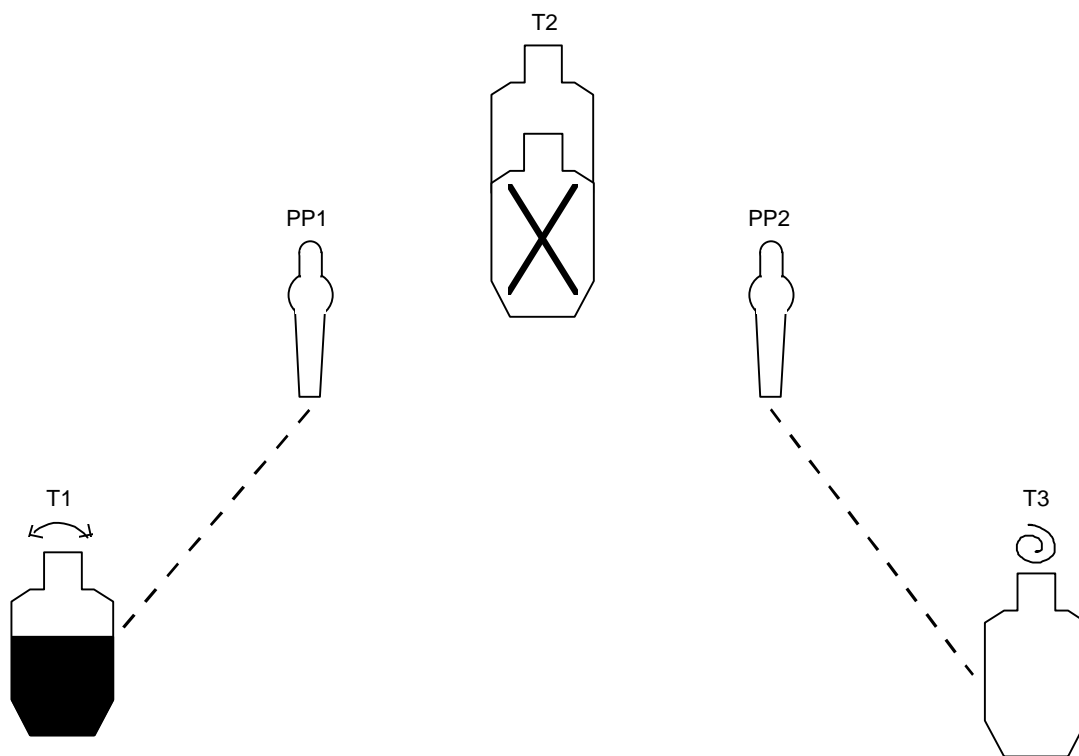


Unofficial Sourcebook of USPSA/IPSC Courses Of Fire

Volume 1



Jeffrey A. Maass

USPSA # L-1192
NROI/CRO

Unofficial Sourcebook of USPSA/IPSC Courses Of Fire
Jeff Maass USPSA # L-1192
email: jmaass@freenet.columbus.oh.us

Conditions of Use

The stage designs contained in this *Sourcebook* are provided to you free-of-charge, and you are welcome to use them in any way that will promote the sport of practical shooting. You may copy and use individual stage design specifications and scoresheets for your match. You may copy and re-distribute this *Sourcebook* in it's entirety in digital or hard-copy form, provided that you do not modify the contents and do not make a profit in the process!

If you have corrections, comments, or other suggestions, or if you wish to obtain a digital copy of this Sourcebook, please contact me by email at jmaass@freenet.columbus.oh.us, or by telephone at (614) 873-3234.

I am planning another volume of this Sourcebook, containing primarily designs by others. If you have a great idea for a new stage design, contact me and I will work with you to get it into the next volume!

This material was not produced by and is not the responsibility of the United States Practical Shooting Association (USPSA) or the International Practical Shooting Confederation (IPSC).

Copyright (c) 1998 by J. A. Maass
All Rights Reserved

Unofficial Sourcebook
of
USPSA/IPSC Courses Of Fire

Volume 1

Revision A
24 March 1998

Jeffrey A. Maass

USPSA # L-1192
NROI/CRO

Unofficial Sourcebook of USPSA/IPSC Courses Of Fire

Jeff Maass USPSA # L-1192

email: jmaass@freenet.columbus.oh.us

This *Sourcebook* contains IPSC courses of fire which I have designed over the past several years. Many were shot at Pickaway County Sportsmen (OH) USPSA/IPSC matches between 1992 and 1996, and some have not yet made the transition from paper to the range. I enjoy the process of stage design, and it seems that club Match Directors are always struggling to find stages for their local matches. Hopefully, this *Sourcebook* will lighten their load and add variety to their club matches.

In this archive, you will find 81 copier-ready courses of fire, each with an associated scoresheet: 37 Field Courses, 33 Speed Shoots, and 11 Standard Exercises. This material is made available at no cost for use by anyone whose purpose is to promote our sport.

These stages are intended to be in compliance with the recommendations of the current IPSC rule 2.01 (13th Edition) limits of 28 rounds on field courses and 16 rounds from three or fewer position on speed shoots. Each of these stages is designed with the intention that they be '1911-neutral' (no more than 8 rounds *required* from any one shooting position. USPSA is expected to adopt this rule in early 1998.

Concerning the props and target stands used in these designs: we build walls and vision barriers from Bianchi barricades, 1x2 lumber, and black plastic sheeting, which allows us to easily construct long temporary walls very inexpensively, so you'll see liberal use of walls. There are some steel no-shoots, twisters, and swingers specified, which may not be available at all clubs. Replacing steel no-shoot targets with paper targets will generally result in shoot-through problems, and is not encouraged.

These course descriptions have been drawn in the style of the 1996-97-98 USPSA Classifier stages in the National Classification Course Book, although usually no dimensions are provided on my designs. This lack of measurements is intentional: these stages can be squeezed or stretched to adapt them to your own range facilities. Where dimensions are provided treat them as suggestions (except, of course, for distances to steel targets, which should always be at least 30 feet from the shooter (US6.04)).

These stages were drawn using stage design templates created by Ken Wagner, USPSA # A-28672. Ken has made these easy-to-use templates available at no cost, and you can find a copy of the tool set on the USPSA web site. The templates are Word 6 source (.doc) and Powerpoint 4 source (.ppt) files, and the archive contains it's own readme file.

This *Sourcebook* is distributed in Adobe PDF format, which maintains a constant display and print format on several computer platforms, and prevents accidental changes to the document by users. The Adobe Acrobat Reader 3.0 is available for free download: see the USPSA web site for information. One feature of Adobe PDF is the ability to search the document: 'Ctrl-F' will allow you to search for and display each stage by name.

I'd like to acknowledge the contributions of Ken Wagner, Pat LeGere, and Ivan "Eagle Eye" Ketler (Hungarian Practical Shooting Association), who reviewed this set of stages and provided helpful suggestions and corrections. Any remaining errors remain mine alone.

Comments and suggestions are welcome: please send email to the address above.

Unofficial Sourcebook of USPSA/IPSC Courses Of Fire
 Jeff Maass USPSA # L-1192
 email: jmaass@freenet.columbus.oh.us

Stage Name	Scoring	# Rounds	Course Type	Page
Actions Have Consequences	Comstock	24	Field Course	7
Alien Attack 2	Comstock	27	Field Course	9
America's Most Taunted	Comstock	21	Field Course	11
America's Most Taunted 2	Comstock	21	Field Course	13
America's Most Taunted 3	Comstock	21	Field Course	15
Barnhart School 4	Comstock	26	Field Course	17
Booth Boogie	Comstock	24	Field Course	19
Breath Takes A Holiday	Comstock	24	Field Course	21
Change-Up Standards	Virginia Count	24	Standard Exercise	23
Changing Times 2	Virginia Count	14	Speed Shoot	25
Dinah Moe Humm 2	Comstock	24	Field Course	27
Doo Dah Ditty 2	Comstock	24	Speed Shoot	29
Double Barrel	Comstock	20	Speed Shoot	31
DVC – A Speed Shoot Triad				
DVC: Diligenia = Accuracy	Virginia Count	8	Speed Shoot	33
DVC: Vis = Power	Comstock	8	Speed Shoot	35
DVC: Celeritas = Speed	Comstock	8	Speed Shoot	37
The Emperor (Julius' Seizure)	Virginia Count	14	Speed Shoot	39
The Emperor 3	Virginia Count	16	Speed Shoot	41
The Emperor 4	Virginia Count	14	Speed Shoot	43
Figgie's Cottage 3	Comstock	22	Field Course	45
Frank Zapper 1	Comstock	7	Speed Shoot	47
Frank Zapper 2	Comstock	8	Speed Shoot	49
Frank Zapper 3	Comstock	8	Speed Shoot	51
Frank Zapper 4	Comstock	7	Speed Shoot	53
Frank Zapper 5	Comstock	8	Speed Shoot	55
Going, Going, Gun 2!	Comstock	28	Field Course	57
grep Trouble	Comstock	24	Field Course	59
grep Trouble 2	Comstock	24	Field Course	61
Hot Shower	Comstock	23	Field Course	63
Hot Shower 2	Comstock	23	Field Course	65
IMHO	Comstock	22	Field Course	67
Index Standards	Virginia Count	24	Standard Exercise	69
Index Standards 2	Virginia Count	36	Standard Exercise	71
Index Standards 3	Virginia Count	12	Standard Exercise	73
Index Standards 4	Virginia Count	18	Standard Exercise	75
It's A Hoot 1	Comstock	23	Field Course	77
Joycean Beads 3	Comstock	24	Field Course	79
Kitchen Appliance	Comstock	16	Speed Shoot	81
Kitchen Appliance 2	Comstock	15	Speed Shoot	83

Unofficial Sourcebook of USPSA/IPSC Courses Of Fire

Jeff Maass USPSA # L-1192

email: jmaass@freenet.columbus.oh.us

Stage Name	Scoring	# Rounds	Course Type	Page
Knead For Speed 1	Comstock	8	Speed Shoot	85
Knead For Speed 2	Comstock	6	Speed Shoot	87
Knead For Speed 3	Comstock	7	Speed Shoot	89
Knead For Speed 4	Comstock	7	Speed Shoot	91
Library Challenge 2	Comstock	24	Field Course	93
Lima Steel Frenzy 1	Comstock	6	Speed Shoot	95
Lima Steel Frenzy 2	Comstock	13	Speed Shoot	97
Lippmann's Proof 1	Comstock	28	Field Course	99
Lippmann's Proof 2	Comstock	24	Field Course	101
Lippmann's Proof 3	Comstock	24	Field Course	103
Lippmann's Proof 4	Comstock	24	Field Course	105
Lippmann's Proof 5	Comstock	24	Field Course	107
Liverspot Standards 1	Virginia Count	28	Standard Exercise	109
Liverspot Standards 2	Virginia Count	42	Standard Exercise	111
Malpractice Makes Malperfect	Comstock	14	Speed Shoot	113
Mona Lisas And Mad Hatters 2	Comstock	24	Field Course	115
Morning Dance	Comstock	24	Field Course	117
Morning Dance 2	Comstock	24	Field Course	119
Net Head	Comstock	23	Field Course	121
Nosebleed Standards	Virginia Count	24	Standard Exercise	123
Rash Rate 1	Virginia Count	12	Speed Shoot	125
Rash Rate 2	Virginia Count	12	Speed Shoot	127
Rash Rate 3	Virginia Count	12	Speed Shoot	129
Sheik Yerbouti Tango 3	Comstock	24	Field Course	131
Shoot Sideways 2	Comstock	16	Speed Shoot	133
Shoot Sideways 3	Comstock	16	Speed Shoot	135
Steely Blues 1	Comstock	12	Speed Shoot	137
Switchback 1	Comstock	24	Field Course	139
Switchback 2	Comstock	24	Field Course	141
Ted's Lament 3	Virginia Count	12	Standard Exercise	143
Teeth On Fire	Comstock	23	Field Course	145
This, That, The Other – A Speed Shoot Triad				
This	Comstock	7	Speed Shoot	147
That	Comstock	7	Speed Shoot	149
The Other	Virginia Count	12	Speed Shoot	151
Triploblastic	Comstock	24	Field Course	153
Twist 'N Pout 3	Comstock	16	Speed Shoot	155
Two Door Coup	Comstock	23	Field Course	157
Wag The Dogma 1	Comstock	22	Field Course	159
Zap Xenu	Comstock	24	Field Course	161
Zap Xenu 2	Comstock	24	Field Course	163
5 To 30 Standards	Virginia Count	36	Standard Exercise	165
10-20-30 Standards	Virginia Count	24	Standard Exercise	167

Actions Have Consequences

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Sitting in chair facing downrange, hands on knees.

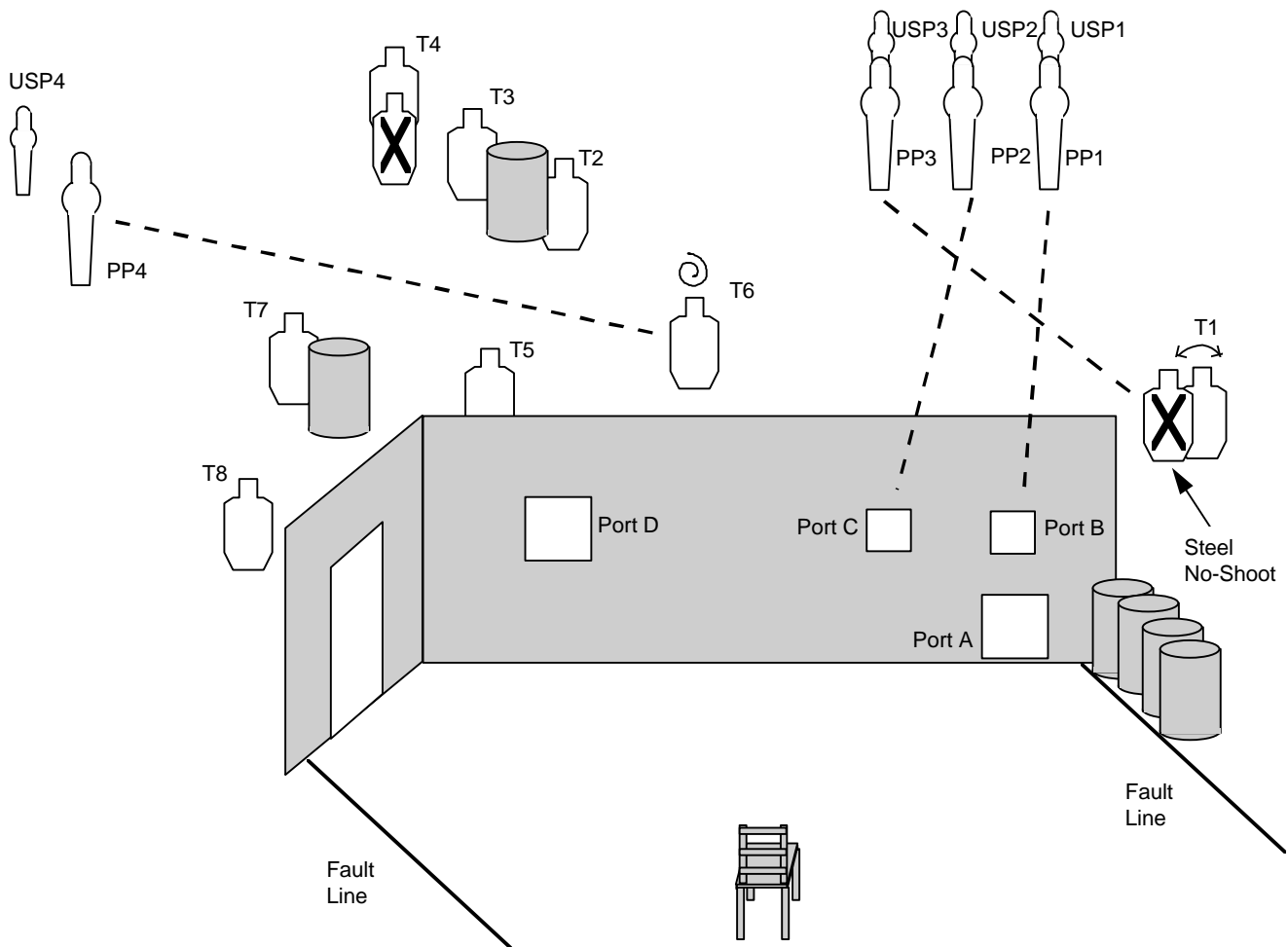
STAGE PROCEDURE

On signal, engage targets as they are visible.

PP1 opens Port B. PP2 opens Port C. PP3 triggers swinging target T1. PP4 triggers gravity twister T6, which is *not* a disappearing target (*misses will be penalized*). The threshold of the doorway is a fault line.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 8 IPSC, 4 PP, 4 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Ports A and D are 2' x 2'. Ports B and C are 1' x 1', and are initially covered by sliding doors. PP1 and USP1 are visible only from Port A; PP2 and USP2 are visible only from Port B; PP3 and USP3 are visible only from Port C. (Use vision barriers on back side of port to limit view from other ports, and no-shoots to limit view from Port D). T6 should be visible through Port D from the vicinity of the doorway, as well as at Port D. Set so that T6 is engageable from Port D after completing drop. Targets T2, T3, and T7 are mounted close to the ground. All other targets are 5' at shoulder.

RO SAFETY NOTE:
 Because of limited visibility, *use extreme care* to make sure range is clear prior to starting shooter!

jam980319f

Actions Have Consequences

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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"/>	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
						<input type="text"/>
						EQUALS TOTAL SCORE
						<input type="text"/>
						DIVIDED BY TIME OF
						<input type="text"/>
						HIT FACTOR =
						(3 DECIMAL PLACES)
						<input type="text"/>

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Alien Attack 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Sitting in chair, both knees under table, both hands flat on tabletop.

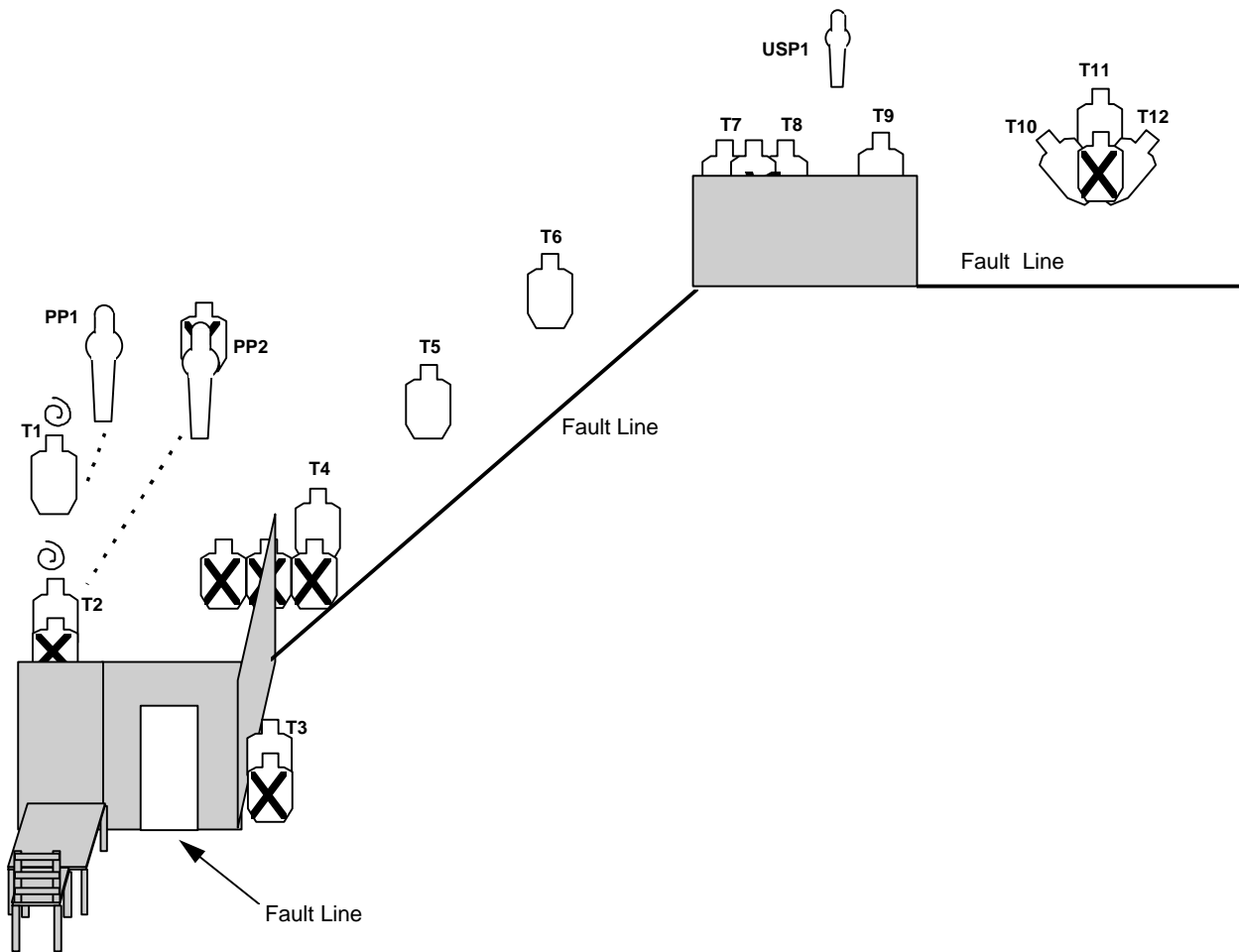
STAGE PROCEDURE

On signal, engage all targets as they are visible.

PP1 triggers gravity twister T1; PP2 triggers gravity twister T2. Neither are disappearing targets, and misses will be penalized. The threshold of the door is a fault line. Engaging PP1, PP2, or USP1 from beyond the fault lines will be considered unsafe gun handling, and will result in match disqualification (12.01).

SCORING

SCORING: Comstock, 27 rounds, 135 points
TARGETS: 12 IPSC, 2 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Targets T3, T4, T7, T8 and T9 are mounted close to the ground. T11 is 5' at the shoulder, with T10 and T12 mounted as shown. All other targets are mounted 5' at the shoulder.

RO SAFETY NOTE: Because of limited visibility, extreme care must be exercised to guarantee that the range is clear prior to starting each shooter!

jam 980319f

America's Most Taunted

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

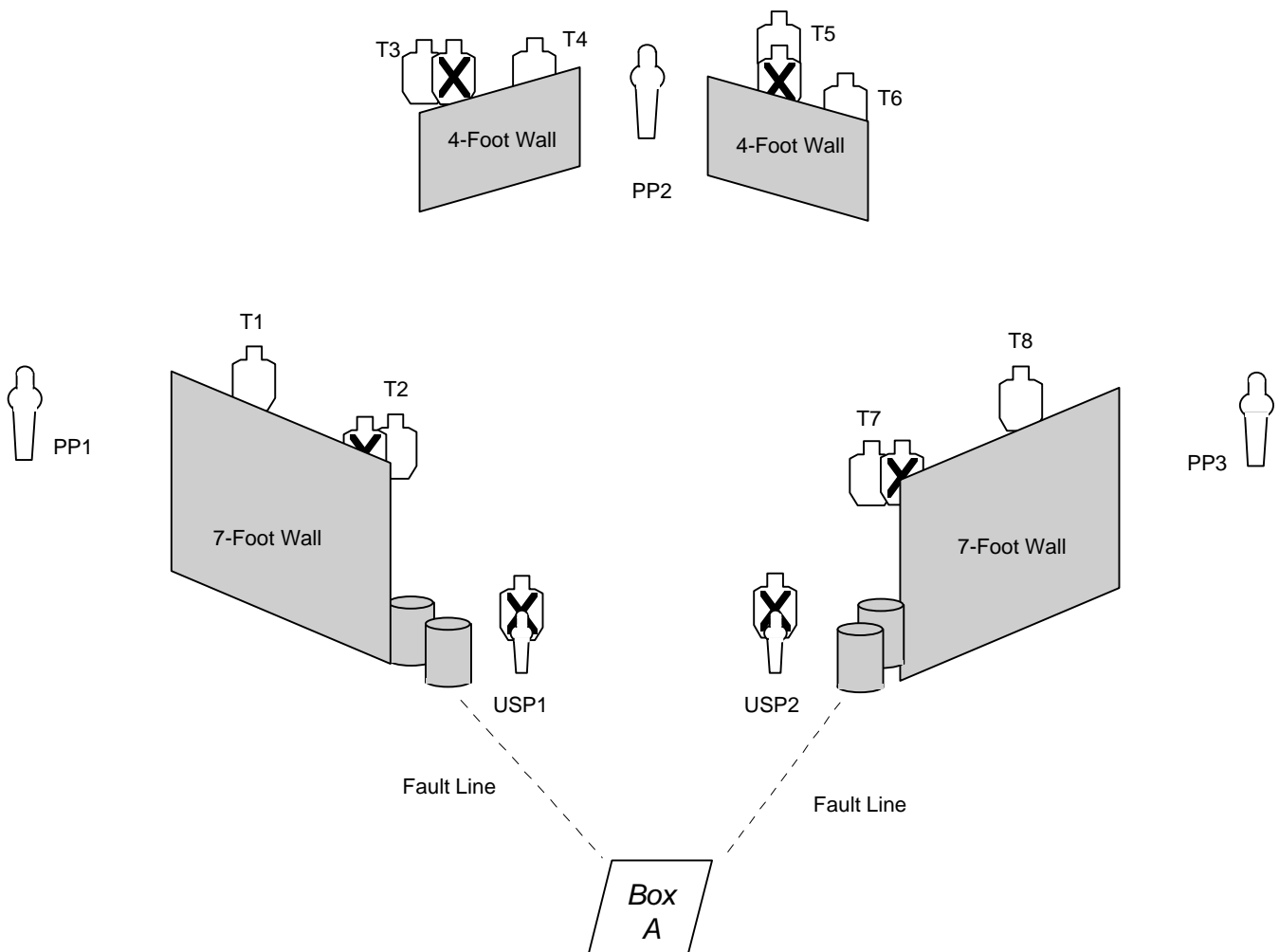
STAGE PROCEDURE

On signal, engage PP1, PP2, PP3, USP1, and USP2 from Box A ONLY; then engage all other targets as they are visible.

NOTE: Engaging any steel target while not in Box A will be considered Unsafe Gun Handling, and will result in match disqualification (Rule 12.01).

SCORING

SCORING: Comstock, 21 rounds, 105 points
TARGETS: 8 IPSC, 3 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Only steel targets are visible from Box A. Targets T3, T4, T5, and T6 are set at ground level behind their associated 4-foot wall so that they can be engaged only from over or around the wall. T2 and T7 are mounted close to ground. All other targets are mounted 5 feet at shoulder.

RO SAFETY NOTE: Because of limited visibility, *use extreme care* to make sure range is clear prior to starting shooter!

jam 980320e

America's Most Taunted

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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"/>	5

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	21
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

America's Most Taunted 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

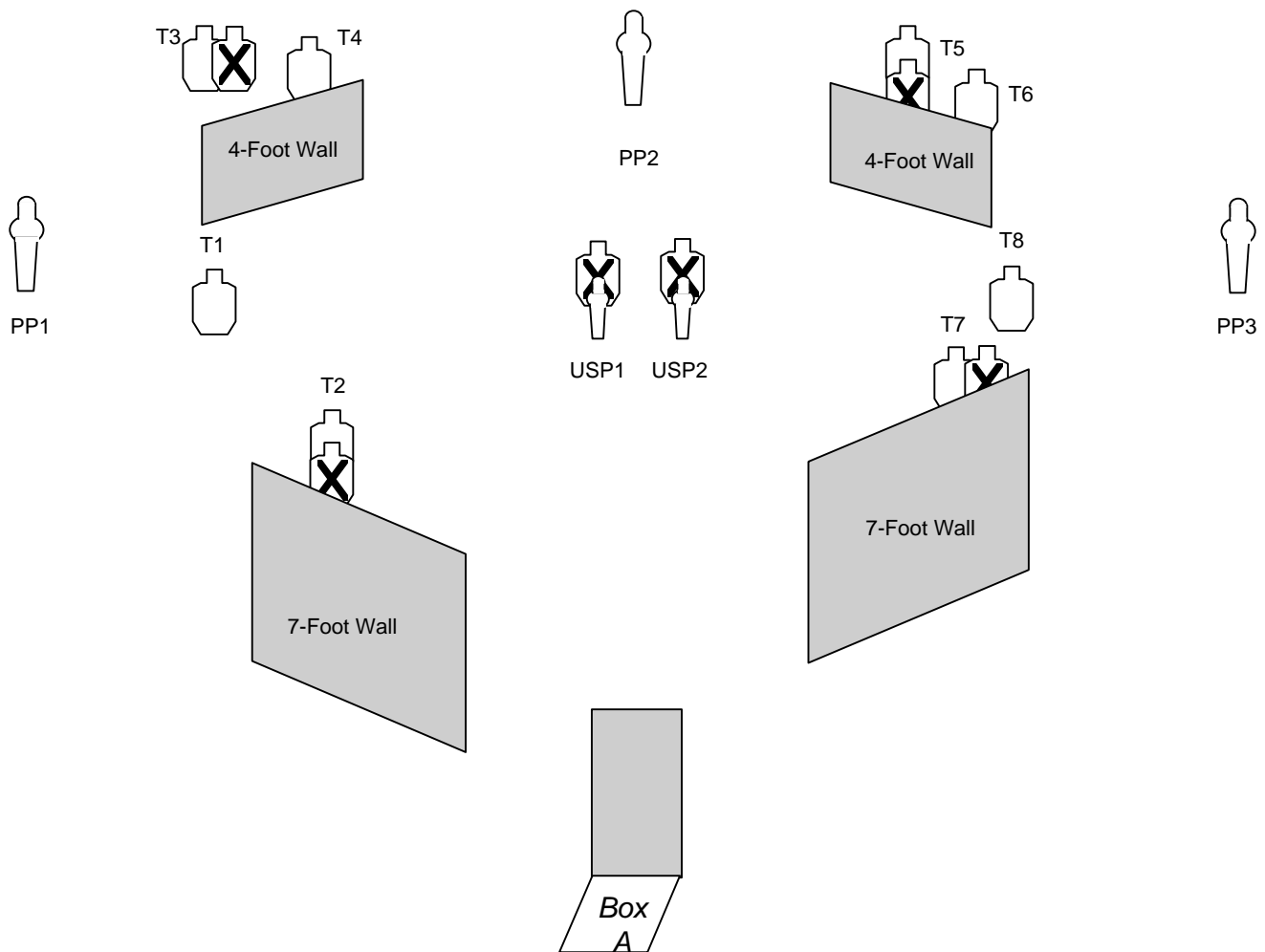
STAGE PROCEDURE

On signal, engage steel (PP1, PP2, PP3, USP1, USP2) from Box A ONLY; then engage all other targets as they become visible.

SAFETY NOTE: Engaging any steel target from outside of Box A will be considered unsafe gun handling, and will result in match disqualification (Rule 12.01).

SCORING

SCORING: Comstock, 21 rounds, 105 points
TARGETS: 8 IPSC, 3 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Only steel targets are visible from Box A. Targets T3, T4, T5, and T6 are set at ground level behind their associated 4-foot walls so that they can be engaged only from over or around the wall. T7 is located close to end of 7-foot wall and close to ground. All other targets are mounted 5 feet at shoulder. T2 is located close to end of 7-foot wall.

RO SAFETY NOTE: Because of limited visibility, *use extreme care* to make sure range is clear prior to starting shooter!

jam 980320e

America's Most Taunted 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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"/>	5

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	21
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

America's Most Taunted 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

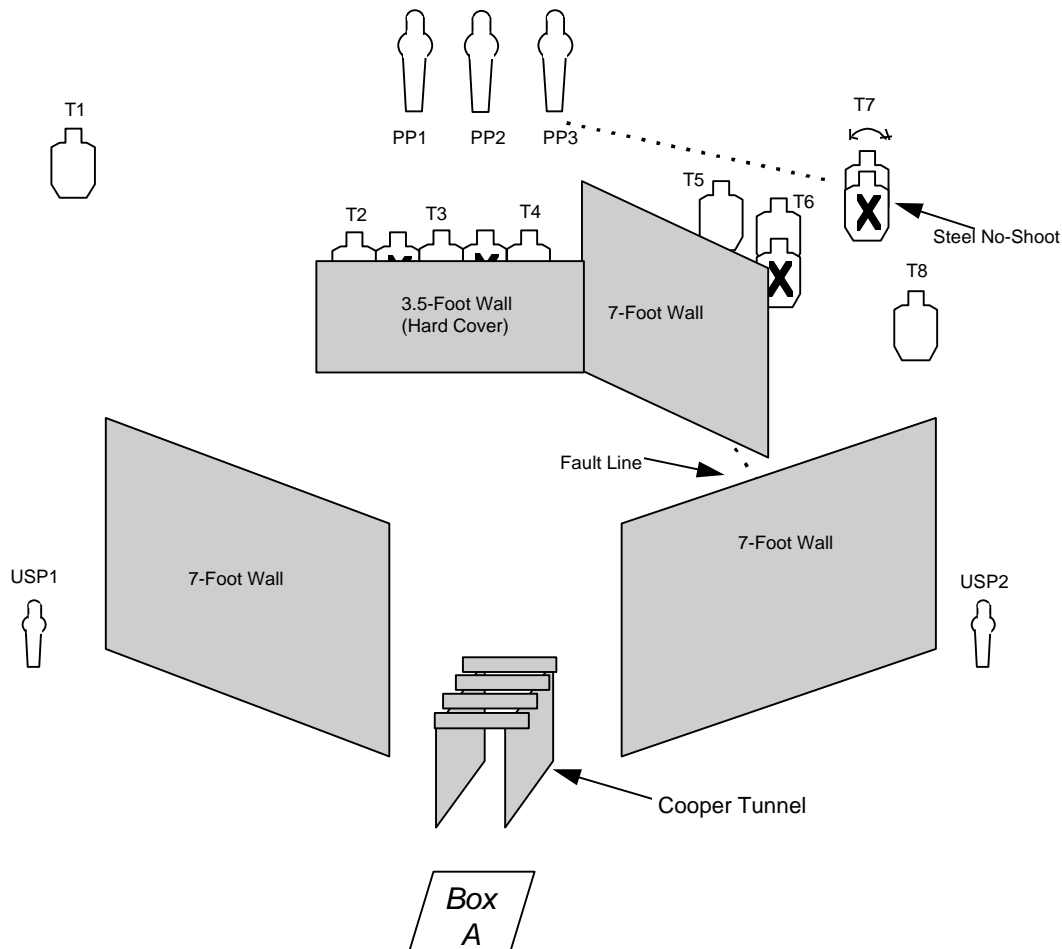
STAGE PROCEDURE

On signal, engage steel (PP1, PP2, PP3, USP1, USP2) from Box A ONLY; then pass through Cooper Tunnel and engage all other targets as they become visible. PP3 triggers swinging target T7.

One procedural penalty for each Cooper crosspiece disturbed by the shooter while passing through the tunnel. One procedural penalty per shot fired following failure to pass through tunnel. Engaging any steel target from outside of Box A will be considered unsafe gun handling, and will result in match disqualification (Rule 12.01).

SCORING

SCORING: Comstock, 21 rounds, 105 points
TARGETS: 8 IPSC, 3 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Only steel targets are visible from Box A. Targets T2, T3, and T4 are set at ground level behind the associated 3.5-foot wall so that they can be engaged only from over the wall from near it. All other targets are mounted 5 feet at shoulder. Leave sufficient space between the Cooper Tunnel and the walls for the Range Officer to pass through. Cooper tunnel has at least five crosspieces. Steel no-shoot is at least 30 feet from fault line.

RO SAFETY NOTE: Because of limited visibility, *use extreme care* to make sure range is clear prior to starting shooter!

Jam 980320e

America's Most Taunted 3

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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"/>	5

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	21
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

Barnhart School 4

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

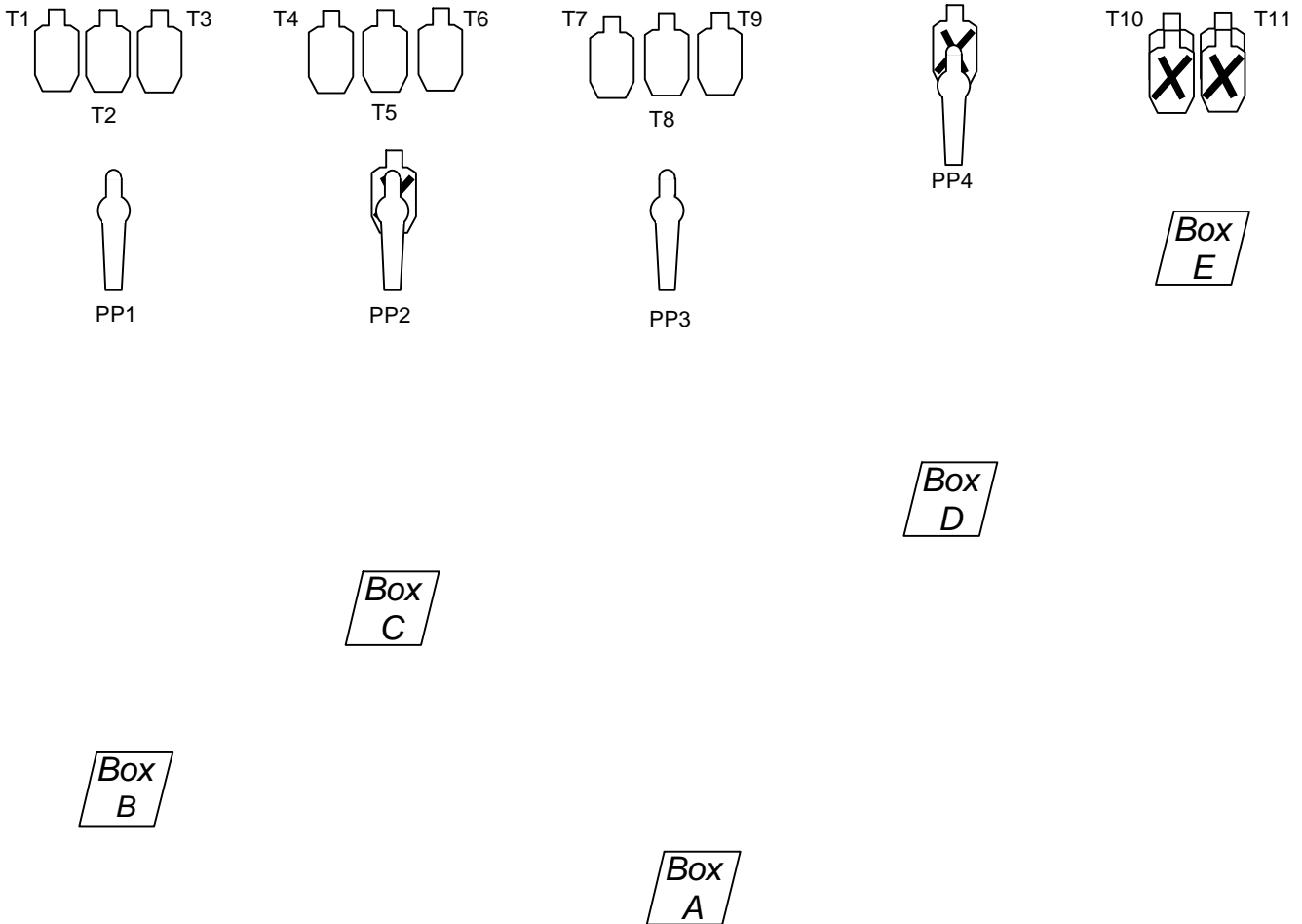
START POSITION: Standing in Box A, facing downrange, both hands raised above shoulders.

STAGE PROCEDURE

On signal, engage PP3 from Box A ONLY, PP1 from Box B ONLY, PP2 from Box C ONLY, PP4 from Box D ONLY, and all other targets from within any box. Movement Must be Box A, B, C, D, (Box E optional). Targets may be engaged ONLY from within a box.

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 11 IPSC, 4 PP, 0 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: All targets are mounted 5' at shoulder. Assure 30' minimum distance from any Popper and it's associated box. Position the Pepper Poppers at least 10 feet in front of paper targets. Position Box E within 12 feet of T10 and T11.

jam 980303e

Barnhart School 4

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<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"/>	26
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

NAME _____ USPSA # _____

Booth Boogie

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

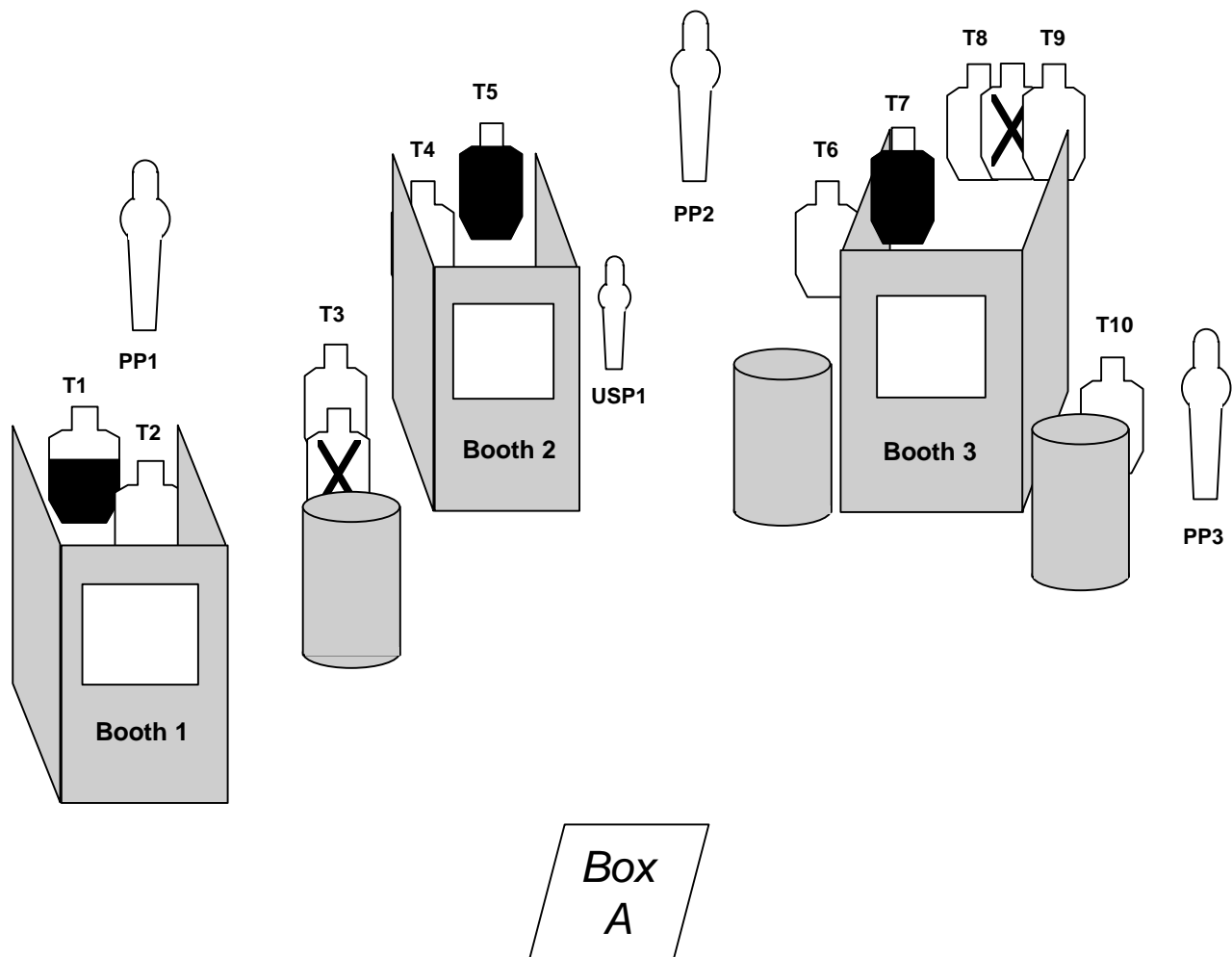
STAGE PROCEDURE

On signal, engage PP1, PP2, PP3, and USP1 from Box A ONLY and all other targets from anywhere as they are visible.

SAFETY NOTES: Keep muzzle pointed downrange!
Engaging steel targets from outside Box A will be considered unsafe gun handling, and will result in match disqualification (Rule 12.01).

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 IPSC, 3 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: All windows are 2-feet square, located 4-feet up from ground. Targets T1, T2 are visible only through Window 1; T4, T5 visible only through window 2; T7, T8, T9 visible only through Window 3. T3 and T10 are mounted low and partially obscured by barrels.

Booth Boogie

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T4	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T5	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T6	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T7	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T8	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T9	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T10	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
STL	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	4

TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	24
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY

<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	=	<input style="width: 30px; height: 20px;" type="text"/>
						MINUS PENALTIES OF <input style="width: 30px; height: 20px;" type="text"/>
						EQUALS TOTAL SCORE <input style="width: 30px; height: 20px;" type="text"/>
						DIVIDED BY TIME OF <input style="width: 30px; height: 20px;" type="text"/>
						HIT FACTOR = <input style="width: 30px; height: 20px;" type="text"/>
						(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

SHOOTER NUMBER	<div style="display: inline-block; border: 1px solid black; padding: 2px;">Open</div> <div style="display: inline-block; border: 1px solid black; padding: 2px; margin-left: 10px;">Limited</div>	<div style="display: inline-block; border: 1px solid black; padding: 2px;">MAJOR</div> <div style="display: inline-block; border: 1px solid black; padding: 2px; margin-left: 10px;">minor</div>
----------------	---	--

NAME _____ USPSA # _____

Breath Takes A Holiday

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

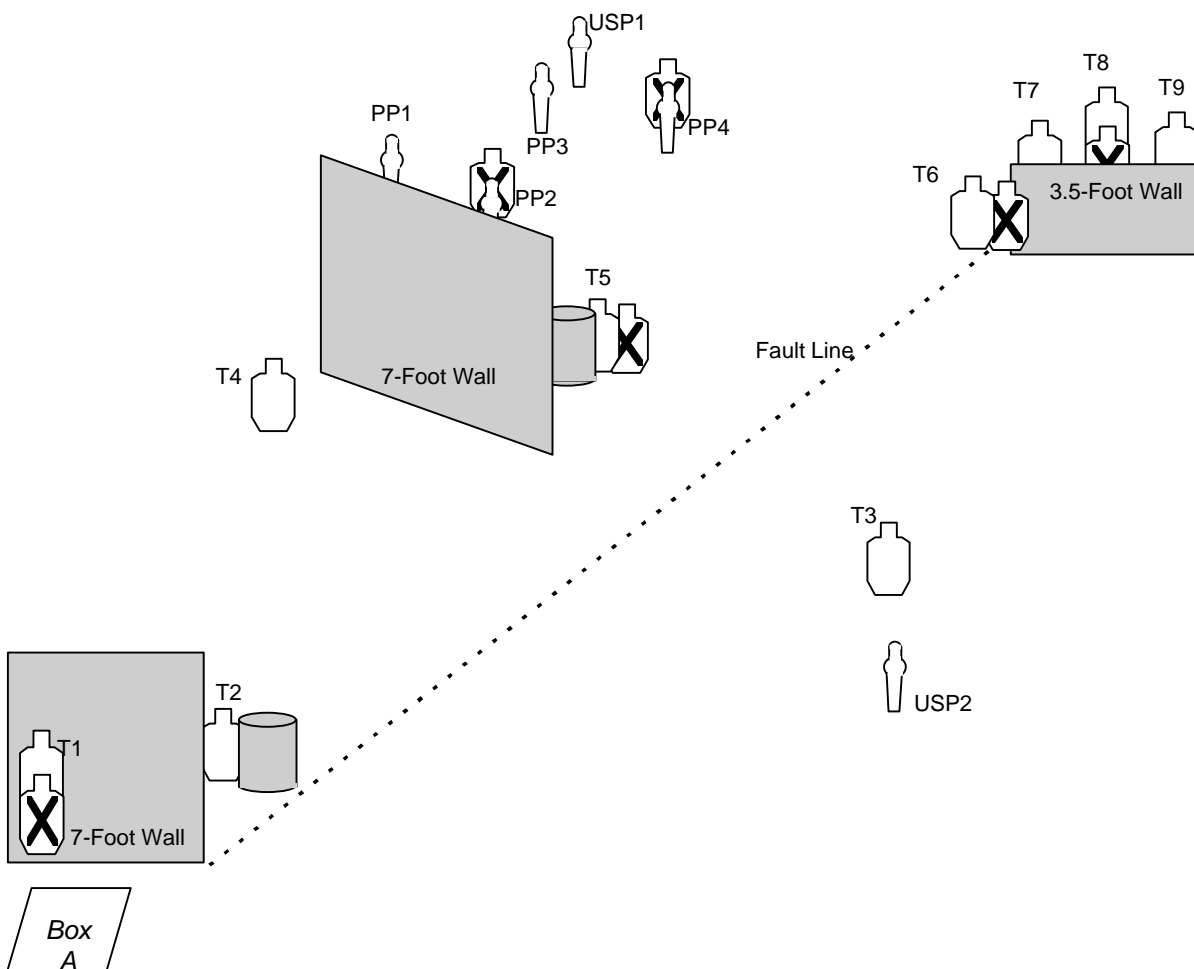
STAGE PROCEDURE

On signal, engage T1 and USP2 from Box A, then engage all other targets as they are visible.

Engaging USP2 from anywhere outside of Box A will be considered unsafe gun handling, and will result in a match disqualification (12.01).

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 9 IPSC, 4 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Targets T2, T5, T6, T7 and T9 are mounted at ground level. All other targets are mounted 5' at the shoulder. Distance from Box A to 3.5-foot wall is 60 to 75 feet.

jam 980224e

Breath Takes A Holiday

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
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"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME USPSA #

Change-Up Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

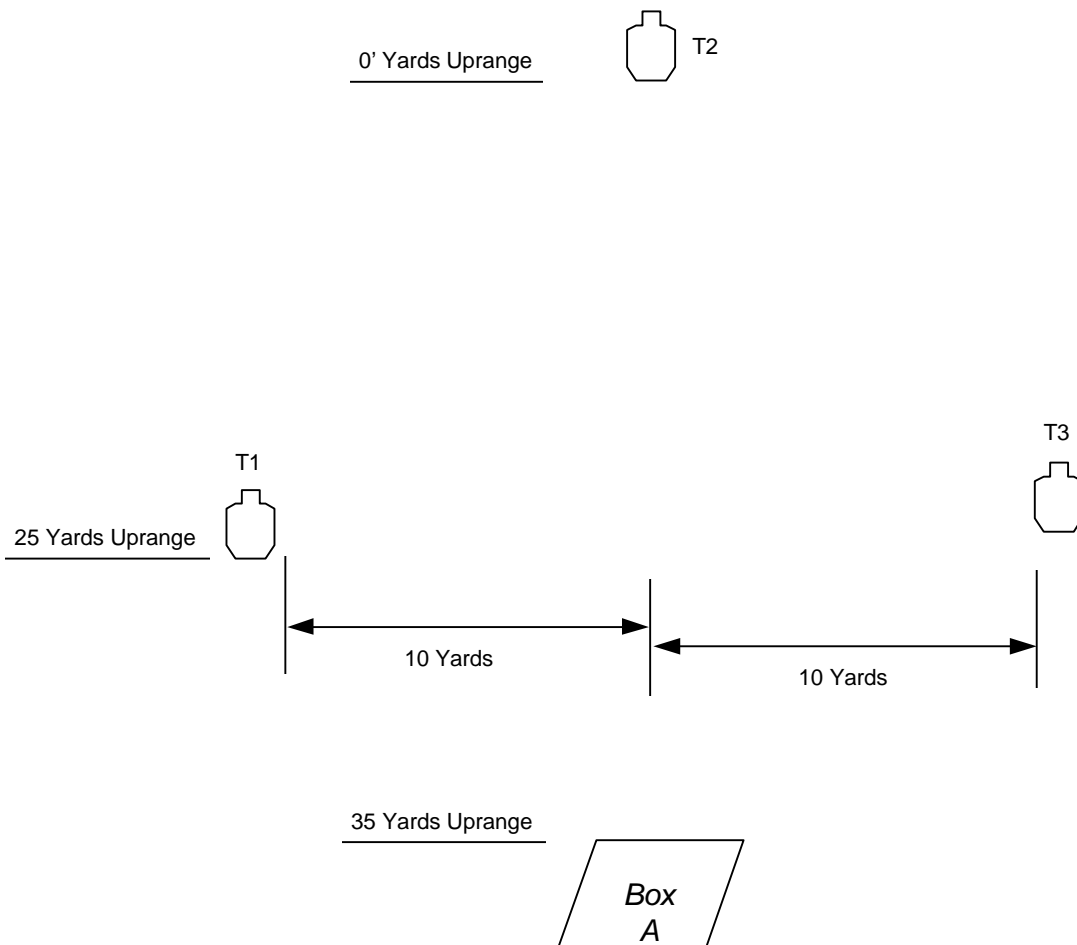
String 1: From Box A, on signal, engage T1 - T3 with two rounds each *freestyle*; perform a mandatory reload and re-engage T1-T3 with two rounds each *freestyle*.

String 2: From Box A, on signal, engage T1-T3 with two rounds each *freestyle*, perform a mandatory reload and re-engage T1-T3 with two rounds each **strong hand only**.

One procedural penalty per shot fired after missed reload.

SCORING

SCORING: Virginia count, 24 rounds, 120 points
TARGETS: 3 IPSC
SCORED HITS: Best 8 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder.

jam 980224d

Change-Up Standards

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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	

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 =
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Changing Times 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

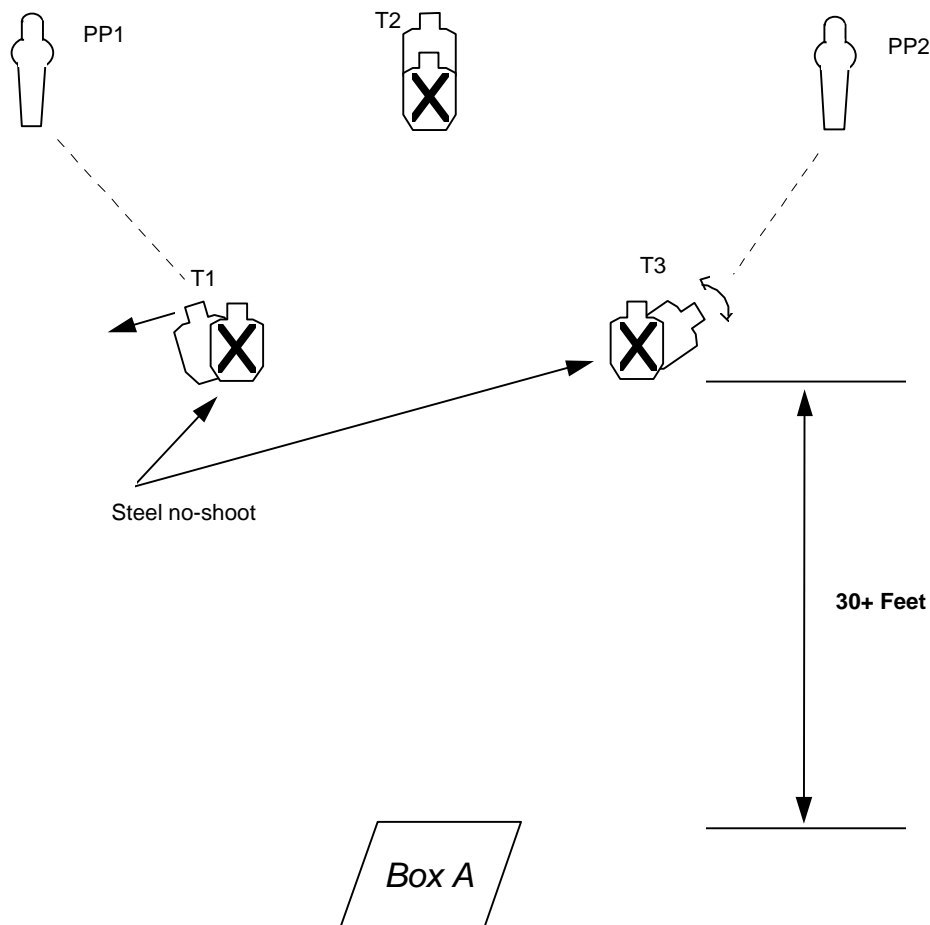
START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

On signal, engage any one Popper and engage T1-T3 with two rounds each, then perform a mandatory reload; engage the other Popper and re-engage T1-T3 with two rounds each. Targets may be engaged in any order. Procedural penalty of -10 points per shot fired following missed or skipped reload. No target is a disappearing target, and all misses will be penalized. All shooting from Box A.

SCORING

SCORING: Virginia Count, 14 rounds, 70 points
TARGETS: 3 IPSC, 2 PP
SCORED HITS: Best 4 per target; 1 KD = A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



SETUP NOTES:

Targets T1 and T3 have initial positions and triggered positions. Swinging target T3 is initially horizontal with only the minimum amount of the upper part of the target exposed and swings to each side of the no-shoot after triggering by PP2. T1 is initially vertical and covered approximately to the center of the A-zone by the no-shoot, and falls to expose approximately 3/4 of the target when triggered by PP1. Set targets so that more scoring area is available after triggering! T2 is 5-feet at the shoulder

jam 980320e

Changing Times 2

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
Steel	<input type="text"/>				<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	14
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

TOTAL TIME

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Dinah Moe Humm 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

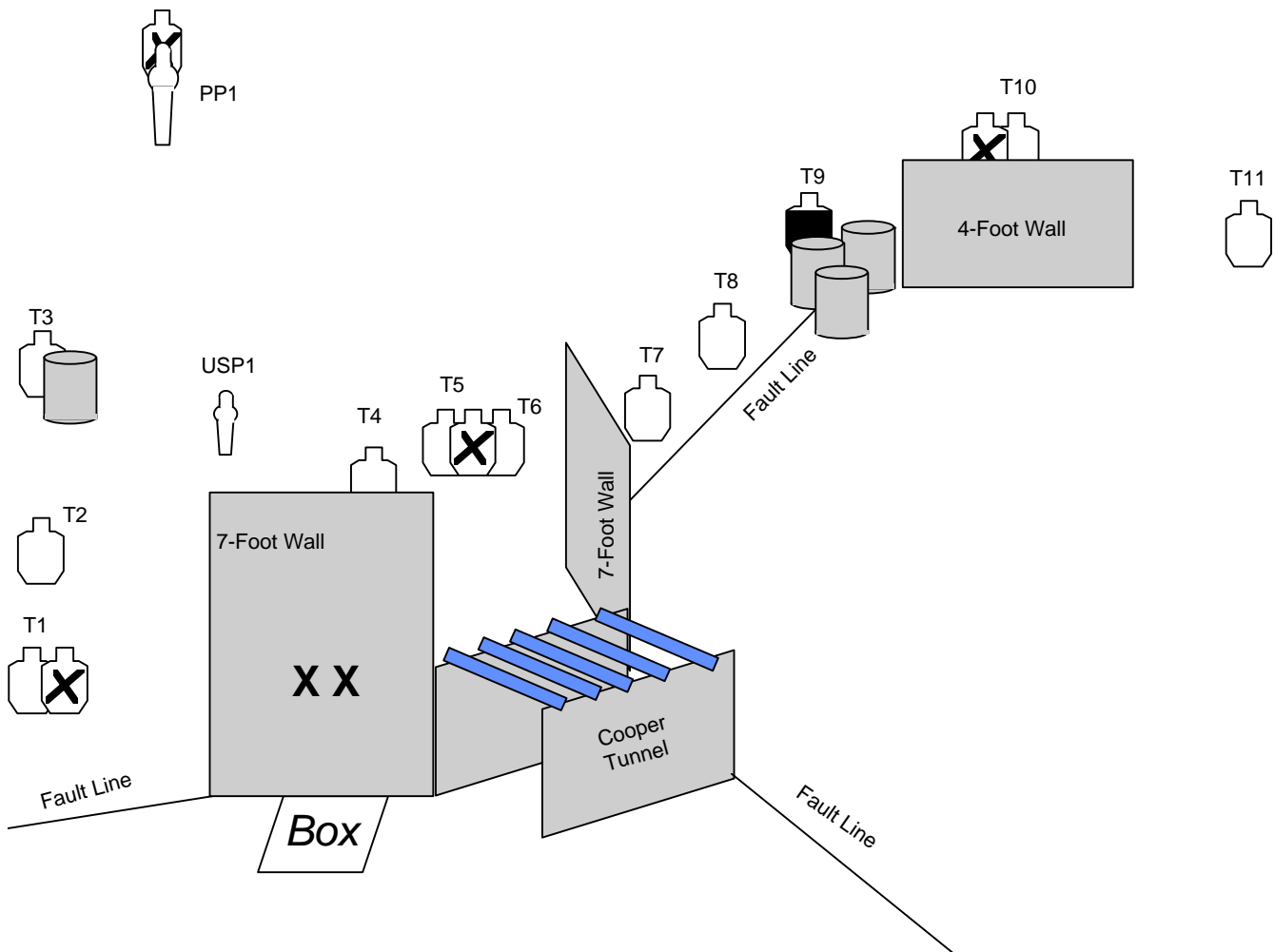
START POSITION: Standing in Box, hands flat against marks on wall.

STAGE PROCEDURE

On signal, engage all targets as they are visible.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 11 IPSC, 1 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: The Cooper Tunnel is 4-feet high, and has five lightweight crosspieces which may be easily dislodged. Position the tunnel so that it is oriented as much as possible so the shooter is moving through it in a downrange direction. Position USP1 so that it can be engaged only from the left side of the 7-foot wall. Position T4, T5, and T6 so they can only be engaged from the right side of the 7-foot wall. Walls are 7-feet high and at least 8-feet wide. Targets T2 and T10 are mounted at ground level; all other targets are 5' at shoulder.

Range Officer Note:
 Because of limited visibility, use *extreme care* to verify a clear range prior to starting shooter!

jam 980224e

Dinah Moe Humm 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<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"/>	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 =

(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

SHOOTER NUMBER

NAME _____ USPSA # _____

Open Limited MAJOR minor

Doo Dah Ditty 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands naturally at sides.

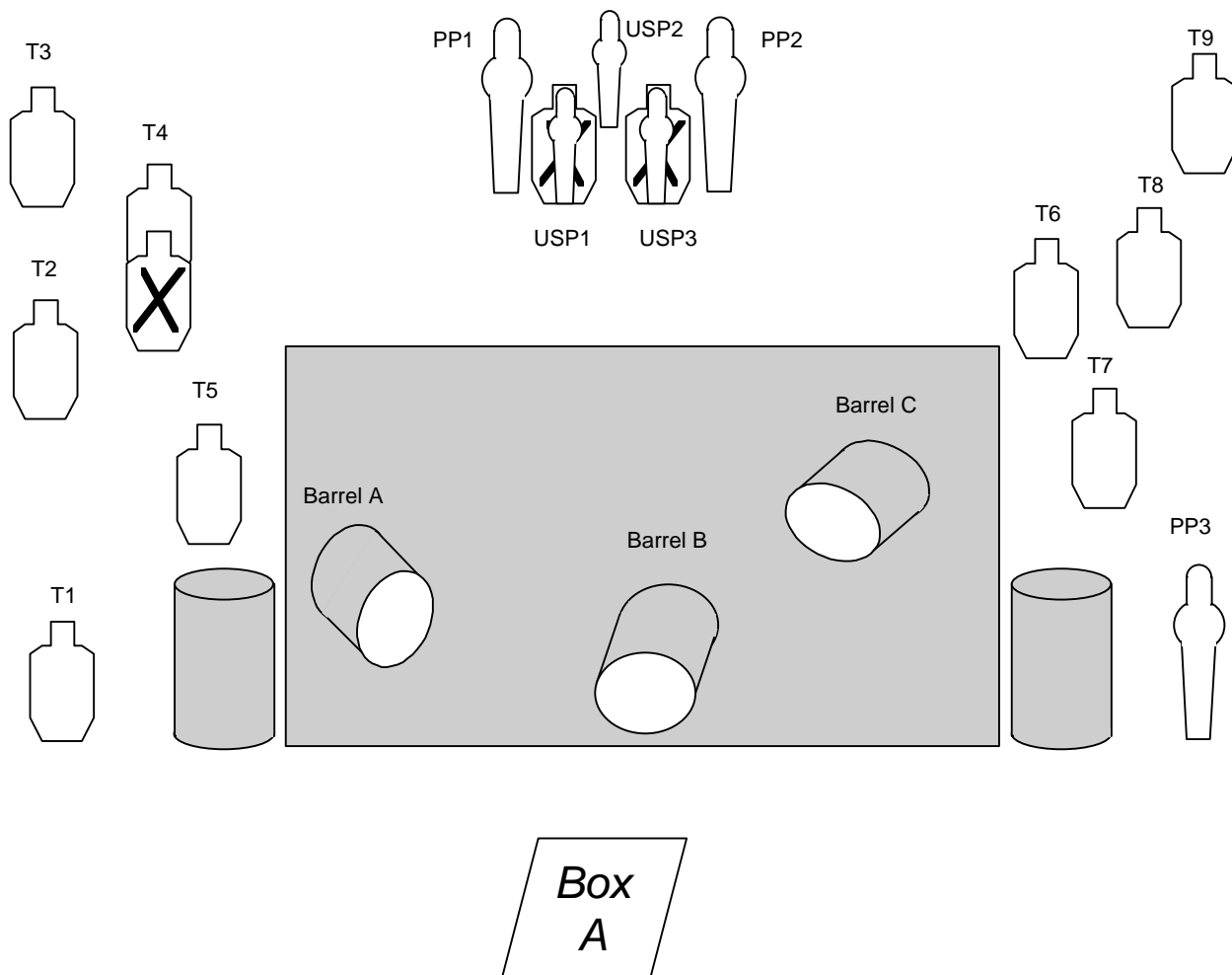
STAGE PROCEDURE

On signal, engage T1 and PP3 from Box A ONLY, then engage all other targets as they are visible through the barrels only.

SAFETY NOTE: Engaging PP3 from outside of Box A will be considered unsafe gun handling, and will result in match disqualification (Rule 12.01).

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 9 IPSC, 3 PP, 3 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Set barrels in wall such that T2-T5 are visible only through Barrel A, PP1, PP2, USP1-USP3 visible through Barrel B, and T6 - T9 visible through Barrel C. Set barrels at varying heights, none higher than 5.5-feet at top and none lower than 1.5-feet at bottom. Box a must be at least 10 yards from PP3. Wall is vision barrier, may be constructed primarily of black plastic, and must be at least 30 feet long. Wall need not be straight.

RO NOTE: Because of limited visibility, be *extremely careful* to verify a clear range before starting a shooter!

jam 980224b

Doo Dah Ditty 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
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"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Double Barrel

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

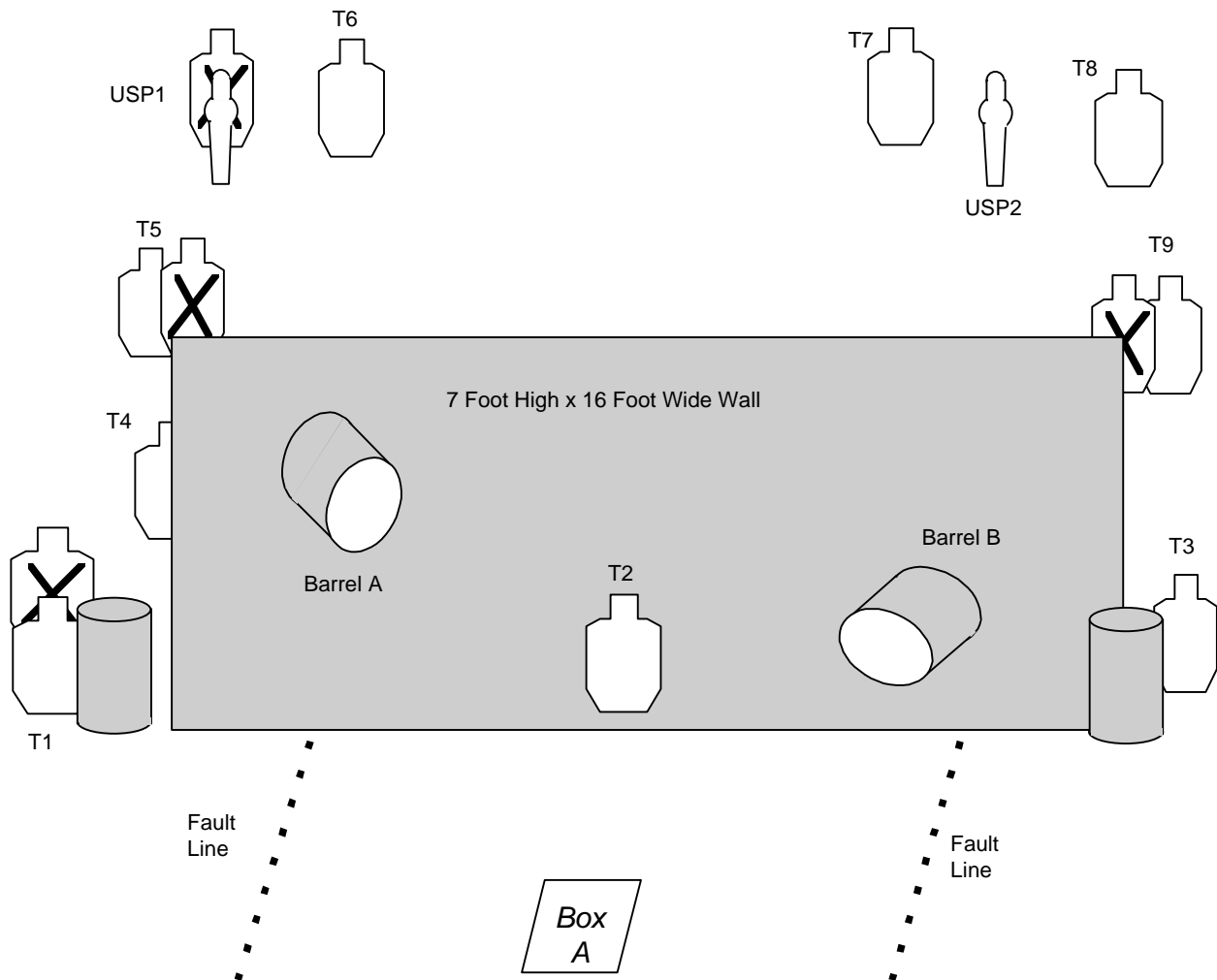
START POSITION: Standing in Box A, facing wall with hands relaxed at sides.

STAGE PROCEDURE

On signal, engage all targets. All steel and targets T4 through T9 must be engaged through a barrel.

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 9 IPSC, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: The Wall is 7 feet tall and at least 16 feet wide, constructed of black plastic sheet (visquene) and lumber. The barrels pass through the surface of the wall. Barrel A is approximately 4-feet off the ground and is offset to look left a bit; Barrel B is approximately 2-feet off the ground and is offset to look right a bit. Set targets T4 - T9 and USP1 and USP2 so that they are ONLY visible through one barrel or the other. T1 and T3 are mounted at ground level, and should be set and blocked with barrels so that they can be easily engage from the vicinity of Box A, but are difficult to engage from the vicinity of the wall. T2 is mounted at ground level. All other targets are 5' at shoulder.

RO NOTE: Because of limited visibility, RO should use *extreme care* to verify that the range is clear prior to starting the next shooter!

jam 980319g

Double Barrel

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
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"/>	20
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

DVC: Diligentia = Accuracy

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

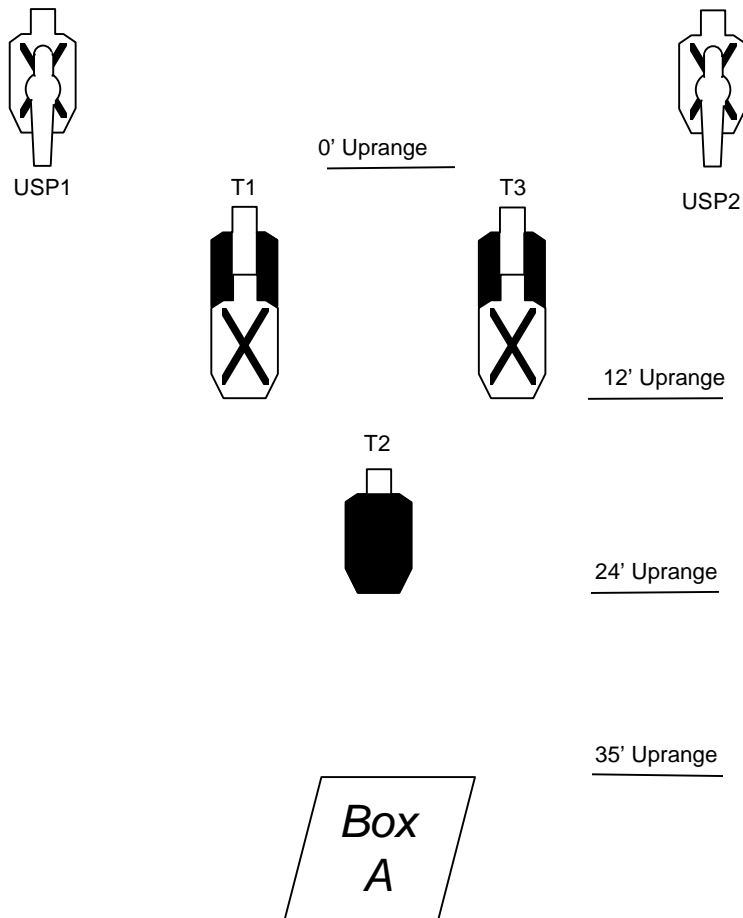
START POSITION: Standing naturally in Box A, facing downrange with hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A only engage targets T1, T2, and T3 with two rounds each and USP1 and USP2 until down.

SCORING

SCORING: Virginia count, 8 rounds, 40 points
TARGETS: 3 IPSC, 2 USP
SCORED HITS: Best 2 per IPSC; KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



SETUP NOTES:

Targets are set symmetrically about centerline. T1 through T3 are 5-feet at the shoulder. T1 and T3 are hard-cover to the edge of the A-zone, and covered by a no-shoot target to the center of the A-zone, as shown.

RO NOTES:

This stage is intended to be run as first of the three speed shoot set "DVC".

jam 980306a

DVC: Diligentia = Accuracy

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
Steel	<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	

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 =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER	Open Limited	MAJOR minor
<input style="width: 100px; height: 50px;" type="text"/>	NAME _____ USPSA # _____	

DVC: Vis = Power

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

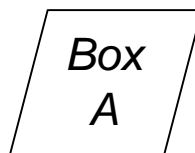
START POSITION: Standing in Box A facing downrange, hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A only engage targets.

SCORING

SCORING: Comstock, 8 rounds, 40 points
TARGETS: 2 IPSC, 4 PP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES:

Target array is symmetrical about centerline. Set T1 and T2 close to ground to be partially hidden behind PP2 and PP3 when viewed from Box A..

RO NOTES:

This stage is intended to be run as second of the three speed shoot set "DVC".

jam 980323b

DVC: Vis = Power

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME USPSA #

Open Limited MAJOR minor

DVC: Celeritas = Speed

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

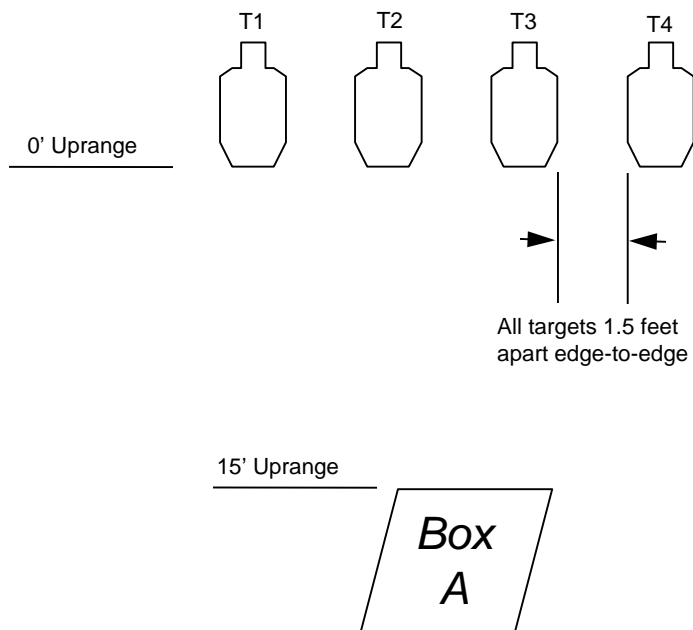
START POSITION: Standing in Box A facing downrange, hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A only engage all targets.

SCORING

SCORING: Comstock, 8 rounds, 40 points
TARGETS: 4 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES:

Target array is symmetrical about centerline. Targets are mounted 5 feet at the shoulder. Targets are spaced 1.5-feet apart edge-to-edge.

RO NOTES:

This stage is intended to be run as third of the three speed shoot set "DVC".

jam 980323b

DVC: Celeritas = Speed

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

The Emperor (Julius' Seizure)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, back to targets, hands relaxed at sides.

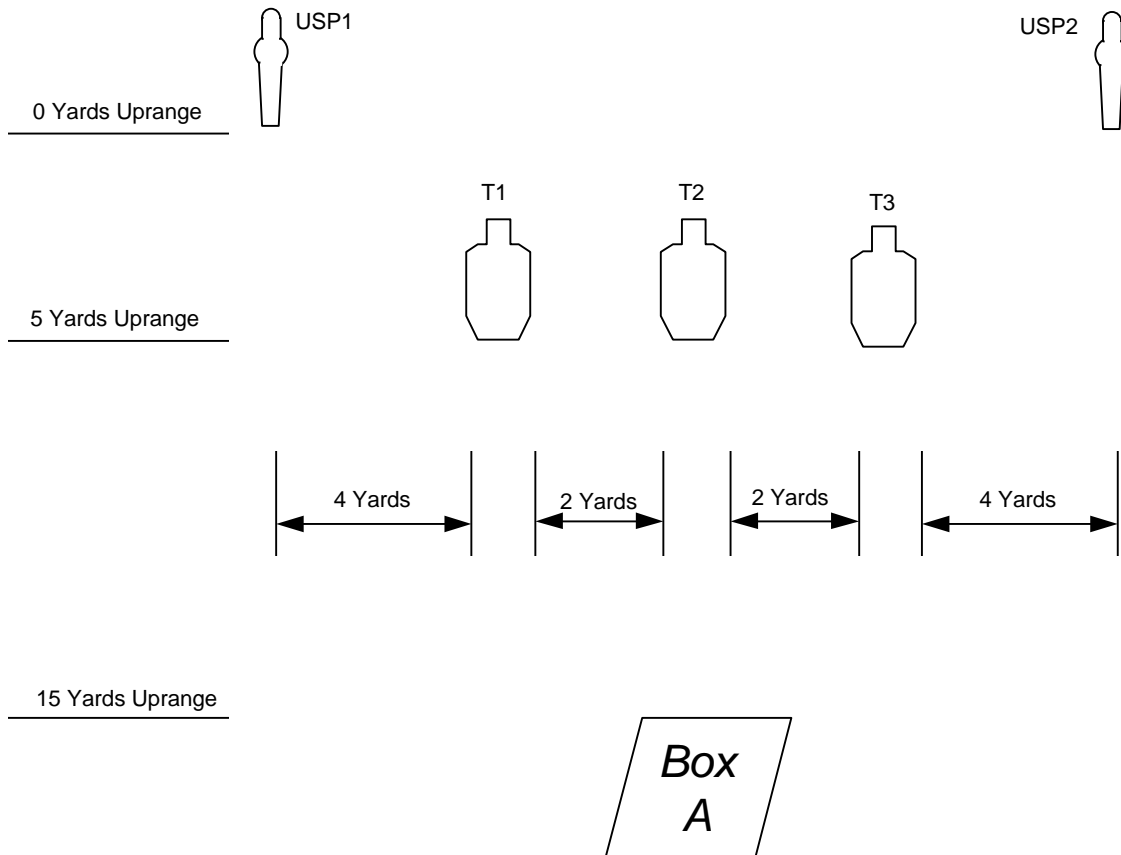
STAGE PROCEDURE

On signal, turn, draw, and engage **ONLY ONE** steel target and T1 - T3 with two rounds each, perform a mandatory reload, then engage the remaining steel target and re-engage T1 - T3 with two rounds each. All shooting must be done from Box A, and targets may be engaged in any order.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 14 rounds, 70 points
TARGETS: 3 IPSC, 2 USP
SCORED HITS: Best 4 per target, KD = A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



SETUP NOTES:

T1, T2, and T3 are 5-feet at the shoulder.

The Emperor (Julius' Seizure)

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	4
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	4
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	4
Steel	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	2
TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	14
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

TOTAL TIME

.

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(3 DECIMAL PLACES)

<p>SHOOTER NUMBER</p> <div style="border: 1px solid black; width: 80px; height: 60px; margin-top: 5px;"></div>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">Open</div> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-left: 10px;">Limited</div>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">MAJOR</div> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-left: 10px;">minor</div>
--	---	--

NAME _____ USPSA # _____

The Emperor 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, back to targets, hands relaxed at sides.

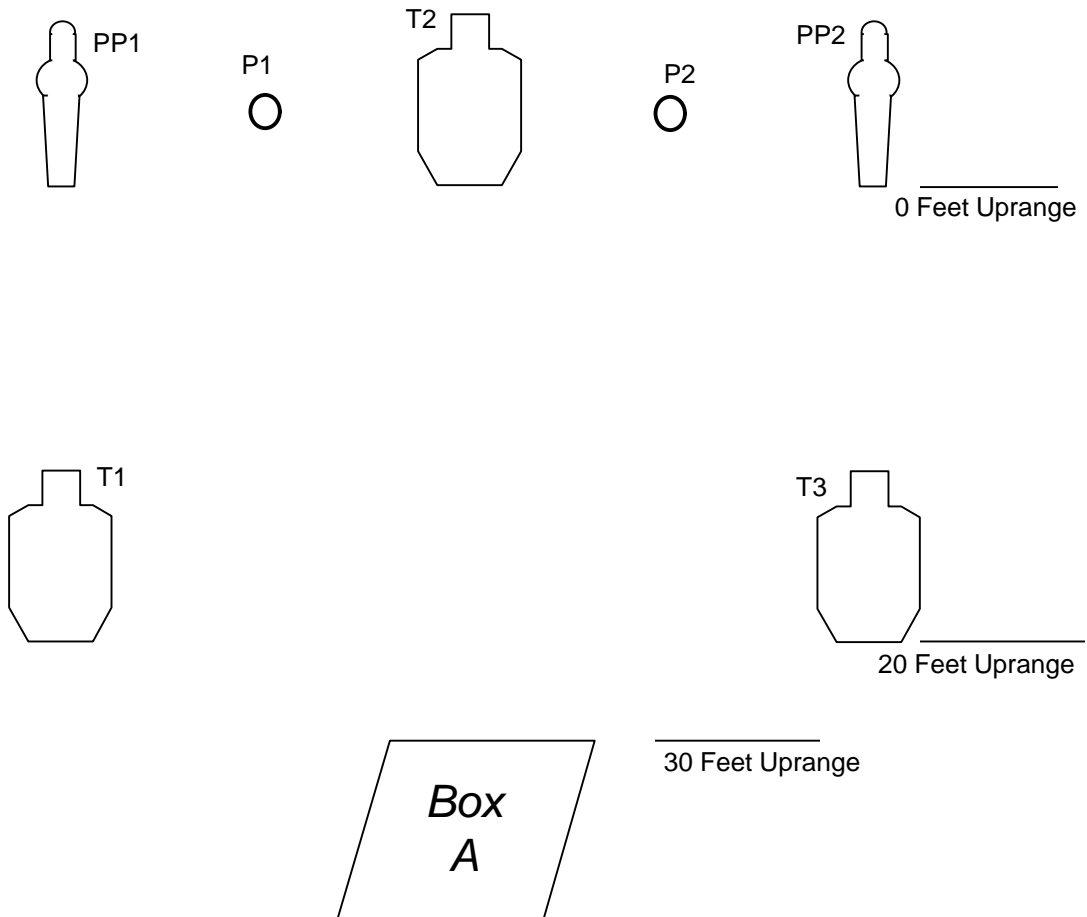
STAGE PROCEDURE

On signal, turn, draw, and engage any two steel targets and engage T1 - T3 with two rounds each, perform a mandatory reload, then engage the other two steel targets and re-engage T1 - T3 with two rounds each. All shooting must be done from Box A, and targets may be engaged in any order.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 16 rounds, 80 points
TARGETS: 3 IPSC, 2 PP, 2 8" Plates
SCORED HITS: Best 4 per target, KD = A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



SETUP NOTES:

T1, T2, and T3 are 5-feet at the shoulder.

The Emperor 3

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
Steel	<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	

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

The Emperor 4

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, back to targets, hands relaxed at sides.

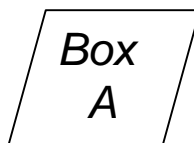
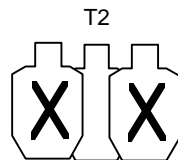
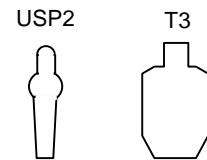
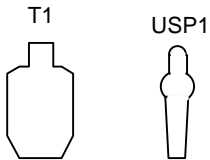
STAGE PROCEDURE

On signal, turn, draw, and engage **ONLY ONE** steel target and engage T1 - T3 with two rounds each, perform a mandatory reload, then engage the other steel target and re-engage T1 - T3 with two rounds each. All shooting must be done from Box A, and targets may be engaged in any order.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 14 rounds, 70 points
TARGETS: 3 IPSC, 2 USP
SCORED HITS: Best 4 per target, KD = A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

T1, T2, and T3 are 5-feet at the shoulder.

jam 980320b

The Emperor 4

TGT A B C D M

USE NUMBERS - NOT HASH MARKS

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
Steel	<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"/>	14
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

TOTAL TIME

STATS ONLY

=

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open

Limited

MAJOR

minor

NAME _____

USPSA # _____

Figgie's Cottage 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

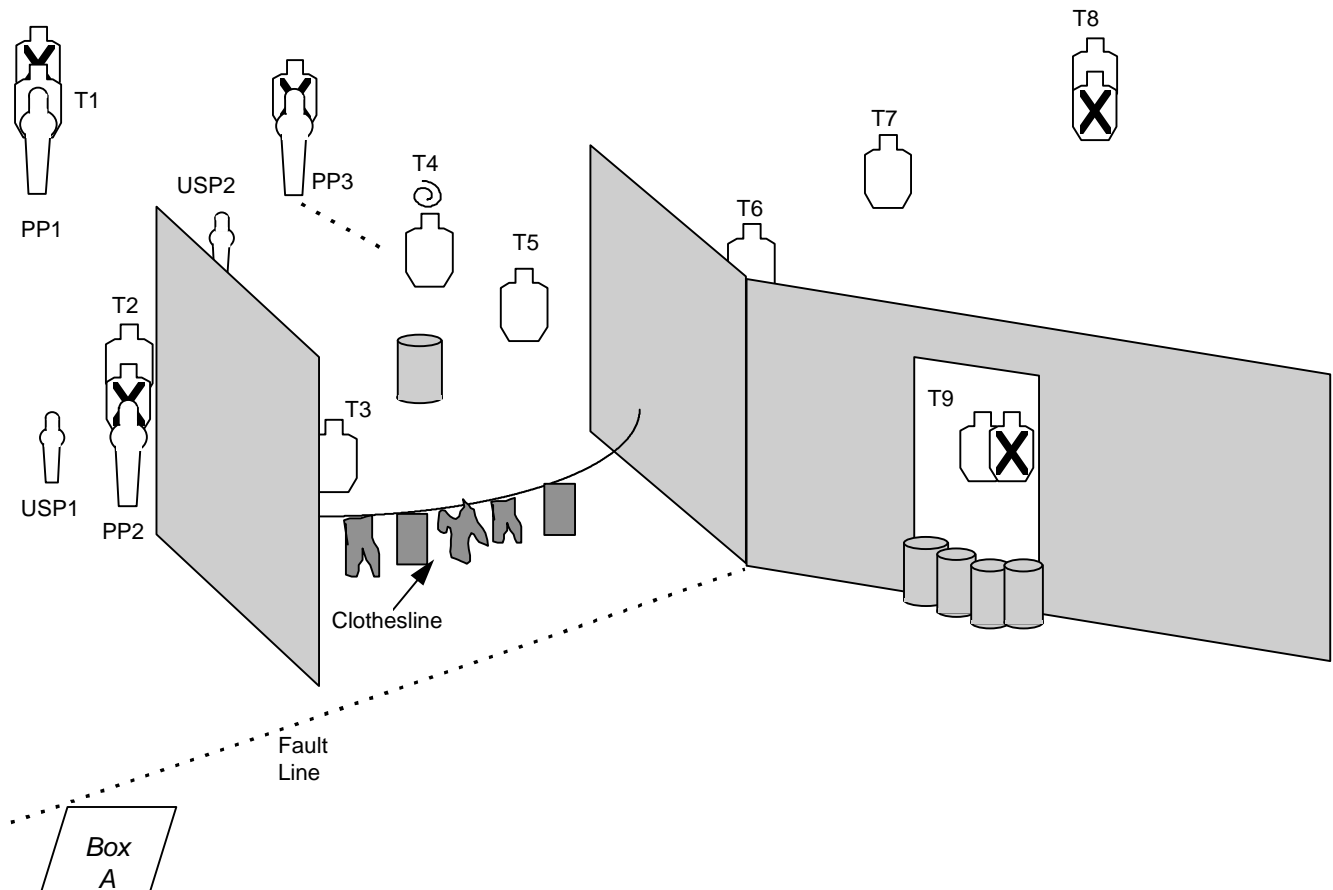
STAGE PROCEDURE

On signal, engage all targets as they become visible.

The clothing is soft cover. PP3 triggers gravity twister T4, which is *not* a disappearing target: misses *will* be penalized. Threshold of the doorway is a fault line.

SCORING

SCORING: Comstock, 23 rounds, 115 points
TARGETS: 9 IPSC, 3 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Vision barriers are all 7' tall. Targets T1, T3, T5, and T9 are mounted close to the ground. T2 is mounted as shown in relation to PP2 and the no-shoot. All other targets are mounted 5' at the shoulder. Clothing on clothesline should be *firmly* affixed so as to remain the same for all shooters and not to fall if fired through.

RO SAFETY NOTE: Because of limited visibility, extreme care must be exercised to guarantee that the range is clear prior to starting each shooter!

jam 980319c

Figgie's Cottage 3

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
STL	<input type="text"/>				<input type="text"/>	5
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	23
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Frank Zapper 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing naturally in Box A facing downrange, hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A engage all targets.

PP1 triggers twisting target T2, which is a disappearing target (misses will not be penalized).

SCORING

SCORING: Comstock, 7 rounds, 35 points

TARGETS: 2 IPSC, 1 PP, 2 USP

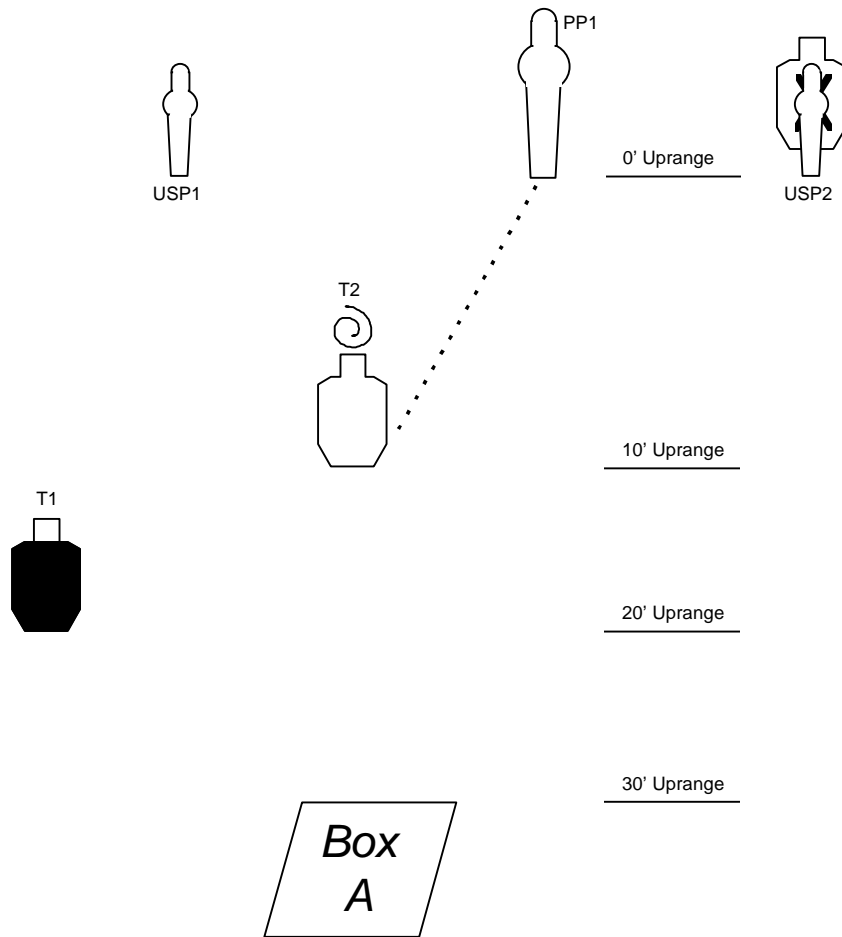
SCORED HITS: Best 2 per IPSC, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES:

T1 is mounted 5-feet at the shoulder.

RO NOTES:

jam 980320e

Frank Zapper 1

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<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"/>	3
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	7
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

NAME _____ USPSA # _____

Frank Zapper 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing naturally in Box A, both hands touching barricade.

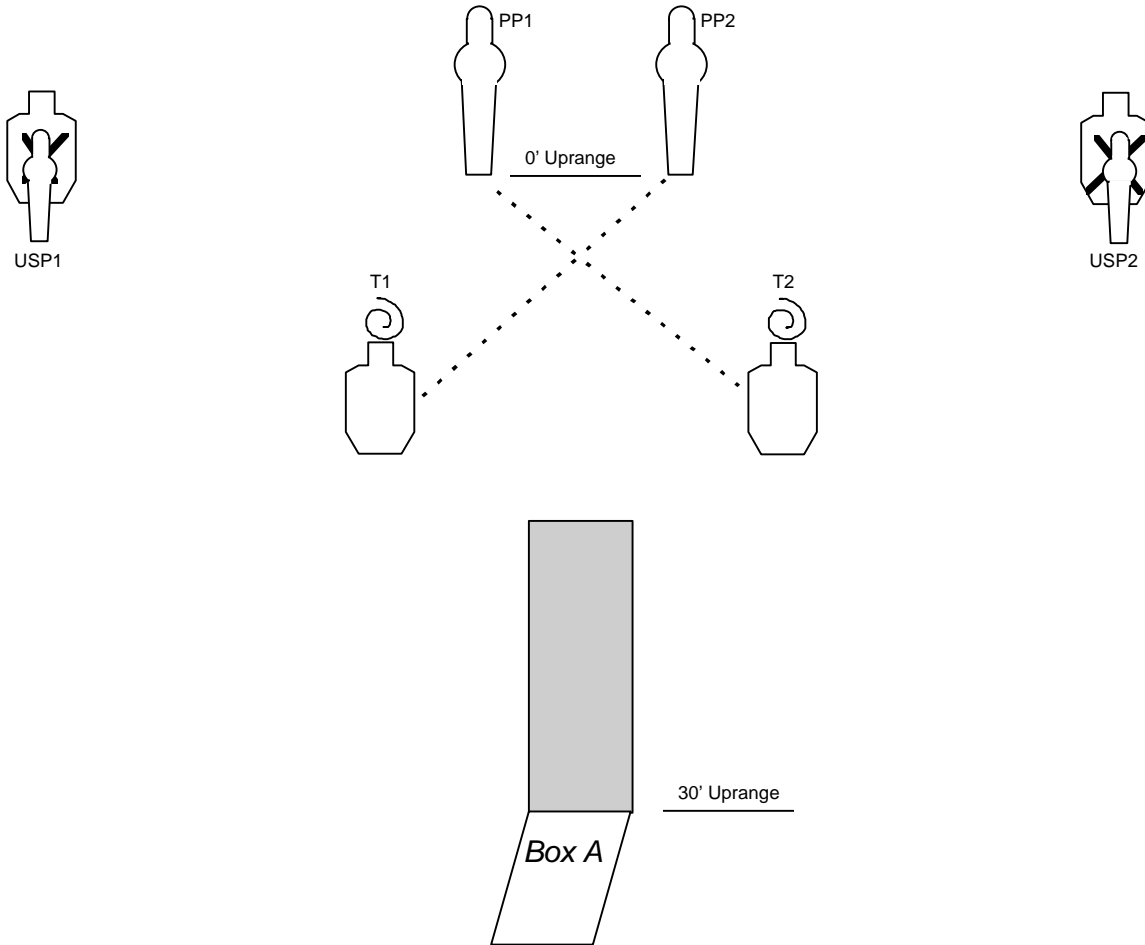
STAGE PROCEDURE

On signal, from Box A engage all targets as they are visible.

PP1 triggers twisting target T2, and PP2 triggers twisting target T1. T1 and T2 are disappearing target (misses will not be penalized).

SCORING

SCORING: Comstock, 8 rounds, 40 points
TARGETS: 2 IPSC, 2 PP, 2 USP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

All steel is at least 10 yards from the barricade. Space PP1 and PP2 and T1 and T2 to make it *very difficult* to engage targets on one side from the other side of the barricade. T1 and T2 should be positioned so that they are 15-feet or less from Box A.

RO NOTES:

jam 980224b

Frank Zapper 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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"/>	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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

NAME _____ USPSA # _____

Frank Zapper 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing naturally in Box A, both hands touching barricade.

STAGE PROCEDURE

On signal, from Box A engage all targets as they are visible.

PP1 triggers twisting target T2, and PP2 triggers twisting target T1. T1 and T2 are disappearing target (misses will not be penalized).

SCORING

SCORING: Comstock, 8 rounds, 40 points

TARGETS: 2 IPSC, 2 PP, 2 USP

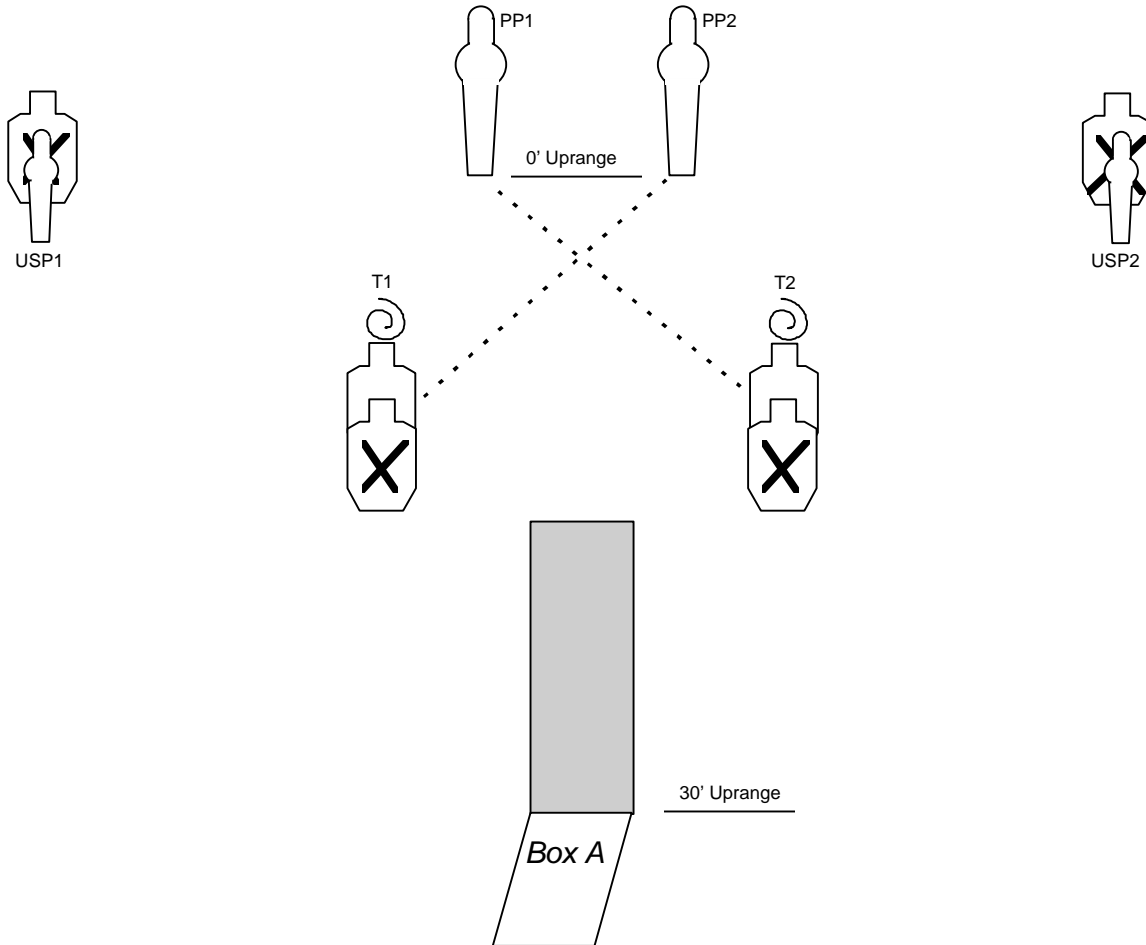
SCORED HITS: Best 2 per IPSC, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES:

All steel is at least 10 yards from the barricade. Space PP1 and PP2 and T1 and T2 to make it *very difficult* to engage targets on one side from the other side of the barricade. T1 and T2 should be positioned so that they are 15-feet or less from Box A. No-shoot targets over T1 and T2 are affixed to the shoot targets, and also twist.

RO NOTES:

jam 980320b

Frank Zapper 3

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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"/>	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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Frank Zapper 4

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing naturally in Box A, both hands touching barricade.

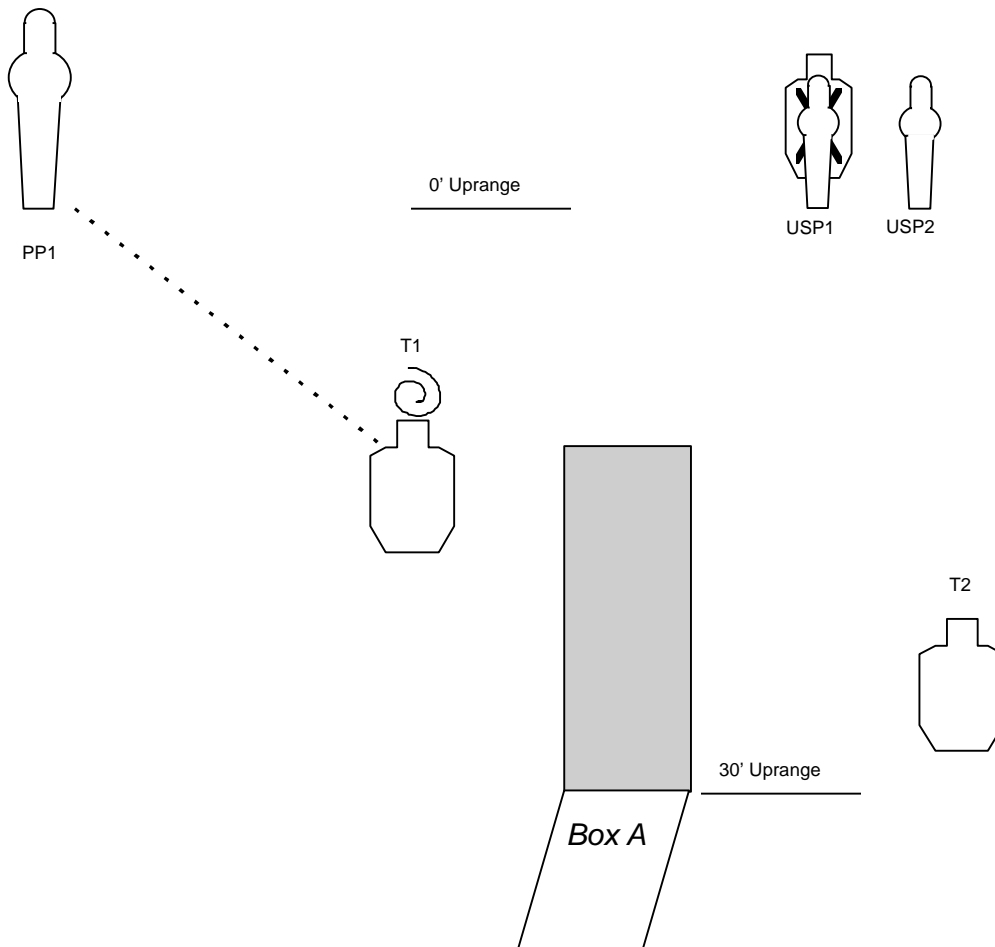
STAGE PROCEDURE

On signal, from Box A engage all targets as they are visible.

PP1 triggers twisting target T1 which is a disappearing target (misses will not be penalized).

SCORING

SCORING: Comstock, 7 rounds, 35 points
TARGETS: 2 IPSC, 2 PP, 1 USP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

T2 mounted 5-feet at the shoulder, and should be positioned so that it is 15-feet or less from Box A. Mount T1 on the *slowest-triggering* twisting target stand available!

RO NOTES:

jam 980313b

Frank Zapper 4

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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"/>	3
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	7
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

NAME _____ USPSA # _____

Frank Zapper 5

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing naturally in Box A facing downrange, hands relaxed at sides.

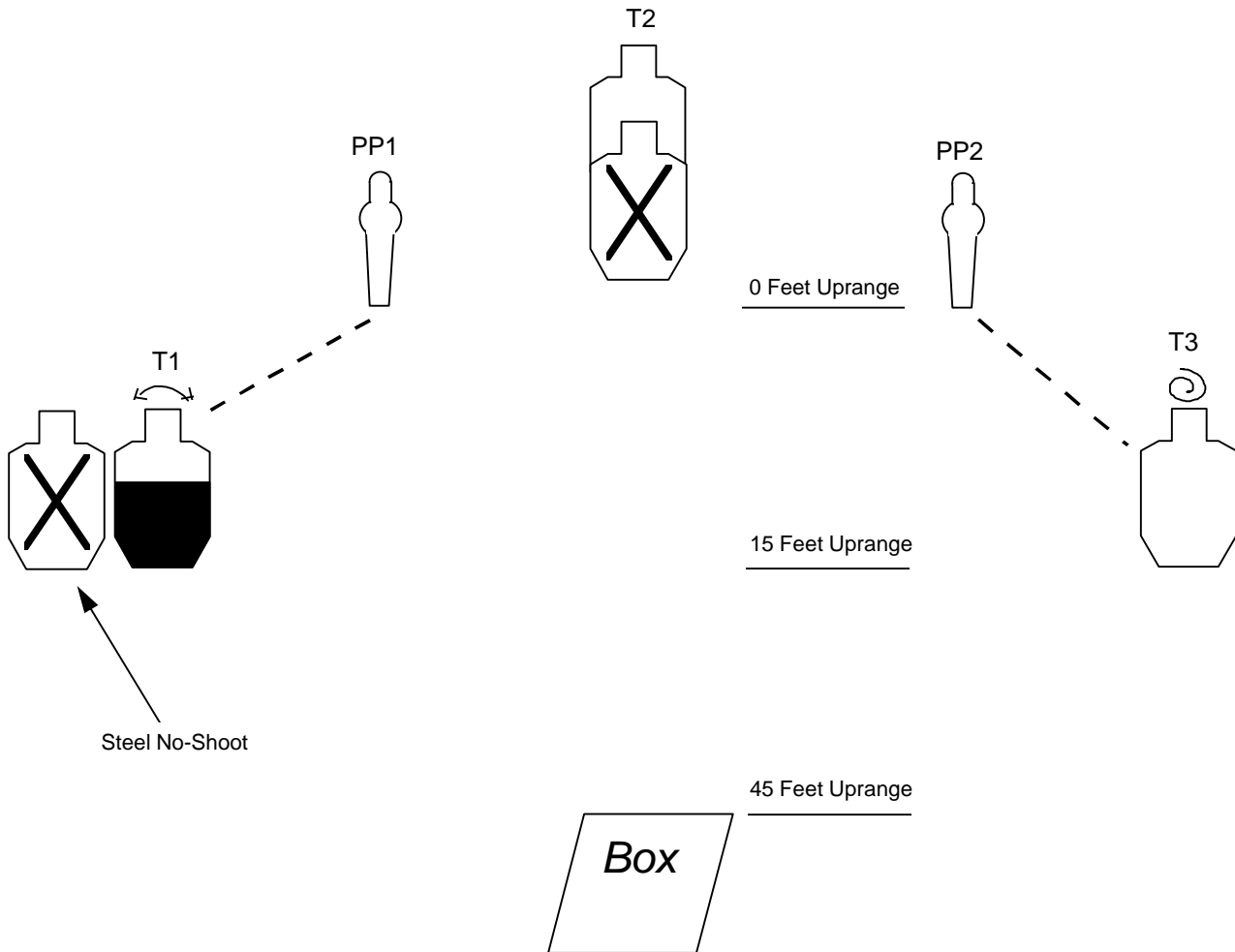
STAGE PROCEDURE

On signal, from Box A engage all targets as they are visible.

PP1 triggers swinging target T1; which is not a disappearing target: misses will be penalized.. PP2 triggers twisting target T3, which is a disappearing target: misses will not be penalized.

SCORING

SCORING: Comstock, 8 rounds, 40 points
TARGETS: 3 IPSC, 2 PP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Align each target to face Box . T1 is initially set with scoring areas covered by a steel no-shoot. T3 is initially set with no scoring area exposed. Set T2 to be 5 feet at the shoulder, and cover with a no-shoot to the center of the A-zone, as shown.

RO NOTES:

jam 980320b

Frank Zapper 5

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

NAME _____ USPSA # _____

Going, Going, Gun 2!

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

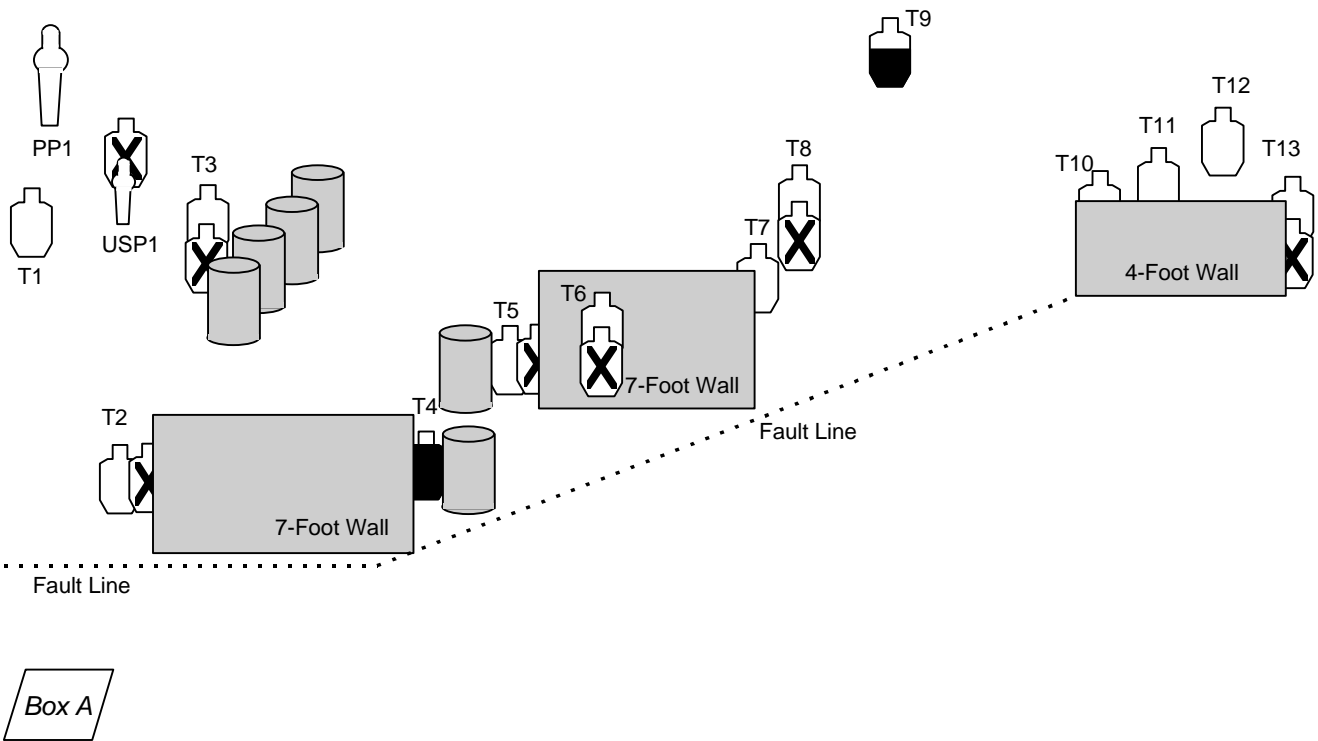
START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

On signal, engage all targets as they are visible.

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 13 IPSC, 1 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Only T1-T3, PP1, and USP1 are visible from the start box. Use barrels or other vision barrier to prevent engagement of T1, PP1, and USP1 from any position other than to the left of the first 7-foot wall. Targets T1, T2, T4, T5, T7, T10, T11, and T12 are mounted at ground level. The no-shoot associated with T13 is at ground level, with T13 relative to it as shown. All other targets are 5-feet at shoulder. Position T10-T13 so they cannot be seen without approaching the 4-foot wall.

jam 980319b

Going, Going, Gun 2!

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T13	<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"/>	28
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

grep Trouble

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, facing wall with both palms flat against wall.

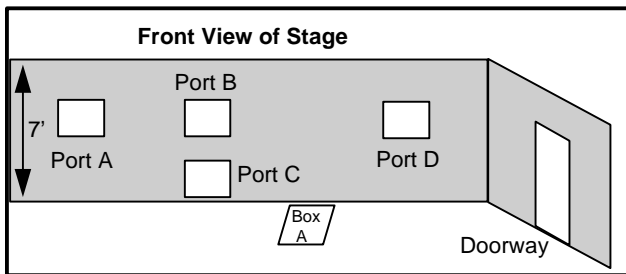
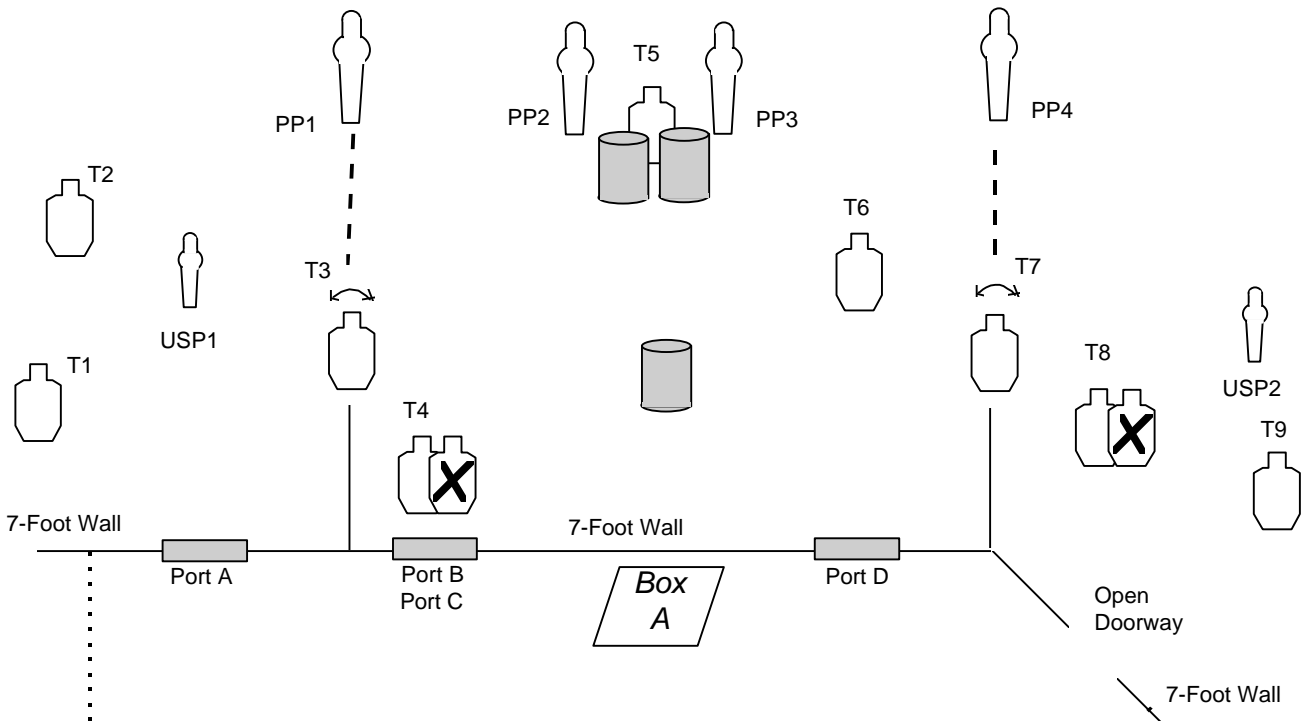
STAGE PROCEDURE

On signal, engage all targets through ports and the doorway ONLY.

The threshold of the door is a fault lane. PP1 triggers swinging target T3. PP4 triggers swinging target T7. No moving target disappears, and misses *will* be penalized.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 9 IPSC, 4 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Watch for shoot through situations. Ports A, B, and D are all 1.5-foot squares, and are 4.5' off the ground. Port C is 2' on a side, is located directly below Port B, and starts at ground level. T4 is located close to Port C and is covered by a vision barrier so that it is visible only from Port C. PP2 is blocked by barrels to make it visible only from Port B. PP3 is blocked by barrels so that it is visible only from Port D. T6 is visible only from Port D. T4, T5, and T8 are at ground level: all other targets are 5' at shoulder. T3 is a swinging target, initially visible only from Port A. T7 is a swinging target, initially visible only from the open doorway..

RO NOTE: Because of limited visibility, RO should use *extreme care* to verify that the range is clear prior to starting the next shooter!

jam 980319g

grep Trouble

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
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"/>	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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

NAME USPSA #

grep Trouble 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, facing wall with both palms flat against wall.

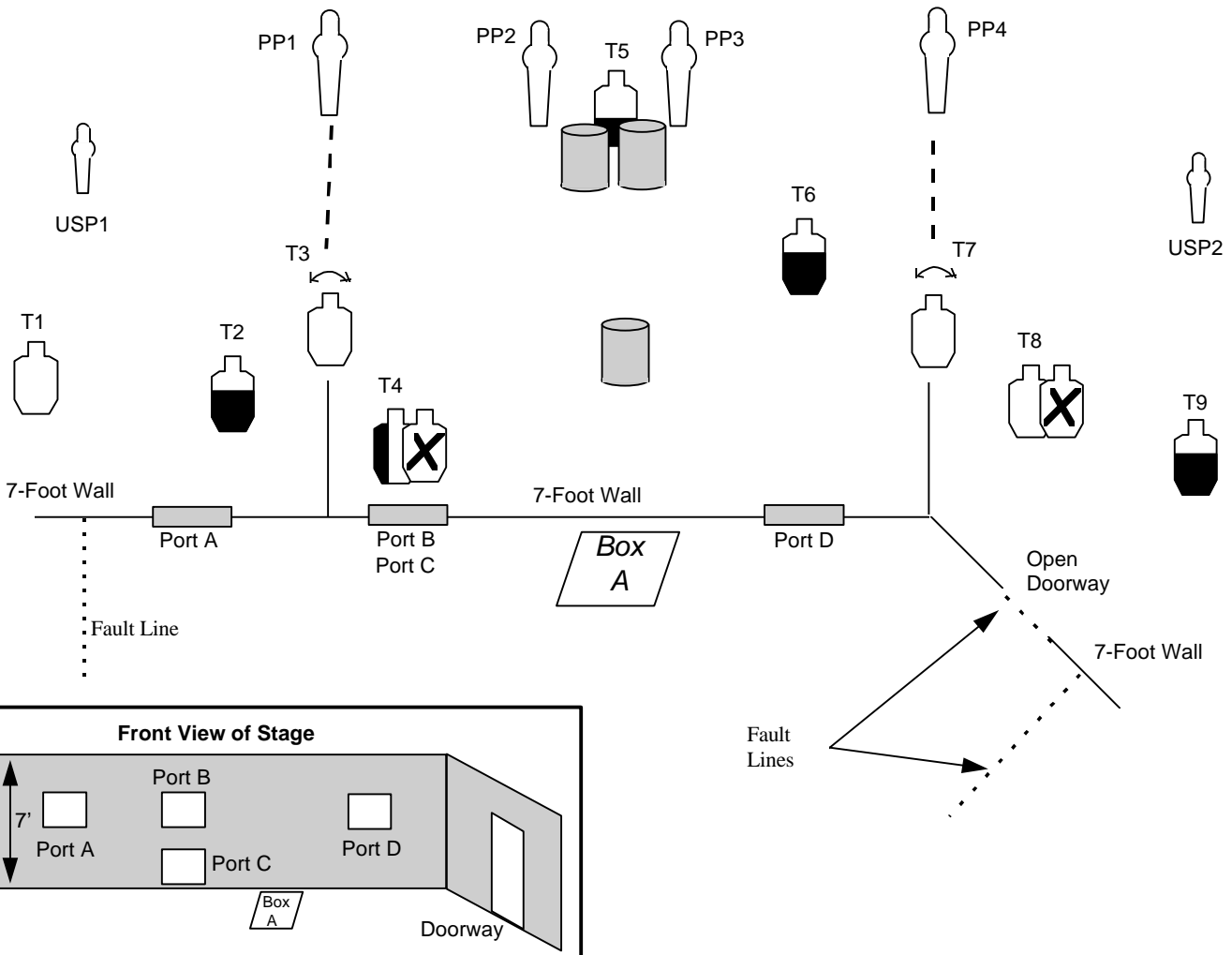
STAGE PROCEDURE

On signal, engage all targets through ports and the doorway **ONLY**.

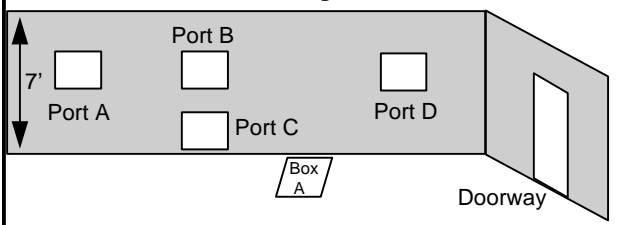
The threshold of the door is a fault lane. PP1 triggers swinging target T3. PP4 triggers swinging target T7. No moving target disappears, and misses *will* be penalized.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 9 IPSC, 4 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



Front View of Stage



SETUP NOTES: Watch for shoot through situations. Ports A, B, and D are all 1.5-foot squares, and are 4.5' off the ground. Port C is 2' on a side, is located directly below Port B, and starts at ground level. T4 is located close to Port C and is covered by a vision barrier so that it is visible only from Port C. PP2 is blocked by barrels to make it visible only from Port B. PP3 is blocked by barrels so that it is visible only from Port D. T6 is visible only from Port D. T4, T5, and T8 are at ground level: all other targets are 5' at shoulder. T3 is a swinging target, initially visible only from Port A. T7 is a swinging target, initially visible only from the open doorway..

RO NOTE: Because of limited visibility, RO should use *extreme care* to verify that the range is clear prior to starting the next shooter!

jam 980319b

grep Trouble 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
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"/>	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 =

(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

NAME USPSA #

Open Limited MAJOR minor

Hot Shower

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

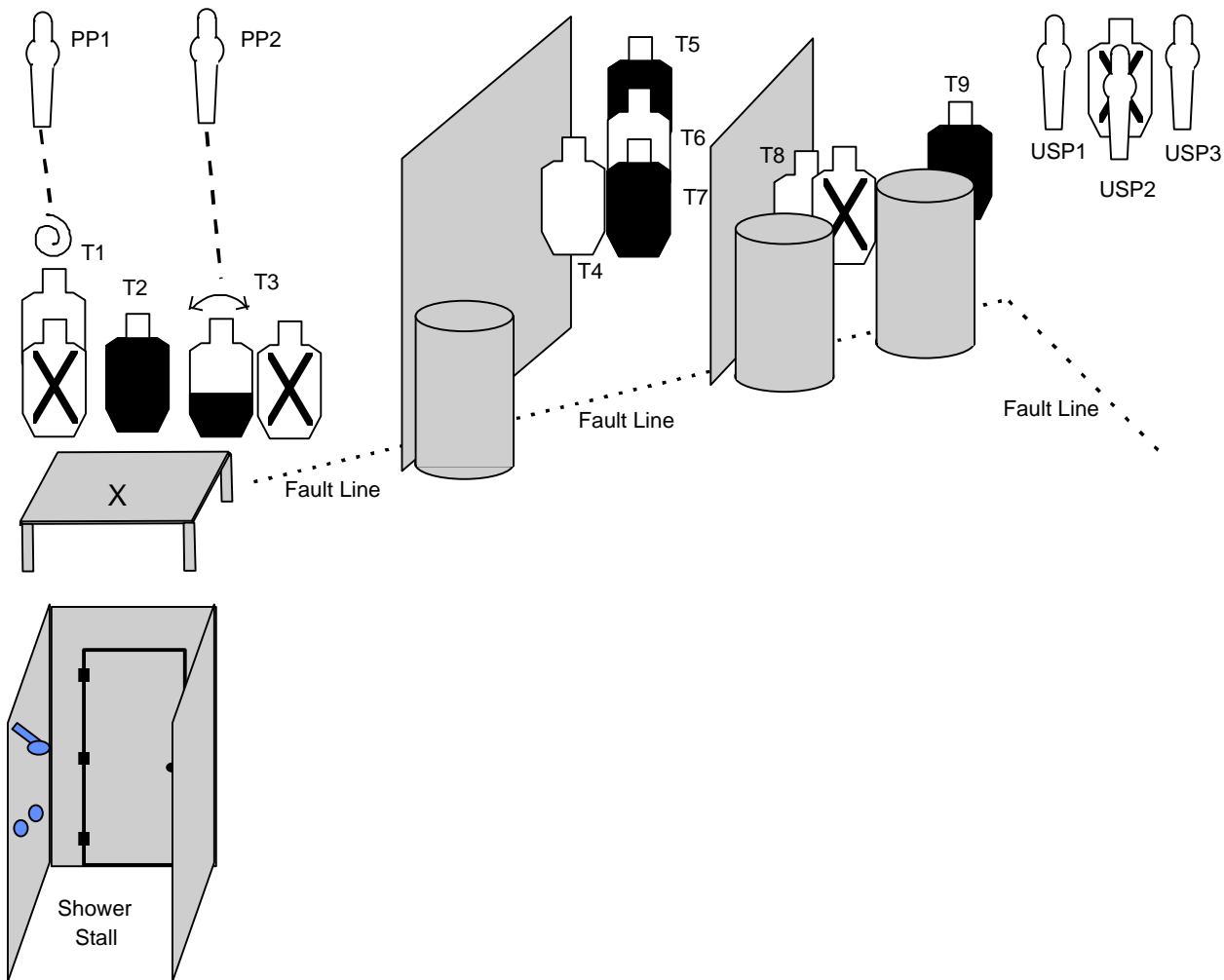
START POSITION: Standing totally naked in shower stall, hands on hot and cold knobs. Loaded gun is on a small face towel at 'X' on the vanity, pointed downrange. Loaded magazines may be placed on the vanity and on any barrel, but nowhere else.

STAGE PROCEDURE

On signal, exit shower stall through door, retrieve gun from vanity, and engage all targets as they become visible. PP1 triggers gravity twister T1; PP2 triggers swinging target T3. T1 and T3 are **not** disappearing targets: **all misses will be penalized.**

SCORING

SCORING: Comstock, 23 rounds, 115 points
TARGETS: 9 IPSC, 2 PP, 3 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

T2, T4, T8, and T9 are mounted at ground level. Set T5 to be 5-feet at shoulder, and T6 and T7 relative to it as shown. Set gravity twister T1 so that after dropping, shooter would be required to move to the left of the vanity to make up any misses. Swinging target T3 is initially covered by no-shoot.

RO Notes: To keep stage moving, have entire squad remove clothing during stage briefing.

If shooter objects to shooting while naked, he/she may be permitted to shoot stage clothed without penalty, but must *simulate* being unclothed (i.e. may not use pockets, mag pouches, etc.).

jam 980322g

Hot Shower

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
STL	<input type="text"/>				<input type="text"/>	5

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	23
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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Hot Shower 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing totally naked in shower stall, hands on hot and cold knobs. Loaded gun is on a small face towel at 'X' on the vanity, pointed downrange. Loaded magazines may be placed on the vanity and on any barrel, but nowhere else.

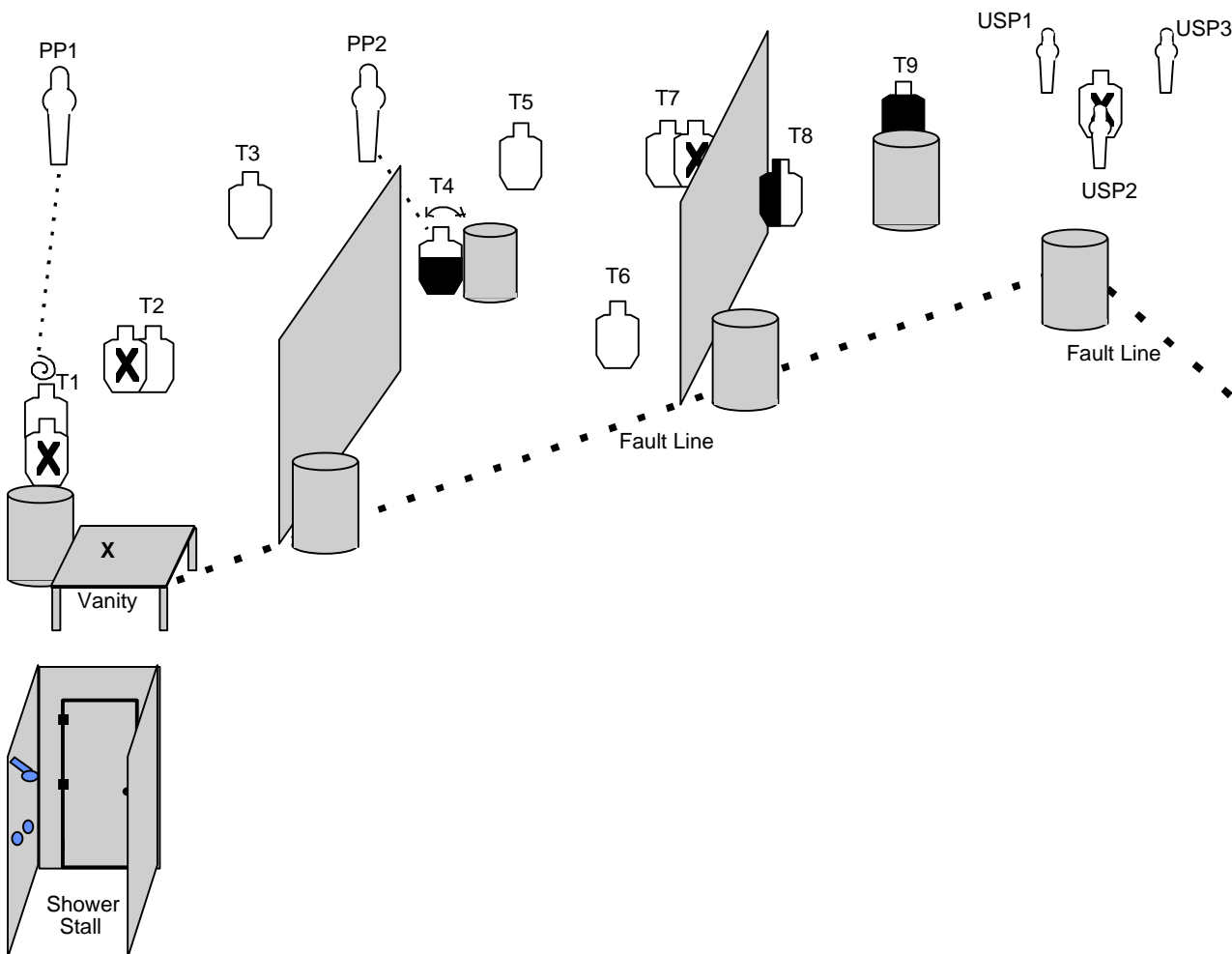
STAGE PROCEDURE

On signal, exit shower stall through door, retrieve gun from vanity, and engage all targets as they become visible. PP1 triggers gravity twister T1; PP2 triggers swinging target T4. T1 and T4 are **not** disappearing targets: **all misses will be penalized.**

Engaging any steel target from beyond the fault lines will be considered unsafe gun handling, and will result in match disqualification (12.01).

SCORING

SCORING: Comstock, 23 rounds, 115 points
TARGETS: 9 IPSC, 2 PP, 3 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

T2, T6, T7, and T8 are mounted at ground level. All other targets are set to be 5-feet at shoulder. Set gravity twister T1 so that after dropping, shooter would be required to move to the left of the vanity to make up any misses. T4 is hidden by barrel prior to activation. All steel targets are at least 30 feet from nearest fault line.

RO Notes: To keep stage moving, have entire squad remove clothing during stage briefing. If shooter objects to shooting while naked, he/she may be permitted to shoot stage clothed without penalty, but must *simulate* being unclothed (i.e. may not use pockets, mag pouches, etc.).

jam 980320c

Hot Shower 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T4	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T5	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T6	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T7	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T8	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T9	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
STL	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	5

TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	23
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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

SHOOTER NUMBER	<div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">Open</div> <div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">Limited</div>	<div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">MAJOR</div> <div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">minor</div>
<div style="border: 1px solid black; width: 60px; height: 60px; margin-bottom: 5px;"></div> <p>NAME _____</p>	<p>USPSA # _____</p>	

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed naturally at sides.

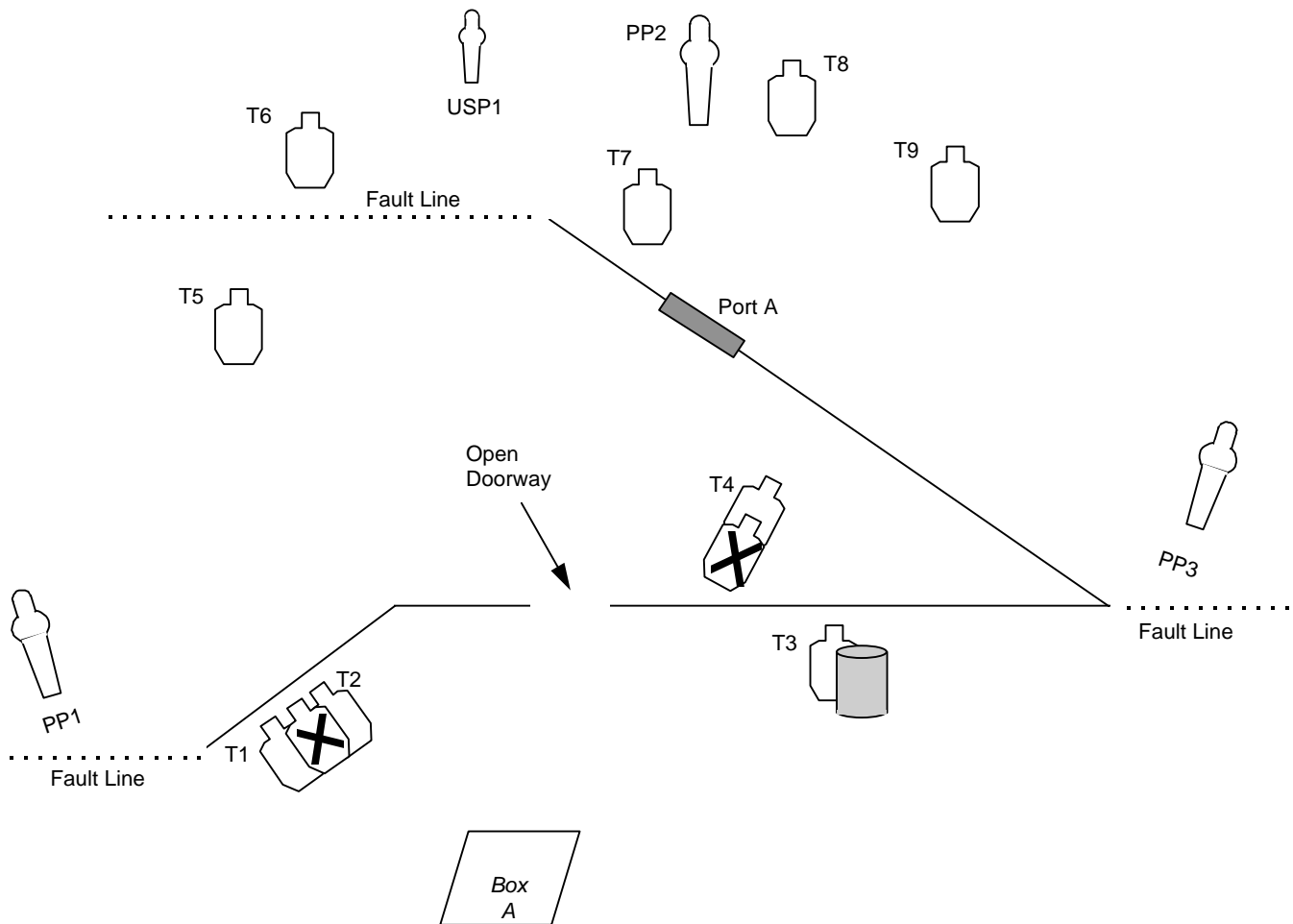
STAGE PROCEDURE

On signal, engage PP1 and PP3 from Box A ONLY, and engage all remaining targets as visible. Targets may be engaged in any order.

SAFETY NOTE: Engaging PP1 or PP3 from outside of Box A will be considered unsafe gun handling, and will result in match disqualification (Rule 12.01).

SCORING

SCORING: Comstock, 22 rounds, 110 points
TARGETS: 9 IPSC, 3 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Port A is 1.5 foot square, with bottom 4' from ground. T1 and T2 are mounted flush or slightly in front of wall. T3 is mounted at ground level, and all other targets are mounted 5 feet to shoulder. USP1 and PP2 are at least 10 yards from the fault line and Port A.

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
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"/>	22
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME _____ USPSA # _____

Open Limited

MAJOR minor

Index Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

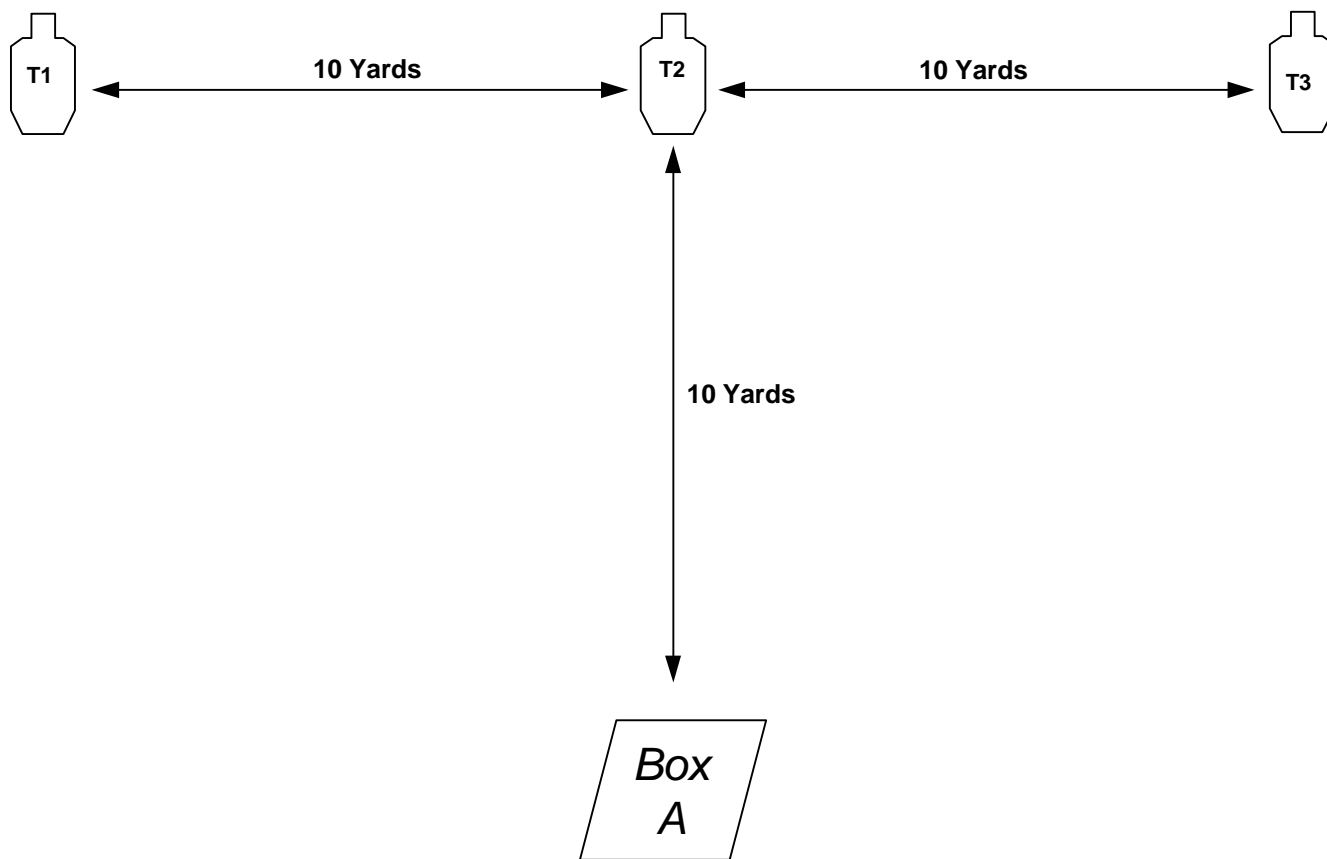
String 1: From Box A on signal, engage T1 - T3 with two rounds each *freestyle*; perform a mandatory reload and re-engage T1-T3 with two rounds each *strong hand only*.

String 2: From Box A on signal, engage T1-T3 with two rounds each *freestyle*, perform a mandatory reload and re-engage T1-T3 with two rounds each *weak hand only*.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 24 rounds, 120 points
TARGETS: 3 IPSC
SCORED HITS: Best 8 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder.

Jam 980320e

Index Standards

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	8
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	8
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	8
TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" 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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER		<div style="border: 1px solid black; padding: 2px; display: inline-block;">Open</div> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-left: 10px;">Limited</div>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">MAJOR</div> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-left: 10px;">minor</div>	
<div style="border: 1px solid black; width: 80%; height: 60px; margin-bottom: 5px;"></div>	NAME _____	USPSA # _____		

Index Standards 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

String 1: From Box A, on signal, engage T1 - T3 with two rounds each *freestyle*; perform a mandatory reload and re-engage T1-T3 with two rounds each *freestyle*.

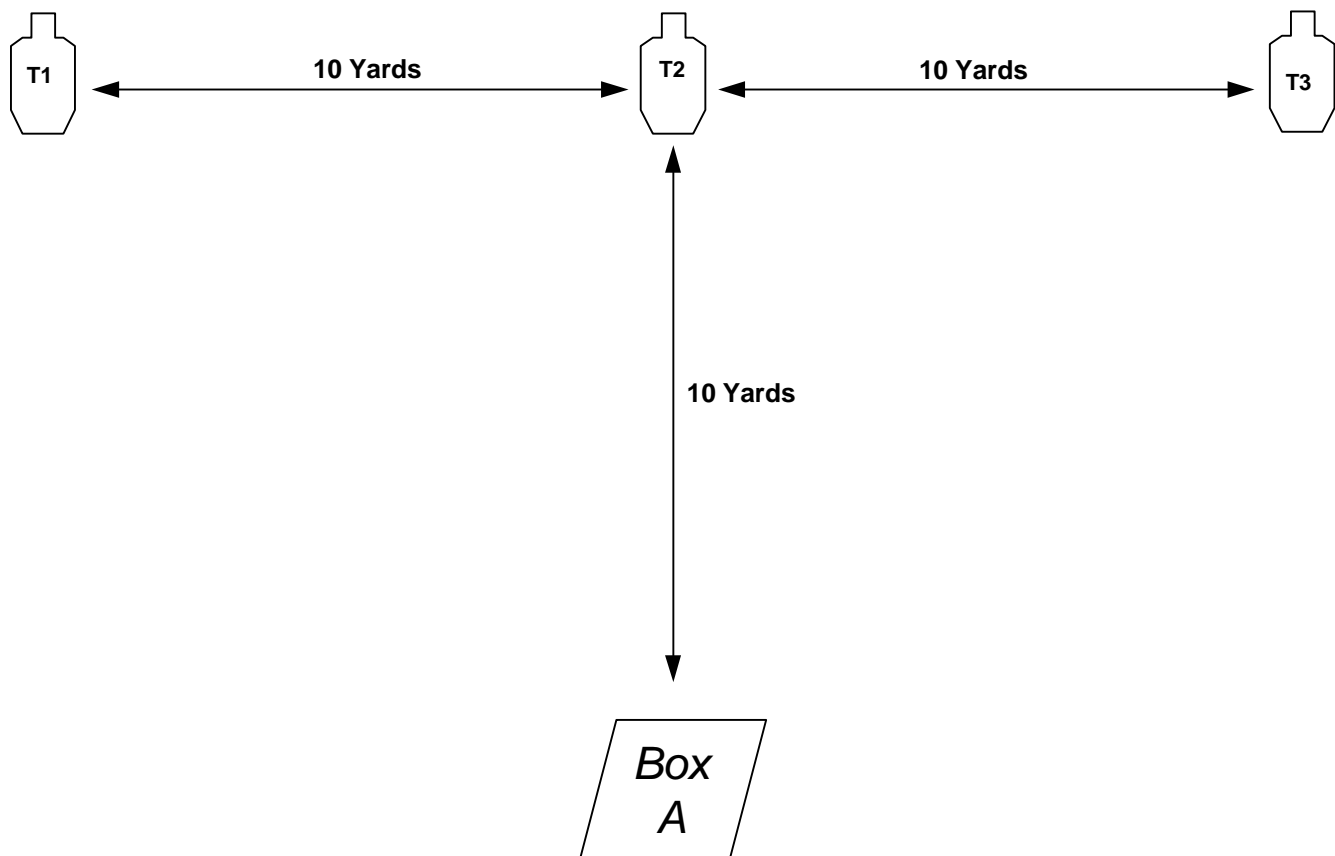
String 2: From Box A, on signal, engage T1 - T3 with two rounds each *freestyle*; perform a mandatory reload and re-engage T1-T3 with two rounds each *strong hand only*.

String 3: From Box A, on signal, engage T1-T3 with two rounds each *freestyle*, perform a mandatory reload and re-engage T1-T3 with two rounds each *weak hand only*.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 36 rounds, 180 points
TARGETS: 3 IPSC
SCORED HITS: Best 12 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder.

jam 980210c

Index Standards 2

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	12
T2	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	12
T3	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	12
TOTAL HITS	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	36
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES	
<input style="width: 100%; height: 25px;" type="text"/>	PROCEDURAL (-10 EACH)
<input style="width: 100%; height: 25px;" type="text"/>	NO-SHOOT HIT (-10 EACH)
<input style="width: 100%; height: 25px;" type="text"/>	EXTRA SHOT (-10 EACH)
<input style="width: 100%; height: 25px;" type="text"/>	EXTRA HIT (-10 EACH)

TIME

String 1:

String 2:

String 3:

TOTAL TIME

.

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(3 DECIMAL PLACES)

SHOOTER NUMBER	<input style="width: 40px; height: 20px;" type="text"/> <input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/> <input style="width: 40px; height: 20px;" type="text"/>	
----------------	---	---	--

NAME _____ USPSA # _____

Index Standards 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

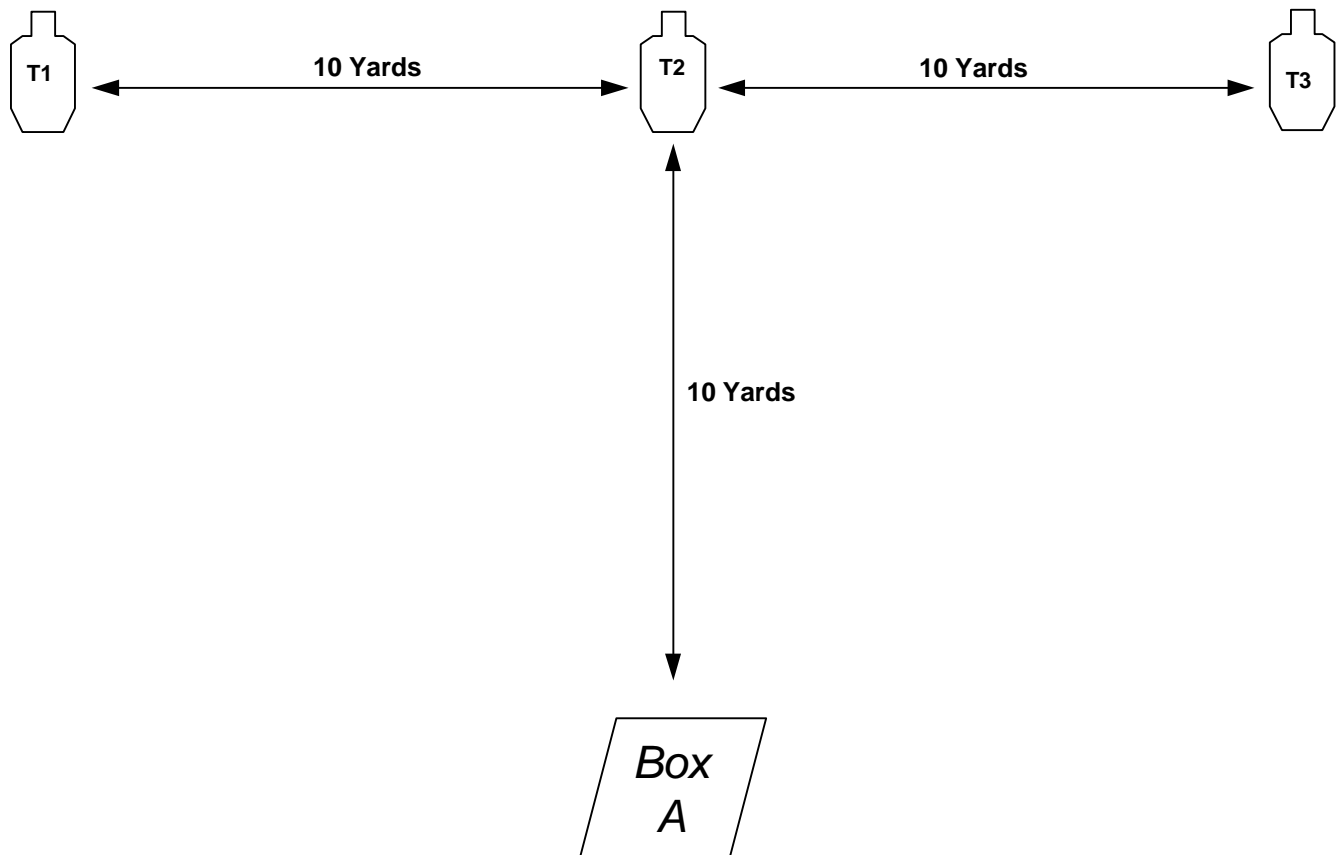
String 1: From Box A on signal, engage T1 - T3 with one round each *freestyle*; perform a mandatory reload and re-engage T1-T3 with one round each *strong hand only*.

String 2: From Box A on signal, engage T1-T3 with one round each *freestyle*, perform a mandatory reload and re-engage T1-T3 with one round each *weak hand only*.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 12 rounds, 60 points
TARGETS: 3 IPSC
SCORED HITS: Best 4 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder.

jam 980224b

Index Standards 3

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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"/>	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 =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(3 DECIMAL PLACES)

SHOOTER NUMBER <input type="text"/>	<input type="checkbox"/> Open <input type="checkbox"/> Limited	<input type="checkbox"/> MAJOR <input type="checkbox"/> minor
NAME _____	USPSA # _____	

Index Standards 4

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

String 1: From Box A, on signal, engage T1 - T3 with one round each *freestyle*; perform a mandatory reload and re-engage T1-T3 with one round each *freestyle*.

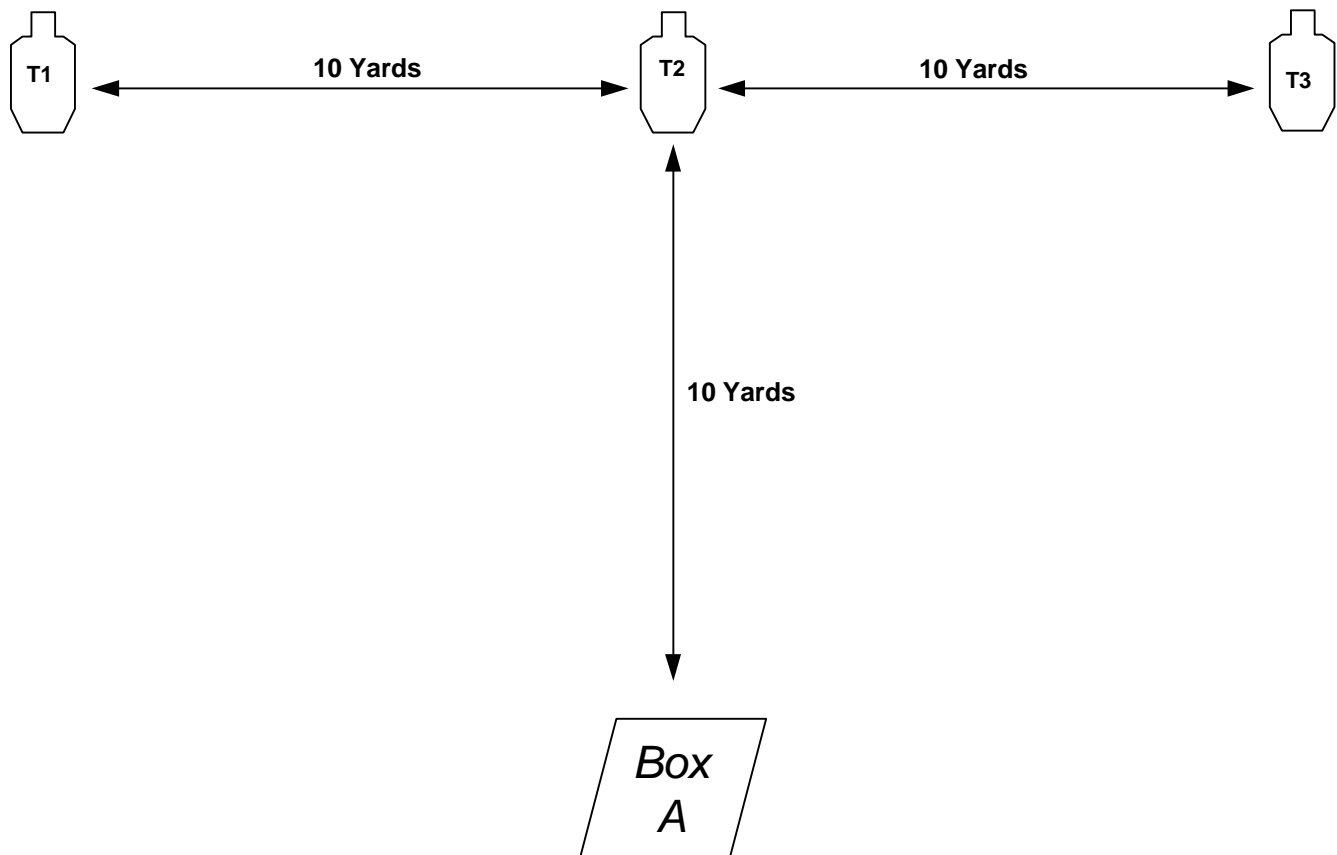
String 2: From Box A, on signal, engage T1 - T3 with one round each *freestyle*; perform a mandatory reload and re-engage T1-T3 with one round each *strong hand only*.

String 3: From Box A, on signal, engage T1-T3 with one round each *freestyle*, perform a mandatory reload and re-engage T1-T3 with one round each *weak hand only*.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 18 rounds, 90 points
TARGETS: 3 IPSC
SCORED HITS: Best 6 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder.

jam 980224b

Index Standards 4

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	18
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

String 1:

String 2:

String 3:

TOTAL TIME

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open

Limited

MAJOR

minor

NAME _____

USPSA # _____

It's A Hoot 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

On signal, engage all targets as they are visible.

PP1 triggers swinging target T7, which is not a disappearing target. Threshold of doorway is a fault line.

SCORING

SCORING: Comstock, 23 rounds, 115 points

TARGETS: 10 IPSC, 1 PP, 2 USP

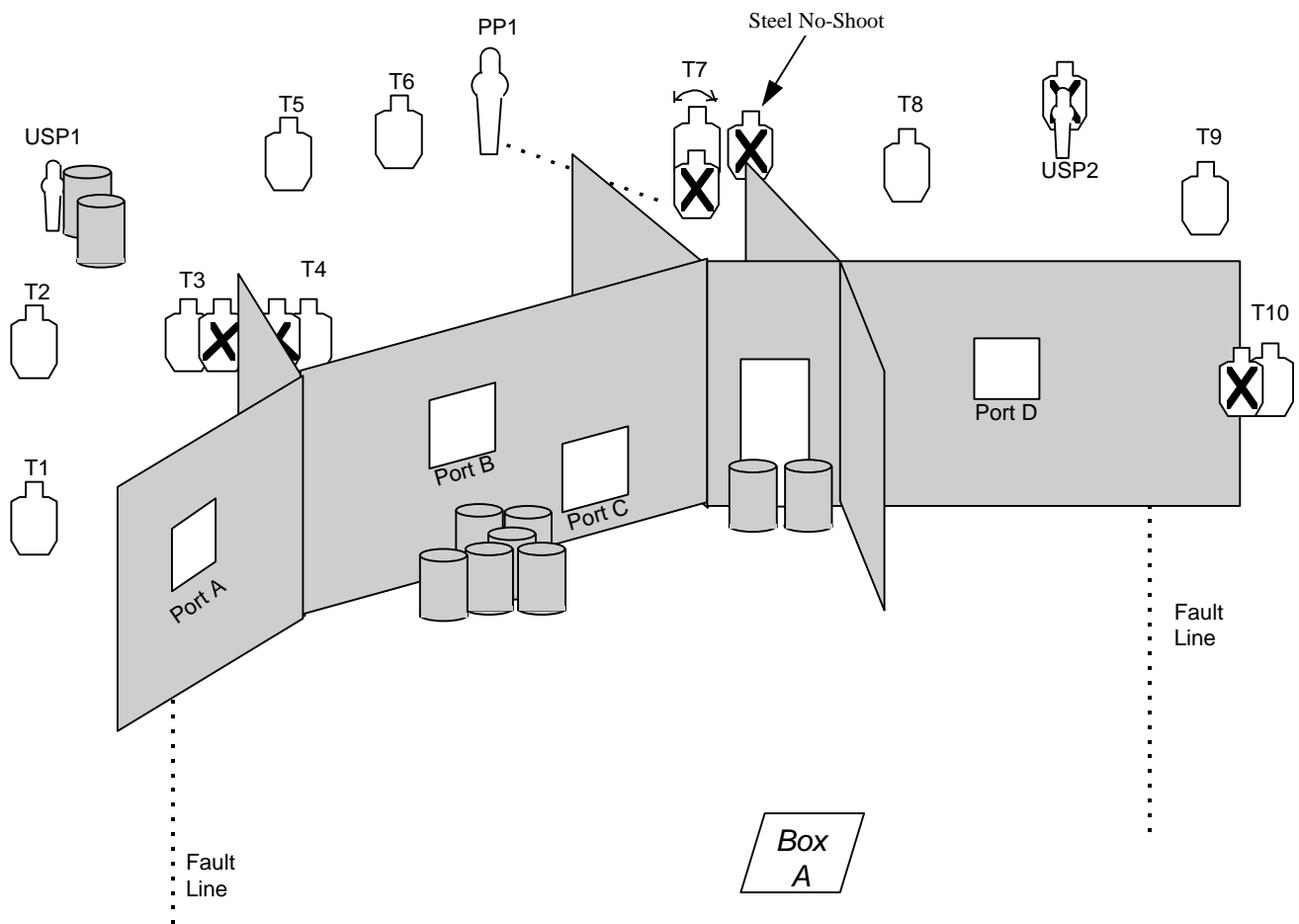
SCORED HITS: Best 2 per IPSC, KD = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: Targets T3 and T4 are mounted at ground level. All other targets are mounted 5' at the shoulder. Swinging target T7 is partially covered with (and stapled to) a paper no-shoot as shown, and is hidden behind a steel no-shoot until triggered. T7 is only visible through doorway. PP1 is visible through Port C from Box A, and is NOT visible from the doorway. Port A, B, and C are 2-foot square, and start 3.5-feet from the ground. Port C is 2-foot square, and starts 1.5-feet from the ground.

jam 980319c

It's A Hoot 1

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
T10	<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"/>	23
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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open

Limited

MAJOR

minor

NAME _____

USPSA # _____

Joycean Beads 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass, OH

START POSITION: Seated, both knees under table, string of beads in both hands in front of shooter's eyes. Loaded gun is flat on 'X' on table, pointed downrange.

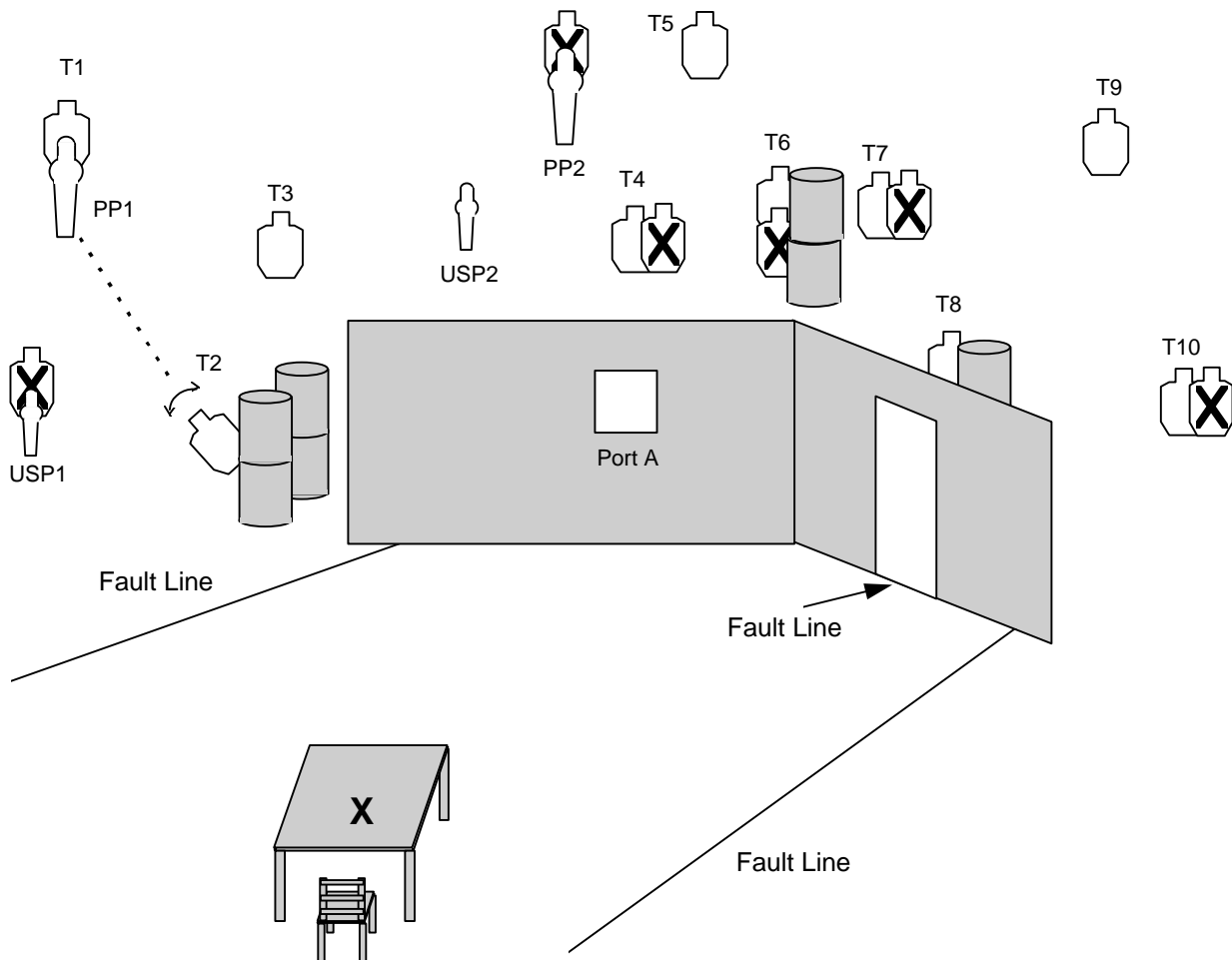
STAGE PROCEDURE

As an archeologist, you have unearthed a rare string of Joycean Beads. While celebrating at a local Eskimo cappuccino bar, you are attacked by a group of effete artistic snobs with bad haircuts.

On signal, engage all targets as visible while holding the string of beads *in your hand(s)*. -10 points for each shot fired while the beads are not in shooter's hand(s). PP1 triggers swinging target T2, which does not disappear. The threshold of the doorway is a fault line.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 IPSC, 2 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

Set T6 so that it cannot be engaged from the threshold of the doorway. Targets T1 and T8 are set at ground level. All other targets are 5-feet at shoulder. All steel targets more than 10 yards from nearest fault line or port. String of beads should be long and heavy and ruggedly constructed. Have multiple strings in case of breakage.

RO NOTE:

jam 980319f

Joycean Beads 3

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
T10	<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"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Kitchen Appliance

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing behind work island, knife in one hand and carrot in other hand. Loaded gun on towel on counter top, pointed downrange.

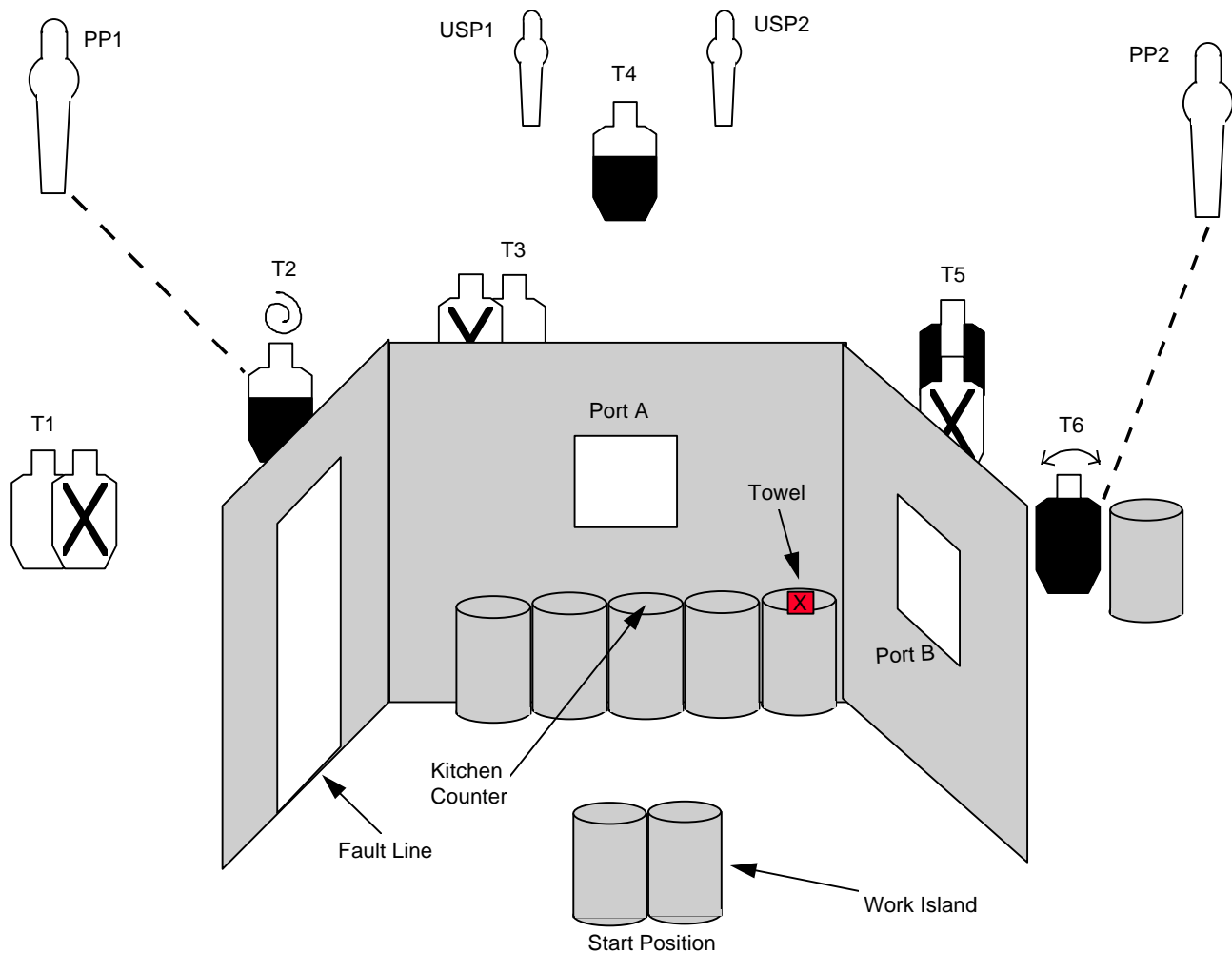
STAGE PROCEDURE

On signal, engage all targets, performing a mandatory reload when changing to new port or doorway. All targets must be engaged through a port or the doorway. Threshold of door is a fault line.

PP2 triggers swinging target T6, which is *not* a disappearing target. PP1 triggers turning target T2, which is a disappearing target: misses will not be penalized.

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 6 IPSC, 2 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: All targets are 5' at shoulder. Position PP1, T1, and T2 so they can only be seen from the doorway. Position USP1, USP2, T3, and T4 so they can only be seen from Port A. Position PP2, T5, and T6 so they can only be seen from Port B. Barrels may be used to simulate countertop and work island (as shown), or these may be otherwise constructed. Scoring portion of T6 is initially hidden behind a barrel or other prop until triggered.

RO NOTE:

jam 980320c

Kitchen Appliance 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing behind work island, knife in one hand and carrot in other hand. Loaded gun on towel on counter top, pointed downrange.

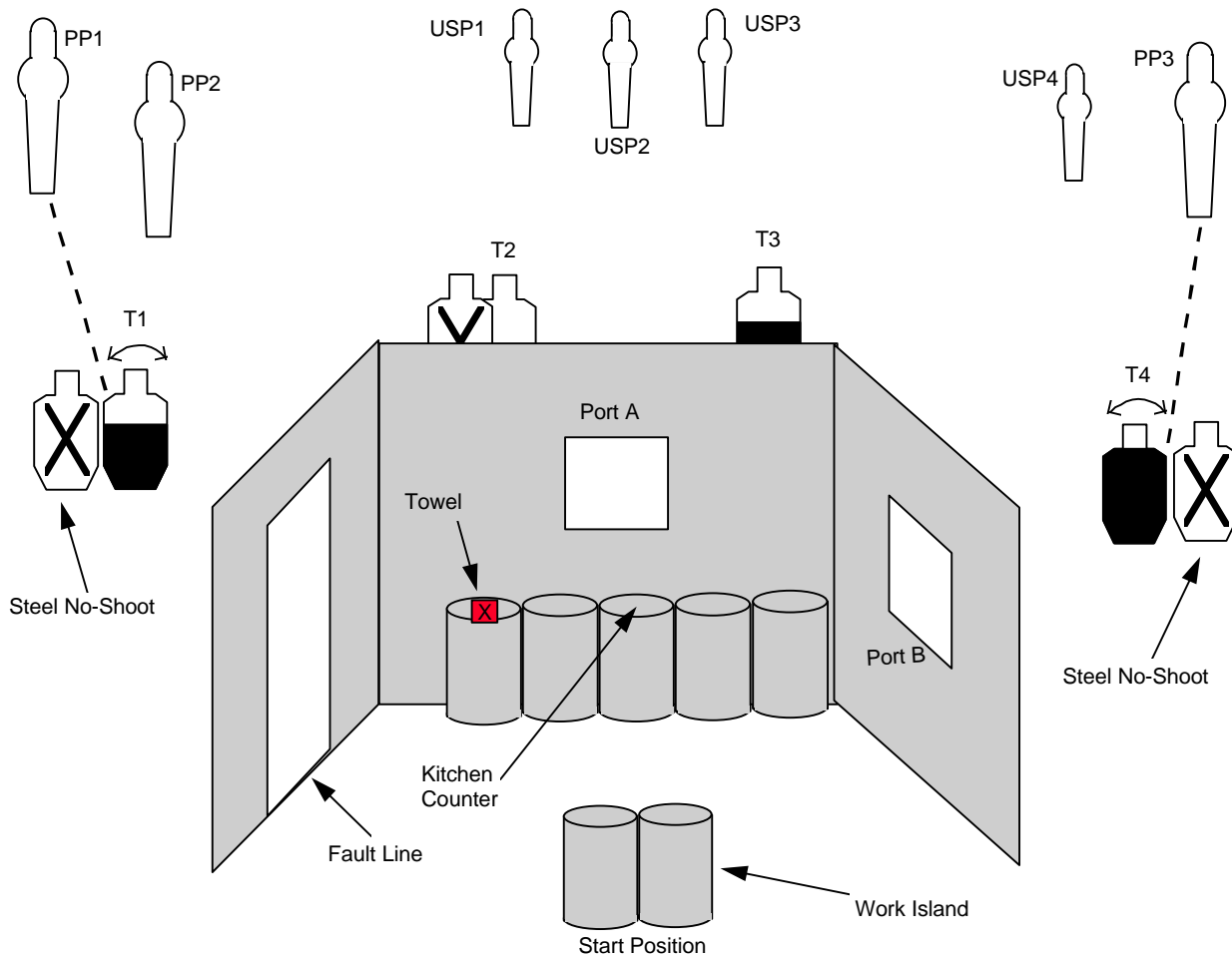
STAGE PROCEDURE

On signal, engage each steel target only, perform a mandatory reload, then engage all paper targets. All targets must be engaged through a port or the doorway. Threshold of door is a fault line.

PP1 triggers swinging target T1; PP2 triggers swinging target T4. T1 and T4 are not disappearing targets, and misses will be penalized. One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Comstock, 15 rounds, 75 points
TARGETS: 4 IPSC, 3 PP, 4 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Ports A and B are 1.5-foot square, and are 4 feet from ground. All targets are 5' at shoulder. Position PP1, PP2, and T1 so they can only be seen from the doorway. Position USP1, USP2, USP3, T2, and T3 so they can only be seen from Port A. Position USP4, PP3, and T4 so they can only be seen from Port B. Barrels may be used to simulate countertop and work island (as shown), or these may be otherwise constructed. Scoring portions of T1 and T2 are at least 30 feet from port or door, and are initially hidden behind steel no-shoots until triggered.

RO NOTE:

jam 980320b

Kitchen Appliance 2

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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"/>	7
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open
 Limited
 MAJOR
 minor

Kneel For Speed 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Hands and knees on the ground with nose touching back edge of tabletop. Loaded gun flat on towel on tabletop, pointing downrange.

STAGE PROCEDURE

On signal, retrieve gun and, from behind the table, engage targets.

SCORING

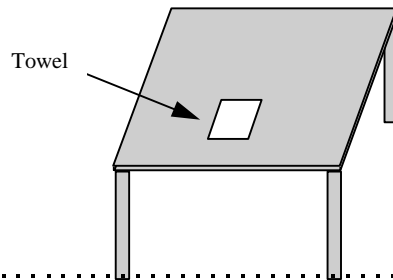
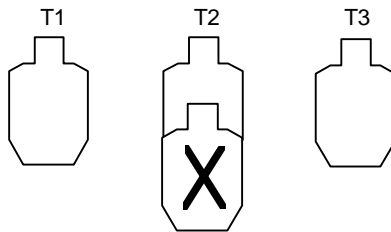
SCORING: Comstock, 8 rounds, 40 points
TARGETS: 3 IPSC, 2 PP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



PP1



PP2



Fault Line

Fault Line

SETUP NOTES:

Set PP1 and PP2 at least 10 yards from back edge of table. T1, T2, and T3 are mounted 4-feet at the shoulder. Table should be close-to-ground: no more than 2-feet high.

RO NOTES:

jam 980320e

Kneed For Speed 1

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Kneel For Speed 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Hands and knees on the ground with nose touching back edge of tabletop. Loaded gun flat on towel on tabletop, pointing downrange.

STAGE PROCEDURE

On signal, retrieve gun and, from behind the table, engage targets.

PP1 triggers twisting target T1, which is a disappearing target: no penalties for misses.

SCORING

SCORING: Comstock, 6 rounds, 30 points

TARGETS: 2 IPSC, 2 PP

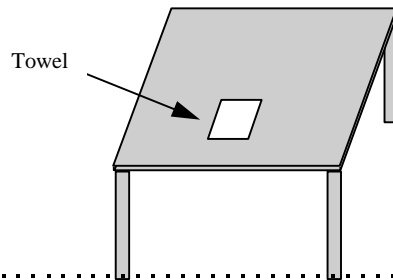
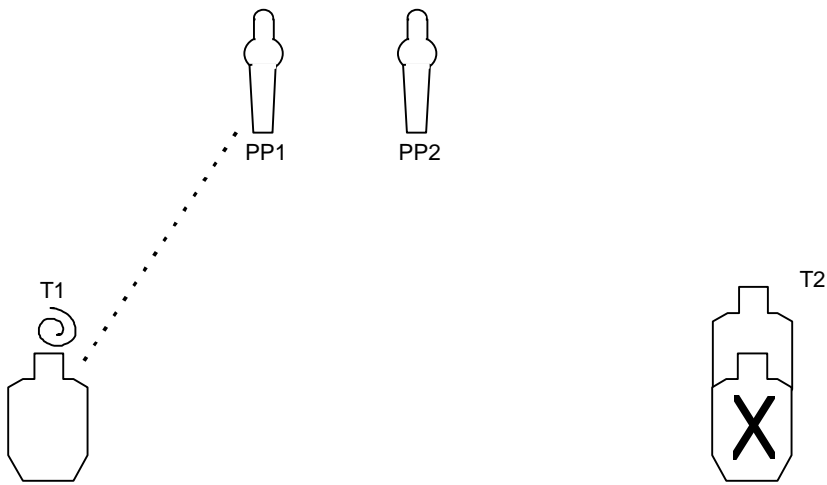
SCORED HITS: Best 2 per IPSC, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES:

Set PP1 and PP2 at least 10 yards from back edge of table. T2 is mounted 4-feet at the shoulder. Table should be low-to-ground: no more than 2-feet high.

RO NOTES:

jam 980320b

Kneed For Speed 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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"/>	2
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited
 MAJOR minor

NAME _____ USPSA # _____

Kneel For Speed 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Hands and knees on the ground with nose touching back edge of tabletop. Loaded gun flat on towel on tabletop, pointing downrange.

STAGE PROCEDURE

On signal, retrieve gun and, from behind the table, engage targets.

SCORING

SCORING: Comstock, 7 rounds, 35 points
TARGETS: 1 IPSC, 3 PP, 2 USP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



PP1



USP1



PP2

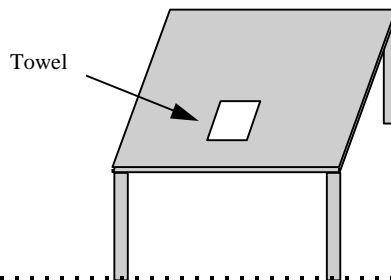


USP2



PP3

T1



Fault Line

Fault Line

SETUP NOTES:

Set all steel targets at least 10 yards from back edge of table. T1 is mounted 4-feet at the shoulder. Table should be close-to-ground: no more than 2-feet high.

RO NOTES:

jam 980320e

Kneed For Speed 3

TGT A B C D M

USE NUMBERS - NOT HASH MARKS

T1 **2**

STL **5**

TOTAL HITS **7**

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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

SHOOTER NUMBER Open Limited MAJOR minor

NAME _____ USPSA # _____

Kneed For Speed 4

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Hands and knees on the ground with nose touching back edge of tabletop. Loaded gun flat on towel on tabletop, pointing downrange.

STAGE PROCEDURE

On signal, retrieve gun and, from behind the table, engage targets.

SCORING

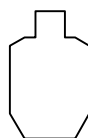
SCORING: Comstock, 6 rounds, 30 points
TARGETS: 1 IPSC, 4 PP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



PP1



PP2



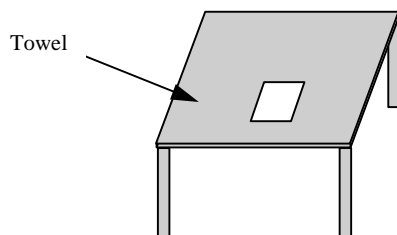
T1



PP3



PP4



Fault Line

Fault Line

SETUP NOTES:

Set all steel targets at least 10 yards from back edge of table. T1 is mounted 4-feet at the shoulder. Table should be close-to-ground: no more than 2-feet high.

RO NOTES:

jam 980320b

Library Challenge 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Sitting in chair; book held with both hands in front of eyes; gun holstered.

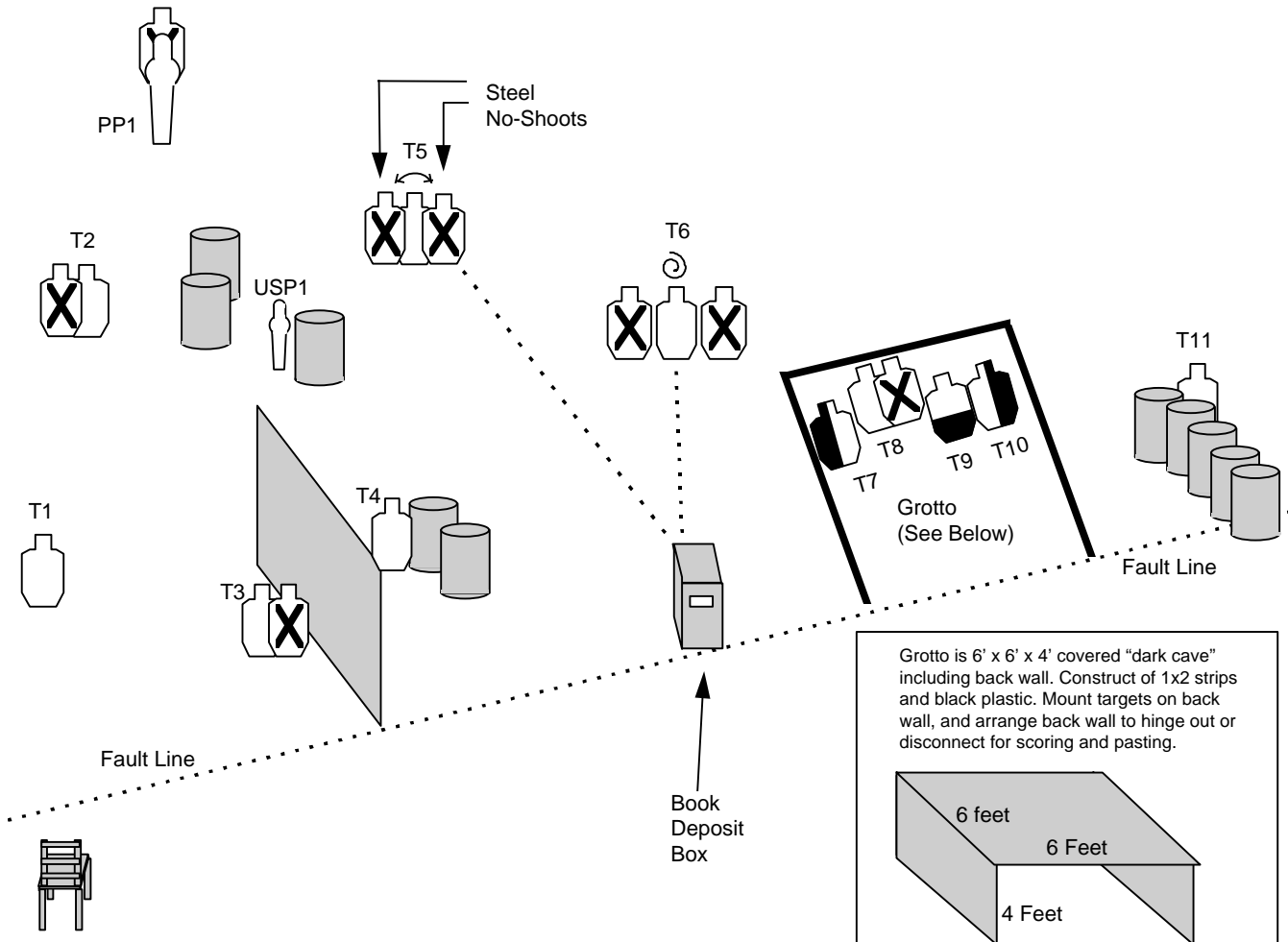
STAGE PROCEDURE

On signal, engage the targets as they become visible. Prior to engaging T5 and T6, you *must* insert the book into the slot in the book deposit box.

Inserting the book into the book return slot will trigger swinging target T5 and gravity twister T6, which are initially hidden. **Inserting the book in the slot is the only acceptable way to trigger T5 and T6!** T5 and T6 are not disappearing targets, and misses will be penalized. Any hit on steel no-shoot will be penalized.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 11 IPSC, 1 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



Grotto is 6' x 6' x 4' covered "dark cave" including back wall. Construct of 1x2 strips and black plastic. Mount targets on back wall, and arrange back wall to hinge out or disconnect for scoring and pasting.

6 feet
6 Feet
4 Feet

SETUP NOTES: Targets T3, T4, T7, T9, T10, and T11 are mounted at ground level. T8 is mounted 3-feet at the shoulder. All other targets are 5' at shoulder. T5 and T6 are initially hidden by no-shoots, and are slightly exposed following motion. T11 and associated barrels are at least 12 feet from edge of grotto. Use hard-cover book and have identical backup book(s) available.

jam980319b

Library Challenge 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<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"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open
 Limited
 MAJOR
 minor

NAME _____ USPSA # _____

Lima Steel Frenzy 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing with both hands on top of barrel.

STAGE PROCEDURE

On signal, engage all targets through Barrel A ONLY.

One procedural penalty for each shot fired which does not pass through Barrel A.

SCORING

SCORING: Comstock, 7 rounds, 35 points

TARGETS: 4 PP, 3 USP

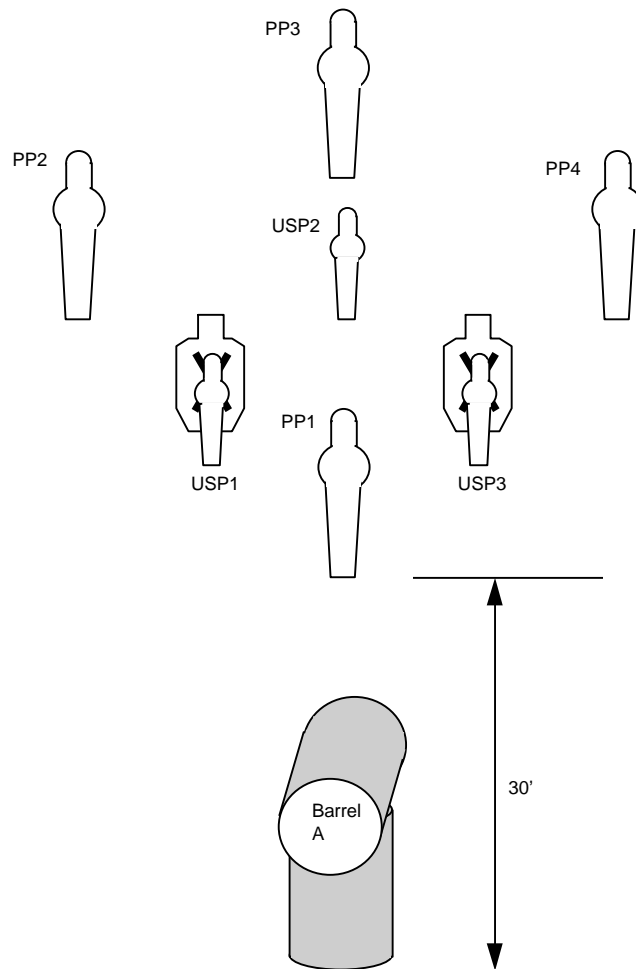
SCORED HITS: Steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES:

Targets are arranged symmetrically about the centerline.

RO NOTES:

jam 980229d

Lima Steel Frenzy 1

TGT **A** **B** **C** **D** **M**
 USE NUMBERS - NOT HASH MARKS
STL **7**

TOTAL HITS **7**
 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 =
 (3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

SHOOTER NUMBER

Open **Limited**

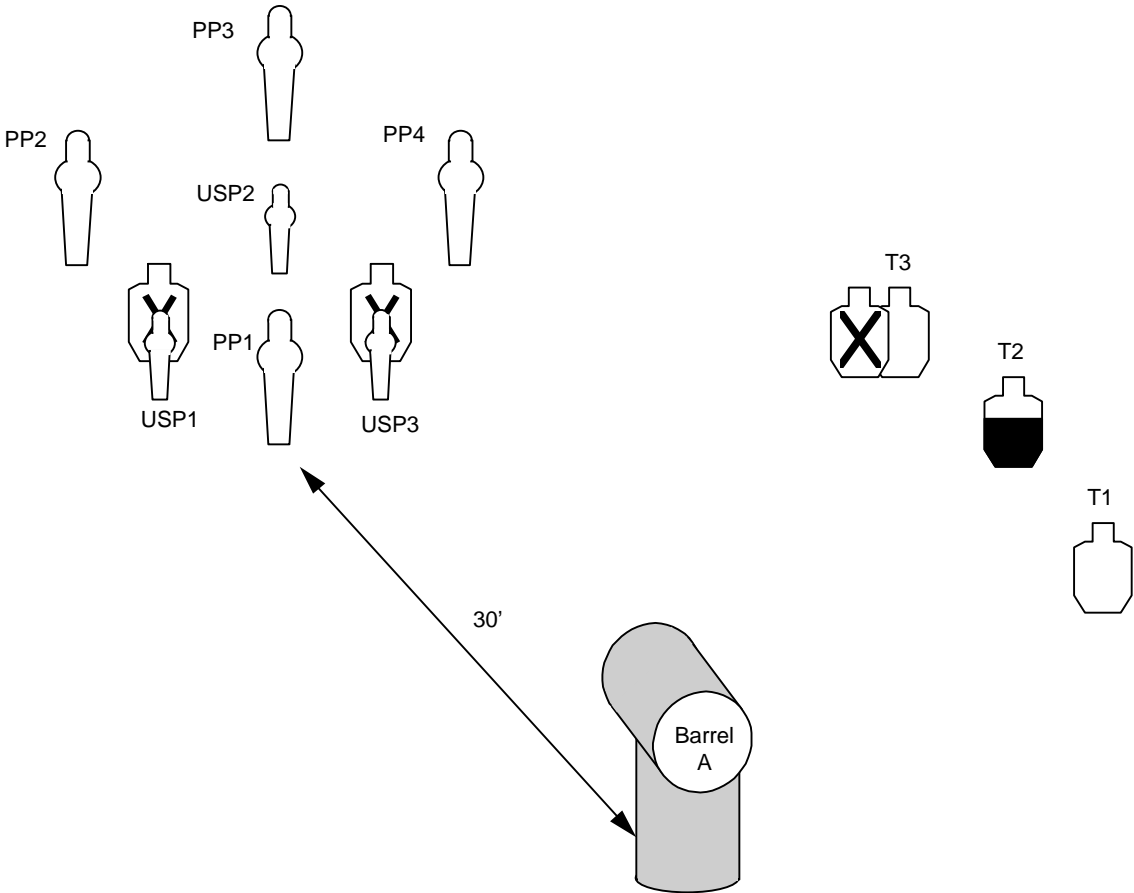
MAJOR **minor**

NAME _____ USPSA # _____

Lima Steel Frenzy 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing with both hands on top of barrel.	
<p style="text-align: center;">STAGE PROCEDURE</p> <p>On signal, engage T1, T2, and T3, perform a mandatory reload, then engage all steel targets through Barrel A ONLY.</p> <p>One procedural penalty for each shot fired following missed reload.</p>	<p style="text-align: center;">SCORING</p> <p>SCORING: Comstock, 13 rounds, 65 points TARGETS: 3 IPSC, 4 PP, 3 USP SCORED HITS: Best 2 per IPSC, KD = 1A START-STOP: Audible - Last shot PENALTIES: Procedural. -10 No-shoot hit. -10 Miss. -10</p>



SETUP NOTES: Set steel so that it is engaged at right angles from through barrel A.	RO NOTES: jam 980313c
---	-------------------------------------

Lima Steel Frenzy 2

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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"/>	7
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

NAME _____ USPSA # _____

Lippmann's Proof 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

Lippmann's Law of Conformity: "When all think alike, no one thinks very much." - Walter Lippmann

On signal, engage all targets as they are visible.

PP1 triggers gravity twister T4. T4 is a disappearing target, and misses will not be penalized. PP5 triggers swinging target T9, which is not a disappearing target.

Any hit on the steel no-shoot will be penalized.

SCORING

SCORING: Comstock, 28 rounds, 140 points

TARGETS: 11 IPSC, 5 PP, 1 USP

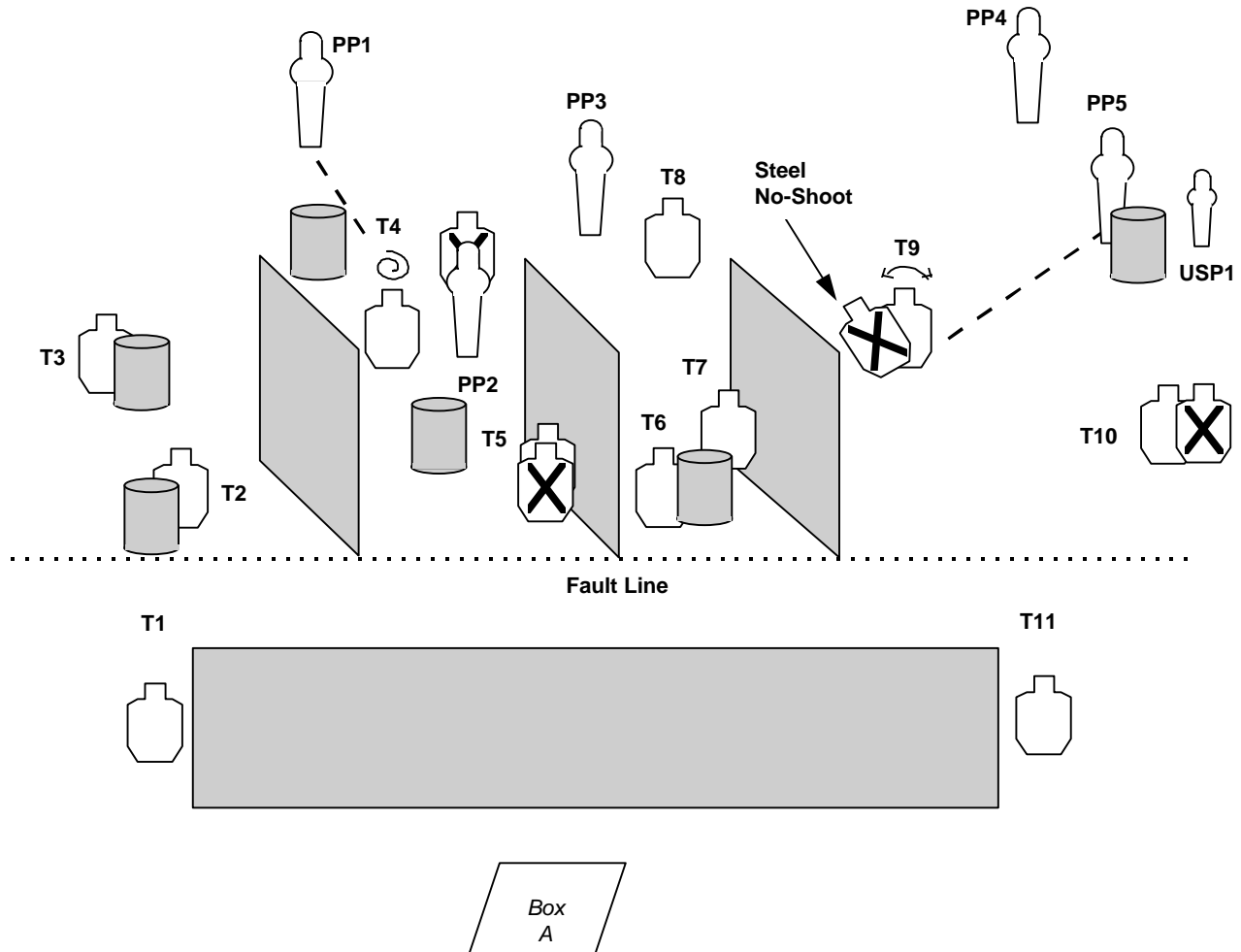
SCORED HITS: Best 2 per IPSC, KD = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: All walls are 7' high. T1, T2, T3, T5, T6, T7 and T11 are mounted low (ground level or slightly higher). All other targets are 5' at shoulder. Steel no-shoot is at least 30 feet from fault line.

Range Officer Note: Because of limited visibility, use *extreme care* to verify a clear range prior to starting shooter!

jam 980319f

Lippmann's Proof 1

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<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"/>	28
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 =

(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Lippmann's Proof 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box, hands naturally relaxed at sides. Loaded gun is flat on top of barrel, pointed downrange.

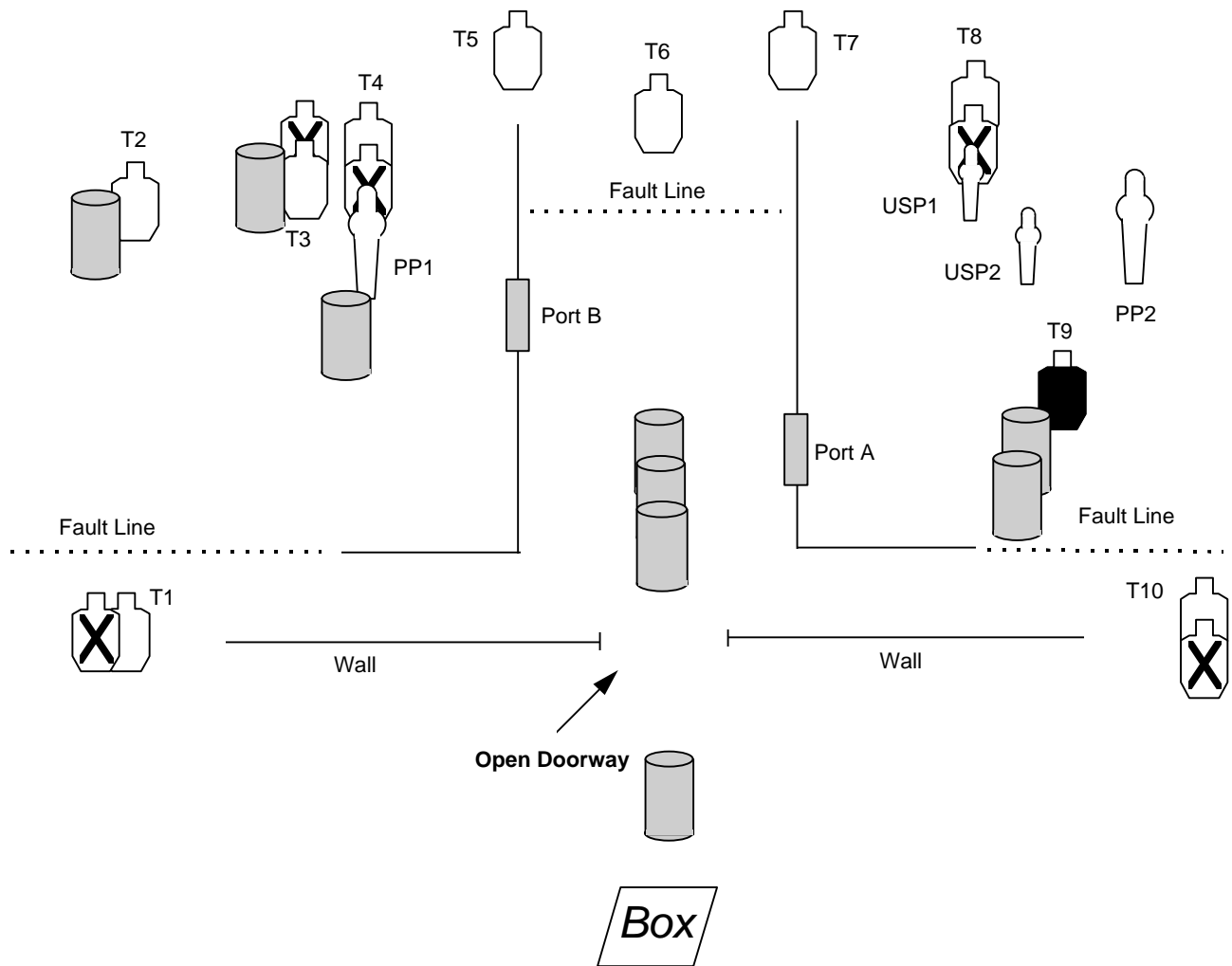
STAGE PROCEDURE

Lippmann's Law Of Conformity: "When all think alike, no one thinks very much." - Walter Lippmann

On signal, retrieve gun and engage all targets.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 IPSC, 2 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: All walls are 7' high. All ports are 1' square, bottom 4' from ground. Use barrels to partially obscure the targets in the left and right targets groups when *not* viewed from the ports (i.e., from left or right side of front vision barrier). T2 and T3 are mounted at ground level; T4 and T8 are mounted relative to the no-shoot and popper as shown; all other targets are 5' to shoulder. Allow at least 12 feet between Port A wall and Port B wall, and at least 10 feet between front vision barriers and fault lines. Leave sufficient space between T1 and T10 and the front vision barrier to allow shooter passage.

jam 980303f

Lippmann's Proof 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
T10	<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"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open
 Limited
 MAJOR
 minor

NAME _____ USPSA # _____

Lippmann's Proof 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Sitting with both knees under the table, hands on knees, facing downrange. Loaded gun flat on towel on table, pointed downrange.

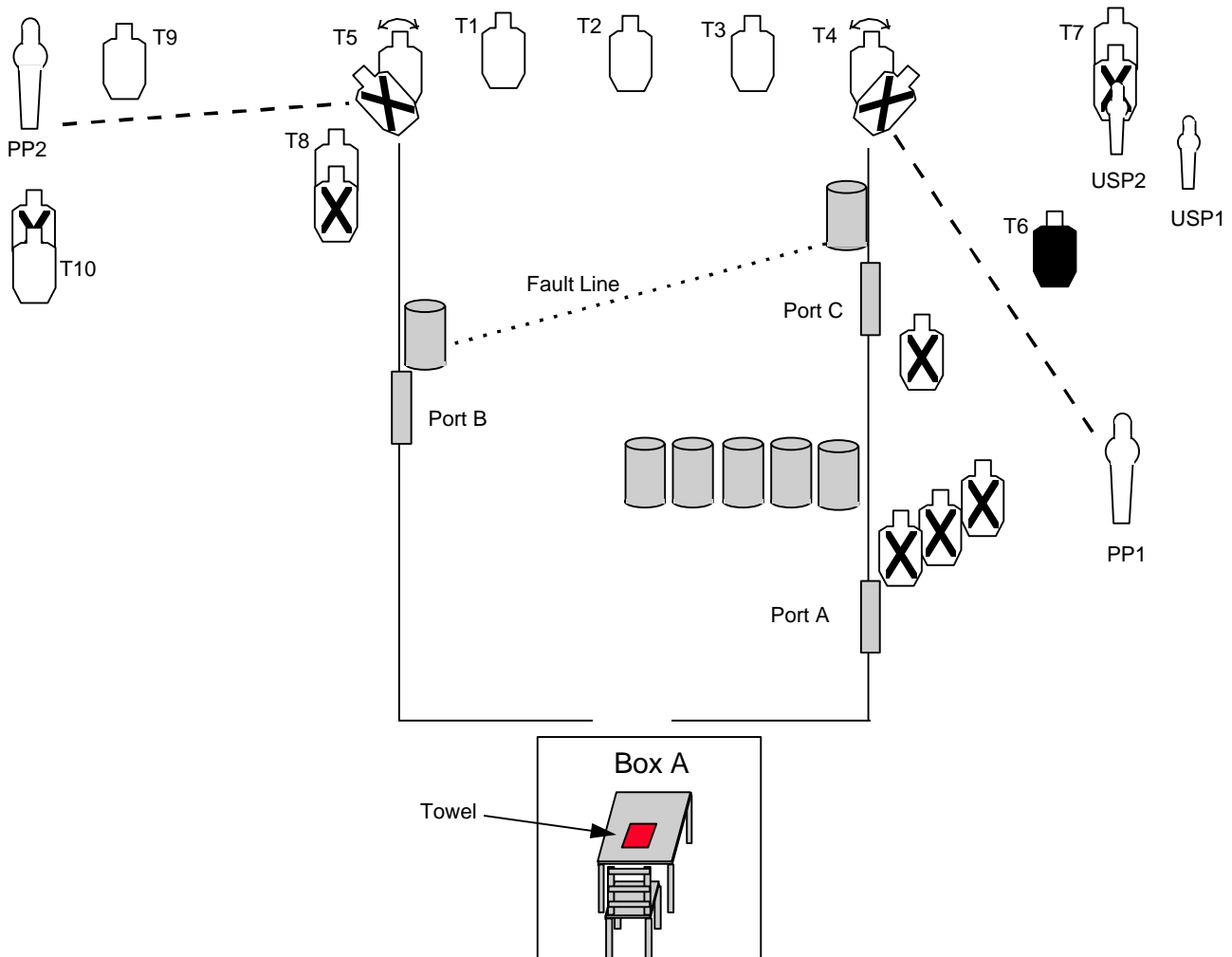
STAGE PROCEDURE

Lippmann's Law Of Conformity: "When all think alike, no one thinks very much." - Walter Lippmann

On signal, retrieve gun and engage T1 - T3 ONLY from Box A. Move through open doorway, then engage targets as they become visible. T6-T10, PP1, PP2, USP1, and USP2 may only be engaged through the ports. PP1 triggers swinging target T4; PP2 triggers swinging target T5.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 IPSC, 2 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: All walls are 7' high. All ports are 1.5' square, bottom 4' from ground. PP1 should be visible only through Port A. T4 and T5 are initially obscured by no-shoot targets outside of the side walls. T10 is mounted at ground level; T7 is mounted to appear relative to USP2 as shown; all other targets are mounted 5' at the shoulder. Poppers are at least 30 feet from their associated ports.

jam 980319f

Lippmann's Proof 3

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
T10	<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"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open
 Limited
 MAJOR
 minor

NAME _____ USPSA # _____

Lippmann's Proof 4

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box, hands naturally relaxed at sides. Loaded gun is flat on top of barrel, pointed downrange.

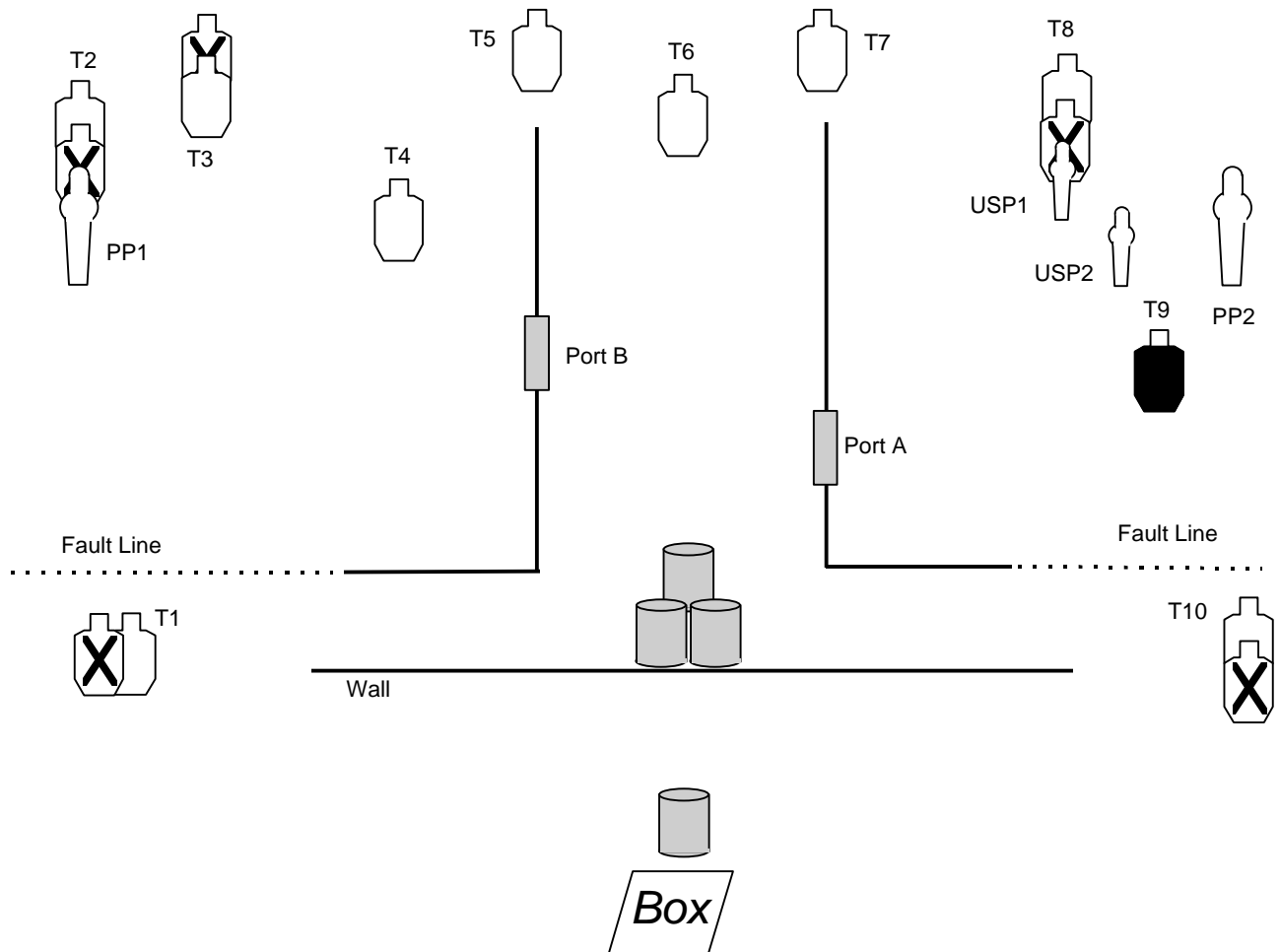
STAGE PROCEDURE

Lippmann's Law Of Conformity: *"When all think alike, no one thinks very much."* - Walter Lippmann

On signal, retrieve gun and engage all targets.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 IPSC, 2 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: All walls are 7' high. All ports are 1.5' square, bottom 4' from ground. T4 and the T3/no-shoot joined pair are mounted at ground level; T2 and T8 are mounted relative to the no-shoot and popper as shown; all other targets are 5' to shoulder. Allow at least 12 feet between Port A wall and Port B wall, and at least 10 feet between front vision barriers and fault lines. Leave sufficient space between T1 and T10 and the front vision barrier to allow shooter passage. All steel targets at least 30 feet from port and fault line.

jam 980319g

Lippmann's Proof 5

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing naturally in Box A, facing uprange, hands relaxed at sides.

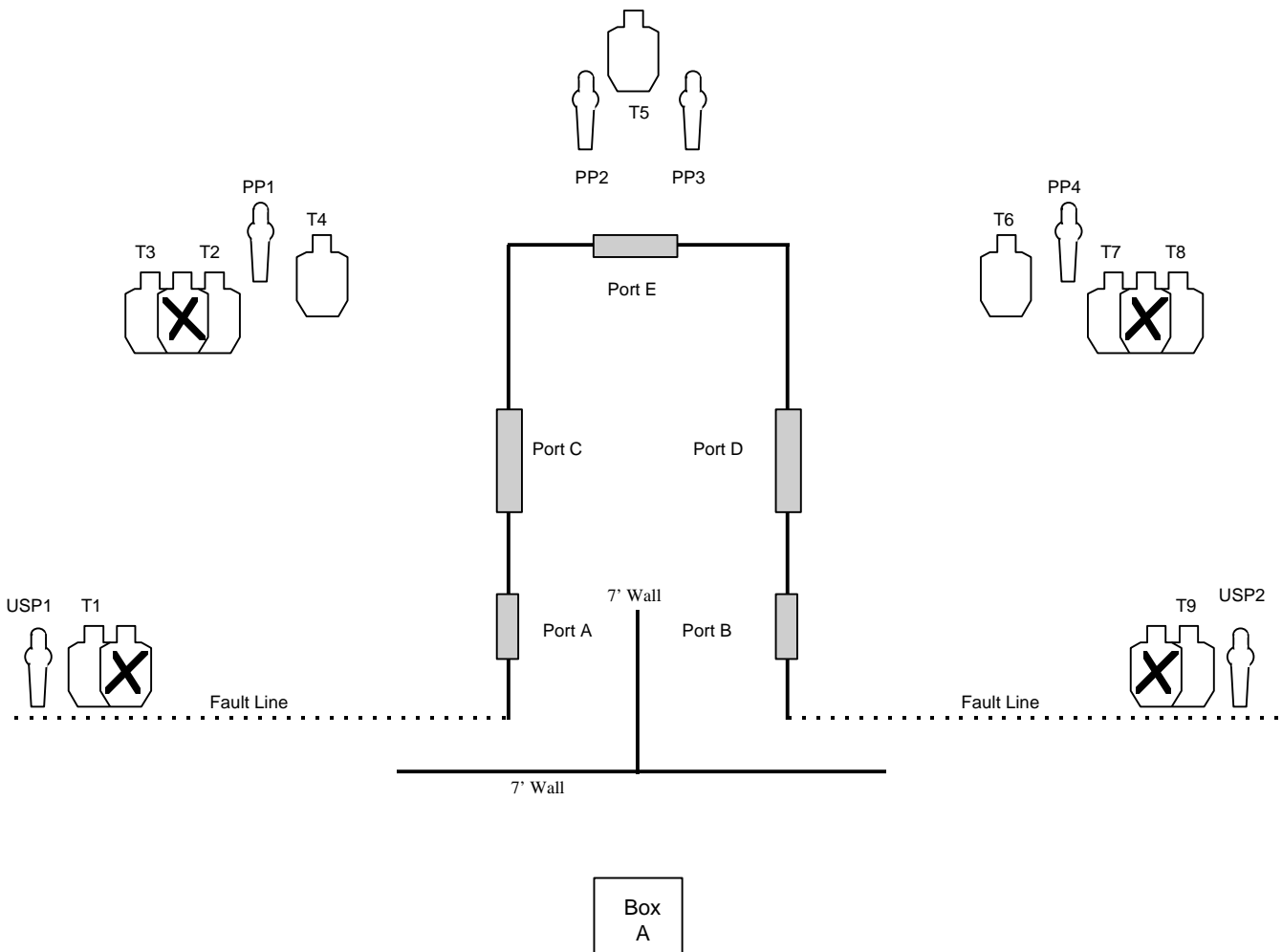
STAGE PROCEDURE

Lippmann's Law of Conformity "When all think alike, no one thinks very much."

On signal, draw and engage USP1 and USP2 from Box A ONLY, and engage all other targets as they are visible. Engaging USP1 or USP2 from outside of Box A will be considered unsafe gun handling, and will result in match disqualification (12.01).

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 9 IPSC, 4 PP, 2 USP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Stage is symmetrical about range centerline. T5 is mounted 3-feet at the shoulder. All other IPSC targets are 5-feet at the shoulder. Port A and Port B are 18-inches square, with their bottoms up 4 feet. Ports C and D are 24-inches square, with their bottoms up 3.5 feet. Port E is 24-inches square, with its bottom up 1 foot. Align Ports B and C so that T2, T3, T4, and PP1 may be engaged from the right side of the range. Align Ports A and D so that T6, T7, T8, and PP4 may be engaged from the left side of the range. Group PP2, PP3, and T5 close together centered on the range centerline. All walls are 7-feet high. From Box A, only T1, T9, USP1, and USP2 are visible. All steel targets at least 30 feet from associated port or box.

RO NOTES:

jam 980303c

Lippmann's Proof 5

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
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"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

Liverspot Standards 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

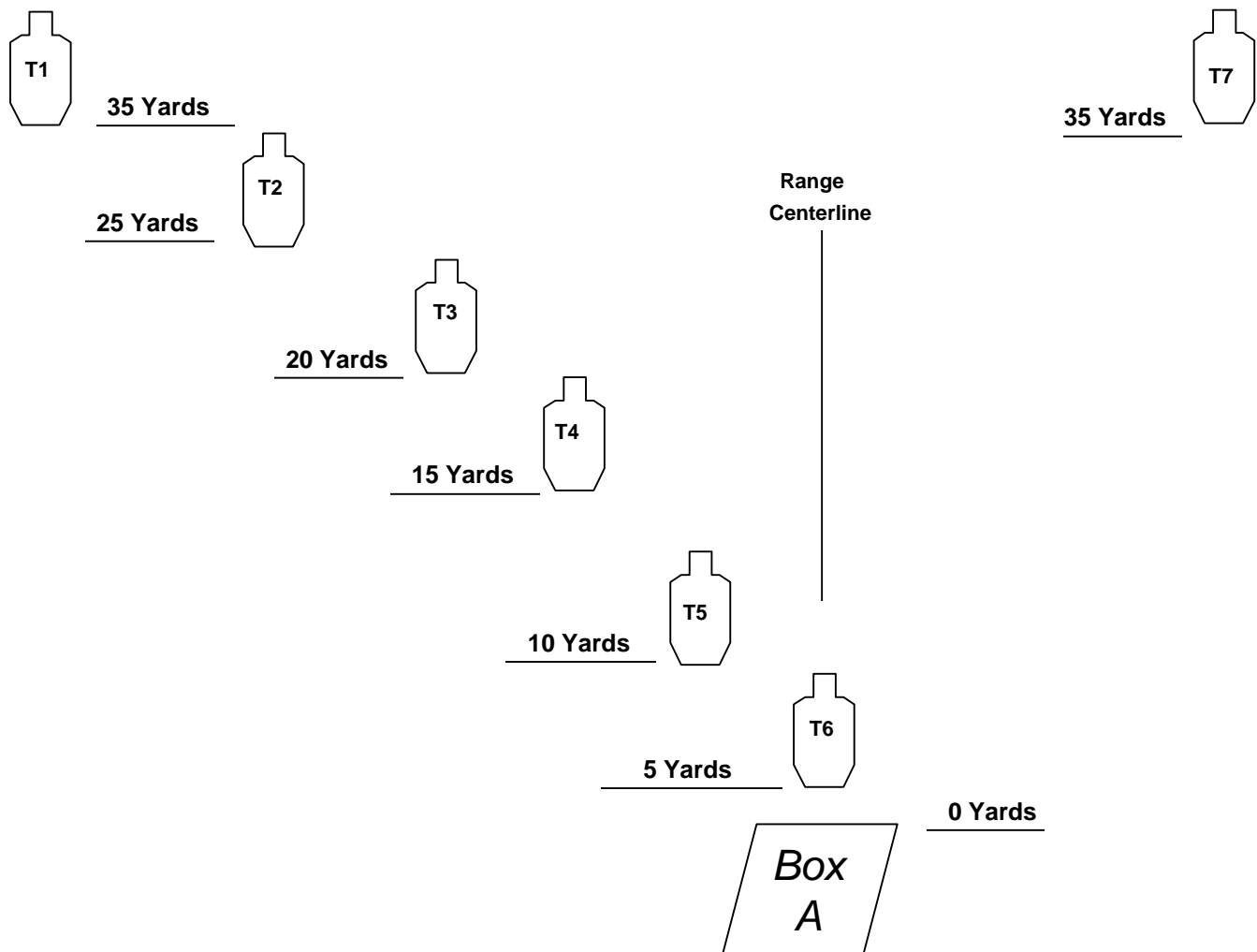
String 1: From Box A on signal, engage T1 - T7 with one round each *freestyle*; perform a mandatory reload and re-engage T1-T7 with one round each *strong hand only*.

String 2: From Box A on signal, engage T1-T7 with one round each *freestyle*, perform a mandatory reload and re-engage T1-T7 with one round each *weak hand only*.

One procedural penalty for each shot fired following missed reload.

SCORING

SCORING: Virginia count, 28 rounds, 140 points
TARGETS: 7 IPSC
SCORED HITS: Best 4 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder. Space T1 - T6 uniformly between the range centerline and the left berm. Place T7 against right berm. T1 and T7 are symmetric about the centerline.

jam 980302d

Liverspot Standards 1

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
T7	<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"/>	28
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 =
(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME _____ USPSA # _____

Liverspot Standards 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

String 1: From Box A, on signal engage T1 - T7 with one round each *freestyle*; perform a mandatory reload and re-engage T1-T7 with one round each *freestyle*.

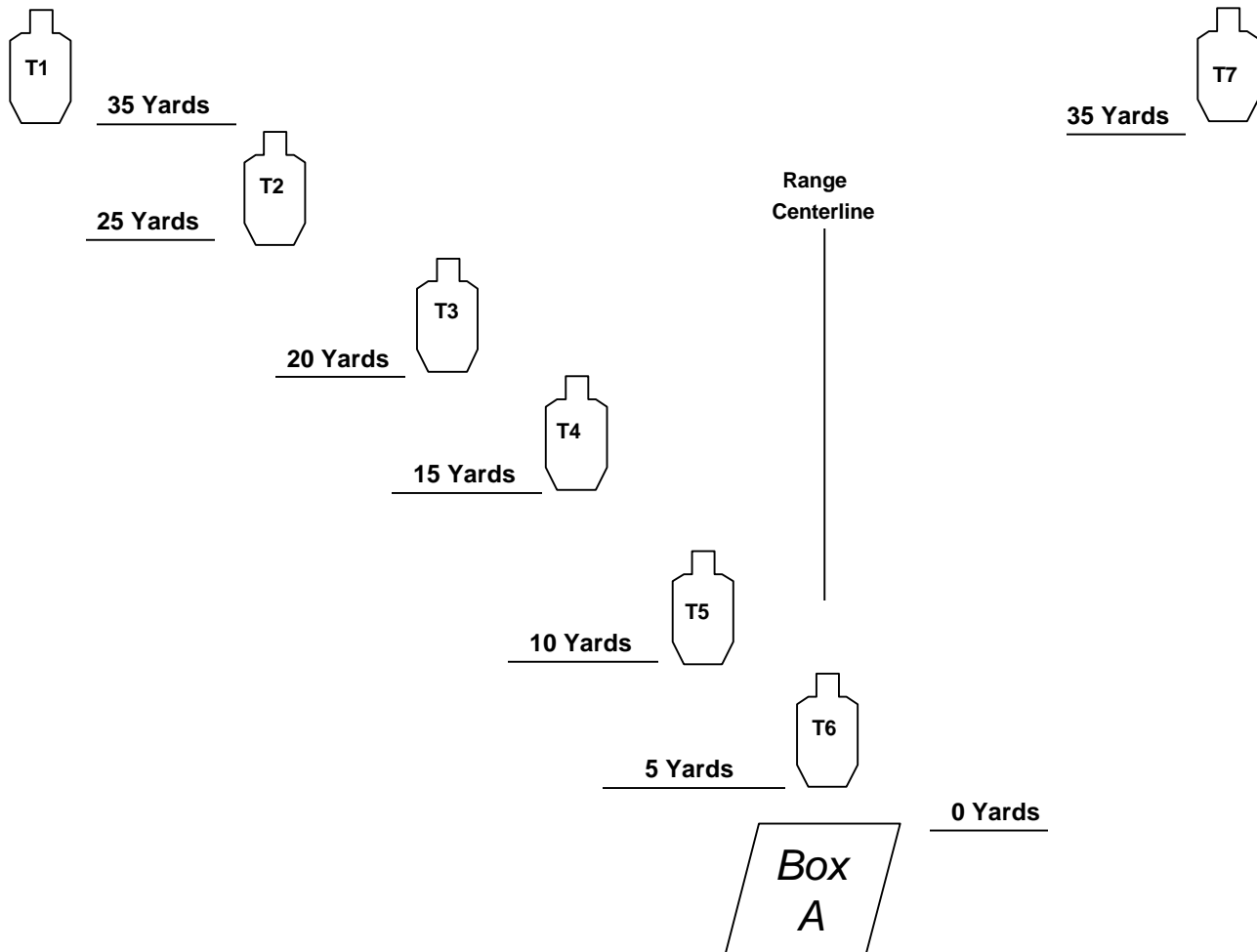
String 2: From Box A, on signal engage T1 - T7 with one round each *freestyle*; perform a mandatory reload and re-engage T1-T7 with one round each *strong hand only*.

String 3: From Box A, on signal engage T1-T7 with one round each *freestyle*, perform a mandatory reload and re-engage T1-T7 with one round each *weak hand only*.

One procedural penalty per shot fire following missed reload.

SCORING

SCORING: Virginia count, 42 rounds, 210 points
TARGETS: 7 IPSC
SCORED HITS: Best 6 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



SETUP NOTES: All targets are 5-feet at the shoulder. Space T1 - T6 uniformly between the range centerline and the left berm. Place T7 against right berm. Space targets to left of centerline uniformly in available space. T1 and T7 should be same distance from centerline.

jam 980210c

Liverspot Standards 2

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
T7	<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"/>	42
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:

String 3:

TOTAL TIME

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Malpractice Makes Malperfect

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Sitting in chair facing targets, both knees under table and both elbows resting on table. Knife held in one hand and fork held in the other.

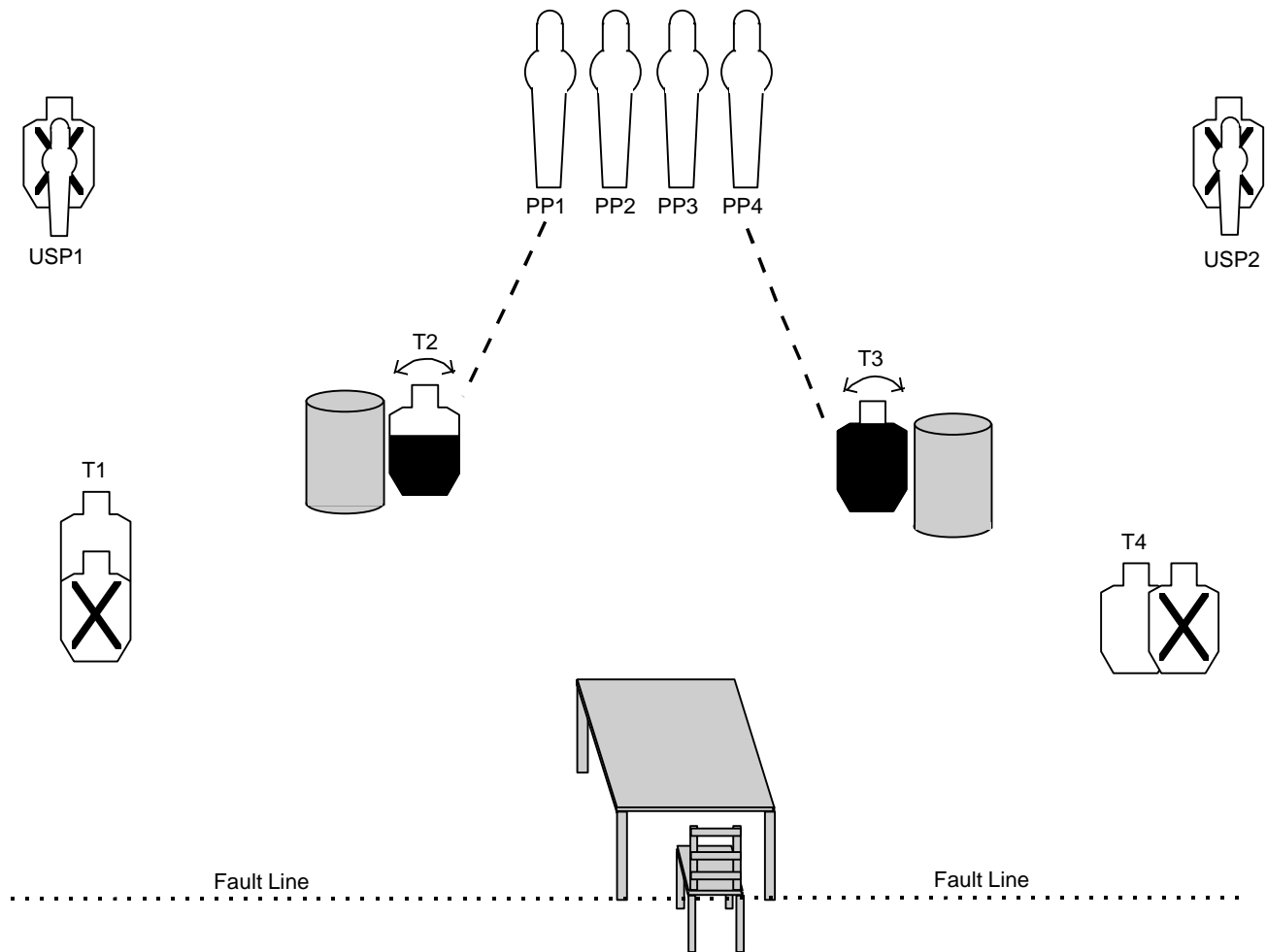
STAGE PROCEDURE

On signal, engage all steel targets, perform a mandatory reload, and then engage all paper targets from behind the table.

PP1 triggers swinging target T2; PP4 triggers swinging target T3, neither of which is a disappearing target: misses will be penalized.

SCORING

SCORING: Comstock, 14 rounds, 70 points
TARGETS: 4 IPSC, 4 PP, 2 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: All targets are 5' at shoulder. All steel is at least 30 feet from front of table. Scoring portions of T2 and T3 are hidden behind barrels until triggered.

RO NOTE:

jam 980323b

Malpractice Makes Malperfect

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T4	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
STL	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	6
TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	14
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 =
(3 DECIMAL PLACES)

SHOOTER NUMBER		<input type="checkbox"/> Open <input type="checkbox"/> Limited	<input type="checkbox"/> MAJOR <input type="checkbox"/> minor
	NAME _____	USPSA # _____	

Mona Lisas And Mad Hatters 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass, OH (Mods by Lima Sabres)

START POSITION: In Box A, hands relaxed at sides.

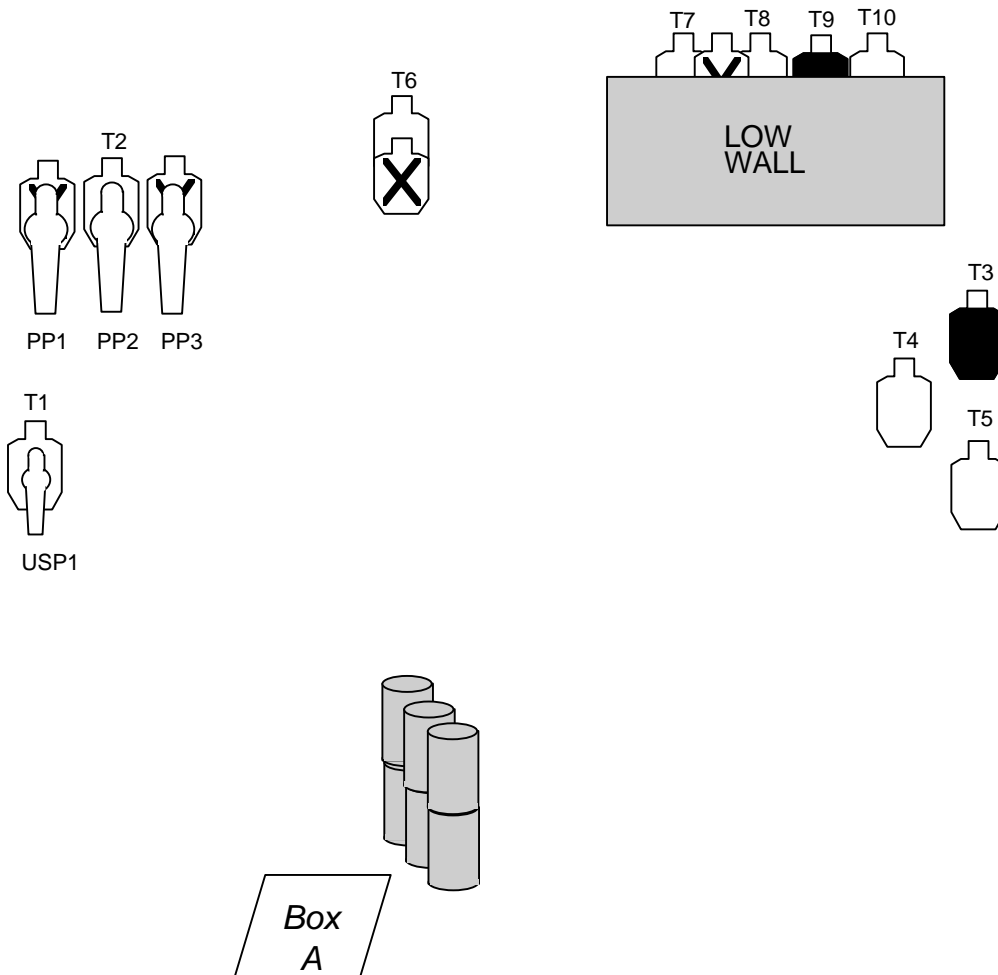
STAGE PROCEDURE

On signal, engage USP1, PP1, PP2, and PP3 from Box A only. Engage all other targets whenever visible.

SAFETY NOTES: Shooters keep muzzle downrange!
Engagement of steel targets from outside of Box A will be considered unsafe gun handling, and will result in match disqualification (Rule 12.01).

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 IPSC, 3 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES:

Set T7 through T10 at ground level behind the 4-foot wall so that they cannot be engaged except from over or around the wall. T1, T2 and no-shoot targets behind PP1 and PP3 set to give appearance shown. All other targets are 5-feet at shoulder.

jam 980224d

Morning Dance

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

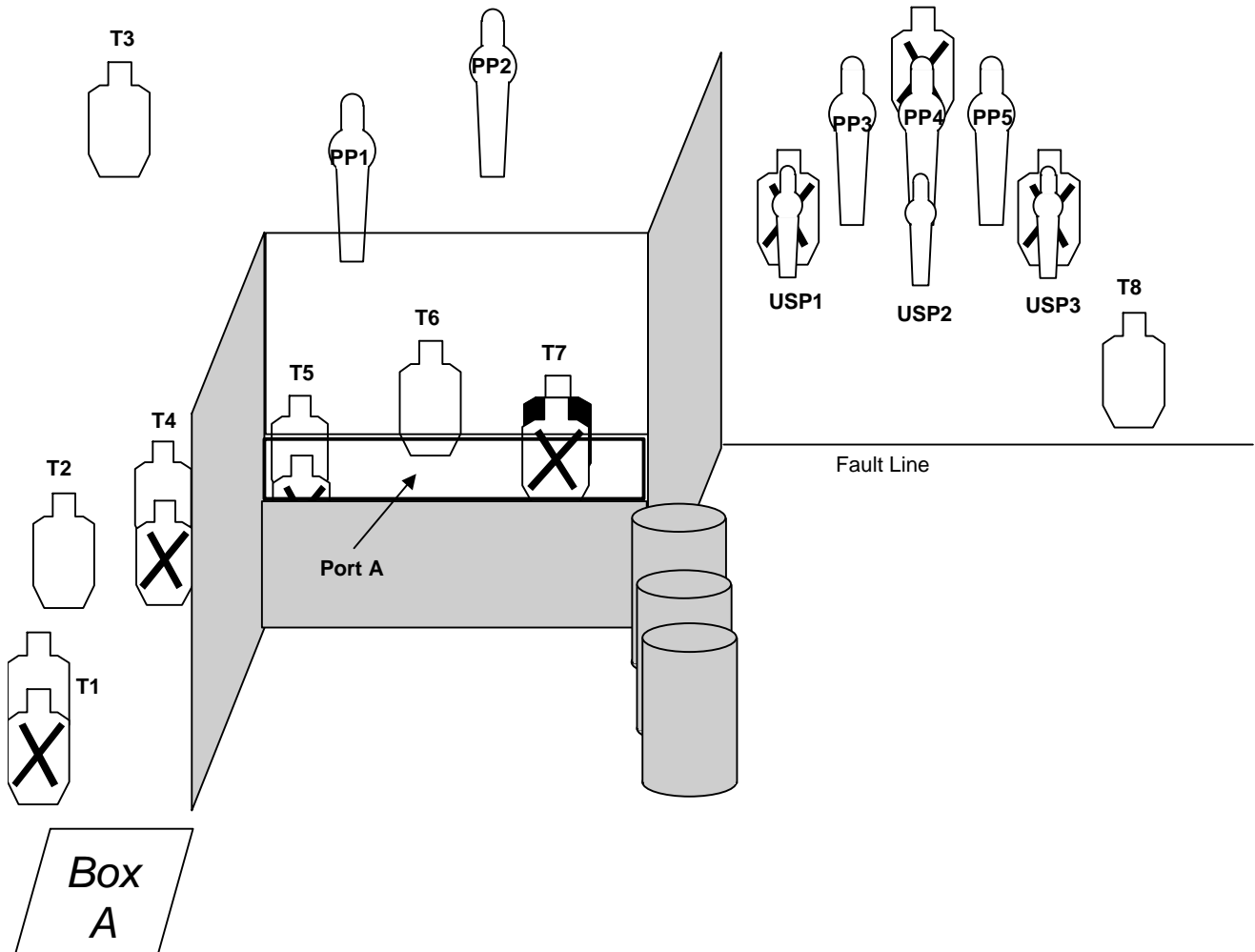
START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

On signal, engage T1 - T4 from Box A only, then engage other targets as they are visible.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 8 IPSC, 5 PP, 3 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Port A is 1-foot high by 8-feet long. The space above Port A should be covered with black plastic (not shown). PP1, PP2, T5, T6, and T7 should be visible only through Port A. T5, T6, and T7 are mounted low. All other targets are 5-feet at shoulders.

jam 980320g

Morning Dance

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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"/>	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	<input type="text"/>
						EQUALS TOTAL SCORE	<input type="text"/>
						DIVIDED BY TIME OF	<input type="text"/>
						HIT FACTOR =	<input type="text"/>
						(3 DECIMAL PLACES)	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Morning Dance 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

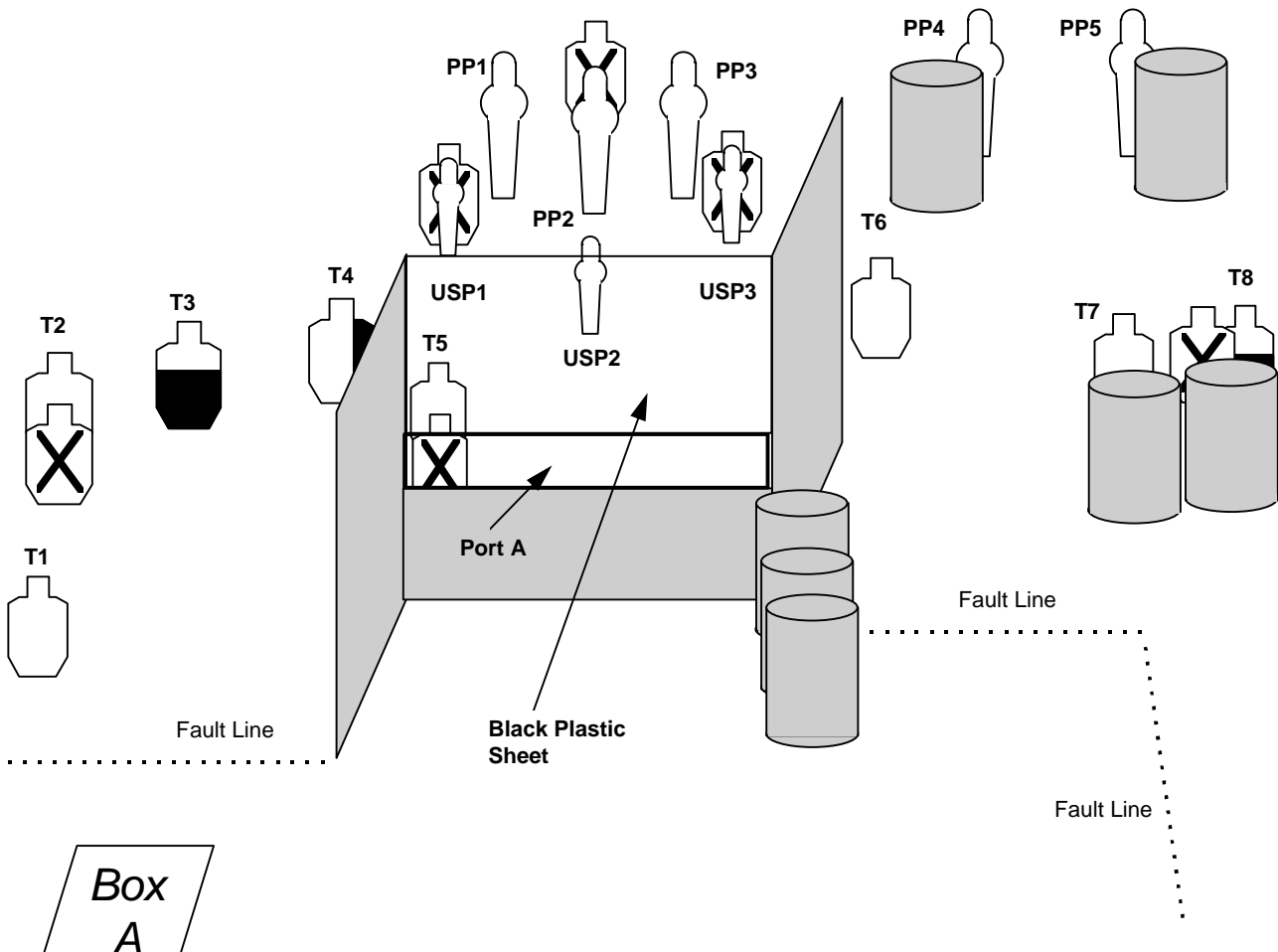
START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

On signal, engage targets as they are visible.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 8 IPSC, 5 PP, 3 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Port A is 1-foot high by 12-feet long (or longer). The space above Port A should be covered with black plastic to block view downrange. PP1, PP2, PP3, USP1, USP2, USP3 and T5 should be visible only through Port A. T4, T6, T7, and T8 are mounted low. All other targets are 5-feet at shoulders. T1 - T4 are not visible through Port A. PP4 and PP5 are mostly obscured by barrels from fault line, encouraging movement in order to engage both. Right side wall length/angle and fault line adjusted to restrict view of PP1-PP3 and USP1 - USP3 from right side.

jam 980306a

Morning Dance 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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"/>	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
						<input type="text"/>
						EQUALS TOTAL SCORE
						<input type="text"/>
						DIVIDED BY TIME OF
						<input type="text"/>
						HIT FACTOR =
						(3 DECIMAL PLACES)
						<input type="text"/>

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Net Head

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

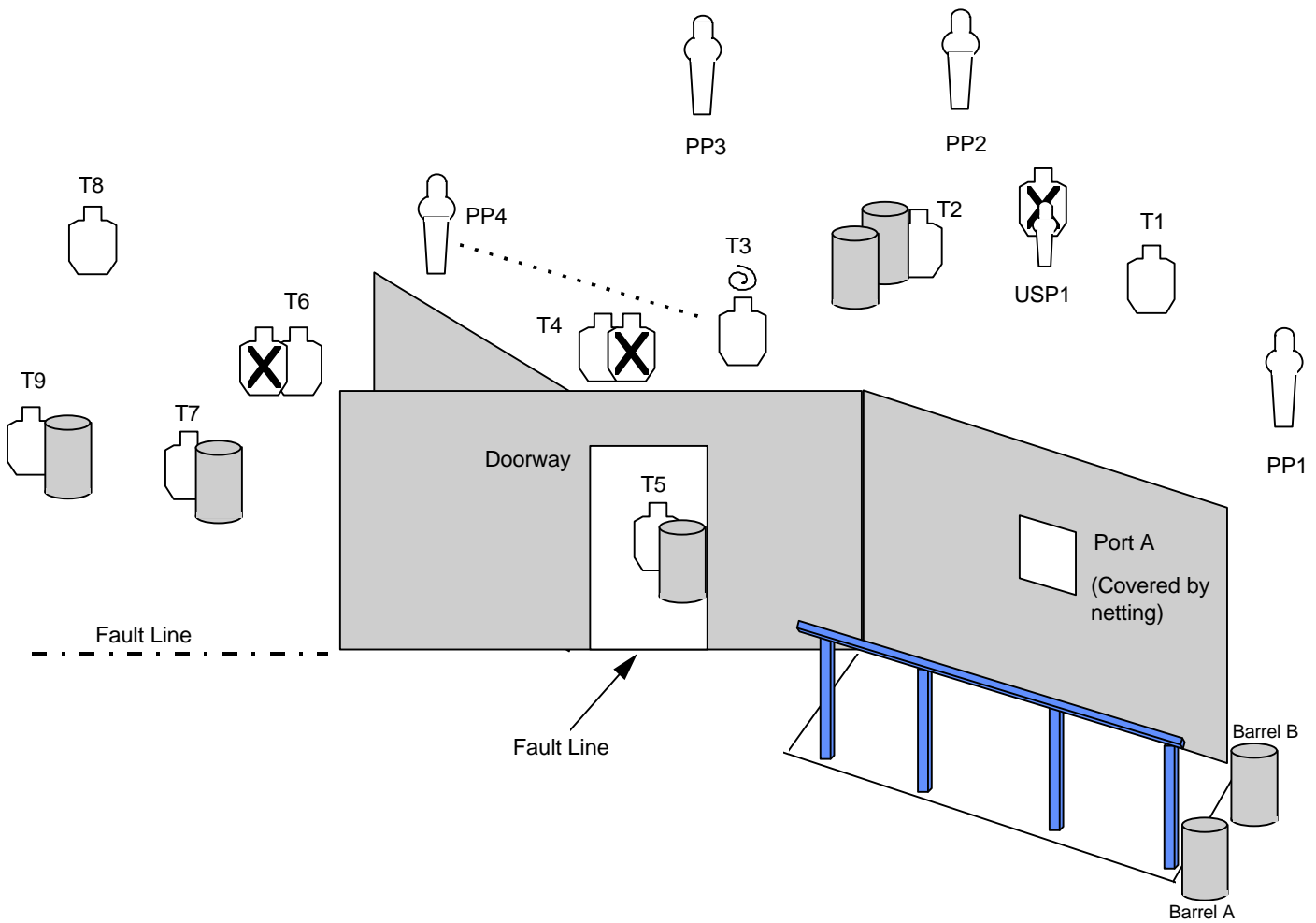
START POSITION: Standing with one hand on Barrel A and one hand on Barrel B.

STAGE PROCEDURE

On signal, engage PP1, PP2, USP1, T1 and T2 through Port A and while within the narrow pathway ONLY, then engage all other targets as they are visible. PP4 triggers gravity twister T3, which **is not** a disappearing target: **all misses will be penalized.** The threshold of the doorway is a fault line.

SCORING

SCORING: Comstock, 23 rounds, 115 points
TARGETS: 9 IPSC, 4 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Place Barrels A and B 3-feet apart. Walls are 7-foot high. Port A is 2-foot square, beginning 4-feet off the ground. Erect a 4-foot high rigid fence to enforce an 18-inch wide pathway. Make sure that wall and fence are sturdy. Thick fish- or camouflage-netting should be mounted inside Port A to partially obscure view of targets. T2, T5, T7, and T9 are mounted at ground level. All other targets are 5-feet at shoulder.

RO Notes: Limited visibility: make sure range is clear prior to starting shooter!

jam 980224e

Net Head

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
STL	<input type="text"/>				<input type="text"/>	5

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	23
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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Nosebleed Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

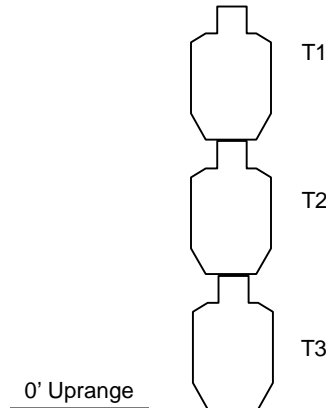
String 1: From Box A, on signal, draw and engage T1-T3 with two rounds each *freestyle*; then perform a mandatory reload and re-engage T1-T3 with two rounds each *freestyle*.

String 2: From Box A, on signal, draw and engage T1-T3 with two rounds each *freestyle*; then perform a mandatory reload and re-engage T1-T3 with two rounds each *strong hand only*.

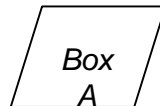
One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 24 rounds, 120 points
TARGETS: 3 IPSC
SCORED HITS: Best 8 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



50' Uprange



SETUP NOTES: Set T3 at ground level. Set T2 directly above and abutting T3. Set T1 directly above and abutting T2. *This stage should be used only in a bay with a sufficiently high backstop: target group is approximately 7.5-feet high.*

jam 980224d

Nosebleed Standards

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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	

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 =
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Rash Rate 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Sitting erect in chair, both feet on ground and both hands on own knees.

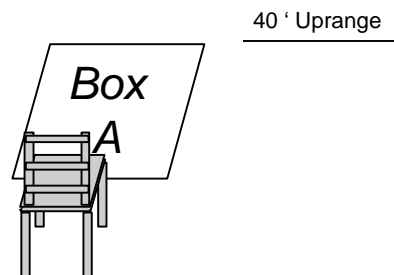
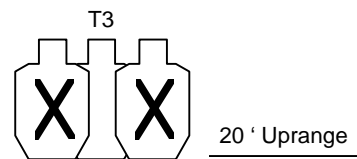
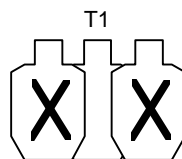
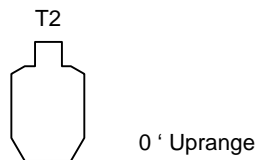
STAGE PROCEDURE

On signal, from Box A engage each target with two rounds each, perform a mandatory reload, and re-engage each target with two rounds each.

One procedural penalty for each shot fired following missed reload.

SCORING

SCORING: Virginia count, 12 rounds, 60 points
TARGETS: 3 IPSC
SCORED HITS: Best 4 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

Targets are set symmetrically about centerline. Targets are 5-feet at the shoulder.

RO NOTES:

jam 980323e

Rash Rate 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Sitting erect in chair, both feet on ground and both hands on own knees.

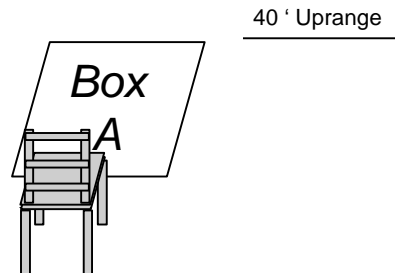
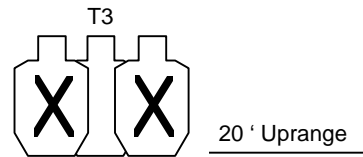
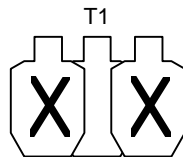
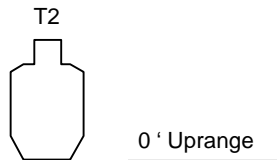
STAGE PROCEDURE

On signal, from Box A engage each target with two rounds each, perform a mandatory reload, and re-engage each target with two rounds each using strong hand only.

One procedural penalty for each shot fired following missed reload.

SCORING

SCORING: Virginia count, 12 rounds, 60 points
TARGETS: 3 IPSC
SCORED HITS: Best 4 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

Targets are set symmetrically about centerline. All targets are 5-feet at the shoulder.

RO NOTES:

jam 980323b

Rash Rate 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Sitting erect in chair, both feet on ground and both hands on own knees.

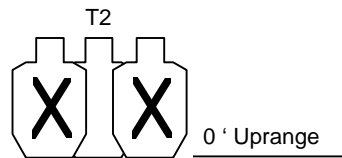
STAGE PROCEDURE

On signal, from Box A engage each target with two rounds each, perform a mandatory reload, and re-engage each target with two rounds each using strong hand only.

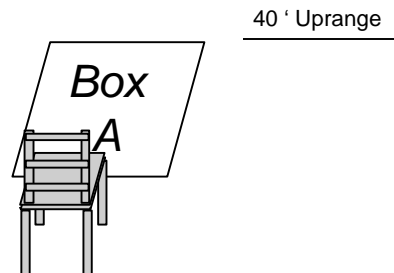
One procedural penalty for each shot fired following missed reload.

SCORING

SCORING: Virginia count, 12 rounds, 60 points
TARGETS: 3 IPSC
SCORED HITS: Best 4 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



20' Uprange



SETUP NOTES:

Targets are set symmetrically about centerline. All targets are 5-feet at the shoulder. T1 and T3 are hard-cover to the middle of the A-zone, as shown.

RO NOTES:

jam 980323b

Rash Rate 3

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	4
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	4
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	4
TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES	
<input style="width: 30px; height: 20px;" type="text"/>	PROCEDURAL (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	NO-SHOOT HIT (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	EXTRA SHOT (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

.

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(3 DECIMAL PLACES)

SHOOTER NUMBER		<div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">Open</div> <div style="border: 1px solid black; display: inline-block; padding: 2px 10px; margin-left: 10px;">Limited</div>	<div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">MAJOR</div> <div style="border: 1px solid black; display: inline-block; padding: 2px 10px; margin-left: 10px;">minor</div>
<div style="border: 1px solid black; width: 60px; height: 60px; margin-bottom: 5px;"></div>	NAME _____	USPSA # _____	

Sheik Yerbouti Tango 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

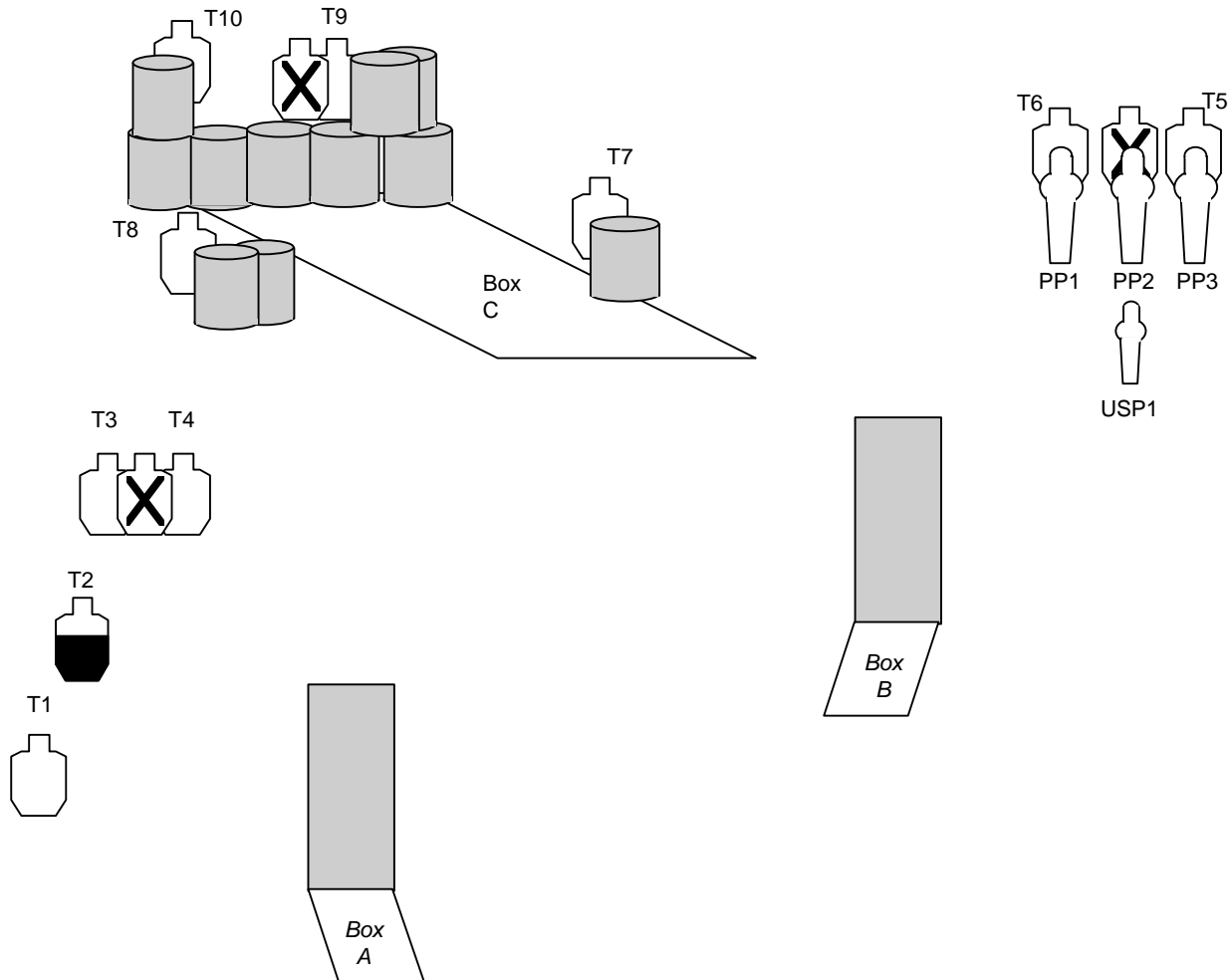
START POSITION: Standing in Box A, both hands flat against barricade A.

STAGE PROCEDURE

On signal, engage T1 - T4 ONLY from Box A; move to Box B and engage T5, T6, USP1, PP1, PP2 and PP3 ONLY from Box B; move to Box C and engage T7 - T10 ONLY from Box C. Targets may only be engaged from within a box.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 IPSC, 3 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Set T5, T6, T7, T8, T9, and T10 at ground level. All other targets are mounted 5' at the shoulder. Target T4 is hard cover up to middle of A-zone. Face Barricade B toward the target array, and set the steel to be at right-angles to Barricade B. All poppers are at least 30 feet from Box B.

jam 980303b

Shoot Sideways 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

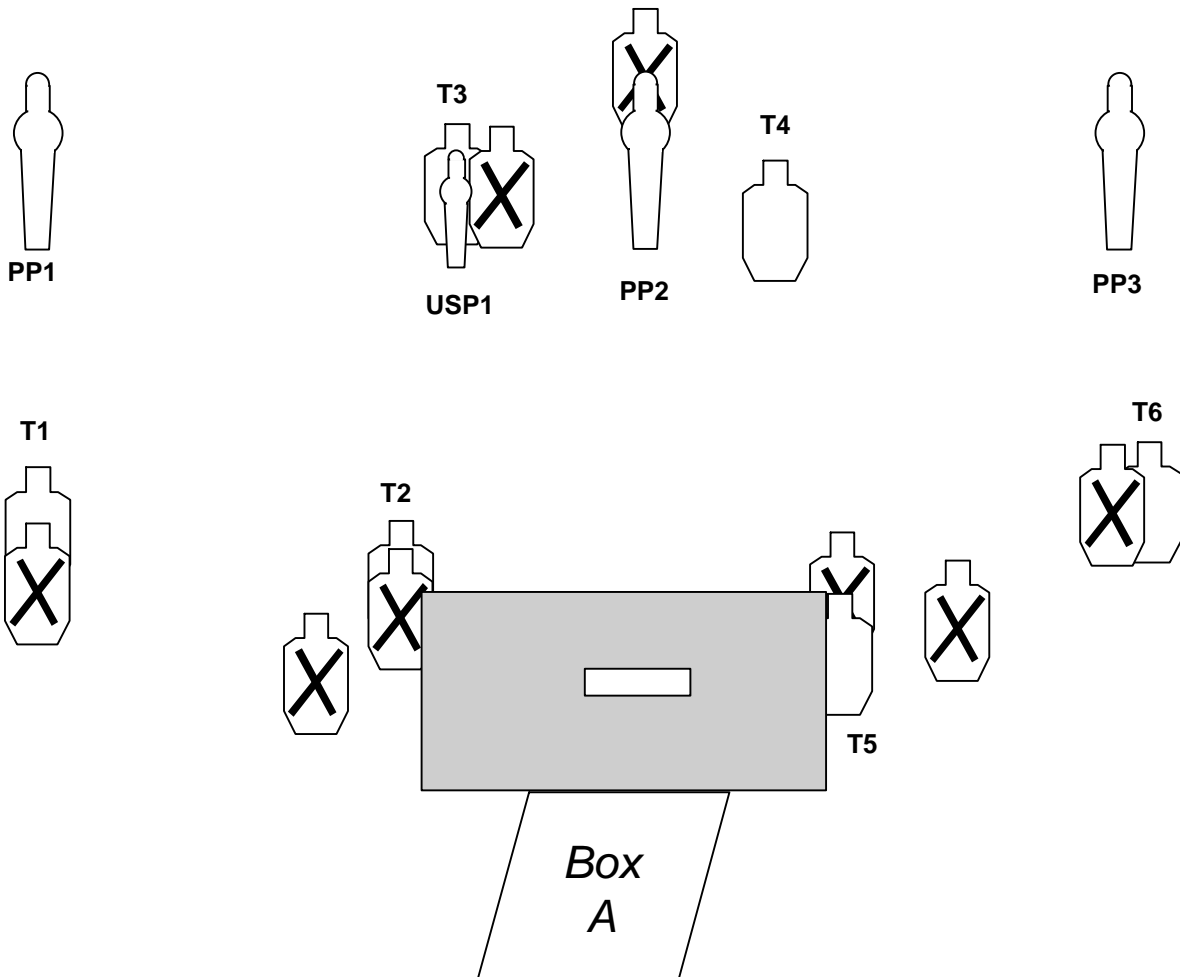
START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A only engage each target in the three target arrays. You must reload whenever switching between target arrays. T1, T2, and PP1 are the left target array, and must be engaged around the left side of the wall only. T3, T4, PP2 and USP1 are the center target array, and must be engaged through the port only. T5, T6 and PP3 are the right target array, and must be engaged around the right side of the wall only.

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 6 IPSC, 3 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: The port is 10" wide by 3" high, and is 4' from the ground. Box A is 3' by 3' and is centered on the 7' wide wall. T2 and T5 are mounted low, and positioned so that they are in front of the wall and engaged with difficulty from around it's sides. T3 is behind USP1 as shown. All other targets are mounted 5' at shoulder.

jam 980303a

Shoot Sideways 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

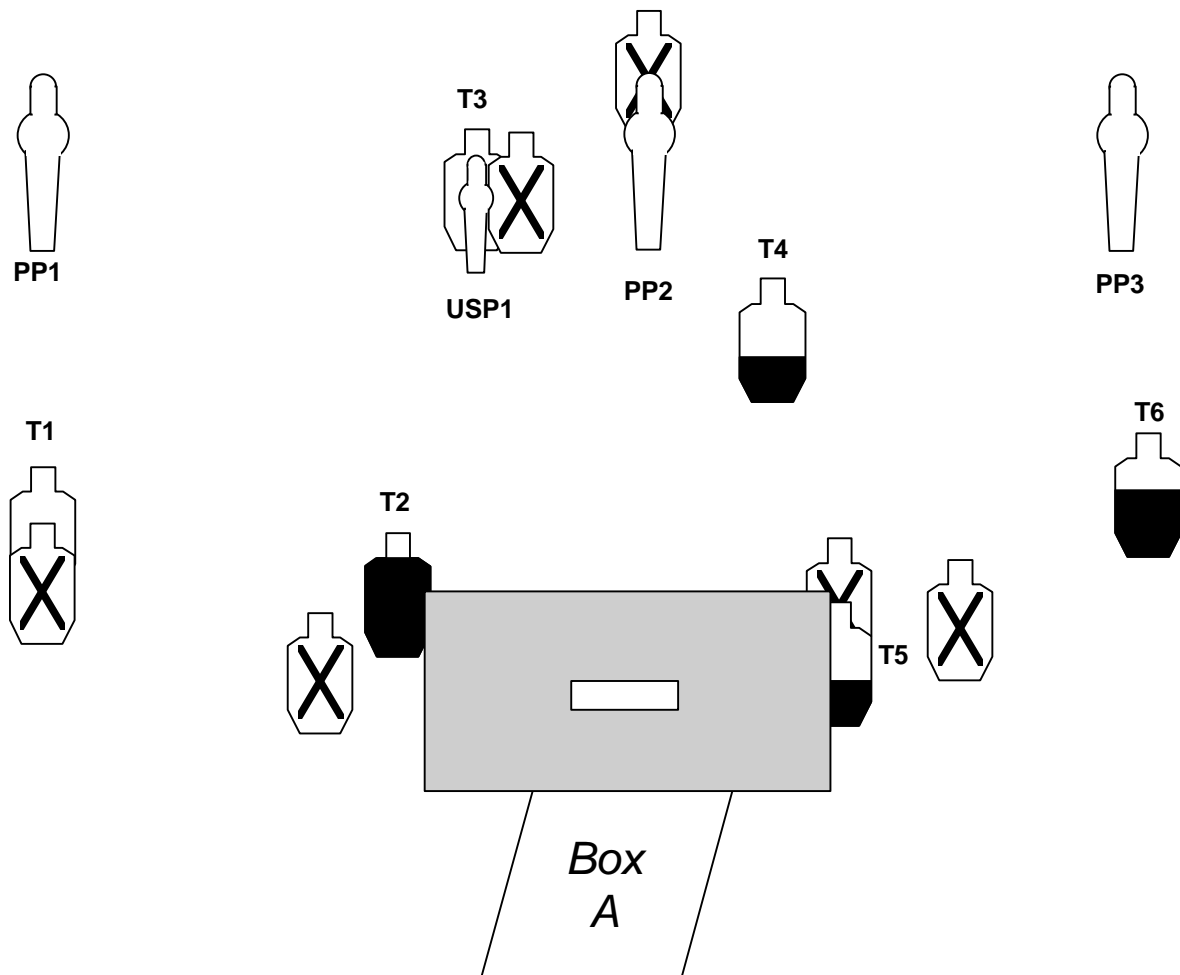
START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A only engage each target in the three target arrays. You must reload whenever switching between target arrays. T1, T2, and PP1 are the left target array, and must be engaged around the left side of the wall only. T3, T4, PP2 and USP1 are the center target array, and must be engaged through the port only. T5, T6 and PP3 are the right target array, and must be engaged around the right side of the wall only.

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 6 IPSC, 3 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: The port is 10" wide by 3" high, and is 4' from the ground. Box A is 3' by 3' and is centered on the 7' wide wall. T2 and T5 are mounted low, and positioned so that they are in front of the wall and engaged with difficulty from around it's sides. T3 is behind USP1 as shown. All other targets are mounted 5' at shoulder.

jam 980323b

Steely Blues 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, both hands flat on the barricade.

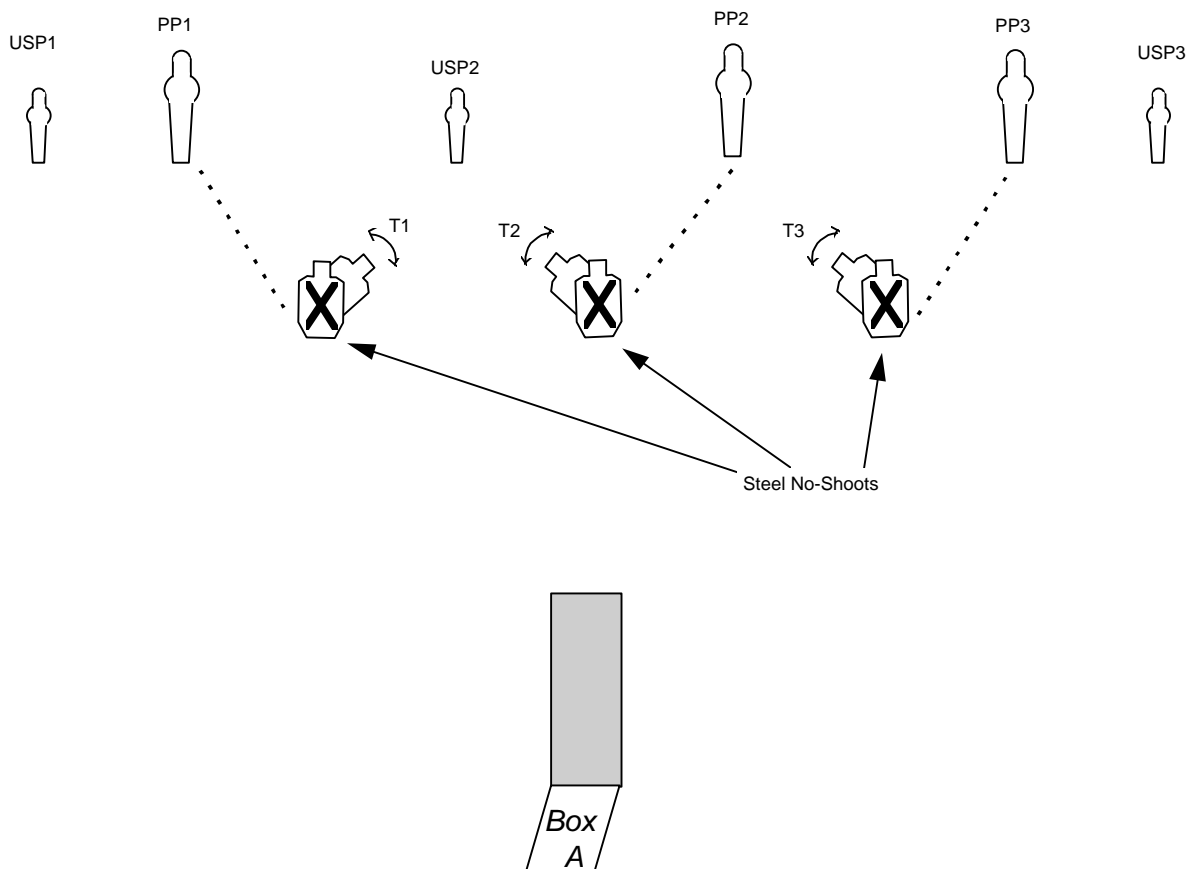
STAGE PROCEDURE

On signal, from box A engage all steel targets ONLY, then perform a mandatory reload, then engage all paper targets with two rounds each. PP1 triggers swinging target T1. PP2 triggers swinging target T2. PP3 triggers swinging target T3.

No targets are disappearing targets: all misses will be penalized. One procedural penalty per shot fired following missed reload. Engaging any target from outside of Box A will be considered unsafe gun handling, and will result in match disqualification (12.01).

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 3 IPSC, 3 PP, 3 USP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Set steel no-shoot targets vertically, at least 10 yards from Box A. Set swinging targets initially exposed as shown. Set all paper targets so that a portion is visible when allowed to settle (i.e. so they are not disappearing targets). Space targets to make maximal use of available bay width. Position T1, T2, and T3 so that they can not all be practically engaged from one side of the barricade.

RO NOTES:

jam 980212a

Steely Blues 1

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Switchback 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

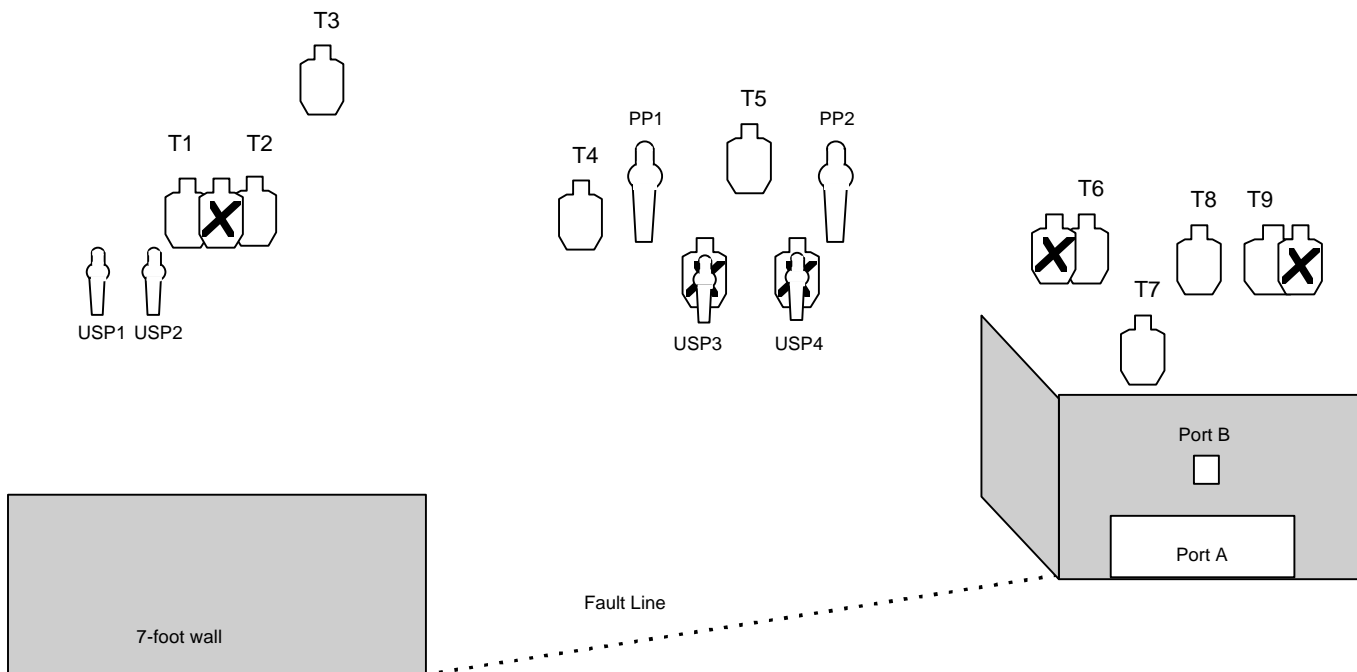
START POSITION: Standing naturally in Box A, facing wall, hands relaxed at sides.

STAGE PROCEDURE

On signal, engage PP1, PP2, USP3, and USP4 from Box A ONLY, and then engage all other targets as visible.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 9 IPSC, 2 PP, 4 USP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



Box A

SETUP NOTES: From Box A only the center group is visible. Left-side wall is as wide as possible to delay shooter access to the left target group. Set T1, T2, T3, USP1, and USP2 to be facing the midpoint of the fault line. Set T4, T5, PP1, PP2, USP3, and USP4 toward Box A. T6, T7, T8, and T9 are 3.5-feet at the shoulder, and are positioned to be engagable through either Port A or Port B and not visible from elsewhere on the course. All other targets are 5-feet at the shoulder. Port A is 3-feet by 2-feet, and is at ground level. Port B is 6-inches by 6 inches with it's bottom at 3.5-feet. Have material for replacement window frames available. All steel at least 30-feet from nearest fault line.

RO NOTES:

Jam 980224d

Switchback 1

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
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"/>	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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

NAME USPSA #

Open Limited MAJOR minor

Switchback 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

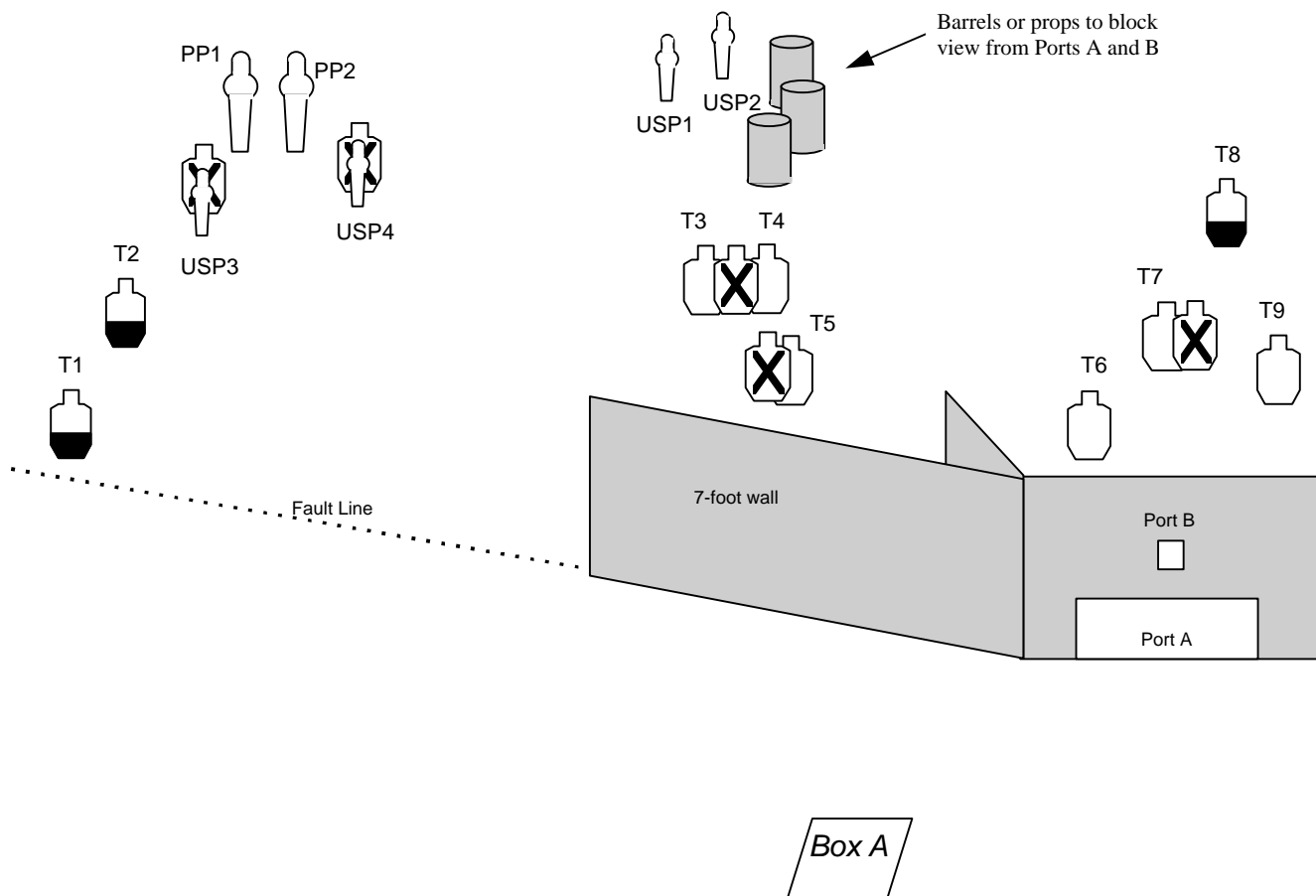
START POSITION: Standing naturally in Box A, facing wall, hands relaxed at sides.

STAGE PROCEDURE

On signal, engage PP1, PP2, USP3, and USP4 from Box A ONLY, and then engage all other targets as visible.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 9 IPSC, 2 PP, 4 USP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: From Box A only the left group is visible. Wall is as wide as possible to delay shooter access to the center target group. Set T3, T4, T5, USP1, and USP2 to be facing the midpoint of the fault line. Set T1, T2, PP1, PP2, USP3, and USP4 toward Box A. T6, T7, T8, and T9 are 3.5-feet at the shoulder, and are positioned to be engagable through either Port A or Port B and not visible from elsewhere on the course. All other targets are 5-feet at the shoulder. Port A is 3-feet wide by 2-feet high, and is at ground level. Port B is 6-inches by 6 inches with it's bottom at 3.5-feet. Have material for replacement window frames available. All steel at least 30-feet from nearest fault line.

RO NOTES:

Jam 980320c

Switchback 2

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
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"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

Ted's Lament 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

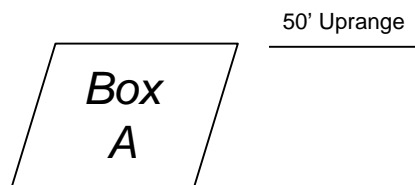
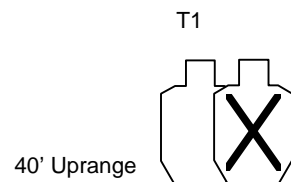
String 1: On signal, draw and engage T1 with two rounds; then perform a mandatory reload and re-engage T1 with two rounds; then perform a mandatory reload and re-engage T1 with two rounds.

String 2: Repeat String 1, but engaging only T2.

NOTE: Procedural penalty per shot fired following skipped reload. All shots must be from Box A.

SCORING

SCORING: Virginia count, 12 rounds, 60 points
TARGETS: 2 IPSC
SCORED HITS: Best 6 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder. T2 is hard cover from the bottom of the A-zone down, as shown.

jam 980323b

Ted's Lament 3

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
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="checkbox"/>	PROCEDURAL (-10 EACH)
<input type="checkbox"/>	NO-SHOOT HIT (-10 EACH)
<input type="checkbox"/>	EXTRA SHOT (-10 EACH)
<input type="checkbox"/>	EXTRA HIT (-10 EACH)

TIME
String 1: <input type="text"/>
String 2: <input type="text"/>
TOTAL TIME <input type="text"/>

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Teeth On Fire

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

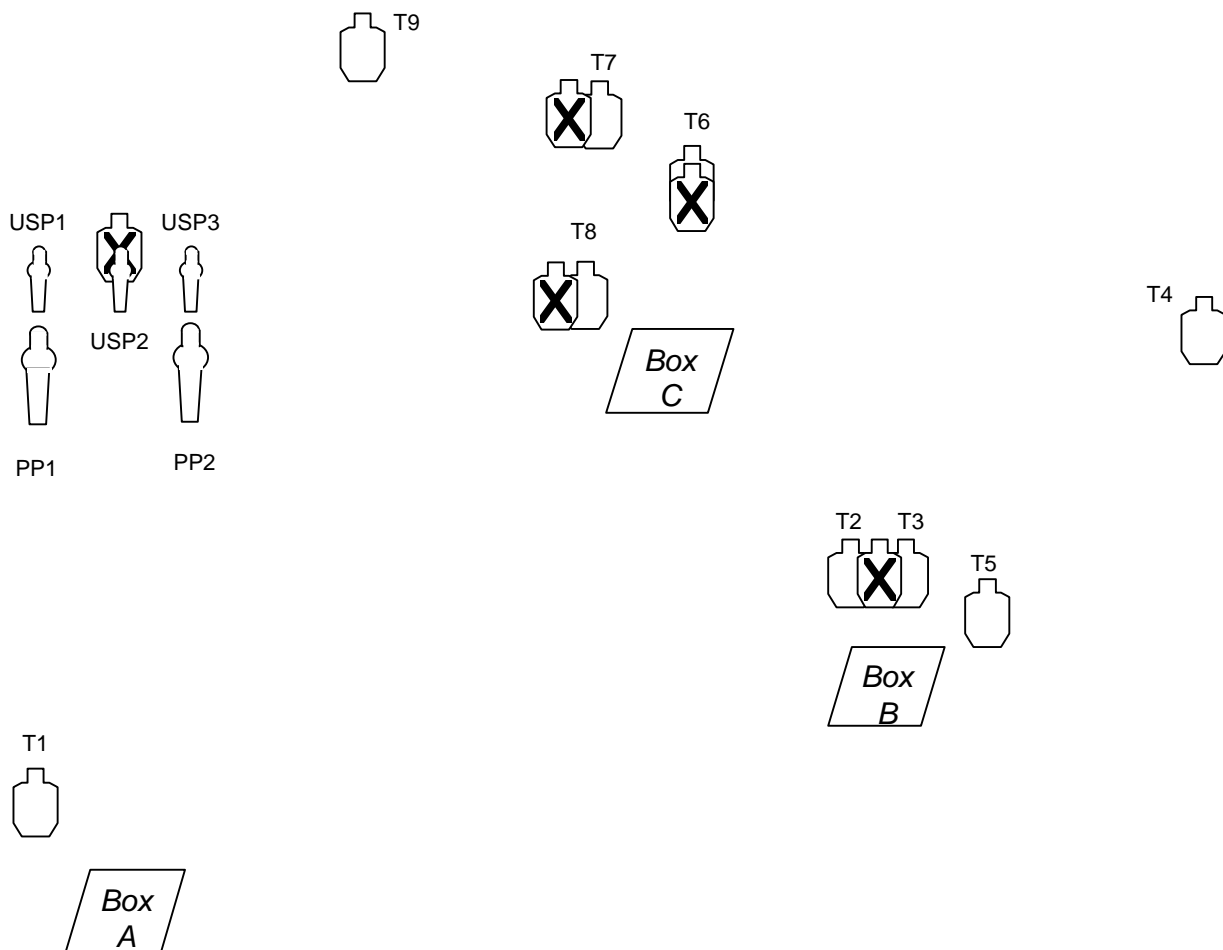
STAGE PROCEDURE

On signal, engage ONLY T1, PP1, PP2, USP1, USP2, and USP3 from Box A. Engage ONLY T2, T3, T4, and T5 from Box B. Engage ONLY T6, T7, T8, and T9 from Box C. Shooter movement must be A - B - C.

Targets may be engaged from within shooting boxes ONLY.

SCORING

SCORING: Comstock, 23 rounds, 115 points
TARGETS: 9 IPSC, 2 PP, 3 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: All targets are five-feet at shoulder. Set PP1 and PP2 so that USP1 and USP3 are hidden behind them when viewed from Box A. Set T1, T2, T3, T5, and T8 very close to their associated shooting box.

jam 980320f

Teeth On Fire

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
STL	<input type="text"/>				<input type="text"/>	5

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	23
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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER	Open	Limited	MAJOR	minor
	<input type="text"/> NAME _____ USPSA # _____			

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

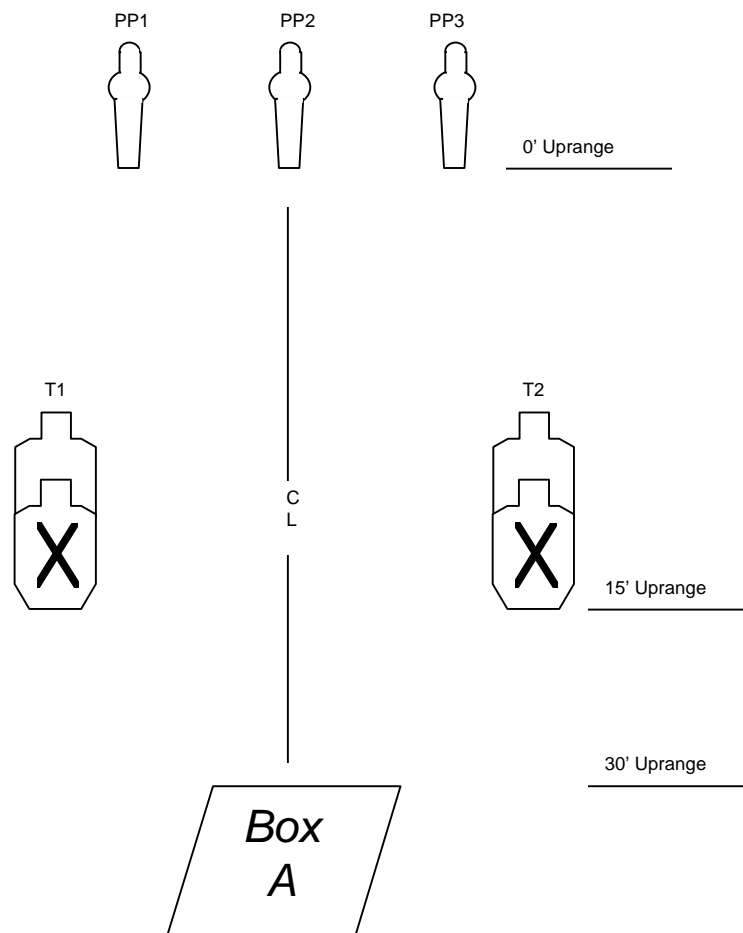
START POSITION: Standing naturally erect in Box A facing downrange, hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A ONLY engage PP1, PP2, and PP3 until down, and T1 and T2 with two rounds each.

SCORING

SCORING: Comstock, 7 rounds, 35 points
TARGETS: 2 IPSC, 3 PP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

T1, and T2 are mounted 5-feet at the shoulder.

RO NOTES:

This stage is intended to be run as the first of the three speed shoot set “This, That, The Other”

jam 980312f

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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"/>	3
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	7
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

NAME _____ USPSA # _____

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

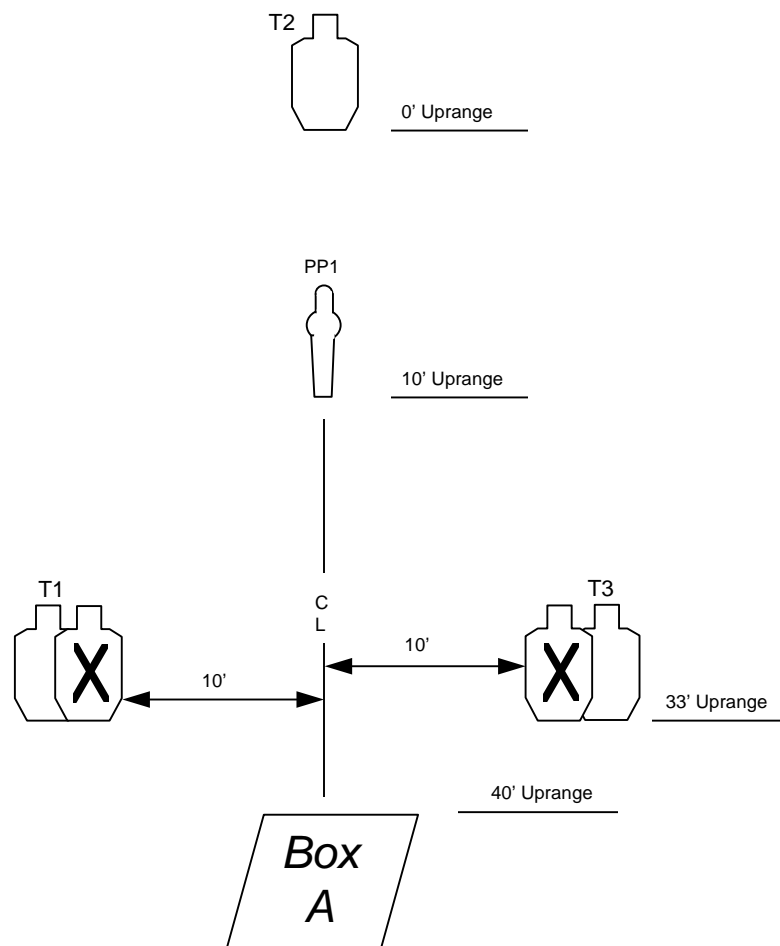
START POSITION: Standing naturally erect in Box A facing downrange, hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A ONLY engage T1 , T2, and T3 with two rounds each and PP1 until down.

SCORING

SCORING: Comstock, 7 rounds, 35 points
TARGETS: 3 IPSC, 1 PP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

T1, T2, and T3 are mounted 5-feet at the shoulder. A-zones are fully exposed on T1 and T3.

RO NOTES:

This stage is intended to be run as the second of the three speed shoot set "This, That, The Other"

jam 980312e

The Other

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing naturally in Box A, facing downrange with hands relaxed at sides.

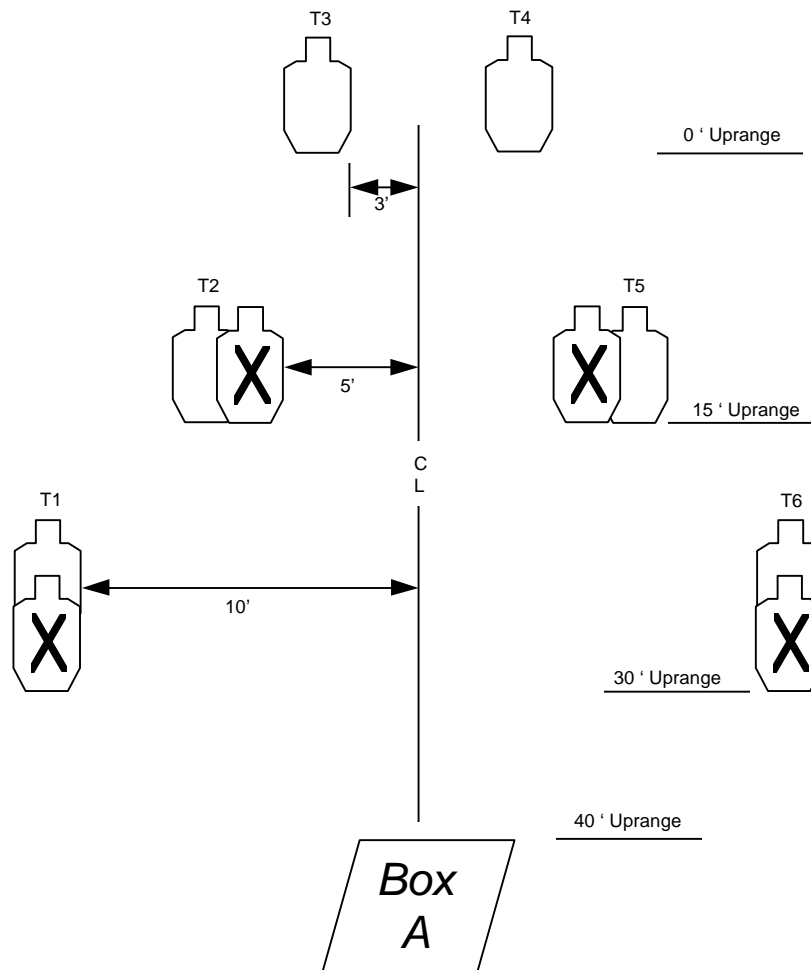
STAGE PROCEDURE

On signal, from Box A engage targets with one round each, perform a mandatory reload, and re-engage targets with one round each.

One procedural penalty for each shot fired following missed reload.

SCORING

SCORING: Virginia count, 12 rounds, 60 points
TARGETS: 6 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



SETUP NOTES:

Targets are set symmetrically about centerline. T1 through T6 are 5-feet at the shoulder.

RO NOTES:

This stage is intended to be run as the third of the three speed shoot set “This, That, The Other”

jam 980312e

The Other

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Triploblastic

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing facing uprange, both hands on barrel. Loaded gun is flat upon the towel on the table, pointed downrange.

STAGE PROCEDURE

Triploblastic: *adj.*: having three primary germ layers.

On signal, engage T1, T2, T3, PP1 and PP2 from behind the table **ONLY**, and all other targets as visible.

SAFETY NOTE: Engaging PP1 or PP2 from a position forward of the table will be considered unsafe gun handling, and will result in match disqualification (Rule 12.01).

SCORING

SCORING: Comstock, 24 rounds, 120 points

TARGETS: 11 IPSC, 2 PP

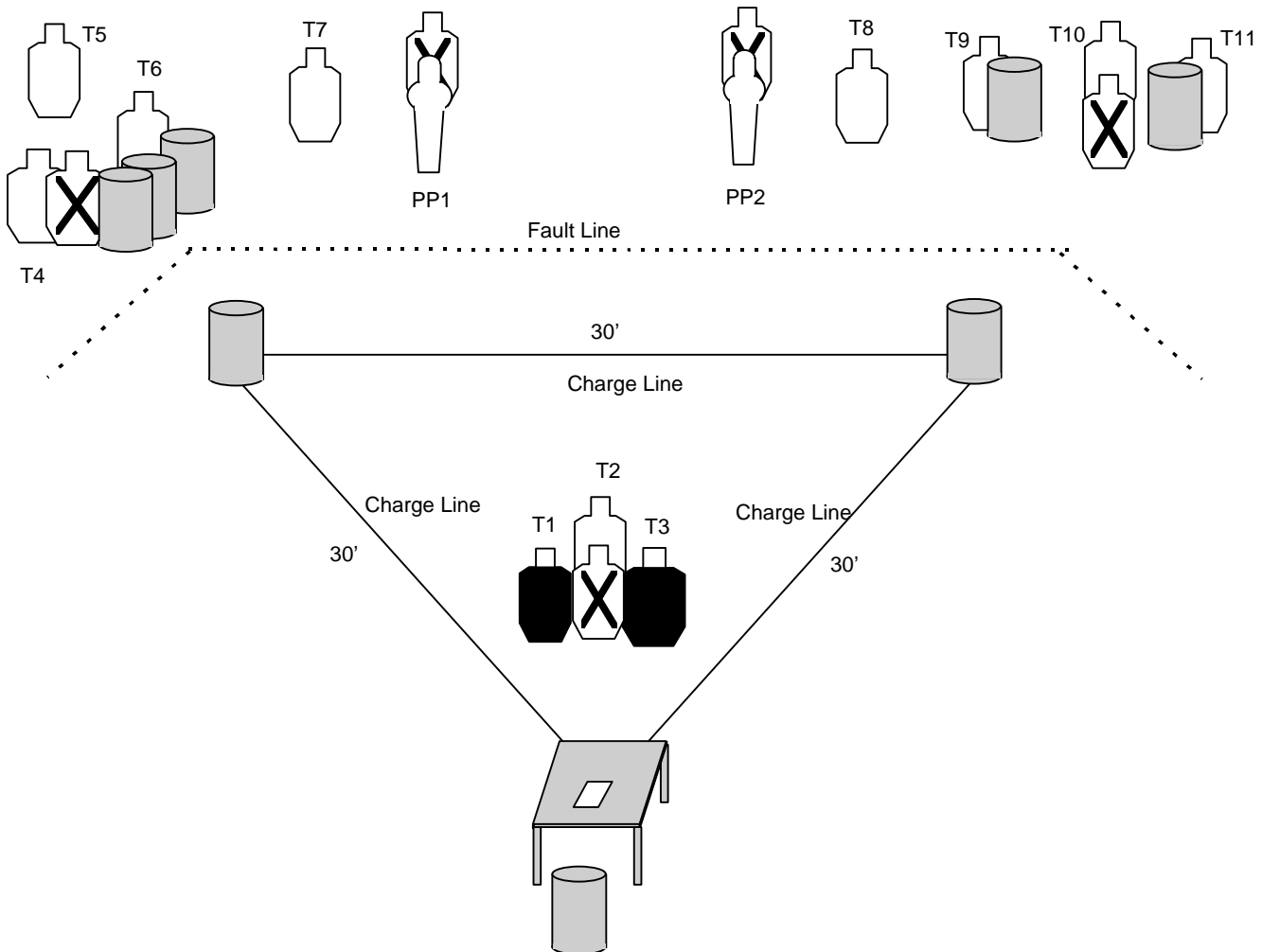
SCORED HITS: Best 2 per IPSC, KD = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: T1, T3, T4, T6, T9, and T11 are mounted low (ground level or slightly higher). All other targets are 5' at shoulder. Charge lines should prevent shoot access to the center of the triangle.

jam 980224e

Triploblastic

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<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"/>	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 =

(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Twist 'N Pout 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

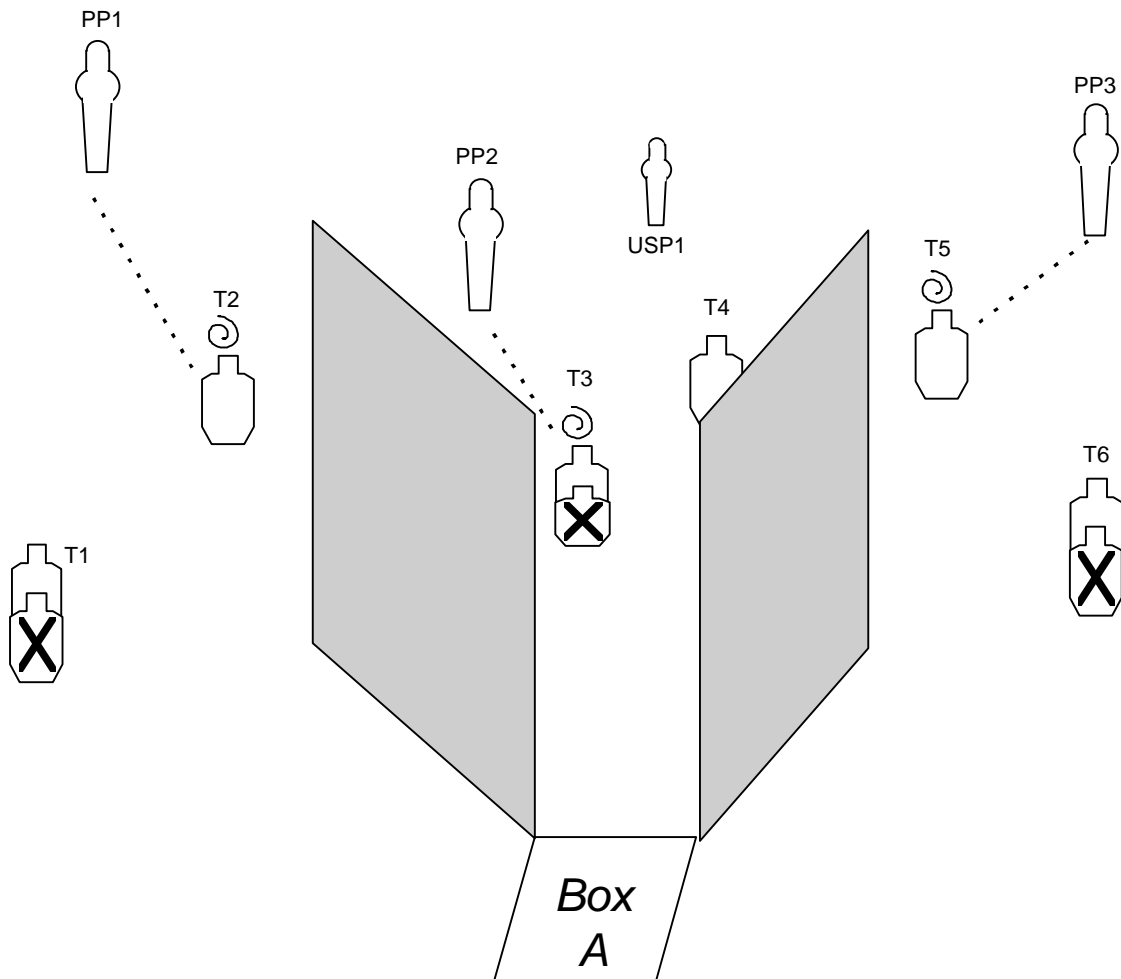
START POSITION: Standing in Box A facing downrange, hands relaxed naturally at sides.

STAGE PROCEDURE

On signal, engage the targets in one target group (left, center, or right), perform a mandatory reload, engage the targets in a second target group, perform a mandatory reload, and engage the targets in the third target group. You may freely switch from group-to group after the second mandatory reload for make-up shots. PP1 triggers gravity twister T2. PP2 triggers gravity twister T3. PP3 triggers twister T5. T2, T3 and T5 are disappearing targets: misses will not be penalized. All shooting from Box A.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 6 IPSC, 3 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: Both walls are 7' high. All targets are 5' at shoulder.

Twist 'N Pout 3

TGT A B C D M GT/M

USE NUMBERS - NOT HASH MARKS

T1	<input type="text"/>	<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"/>	<input type="text"/>	2
T3	<input type="text"/>	<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"/>	<input type="text"/>	2
T5	<input type="text"/>	<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"/>	<input type="text"/>	2
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4

TOTAL **16**

MAJ X5 X4 X4 X2 X-10 0
 MIN X5 X3 X3 X1 X-10 0

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
 (3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Two Door Coup

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass, OH

START POSITION: Standing in Box A, hands relaxed at sides.

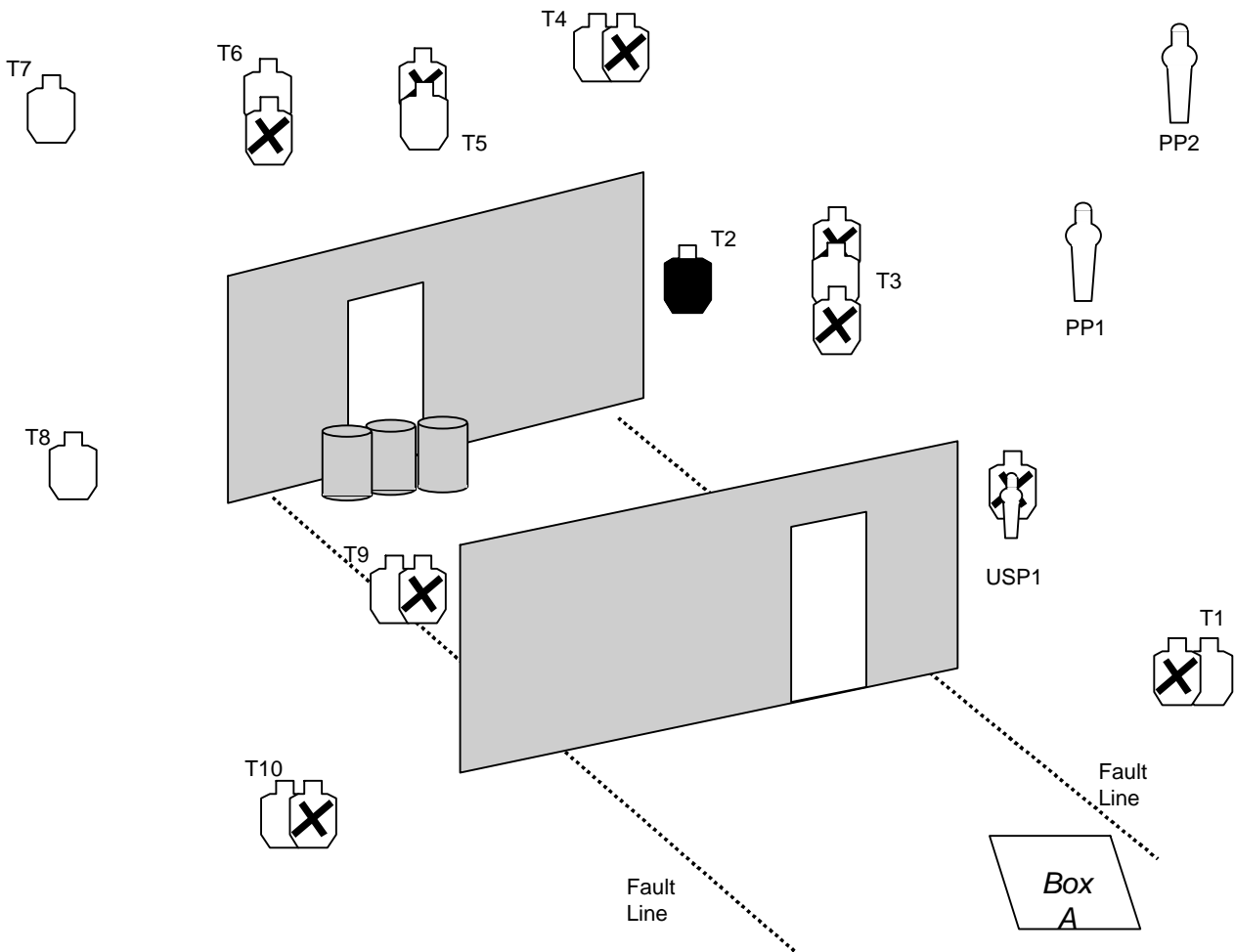
STAGE PROCEDURE

On signal, engage PP1, PP2 and USP1 from Box A ONLY and all other targets as they are visible from within the fault lines. The threshold of the doorway is not a fault line.

SAFETY NOTE: Engaging USP1 from outside of Box A will be considered unsafe gun handling, and will result in match disqualification (12.01).

SCORING

SCORING: Comstock, 23 rounds, 115 points
TARGETS: 10 IPSC, 2 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

From Box A, only PP1, PP2, USP1, T1 and T10 are visible. Walls are seven feet high. All targets are 5-feet at shoulder. Place barrels blocking passage through front doorway. Fault lines are at least two feet inside the outside edge of the walls.

RO NOTE:

jam 980224d

Two Door Coup

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
T10	<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"/>	23
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

TIME

TOTAL TIME

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

Wag The Dogma 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

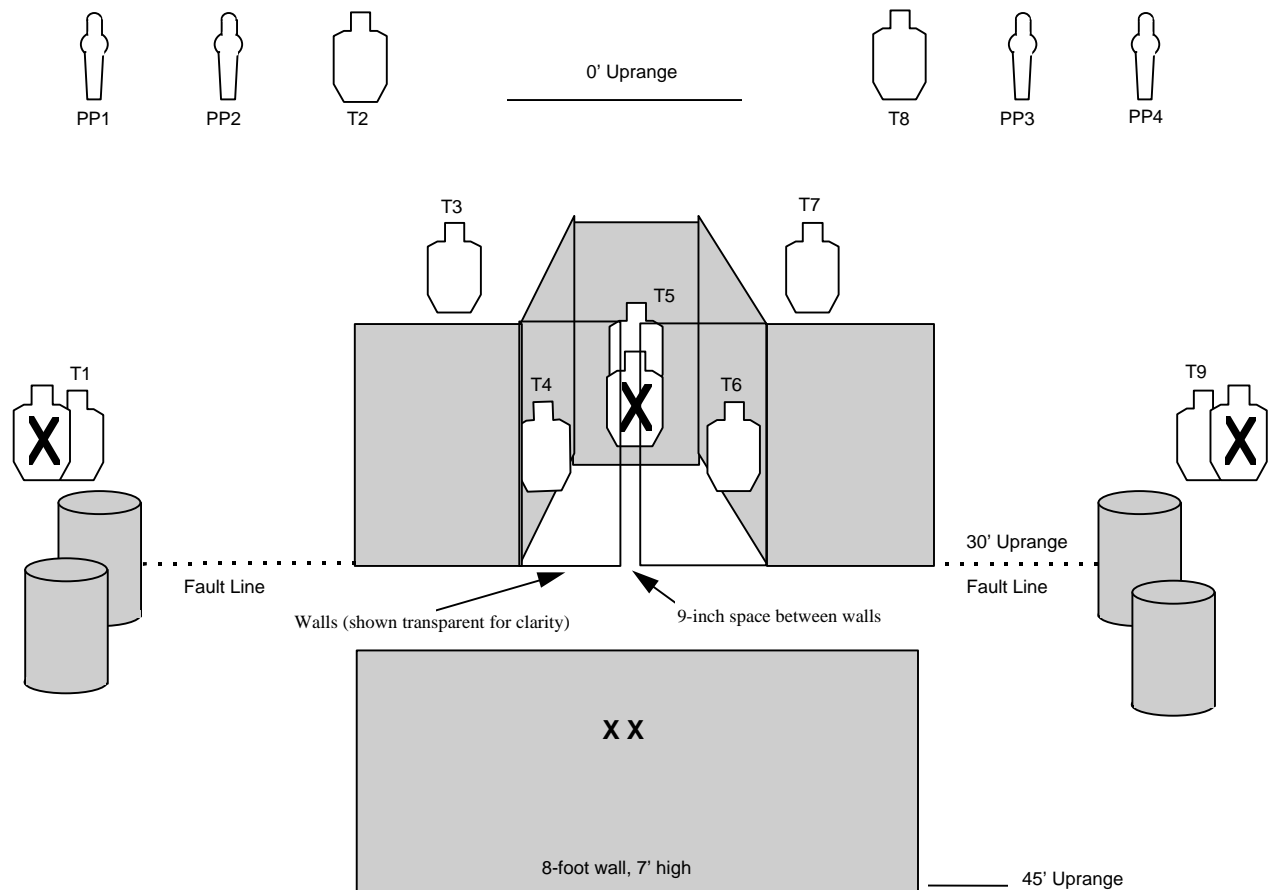
START POSITION: Standing at the wall, each hand on an 'X'.

STAGE PROCEDURE

On signal, engage all targets as they are visible.

SCORING

SCORING: Comstock, 22 rounds, 110 points
TARGETS: 9 IPSC, 4 PP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

All targets are 5 feet at the shoulder, except T4 and T6 which are at ground level. T4, T5, and T6 are mounted flush with their related walls, which form a U-shaped alcove 6' x 6'. The front walls (shown as transparent, but in actuality solid) have a 9" gap at the center to allow shooter access to T4, T5, and T6. Adjust uprange target locations to prevent shoot-through situations. PP1 and PP2 are visible only from the left side of the alcove; PP3 and PP4 are visible only from the right side.

RO NOTES: Due to limited visibility, use extra care to assure that the range is clear prior to starting shooter!

jam 980225f

Wag The Dogma 1

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
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"/>	22
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

Zap Xenu

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

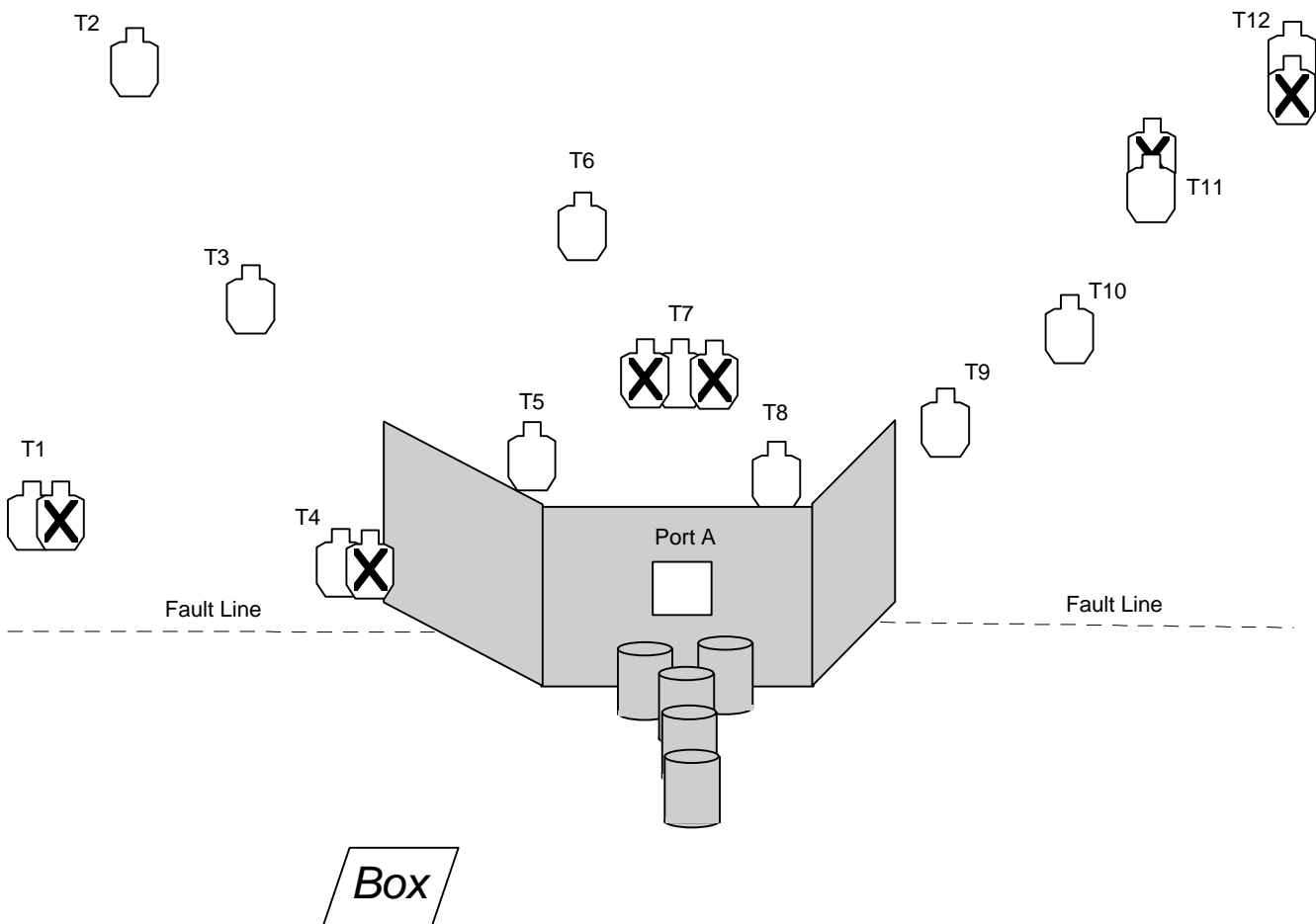
START POSITION: Standing in Box, facing uprange, both hands on top of head.

STAGE PROCEDURE

On signal, turn, draw and engage all targets as they are visible.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 12 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Walls are 7-feet high. Port A is 2-foot square and begins 4-feet from ground. Targets T4, T5, and T8 are mounted close to the ground. All other targets are mounted 5' at the shoulder. Targets T5 - T8 are visible only through Port A: T5 is visible only from the right side of the barrels through Port A; T8 is visible only from the left side of the barrels through Port A. Place barrels under Port A to prevent shooter from approaching close to the port.

RO SAFETY NOTE: Because of limited visibility, extreme care must be exercised to guarantee that the range is clear prior to starting each shooter!

jam 980320f

TGT	A	B	C	D	M	
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
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

USE NUMBERS - NOT HASH MARKS

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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Zap Xenu 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box, facing uprange, both hands on top of head.

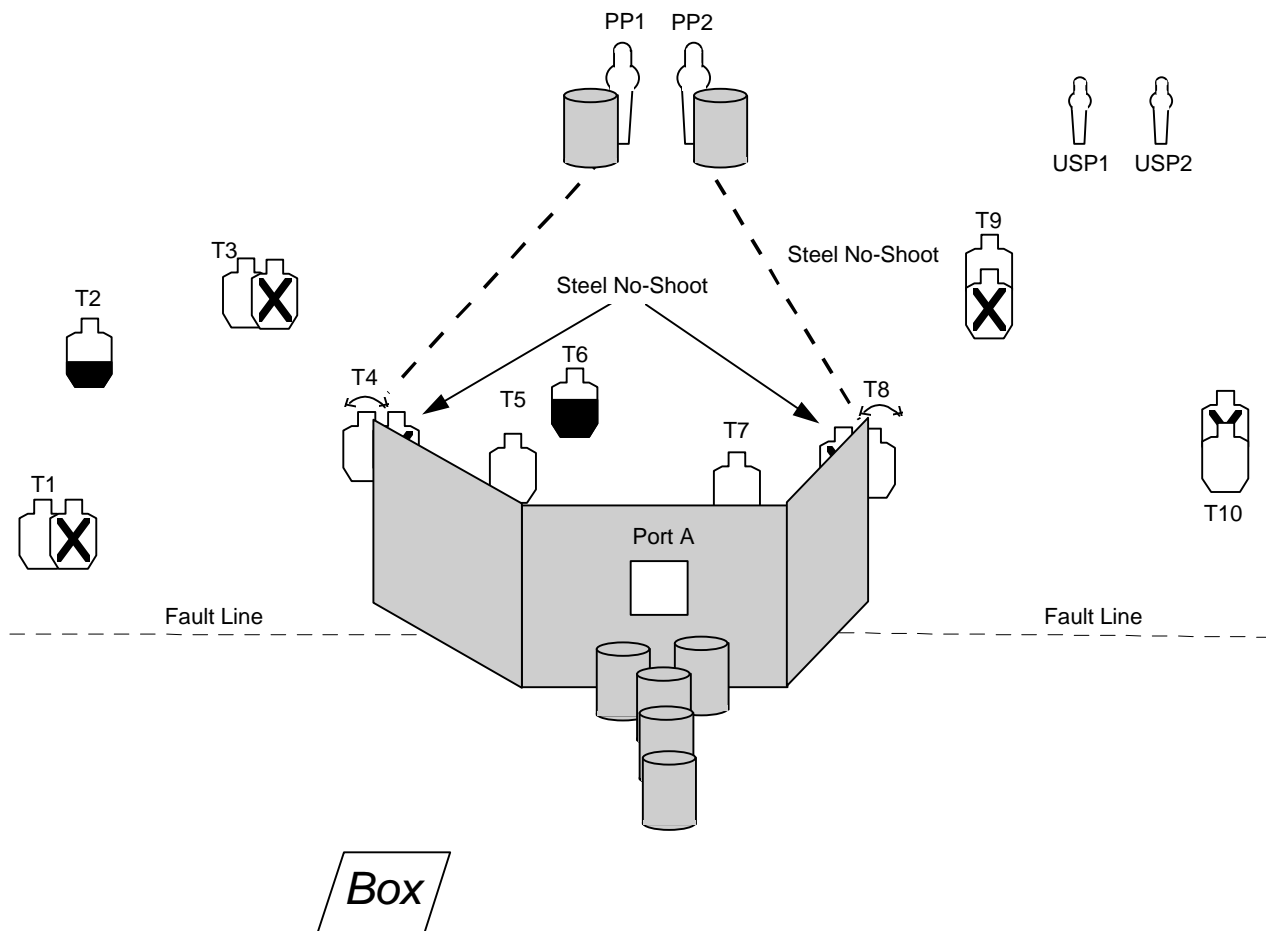
STAGE PROCEDURE

On signal, turn, draw and engage all targets as they are visible.

PP1 triggers swinging target T4; PP2 triggers swinging target T8. T4 and T8 are not disappearing targets.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 IPSC, 2 PP, 2 USP
SCORED HITS: Best 2 per IPSC; KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Walls are 7-feet high. Port A is 2-foot square and begins 4-feet from ground. Targets T5, T7, and T10 are mounted close to the ground. All other targets are mounted 5' at the shoulder. Targets T5, T6, T7, PP1 and PP2 are visible only through Port A: T5 is visible only from the right side of the barrels through Port A; T7 is visible only from the left side of the barrels through Port A. Place barrels or other obstructions under Port A to prevent shooter from approaching close to the port. T4 and T8 are initially hidden behind steel no-shoots inside the walls, and are not engageable from Port A..

RO SAFETY NOTE:

Because of limited visibility, extreme care must be exercised to guarantee that the range is clear prior to starting each shooter!

jam 980320c

Zap Xenu 2

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Steel	<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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

5 To 30 Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

String 1: From Box on signal, engage T1-T6 with one round each *freestyle*, perform a mandatory reload, and engage T1-T6 with one round each *freestyle*.

String 2: From Box on signal, engage T1-T6 with one round each *freestyle*, perform a mandatory reload, and engage T1-T6 with one round each *strong hand only*.

String 3: From Box on signal, engage T1 - T6 with one round each *freestyle*, perform a mandatory reload, and engage T1-T6 with one round each *weak hand only*.

One procedural penalty for each shot fired following missed reload.

SCORING

SCORING: Virginia Count, 36 rounds, 180 points

TARGETS: 6 IPSC

SCORED HITS: Best 6 per target

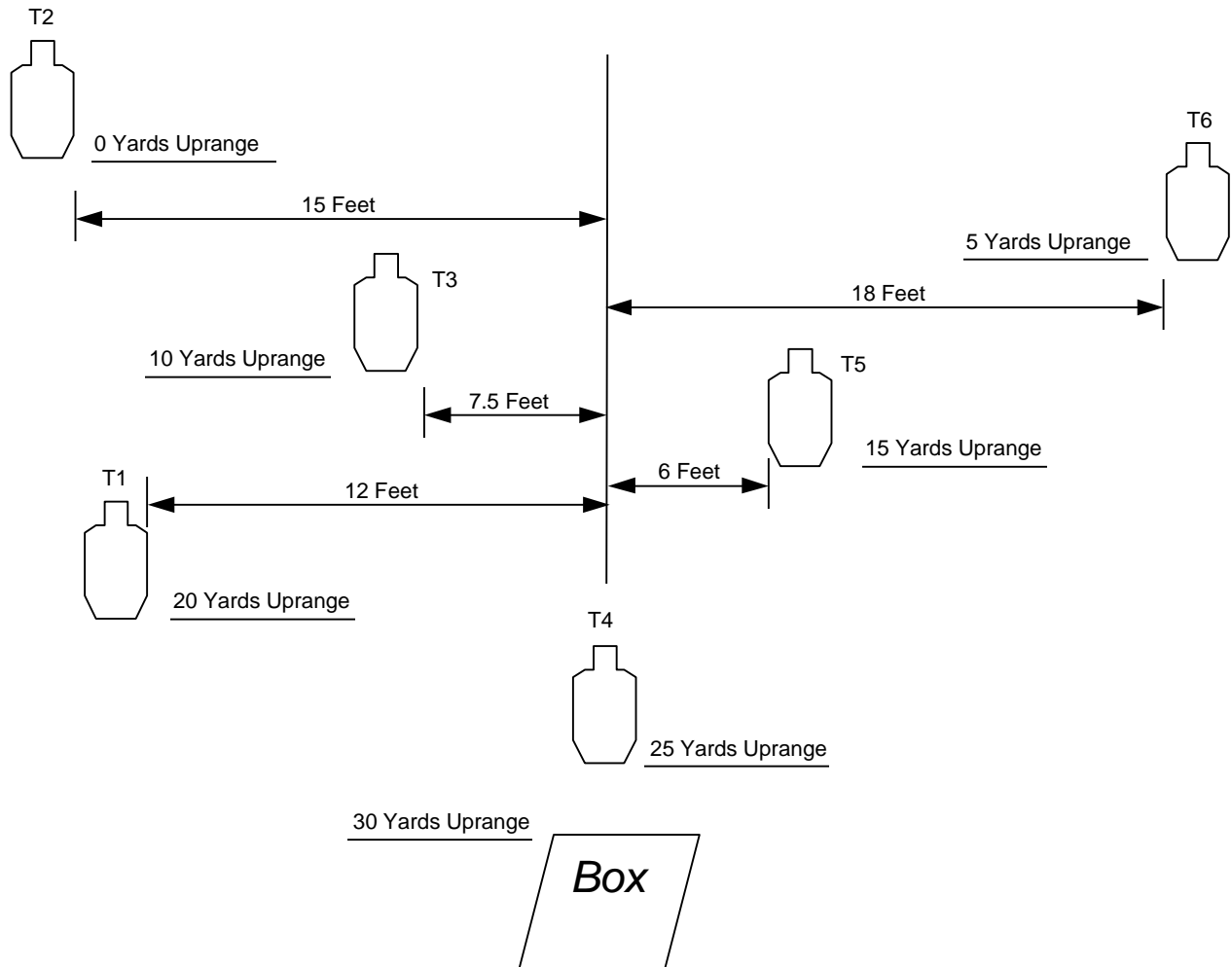
START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Extra shot. -10

Extra hit. -10

Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder.

Jam 980320d

5 To 30 Standards

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
T4	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
T5	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
T6	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6
TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	36
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:

String 3:

TOTAL TIME

STATS ONLY	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	=	<input style="width: 30px; height: 20px;" type="text"/>
	MINUS PENALTIES OF						<input style="width: 30px; height: 20px;" type="text"/>
	EQUALS TOTAL SCORE						<input style="width: 30px; height: 20px;" type="text"/>
	DIVIDED BY TIME OF						<input style="width: 30px; height: 20px;" type="text"/>
	HIT FACTOR =						<input style="width: 30px; height: 20px;" type="text"/>
	(3 DECIMAL PLACES)						<input style="width: 30px; height: 20px;" type="text"/>

SHOOTER NUMBER <input style="width: 100%; height: 40px;" type="text"/>	<div style="border: 1px solid black; padding: 2px; display: inline-block; margin-right: 10px;">Open</div> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-right: 10px;">Limited</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">MAJOR</div> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-left: 10px;">minor</div>	
<input style="width: 100%; height: 40px;" type="text"/>	NAME _____ USPSA # _____	

10-20-30 Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

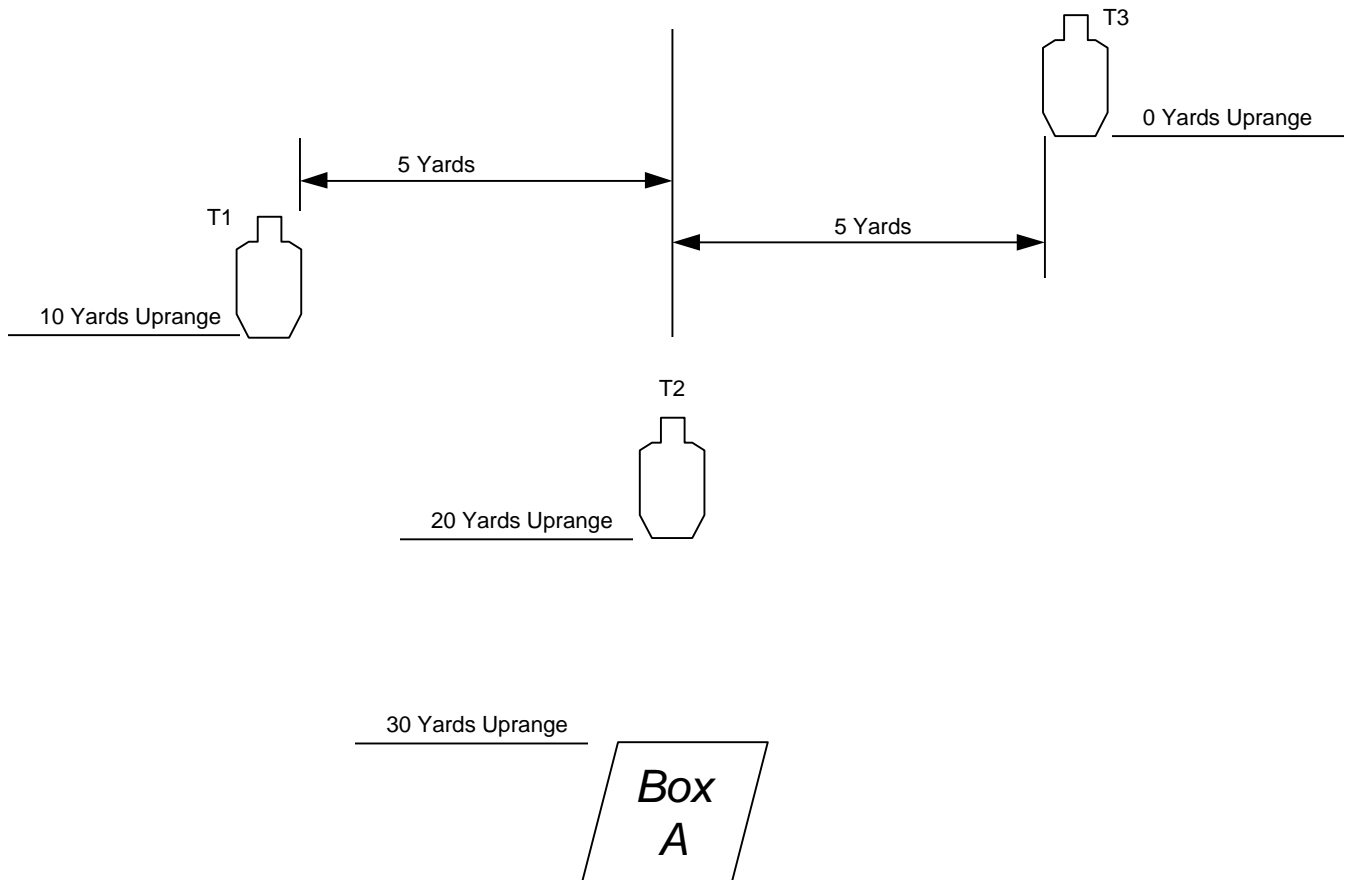
String 1: From Box A on signal, engage T1 - T3 with two rounds each *freestyle*; perform a mandatory reload and re-engage T1-T3 with two rounds each *strong hand only*.

String 2: From Box A on signal, engage T1-T3 with two rounds each *freestyle*, perform a mandatory reload and re-engage T1-T3 with two rounds each *weak hand only*.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 24 rounds, 120 points
TARGETS: 3 IPSC
SCORED HITS: Best 8 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

All targets are 5-feet at the shoulder.

jam 980312d

10-20-30 Standards

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
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	

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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open

Limited

MAJOR

minor

NAME _____

USPSA # _____