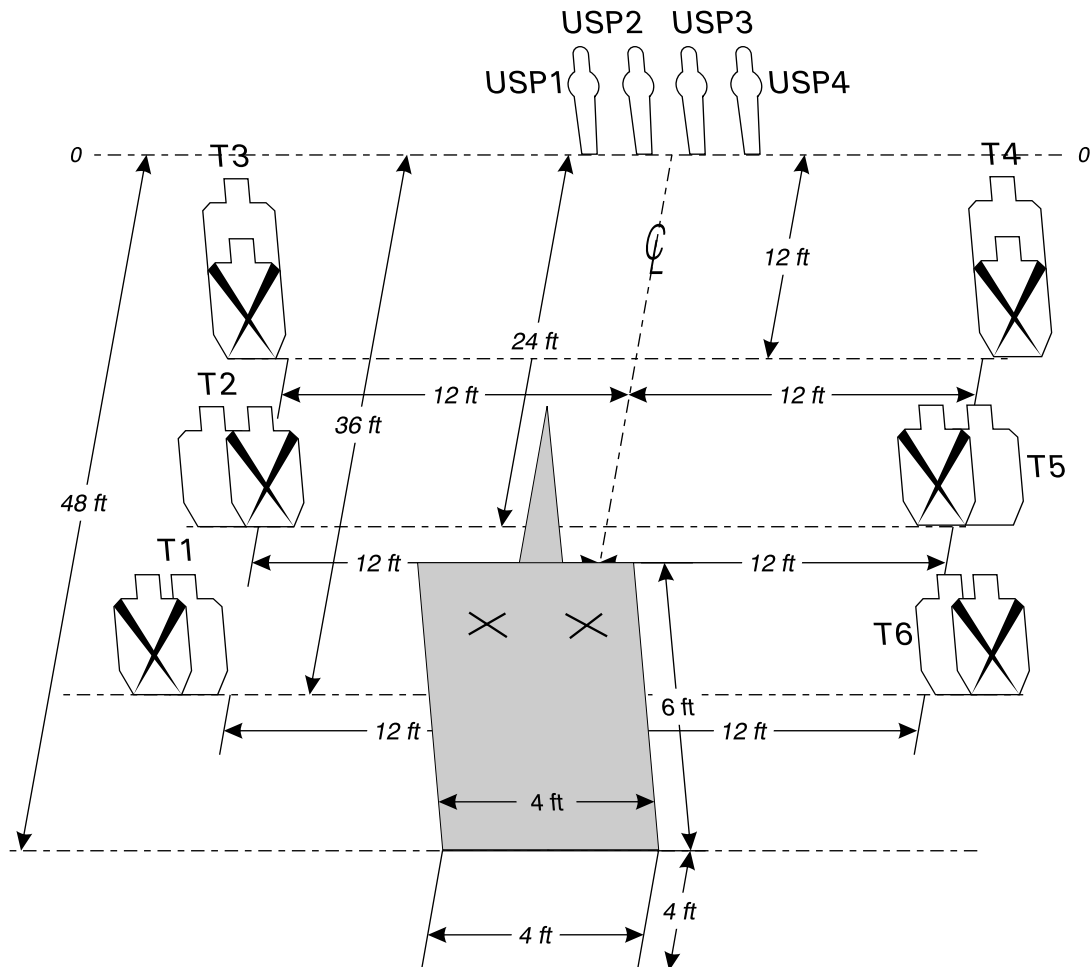
SCORING: Comstock, 16 rounds, 80 points

TARGETS: 6 IPSC, 4 US Poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



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

| 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 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| T6 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| STL | <input type="text"/> | | | | <input type="text"/> | 4 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 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)

COMTOCK 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

NAME _____ USPSA _____



CM 06-03

Can You Count

RULES: USPSA Rule Book, 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

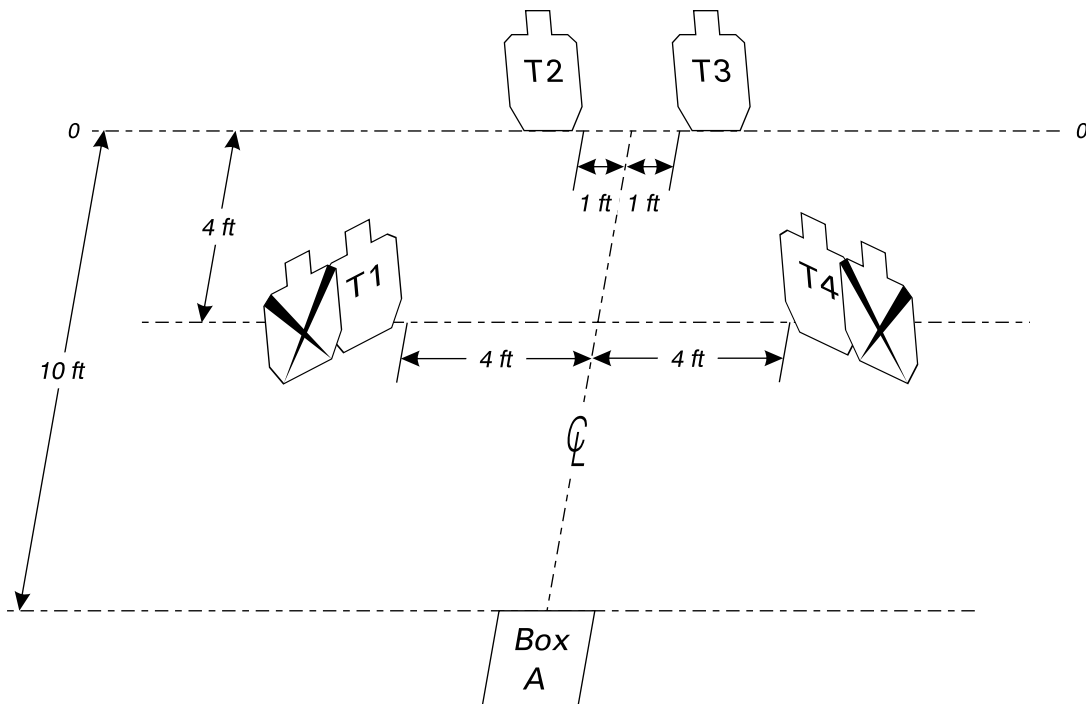
TARGETS: 4 IPSC

SCORED HITS: Best 5/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.

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 06-03

Can You Count

| 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"/> | 5 |
| T2 | <input type="text"/> | <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"/> | <input type="text"/> | 5 |
| T4 | <input type="text"/> | <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"/> | <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

| | |
|----------------------|-------------------------|
| <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 |
| <input type="text"/> |
| STRING 2 |
| <input type="text"/> |
| TOTAL TIME |
| <input type="text"/> |

Shooter:

RO:

REMARKS

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



CM 06-04

Fluffy's Revenge 1

RULES: USPSA Rule Book, 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

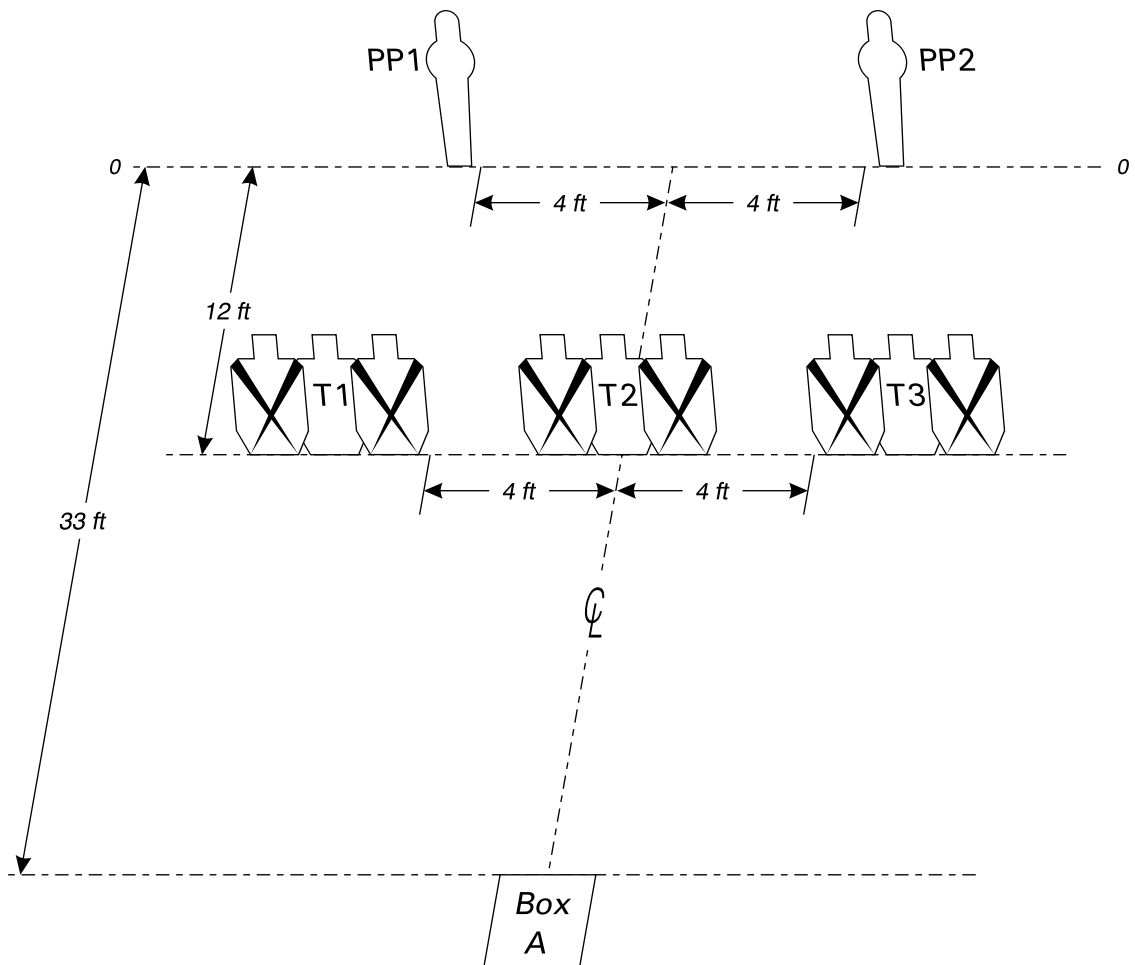
SCORING: Comstock, 8 rounds, 40 points

TARGETS: 3 IPSC, 2 Pepper poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



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

| 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 |
| STL | <input type="text"/> | | | | <input type="text"/> | 2 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| 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

NAME _____ USPSA _____



CM 06-05

Fluffy's Revenge 2

RULES: USPSA Rule Book, 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

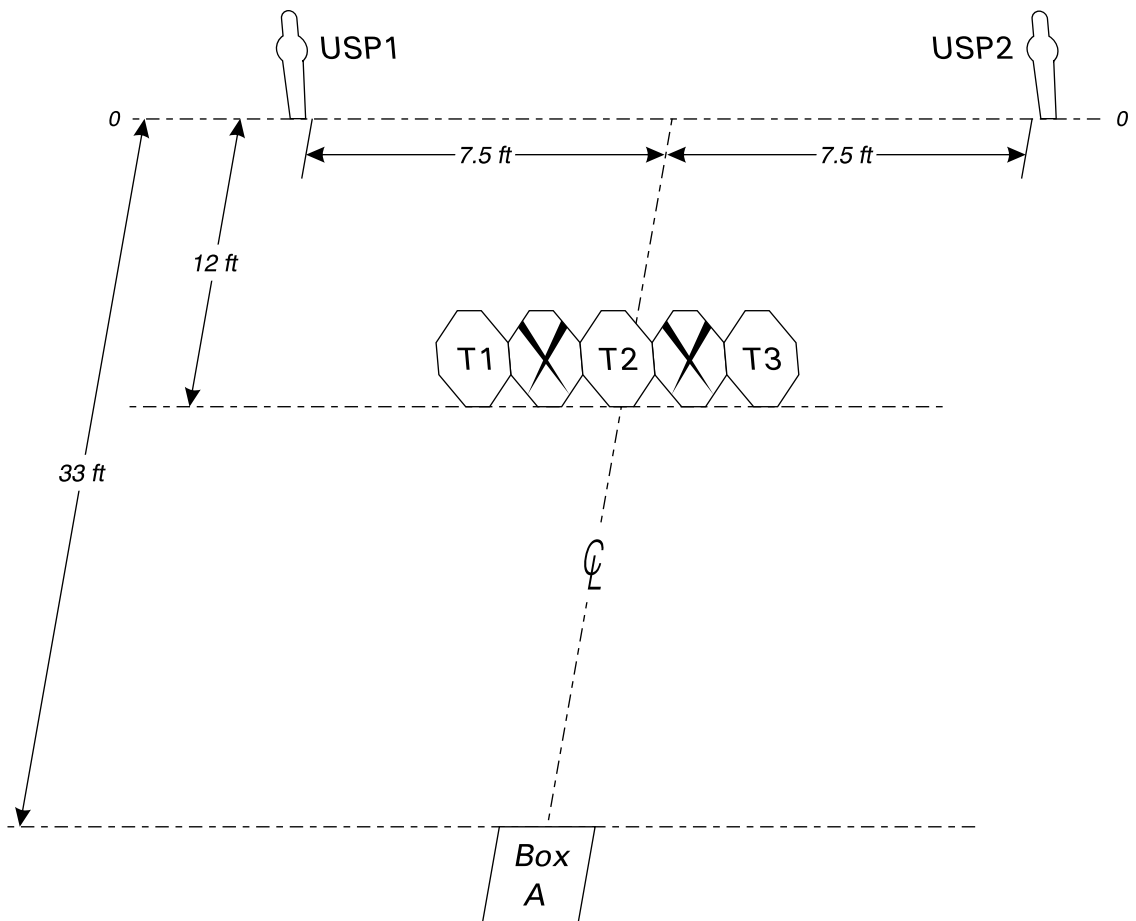
SCORING: Comstock, 8 rounds, 40 points

TARGETS: 3 Classic, 2 US Poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



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 2

| TGT | A | C | D | M | |
|------------|-----------------------------|----------------------|----------------------|----------------------|---|
| | USE NUMBERS - NOT HASHMARKS | | | | |
| T1 | <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"/> | 2 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| STL | <input type="text"/> | | | <input type="text"/> | 2 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| 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)

COMSTOCK PENALTIES

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

TIME

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 Rule Book, 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.

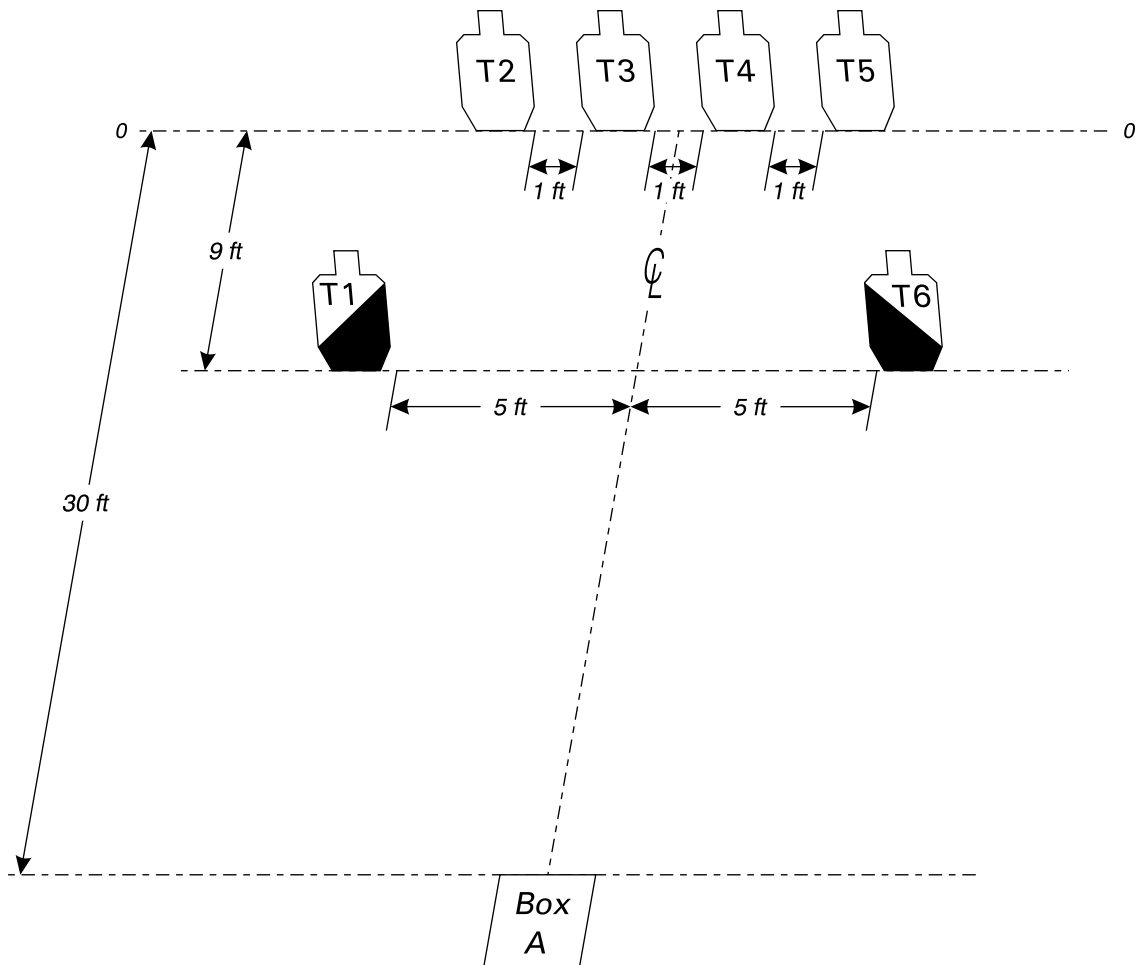
STAGE PROCEDURE

- 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 IPSC
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Rule Book. 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

| 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"/> | 4 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T5 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4 |
| T6 | <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"/> | 24 |
| MAJ | X5 | X4 | X4 | X2 | X-10 | |
| MIN | X5 | X3 | X3 | X1 | X-10 | |

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

TOTAL TIME

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 |
| <input type="text"/> | NAME _____ USPSA _____ | | | | | | | |



Steely Speed IV

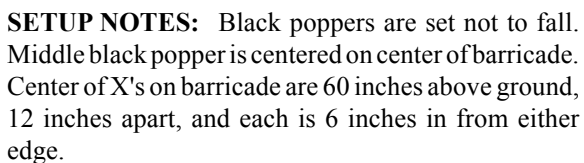
COURSE DESIGNER: Nationals Design Team

STAGE PROCEDURE

SCORING

TARGETS: 6 Pepper poppers

PENALTIES: Per current edition of USPSA Rule Book.





CM 06-07

Steely Speed IV

| TGT | A | B | C | D | M |
|------------|-----------------------------|---|---|---|----------------------|
| | USE NUMBERS - NOT HASHMARKS | | | | |
| STL | <input type="text"/> | | | | <input type="text"/> |
| TOTAL HITS | <input type="text"/> | | | | <input type="text"/> |
| MAJ | X5 | | | | X-10 |
| MIN | X5 | | | | X-10 |
| STATS ONLY | <input type="text"/> | | | | <input type="text"/> |

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)

TIME

TOTAL 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"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

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

MAJOR minor

NAME _____ USPSA _____



CM 06-08

Steely Speed V

RULES: USPSA Rule Book, 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

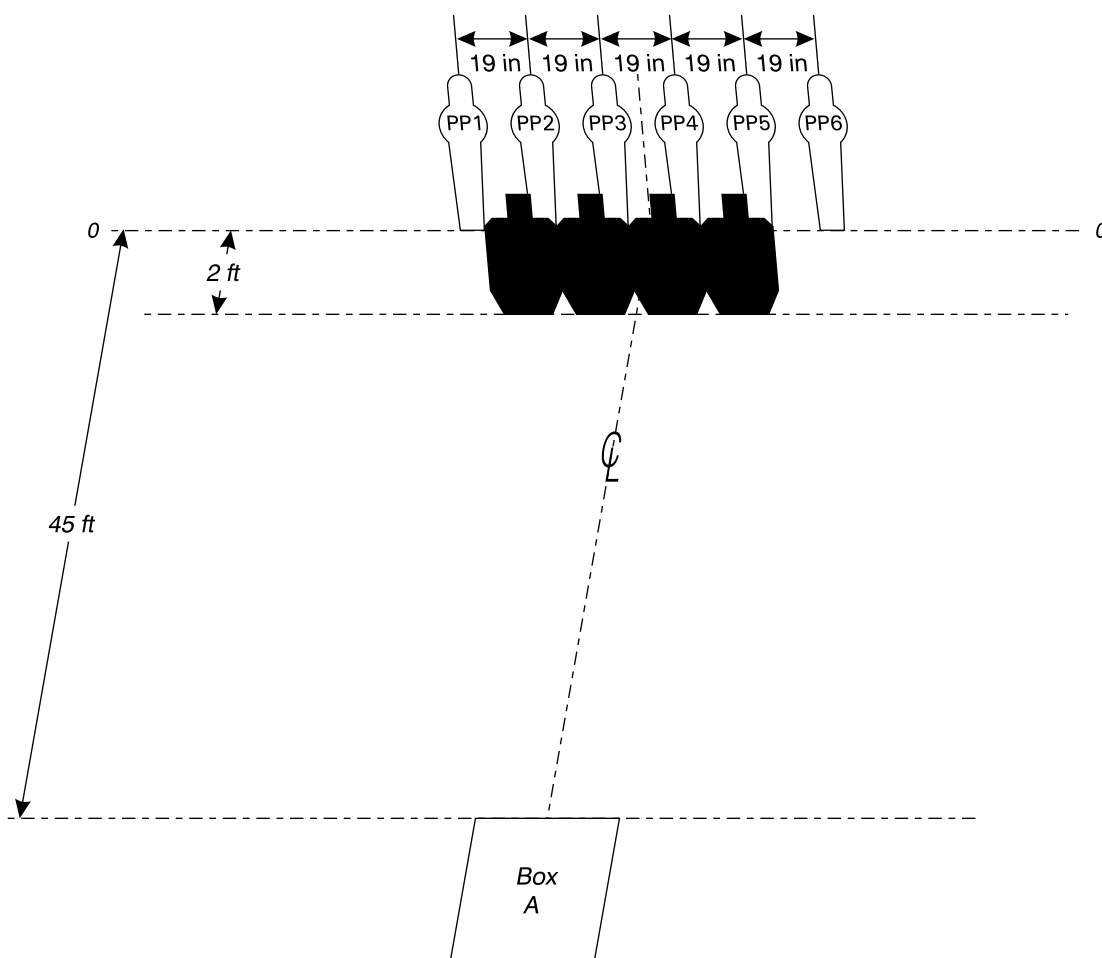
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 6 Pepper poppers

SCORED HITS: KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



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

| TGT | A | B | C | D | M |
|------------|-----------------------------|---|---|---|----------------------|
| | USE NUMBERS - NOT HASHMARKS | | | | |
| STL | <input type="text"/> | | | | <input type="text"/> |
| TOTAL HITS | <input type="text"/> | | | | <input type="text"/> |
| MAJ | X5 | | | | X-10 |
| MIN | X5 | | | | X-10 |
| STATS ONLY | <input type="text"/> | | | | <input type="text"/> |

COMSTOCK
PENALTIES

PROCEDURAL
(-10 EACH)

TIME

TOTAL 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"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

Open

Lim.

Lim. 10

Prod.

Rev.

Sing. St.

MAJOR

minor

NAME _____ USPSA _____



CM 06-09

Steely Speed VI

RULES: USPSA Rule Book, 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

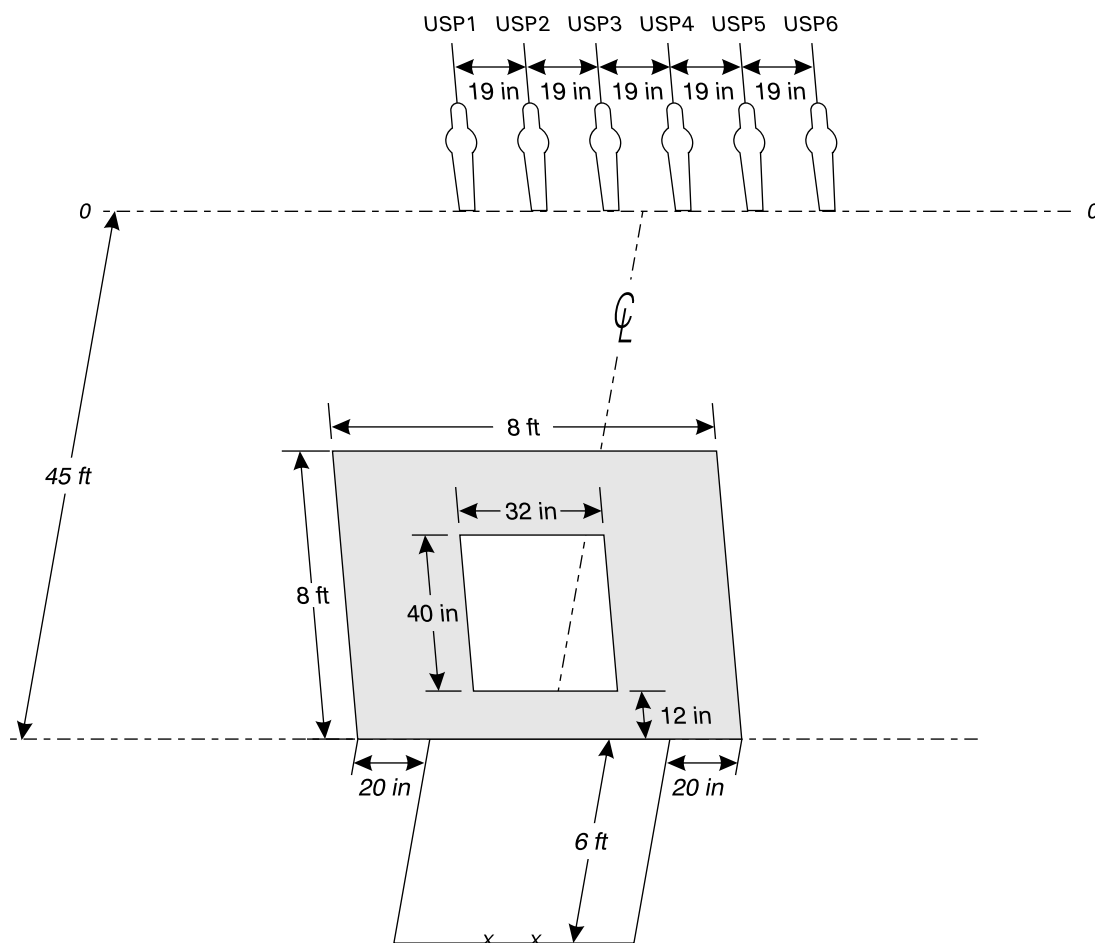
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 6 US Poppers

SCORED HITS: KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



SETUP NOTES: X's are centered on fault line, 12 inches apart.





CM 06-09

Steely Speed VI

| TGT | A | B | C | D | M |
|------------|-----------------------------|---|---|---|----------------------|
| | USE NUMBERS - NOT HASHMARKS | | | | |
| STL | <input type="text"/> | | | | <input type="text"/> |
| TOTAL HITS | <input type="text"/> | | | | <input type="text"/> |
| MAJ | X5 | | | | X-10 |
| MIN | X5 | | | | X-10 |
| STATS ONLY | <input type="text"/> | | | | <input type="text"/> |

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)

TIME

TOTAL 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"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

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

MAJOR minor

NAME _____ USPSA _____



CM 06-10

Steely Speed VII

RULES: USPSA Rule Book, 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

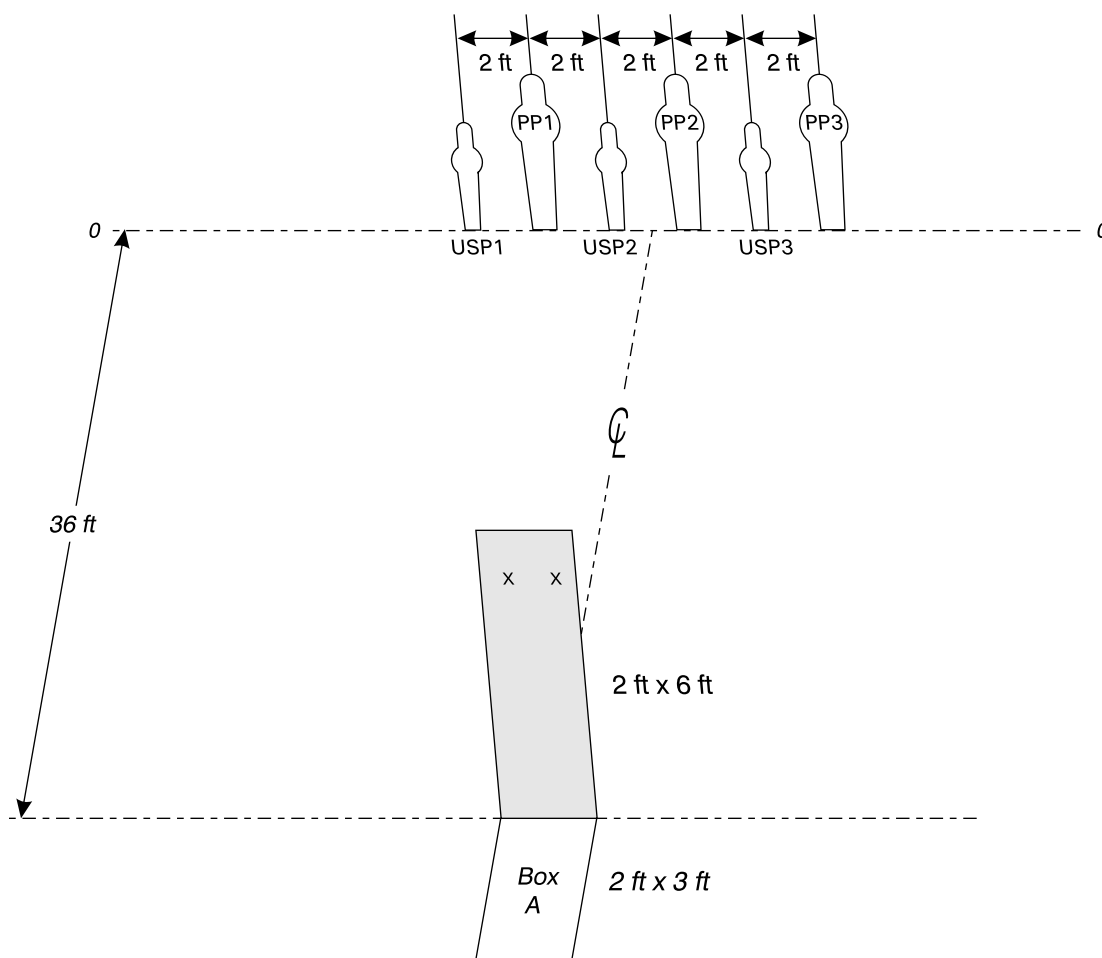
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 3 Pepper poppers, 3 US Poppers

SCORED HITS: KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



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

| TGT | A | B | C | D | M |
|------------|-----------------------------|---|---|---|----------------------|
| | USE NUMBERS - NOT HASHMARKS | | | | |
| STL | <input type="text"/> | | | | <input type="text"/> |
| TOTAL HITS | <input type="text"/> | | | | <input type="text"/> |
| MAJ | X5 | | | | X-10 |
| MIN | X5 | | | | X-10 |
| STATS ONLY | <input type="text"/> | | | | <input type="text"/> |

COMSTOCK
PENALTIES

PROCEDURAL
(-10 EACH)

TIME

TOTAL 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"/> |

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

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

MAJOR minor

NAME _____ USPSA _____



CM 06-11

Where's The Ammo

RULES: USPSA Rule Book, Current Edition

COURSE DESIGNER: Nationals Design Team

START POSITION: Standing, palms flat on table top. Handgun is in empty condition with no round in the chamber or magazine in the gun, and lying flat on table. Slide forward and hammer down for pistols, or cylinder closed and hammer down for revolvers. One magazine or speed loader is placed on table with the rest of the magazines or speed loaders on the competitor's belt.

STAGE PROCEDURE

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

SCORING

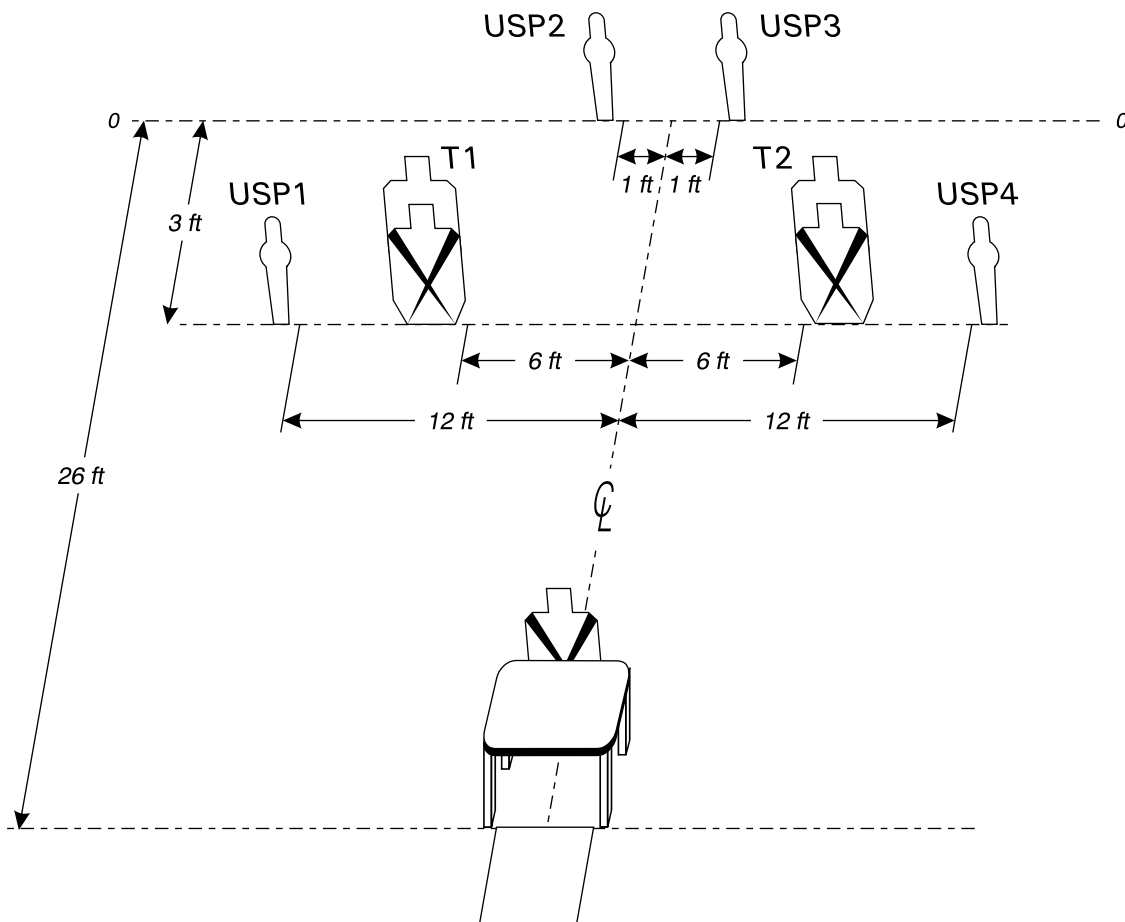
SCORING: Comstock, 8 rounds, 40 points

TARGETS: 2 IPSC, 4 US Poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



SETUP NOTES: Targets are set to 5 feet high at shoulder. The table is a card table 30-inches-by-30-inches and 26.5 inches high. The shooting box is 3 feet by 3 feet. The no-shoot at the table is set so the lower perforation of the lower A zone is even with the table



top; target is centered on the table. Top of the no-shoots on T1 and T2 are 5 1/2 inches down from the top of the lower A zone.



CM 06-11

Where's The Ammo

| 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 |
| STL | <input type="text"/> | | | | <input type="text"/> | 4 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 8 |
| 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:

RO:

REMARKS

SHOOTER
NUMBER

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

MAJOR minor

NAME _____ USPSA _____

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