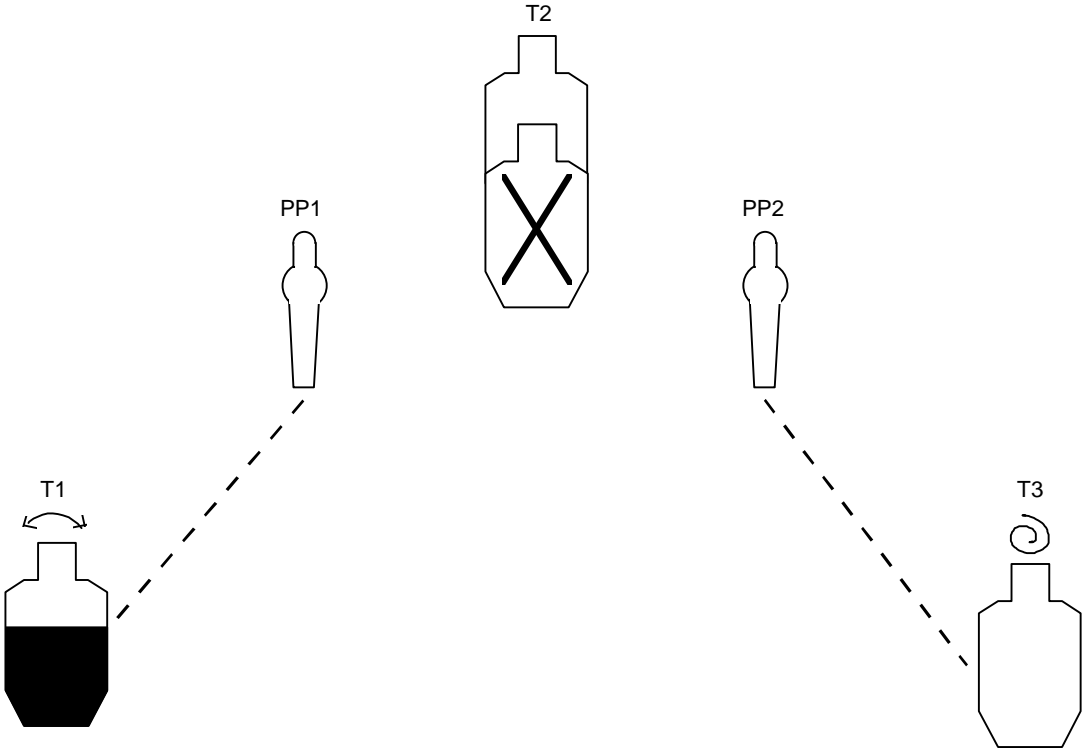


Unofficial Sourcebook Of USPSA National Championship Courses

Volume 1: 1985 - 1990



Edited By
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NROI/CRO

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If you have corrections, comments, or other suggestions, please contact me by email at the address above.

Although the courses of fire in this Sourcebook are based on those originally produced for USPSA National Championship matches, this Sourcebook was not produced by and is not the responsibility of the United States Practical Shooting Association (USPSA) or the International Practical Shooting Confederation (IPSC).

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Unofficial Sourcebook of USPSA National Championship Courses

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This *Sourcebook* contains IPSC courses of fire based upon those which have been used in USPSA National Championship matches between 1985 and 1990. I have selected the courses of fire which were most amenable to being used at a local club match. Modifications were made to bring stages into compliance with current USPSA/IPSC rules, to make a stage more usable at local club matches, and to correct apparent errors in the stage description in the match booklet distributed to the shooters at the match.

In this volume you will find 25 copier-ready courses of fire, each with an associated scoresheet: 12 Field Courses, 10 Speed Shoots, and 3 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).

Concerning the props and target stands used in these designs: there are some steel no-shoots, twisters, and swingers specified, which may not be available at all clubs. Replacing specified 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 USPSA Classifier stages in the National Classification Course Book, although usually no dimensions are provided on most of these 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 (rule 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. These tools may be downloaded from my web site.

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 on my web page.

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.

I'd like to acknowledge the contributions of USPSA President Andy Hollar, who has made his collection of Nationals match programs available to me for an extended period. Any errors are mine.

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

This *Unofficial Sourcebook of USPSA National Championship Courses* is available for download from my website at <http://www.netexp.net/~jmaass>. Also available at present are the *Unofficial Sourcebook of USPSA/IPSC Courses of Fire* (81 courses of fire), *Field Course Supplement #1* (16 Field Courses), and the *Speed Shoot and Standards Supplement #1* (15 Speed Shoots and Standard Exercises).

Unofficial Sourcebook of USPSA National Championship Courses

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1985 USPSA NATIONALS: Phoenix Arizona

Stage Name	Scoring	# Rounds	Course Type	Designer
Activator (Modified)	Comstock	9	Speed Shoot	Unknown, (Mods: Jeff Maass)
Corridor Assault	Comstock	19	Field Course	Unknown
Double Door Dilemma	Comstock	22	Field Course	Unknown
Hard and Soft	Comstock	16	Field Course	Unknown
Virginia Drill	Virginia Count	36	Standard Exercise	Unknown

1986 USPSA NATIONALS: Dallas Texas

Stage Name	Scoring	# Rounds	Course Type	Designer
Standards 1986 (Modified)	Virginia Count	19	Standard Exercise	Unknown, (Mods: Jeff Maass)
Hamilton Harassment	Comstock	18	Field Course	Unknown
Too Close For Comfort (Modified)	Comstock	8	Speed Shoot	Unknown, (Mods: Jeff Maass)
Wall To Wall	Comstock	20	Field Course	Unknown

1987 USPSA NATIONALS: Barry Illinois

Stage Name	Scoring	# Rounds	Course Type	Designer
Bop Bop Bing II (Modified)	Comstock	9	Speed Shoot	US Nat'l '87 Design Team (Mods: Jeff Maass)
Jungle Gym	Comstock	24	Field Course	US Nat'l '87 Design Team
One For The Money (Modified)	Comstock	15	Speed Shoot	US Nat'l '87 Design Team (Mods: Jeff Maass)
Standards 1987	Fixed Time	36	Standard Exercise	US Nat'l '87 Design Team
Stretch Limo (Modified)	Comstock	20	Speed Shoot	US Nat'l '87 Design Team (Mods: Jeff Maass)

1988 USPSA NATIONALS: Barry Illinois

Stage Name	Scoring	# Rounds	Course Type	Designer
Double Trouble	Comstock	12	Field Course	US Nat'l '88 Design Team
Hose Down (Modified)	Comstock	6	Speed Shoot	US Nat'l '88 Design Team (Mods: Jeff Maass)
Night Moves (Modified)	Comstock	18	Field Course	US Nat'l '88 Design Team (Mods: Jeff Maass)
Shifting Gears	Comstock	12	Field Course	US Nat'l '88 Design Team

1989 USPSA NATIONALS: Barry Illinois

Stage Name	Scoring	# Rounds	Course Type	Designer
Doorway Drills	Comstock	10	Speed Shoot	US Nat'l '89 Design Team
Servicios Averiado II	Comstock	12	Speed Shoot	Adapted from '89 Lever Arms
Speed Kills (Modified)	Comstock	12	Speed Shoot	US Nat'l '89 Design Team (Mods: Jeff Maass)

1990 USPSA NATIONALS: Barry Illinois

Stage Name	Scoring	# Rounds	Course Type	Designer
The Chameleon	Comstock	18	Field Course	Adapted from Zimbabwe PSA
The Exchange	Comstock	18	Field Course	Adapted from Don Gabrovich
Montezuma's Revenge	Comstock	6	Speed Shoot	Adapted from Sid Wastitis
Slot Match	Comstock	18	Field Course	Adapted from Gary Hinkeldey

Activator (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1985 US Nationals;
Modifications by Jeff Maass L-1192

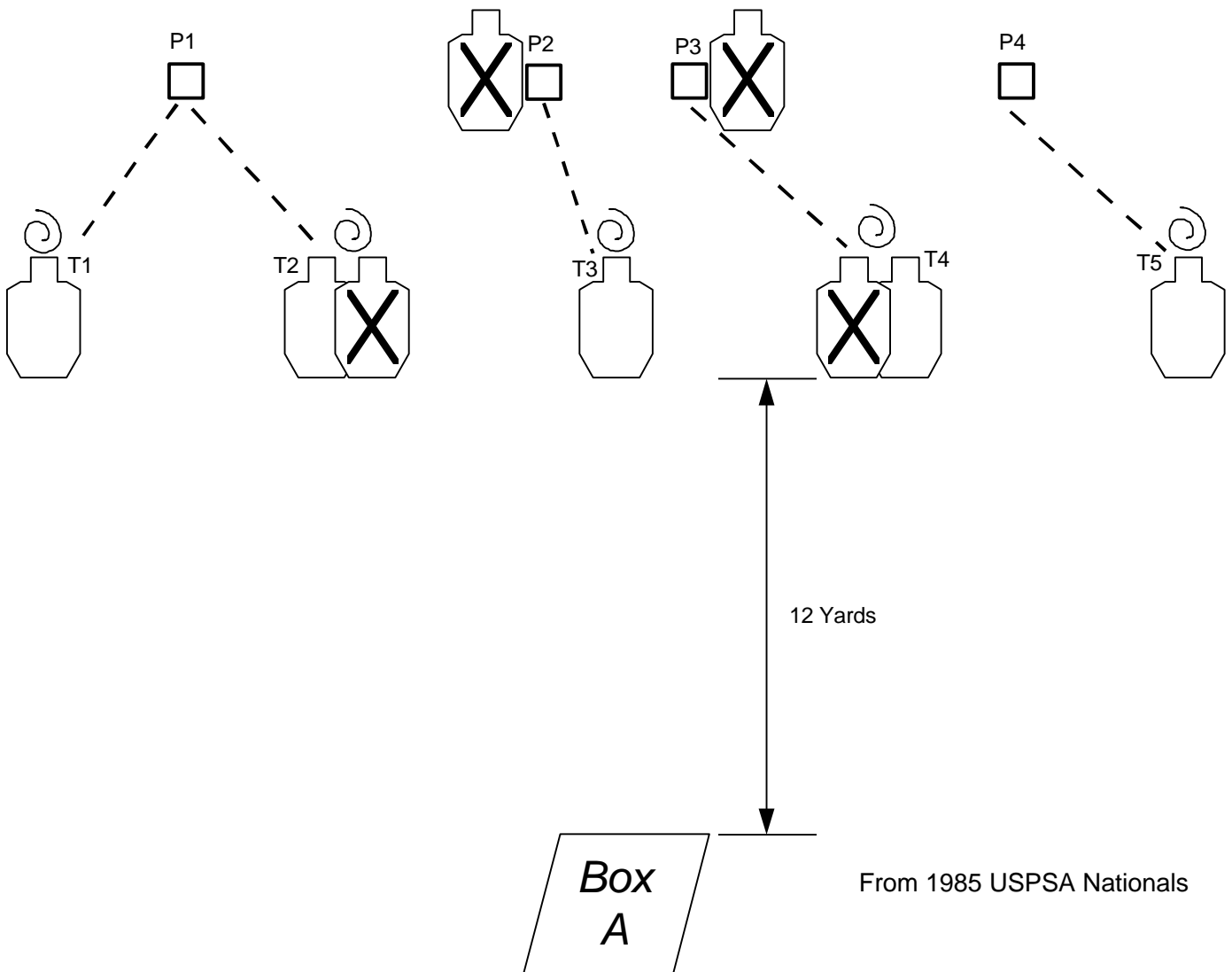
START POSITION: Standing in Box A, hands hanging loosely at sides, toes touching front of box.

STAGE PROCEDURE

On signal, engage P1, P2, P3, P4, and T1 - T5 from Box A only. Knocking down each 6" plate will cause the associated paper target(s) to appear. Best single hit on paper will score.

SCORING

SCORING: Comstock, 9 rounds, 45 points
TARGETS: 5 IPSC, 4 6" Square Plates
SCORED HITS: Best 1 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: T2 and T4 turn with their associated no-shoots. All paper targets are initially turned away from shooter and appear when activated. They stay exposed after activation.

jam 980417a

Activator (Modified)

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"/>	1
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
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"/>	9
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 # _____

Corridor Assault

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1985 USPSA Nationals

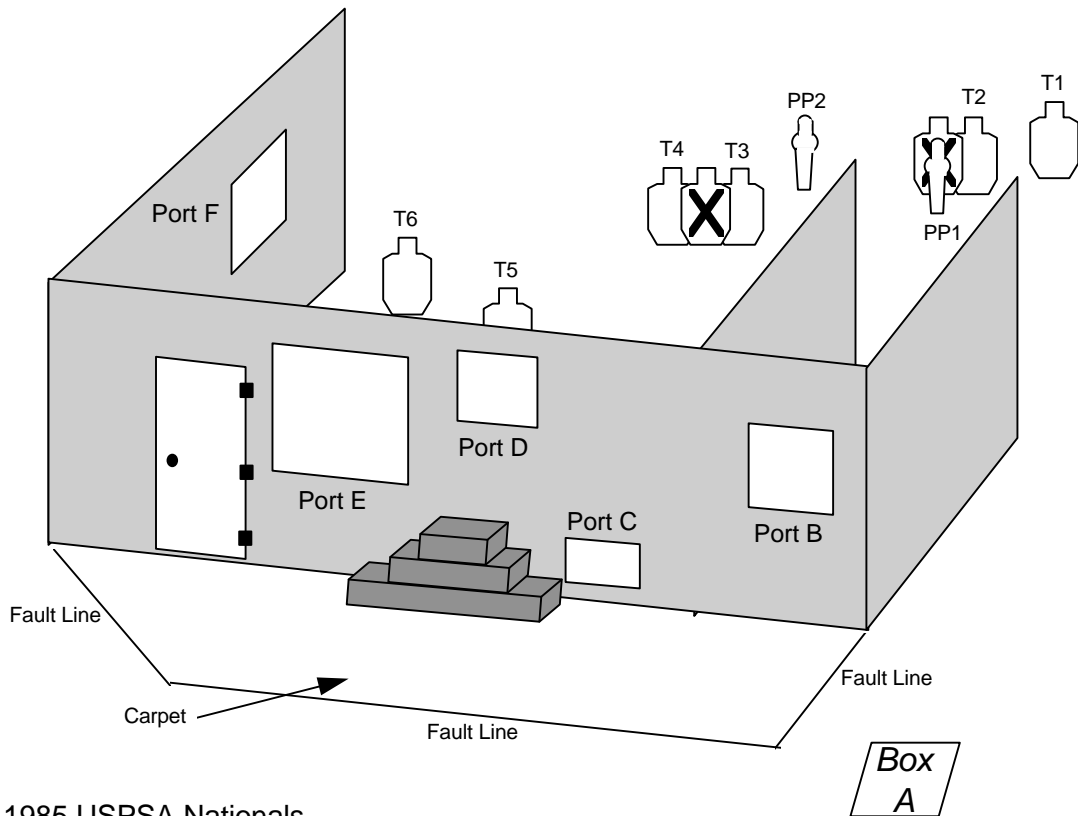
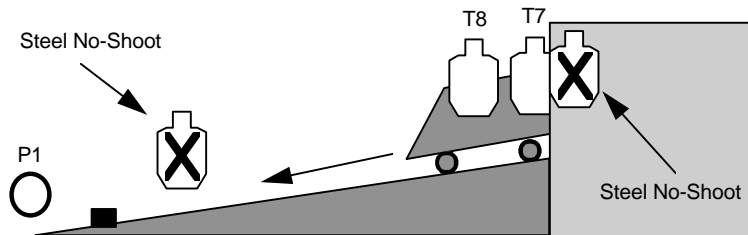
START POSITION: Standing in Box A, hands relaxed at sides.

STAGE PROCEDURE

On start signal, engage PP1, T1, and T2 only through Port B only. Engage PP2, T3, and T4 only through Port C only. Engage T5 only through Port D only. Engage T6 only through Port E only. Pass through the door, which will expose T7 and T8 on the cart. Engage T7, T8, and P1 only through Port F only. Cart stops with T7 and T8 partially obscured by steel no-shoot.

SCORING

SCORING: Comstock, 19 rounds, 95 points
TARGETS: 8 IPSC, 2 PP, 1 8" Plate
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



From 1985 USPSA Nationals

SETUP NOTES: Walls are 8 feet high. Port B is 2 X 2 feet, located 4 feet from ground. Port C is 1 X 2 feet, located 6-inches from the ground. Port D is 1.5 X 1.5 feet, located 6-feet from ground. T5 is located close to wall, and visible only through Port D when shooter is on platform. Port E is 2.5 X 2.5 feet, located 4-feet from the ground. The door opens inward. Port F is 2 X 2 feet and starts 4 feet from ground.

jam 980417a

Corridor Assault

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
STL	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	3
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"/>	19
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		<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: 80px; height: 60px; margin: 5px 0;"></div>	NAME _____	USPSA # _____	

Double Door Dilemma

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1985 USPSA Nationals

START POSITION: Sitting at table, palms flat on tabletop.

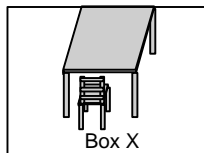
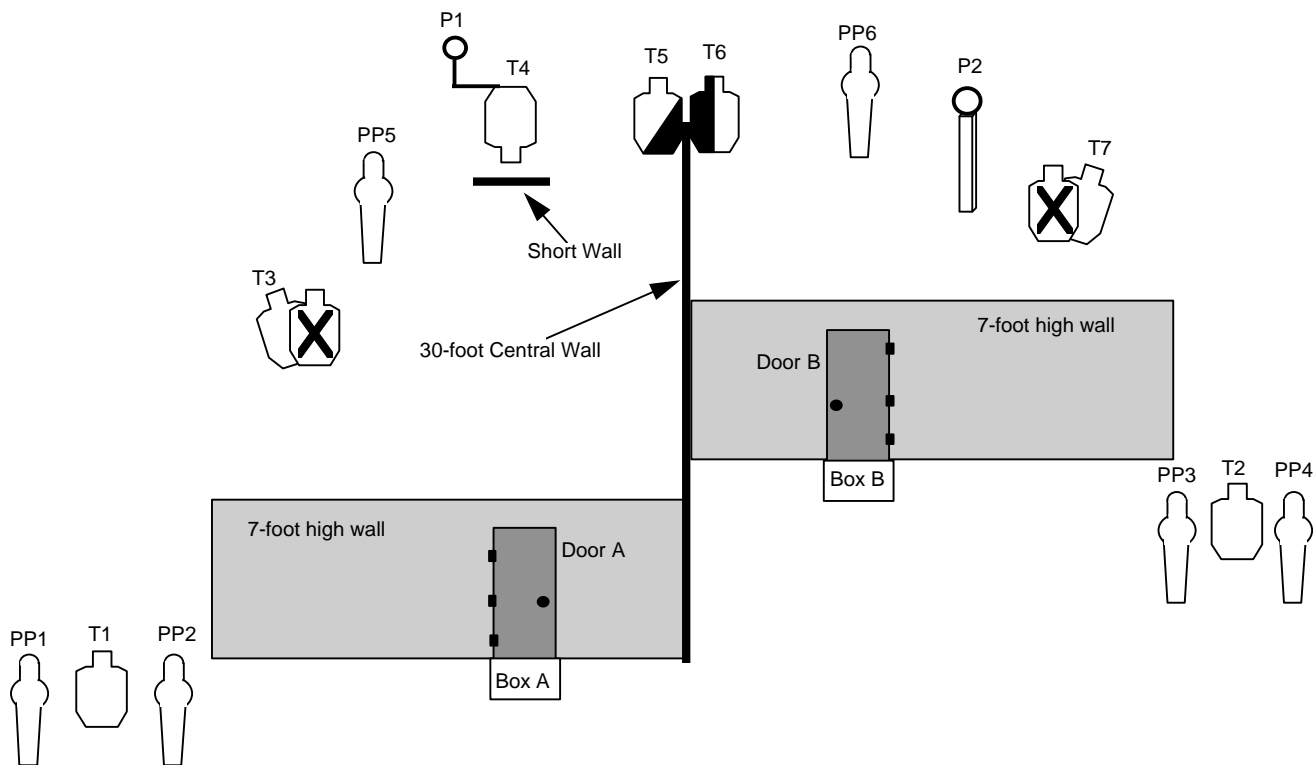
STAGE PROCEDURE

On start signal, engage PP1, PP2, PP3, PP4, T1, and T2 only from Box X ONLY. Move to Door A, open, and engage P1, PP5, T3, T4, and T5 from inside Box A only. P1 causes T4 to appear. Move to Door B, open, and engage P2, PP6, T6 and T7 from inside Box B only.

NOTE: Engaging PP1, PP2, PP3, or PP4 from outside of Box X will be considered unsafe gun handling, and will result in match disqualification.

SCORING

SCORING: Comstock, 22 rounds, 110 points
TARGETS: 7 IPSC, 6 PP, 2 8" Plates
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



From 1985 USPSA Nationals

SETUP NOTES: Walls are 7 feet high. Doors open inwards. Boxes A and B extend beyond threshold of door 3 feet. Box X extends two feet to each side of table.

jam 980417a

Double Door Dilemma

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
STL	<input type="text"/>				<input type="text"/>	8

USE NUMBERS - NOT HASH MARKS

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

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Hard And Soft

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1985 US Nationals

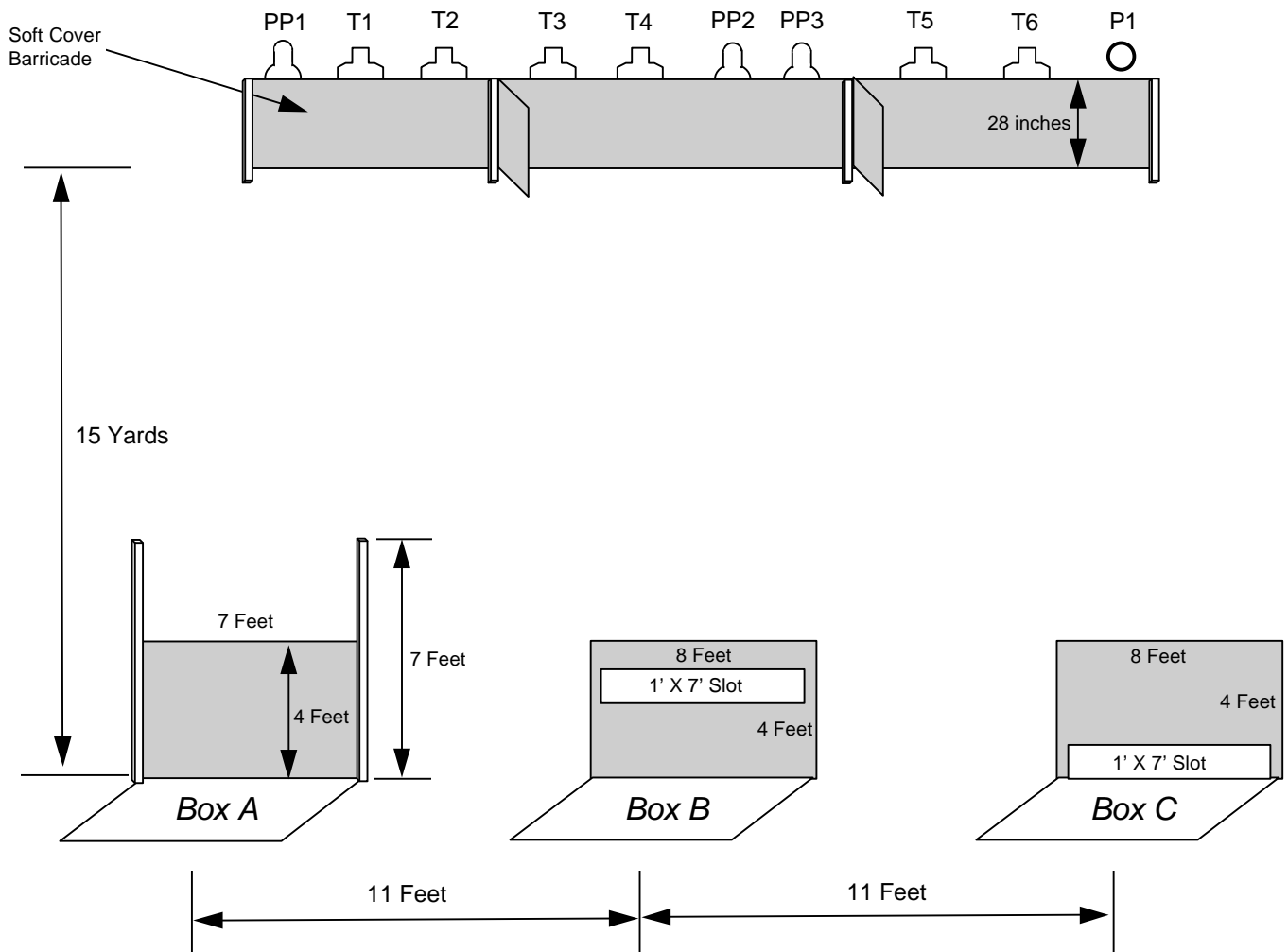
START POSITION: Standing in Start Box A, hand resting on top of the wall.

STAGE PROCEDURE

On signal, engage PP1, T1, and T2 only from Box A, over the wall and between the uprights only. Shooter then moves to Box B and engage T3, T4, PP2, and PP3 only from Box B through the slot in the wall only. Shooter then moves to Box C and engage T5, T6, and plate P1 only through the ground-level slot in the wall only. All shooting is to be done from within Box A, B, or C.

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 10 IPSC, 3 PP, 1 8" Plate
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: IPSC targets are set 31-inches at the shoulder. Shooting Boxes A, B, and C are each 4-feet deep.

jam 980417a

Hard And Soft

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
STL	<input type="text"/>				<input type="text"/>	4

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	16
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES	
<input type="checkbox"/>	PROCEDURAL (-10 EACH)
<input type="checkbox"/>	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 style="width: 100%; height: 70px;" type="text"/>	<input type="checkbox"/> Open <input type="checkbox"/> Limited	<input type="checkbox"/> MAJOR <input type="checkbox"/> minor	
NAME _____	USPSA # _____		

Virginia Drill

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1985 USPSA Nationals

START POSITION: Shooter will start each string with hands hanging naturally at sides, standing erect.

STAGE PROCEDURE

String 1: From Box A only, engage T1 - T6 with one round each *strong hand only*.

String 2: Repeat String 1.

String 3: From Box A only, engage T1-T6 with one round each *freestyle*.

String 4: Repeat String 3.

String 5: From Box A only, engage T1-T6 with two rounds each *freestyle*, with a mandatory reload sometime between the first and last shot.

SCORING

SCORING: Virginia count, 36 rounds, 180 points

TARGETS: 6 IPSC

SCORED HITS: Best 6 per target

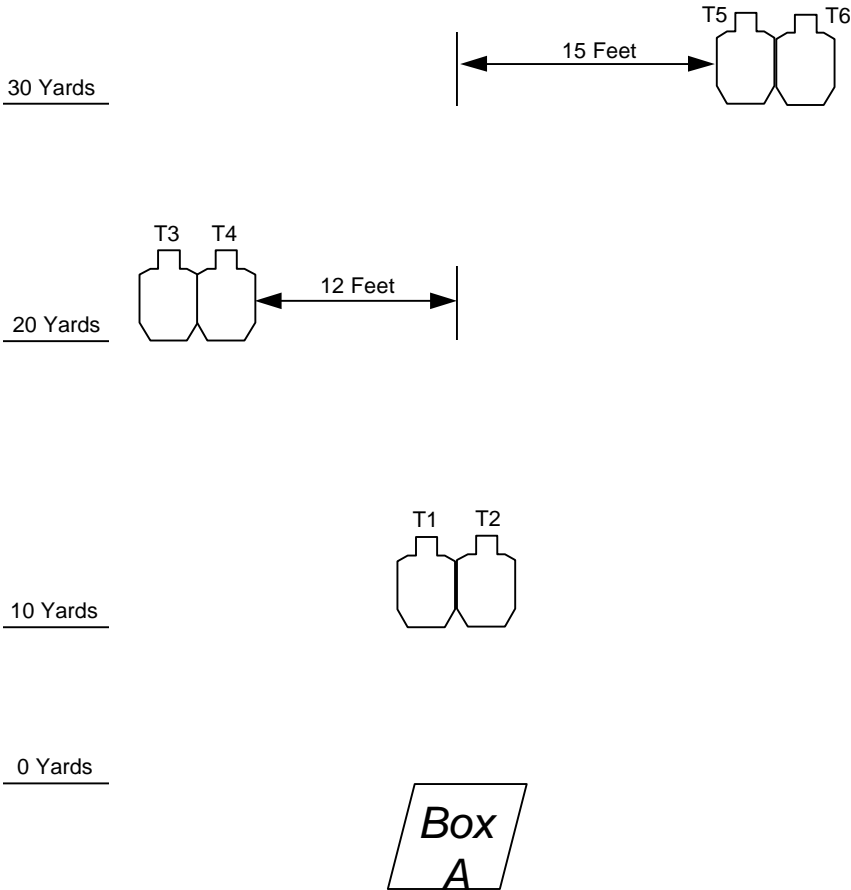
START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Extra shot. -10

Extra hit. -10

Miss. -10



From 1985 USPSA Nationals

SETUP NOTES:

All targets are 5-feet at the shoulder.

Virginia Drill

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

String 4:

String 5:

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 # _____

Standards 1986 (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1986 USPSA Nationals
 Modifications by Jeff Maass L-1192

START POSITION: Standing, hands hanging naturally at sides for all strings.

STAGE PROCEDURE

String 1 (50 Yards) From Position A, On signal, engage T1 with three (3) rounds from the *prone position*.

String 2 (25 & 50 Yards) From Box B: On signal, draw and engage T1 and T2 with one round each *freestyle*, perform a mandatory reload, and engage T1 and T2 with one round each.

String 3 (10 Yards) From Box C: On signal, engage T3 through T5 (any order) with one round each *freestyle*.

String 4 (10 Yards) From Box C: On signal, engage T3 through T5 (any order) with one round each *strong hand only*.

String 5 (10 Yards) From Box C: On signal, engage T3 through T5 (any order) with two rounds each *weak hand only*.

SCORING

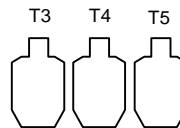
SCORING: Virginia count, 19 rounds, 95 points
TARGETS: 5 IPSC
SCORED HITS: Best 5/T1, Best 2/T2; Best 4/T3-T5
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



50 Yards



25 Yards



10 Yards

A

Box B

Box C

0 Yards

From 1986 USPSA Nationals

SETUP NOTES: All targets are 5-feet at the shoulder.

Standards 1986 (Modified)

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"/>	5
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"/>	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
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	19
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:

String 4:

String 5:

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 # _____

Hamilton Harassment

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1986 USPSA Nationals

START POSITION: Sitting on stool, loaded handgun on shelf pointed downrange.

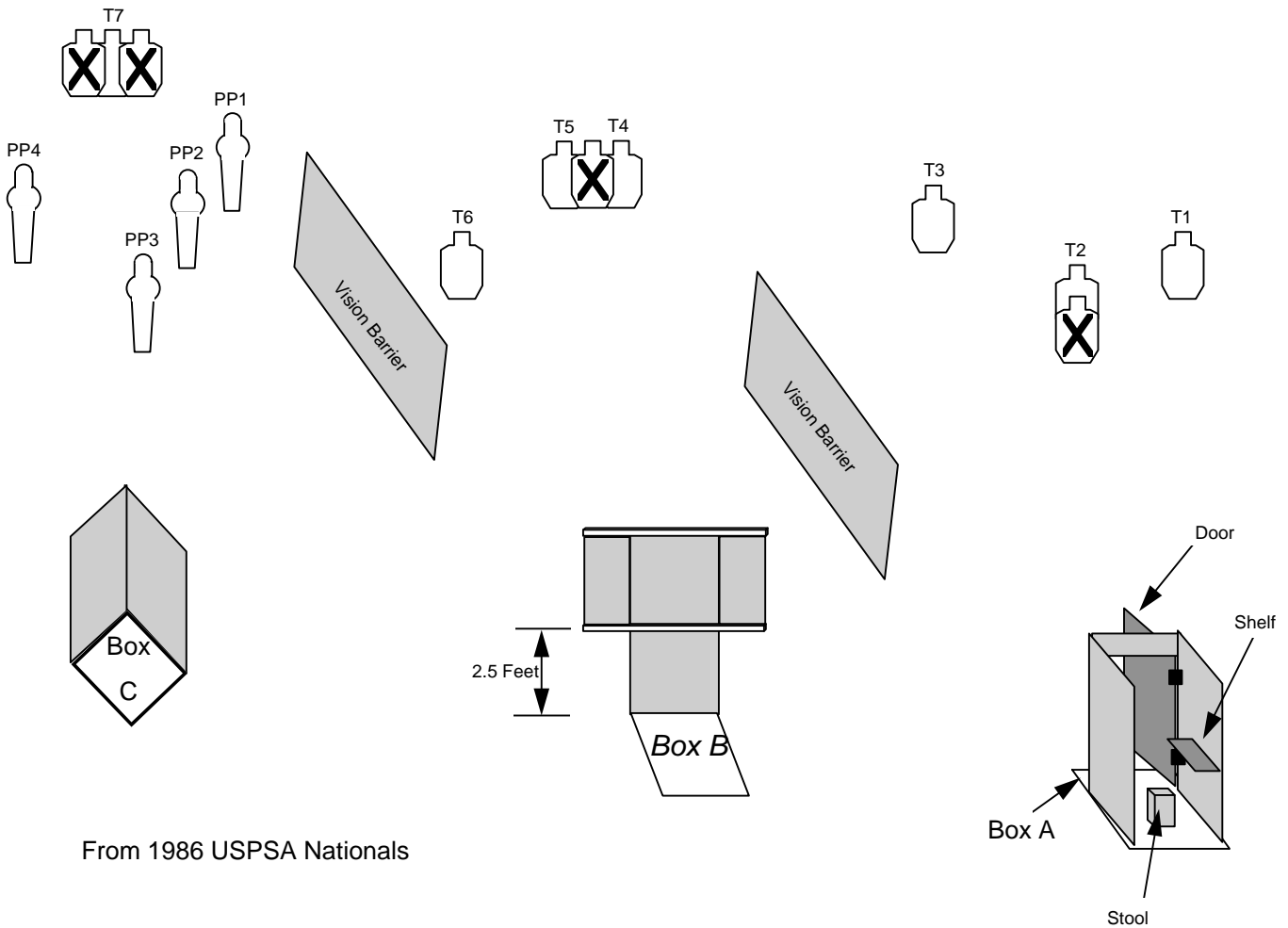
STAGE PROCEDURE

On signal, open door and engage T1 - T3 only in any order from Box A only. Shooter will then proceed to Barricade B and engage T4 - T6 only in any order. Shooter will then proceed to Wall C and engage PP1 - PP4 and T7 only from either side of the wall.

All shooting must be done from within a box.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 7 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



From 1986 USPSA Nationals

SETUP NOTES: Targets are mounted 5-feet at the shoulder. Door of booth opens outward. Bar crosses barricade B 2.5 feet from ground, and view of targets from above bar is obscured, forcing shooter to engage from below the bar.

jam 980418a

Hamilton Harassment

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
STL	<input type="text"/>				<input type="text"/>	4

TOTAL HITS **18**

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

STATS ONLY =

MINUS PENALTIES OF
 EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
 (3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Too Close For Comfort (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1986 USPSA Nationals
 Modifications by Jeff Maass L-1192

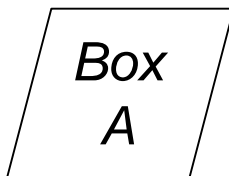
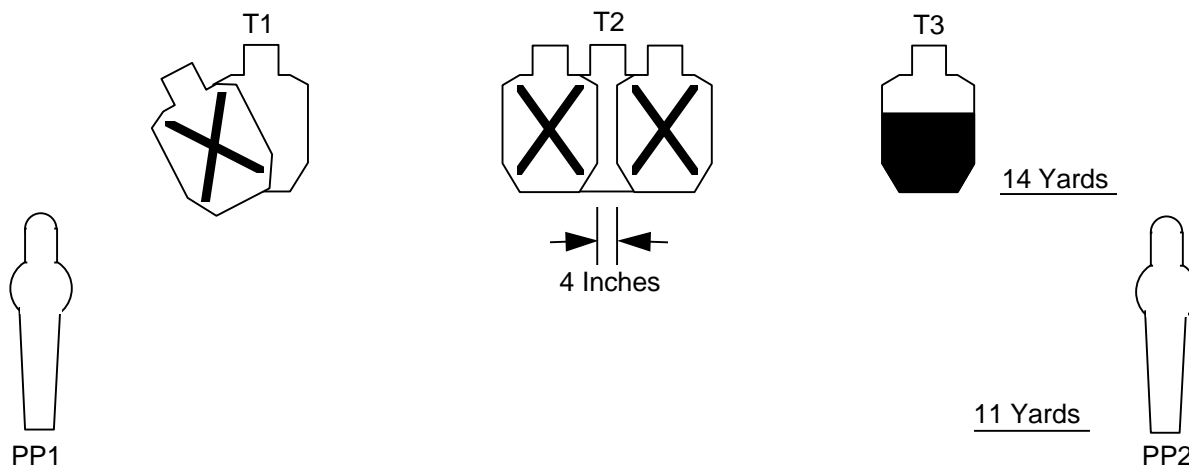
START POSITION: Standing in Box A, hands hanging naturally at sides.

STAGE PROCEDURE

On start signal, engage PP1, PP2, T1, T2, and T3 from Box A only.

SCORING

SCORING: Comstock, 8 rounds, 40 points
TARGETS: 3 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



From 1986 USPSA Nationals

SETUP NOTES: Targets are mounted 5-feet at the shoulder. No-shoot targets over T2 are 4-inches apart.

jam 980419a

Too Close For Comfort (Modified)

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
STL	<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"/>	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	<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						
	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; 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>
<p>NAME _____ USPSA # _____</p>			

Wall To Wall

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Unknown, 1986 USPSA Nationals

START POSITION: Standing in Box A, palms flat against Barricade A.

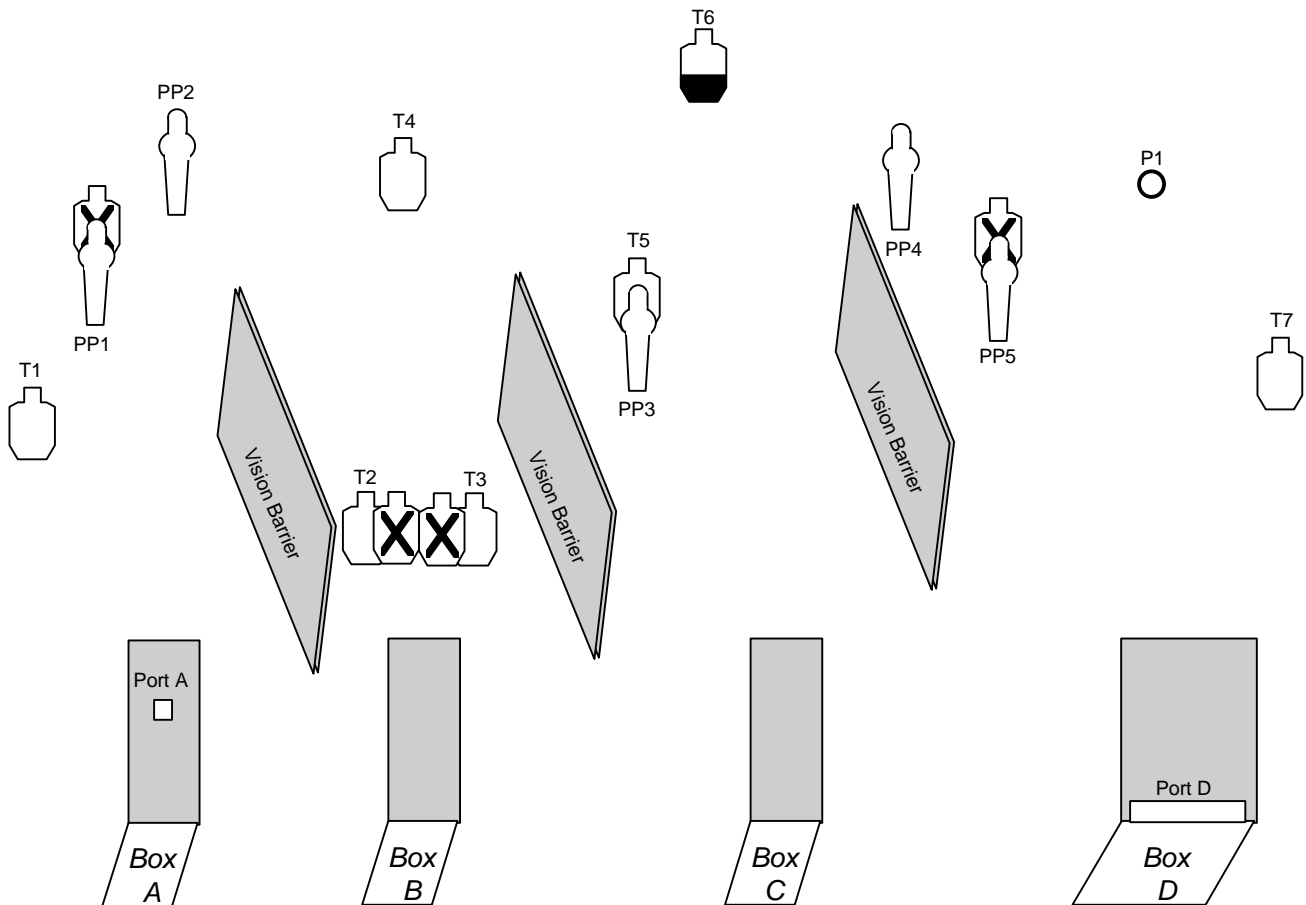
STAGE PROCEDURE

On signal, engage T1, PP1, and PP2 only through Port A only. Move to Box B and engage T2, T3, and T4 only. Move to Box C and engage PP3, T5, and T6 only. Move to Box D and engage PP4, PP5, T7, and P1 only through Port D only.

All shooting must be done from within a box.

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 7 IPSC, 5 PP, 1 8" round plate
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



From 1986 USPSA Nationals

SETUP NOTES: Targets are mounted 5-feet at the shoulder. Port A is 8 X 8 inches and is 4 feet from the ground. Port D is 4 X 1 feet and is at ground level.

jam 980419a

Wall To Wall

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
STL	<input type="text"/>				<input type="text"/>	6

TOTAL HITS **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 # _____

Bop Bop Bing II (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '87 Design Team
Modifications by Jeff Maass L-1192

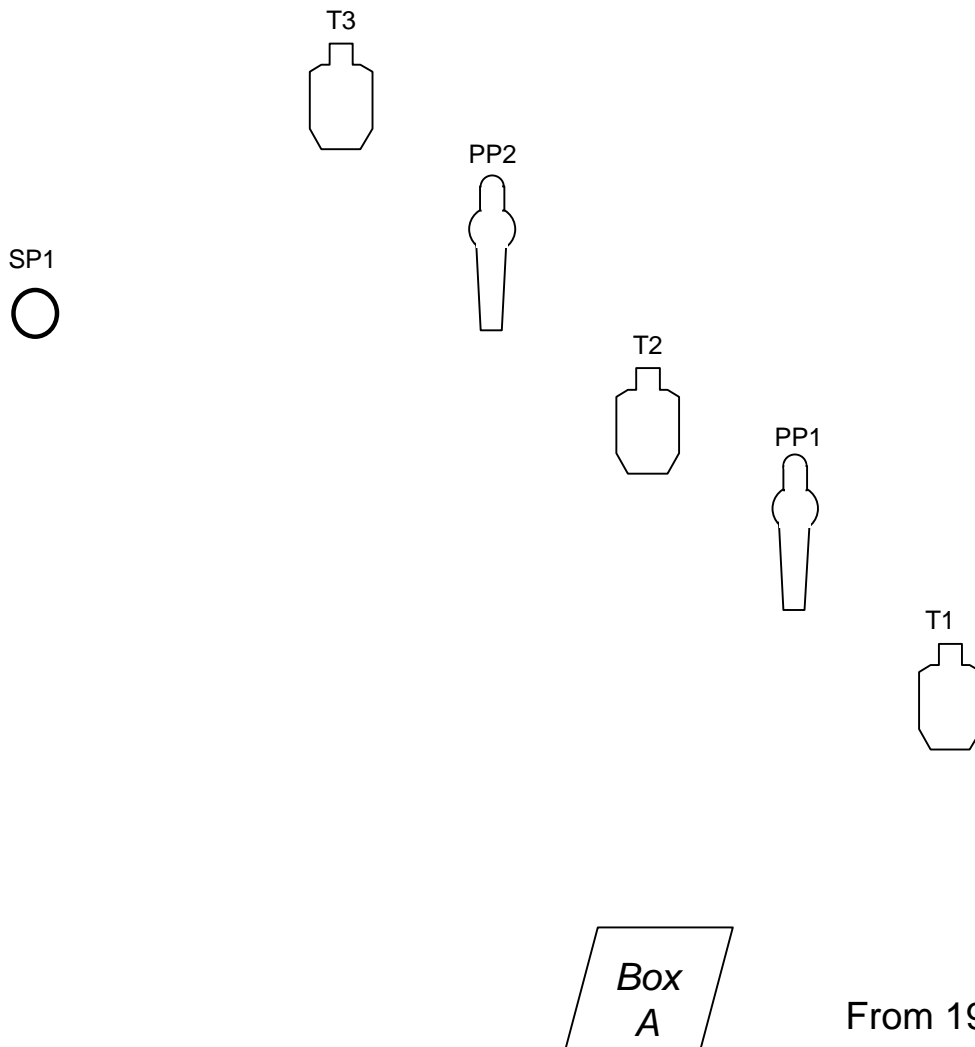
START POSITION: Standing in Box A, facing uprange, hands clasped behind head, fingers interlaced.

STAGE PROCEDURE

On signal, TURN, then draw and engage T1 - T3, PP1, PP2, and SP1 in any order from Box A only.

SCORING

SCORING: Comstock, 9 rounds, 45 points
TARGETS: 3 IPSC, 2 PP, 1 8" Round Plate
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



From 1987 USPSA Nationals

SETUP NOTES: Targets are mounted 5-feet at the shoulder.

jam 980420a

Bop Bop Bing II (Modified)

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"/>	3
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	9
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 # _____

Jungle Gym

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '87 Design Team

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

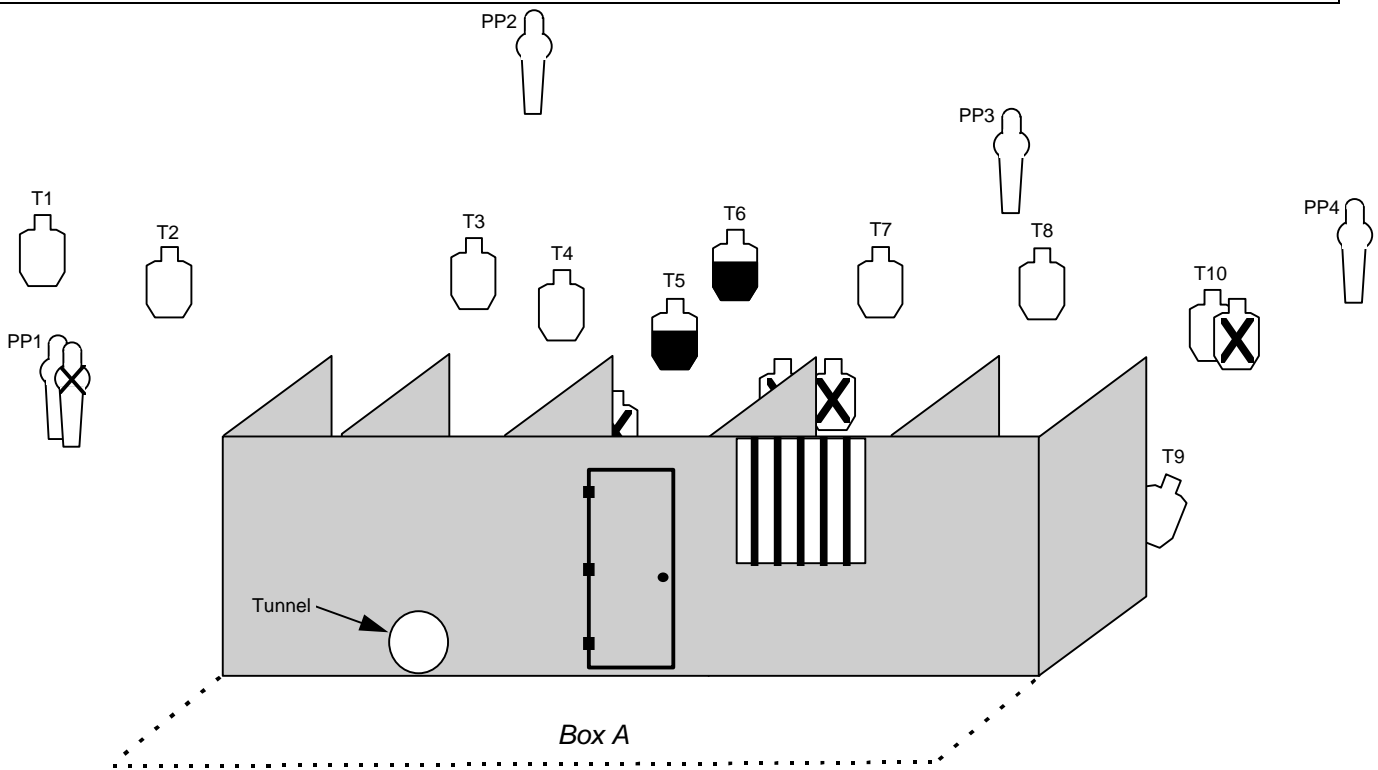
STAGE PROCEDURE

There are five different shooting problems in the Jungle Gym. You select where to begin and the order in which you solve them. You may engage all targets visible from each position. All shooting is done within the confines of Box A.

LEFT CORNER: Engage PP1, T1, T2 from around left corner.
TUNNEL VISION: Engage PP2, T3, T4 through the tunnel.
DOORWAY DILEMMA: Open door and engage T5 and T6 from behind the threshold.
PICKET FENCE: The 2" gaps in the fence and nearby no-shoots make aiming FUN! Engage PP3, T7, and T8 between pickets anywhere along fence.
RIGHT CORNER: Engage PP4, T9, and T10 from around right corner.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 10 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



Start
Box

From 1987 USPSA Nationals

SETUP NOTES: Place vision barriers to show to show only the appropriate targets at each position. Slats in fence are 2" apart and are soft cover. Door opens inward.

jam 980417b

Jungle Gym

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
STL	<input type="text"/>				<input type="text"/>	4

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

Open Limited MAJOR minor

NAME _____ USPSA # _____

One For The Money (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '87 Design Team
 Modifications by Jeff Maass L-1192

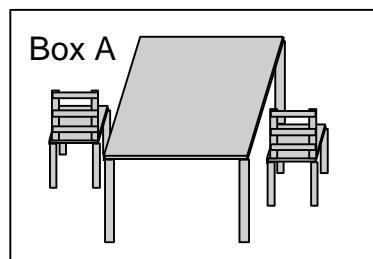
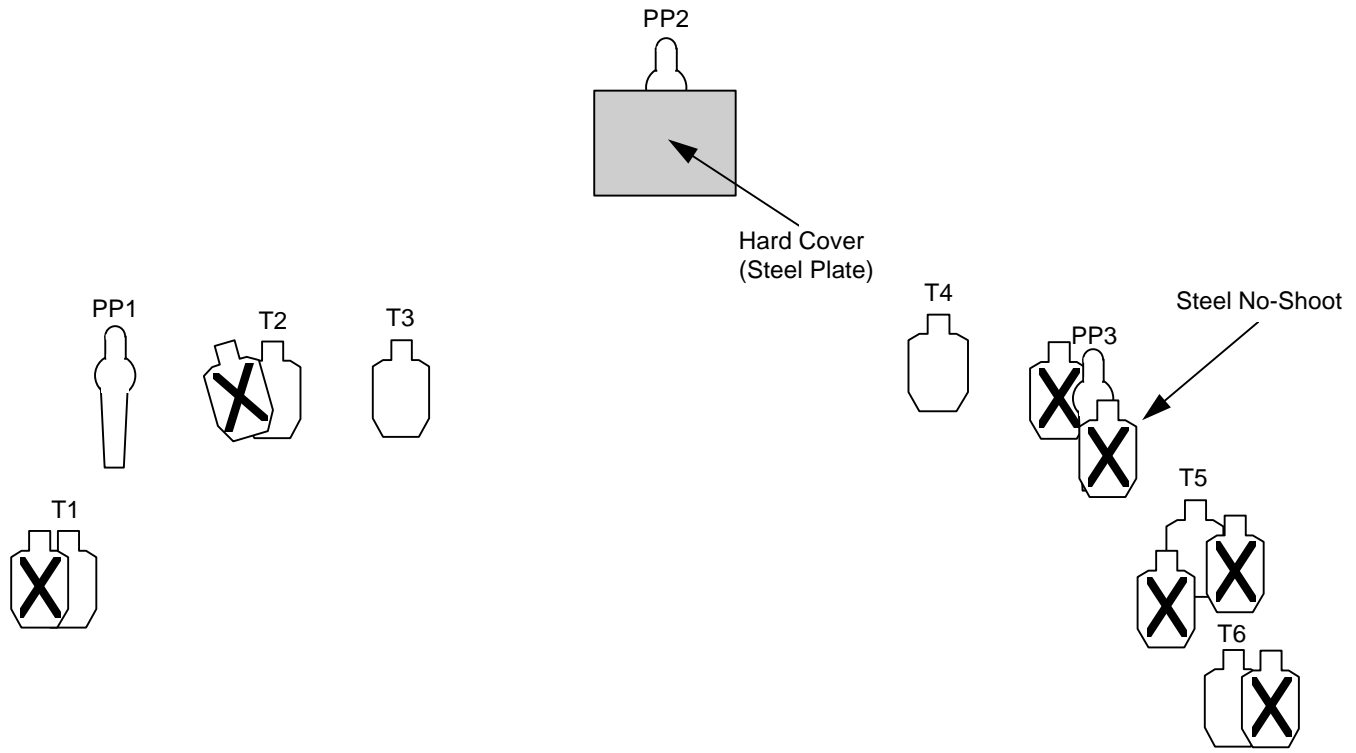
START POSITION: Sitting in chair in Box A, strong-side arm on tabletop, facing speaker (PP2).

STAGE PROCEDURE

On signal, engage only either the left group (PP1, T1 - T3) or the right group (PP3, T4-T6), perform a mandatory reload, and then engage only the other group. PP2 may be engaged at any time. Make-up shots may be done on the first group after all targets in the second group have been engaged. All shooting to be done from Box A.

SCORING

SCORING: Comstock, 15 rounds, 75 points
TARGETS: 6 IPSC, 3 PP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



From 1987 USPSA Nationals

SETUP NOTES: All targets are mounted 5-feet at the shoulder. All steel targets and steel hard cover are at least 10 yards from Box A.

jam 990105b

One For The Money (Modified)

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

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>
	NAME _____ USPSA # _____	

Standards 1987

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '87 Design Team

START POSITION: Standing relaxed, hands at sides.

STAGE PROCEDURE

Time for all strings is five (5) seconds.

(NOTE: You may fire all rounds at the same target or any combination of targets during strings 1, 2, and 3.)

String 1 (STANDING, 6 Rounds, 50 Yards) On signal, engage target(s) from behind the fault line.

String 2 (KNEELING, 6 Rounds, 50 Yards) On signal, engage target(s) from kneeling position from behind the fault line.

String 3 (PRONE, 6 Rounds, 50 Yards) On signal, draw THEN go prone and engage target(s) from behind the fault line.

String 4 (STRONG HAND ONLY, 6 Rounds, 20 Yards) On signal, engage EACH target with two rounds from Box B only.

String 5 (WEAK HAND ONLY, 6 Rounds, 15 Yards) On signal, engage EACH target with two rounds from Box C only.

String 6 (RELOAD, 6 Rounds, 15 Yards) On signal, engage EACH target with one round, perform a mandatory reload, and re-engage EACH target with one round, from Box C only.

SCORING

SCORING: Fixed Time, 36 rounds, 180 points

TARGETS: 3 IPSC

SCORED HITS: Up to 12 per target

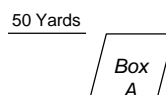
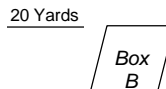
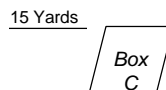
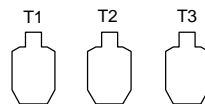
START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Extra shot. -10

Extra hit. -10

Overtime shot. -5



From 1987 USPSA Nationals

SETUP NOTES: All targets are 5-feet at the shoulder.

jam 980420a

Standards 1987

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"/>	12
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	36
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

FIXED TIME PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HITS (-10 EACH)

LATE SHOTS (-5 EACH)

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

SHOOTER NUMBER	<input type="checkbox"/> Open <input type="checkbox"/> Limited	<input type="checkbox"/> MAJOR <input type="checkbox"/> minor
<input style="width: 100px; height: 60px;" type="text"/>		
NAME _____	USPSA # _____	

Stretch Limo (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals 87 Design Team
 Modifications by Jeff Maass L-1192

START POSITION: Sitting (centered) on bench in limo, hands folded in lap. Loaded gun and one magazine are in briefcase, with gun pointed downrange.

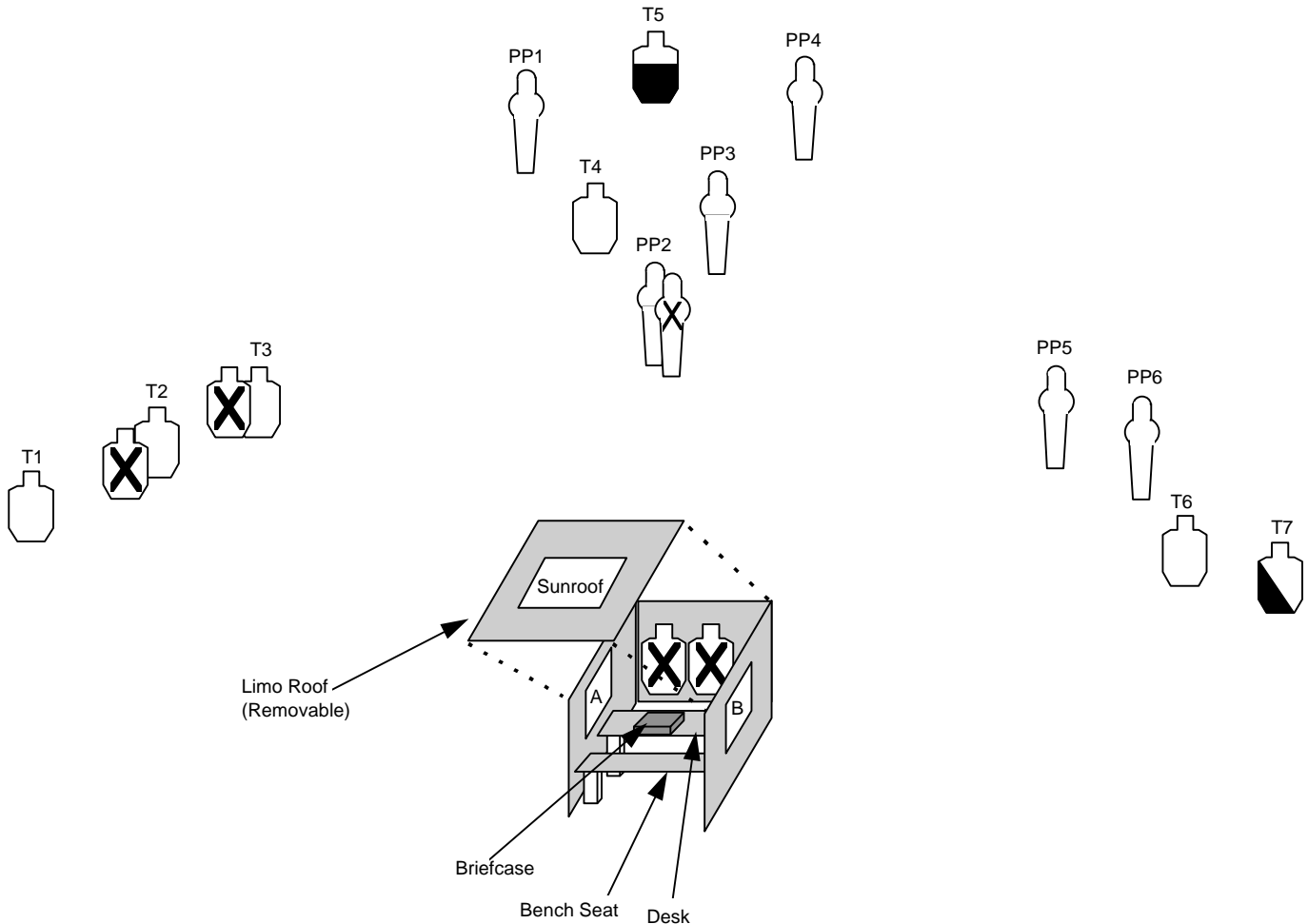
STAGE PROCEDURE

On start signal, retrieve gun and engage T1, T2, and T3 only through Port A only; PP5, PP6, T6, and T7 only through Port B only; PP1, PP2, PP3, PP4, T4, and T5 only by standing in the 'sunroof' only. Shooter must perform a mandatory reload whenever changing ports/target groups. Shooter must use spare magazine from briefcase before using any from belt.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 7 IPSC, 6 PP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



From 1987 USPSA Nationals

SETUP NOTES: Limo must be wide enough to accommodate access by Range Officer behind shooter. Roof of limo may be made removable to allow easy access in shooter preparations.

jam 980419a

Stretch Limo (Modified)

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
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"/>	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	<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: 80px; height: 60px; margin-bottom: 5px;"></div> NAME _____	USPSA # _____	

Double Trouble

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '88 Design Team

START POSITION: Standing with back against wall, facing uprange, arms folded across chest.

STAGE PROCEDURE

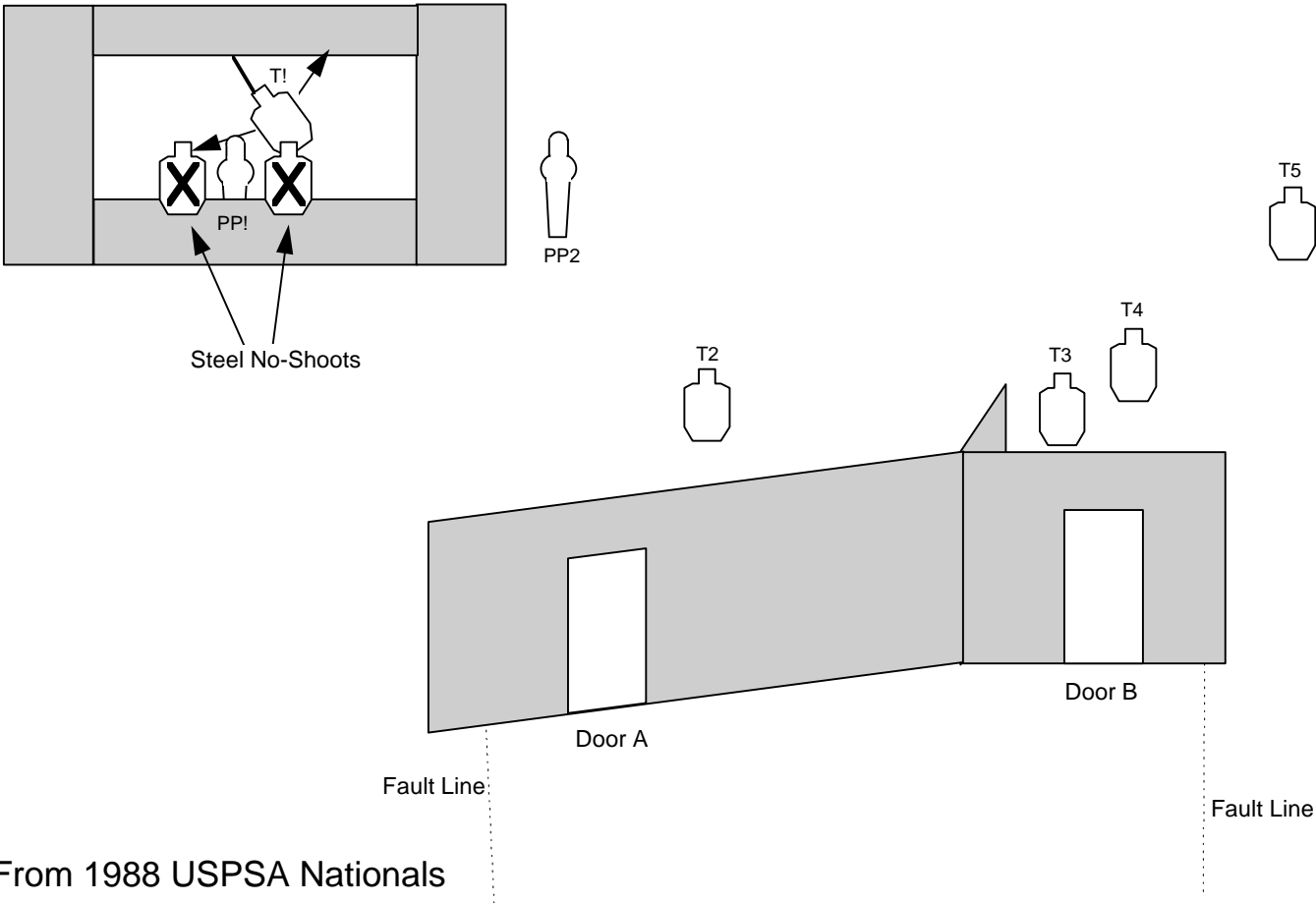
On signal, move to either doorway and engage the targets inside, remaining behind the threshold fault line. Then move to the other doorway and repeat.

From Doorway A engage only PP1, PP2, T1, and T2 in any order. T1 is a swinging target that is activated by PP1, and is not a disappearing target.

From Doorway B engage only T3, T4, and T5 in any order.

SCORING

SCORING: Comstock, 12 Rounds, 60 points
TARGETS: 5 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



From 1988 USPSA Nationals

SETUP NOTES: Walls are 8 feet high. T1 is initially hidden until triggered, and swings behind steel no-shoot targets after triggering.

jam 980421a

Double Trouble

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
STL	<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"/>	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 # _____

Hose Down (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Adapted from 1988 Area 1 Championship
Modified by Jeff Maass L-1192

START POSITION: Standing in Box A facing downrange, hands on wall on each side of no-shoot target, wrists above shoulders.

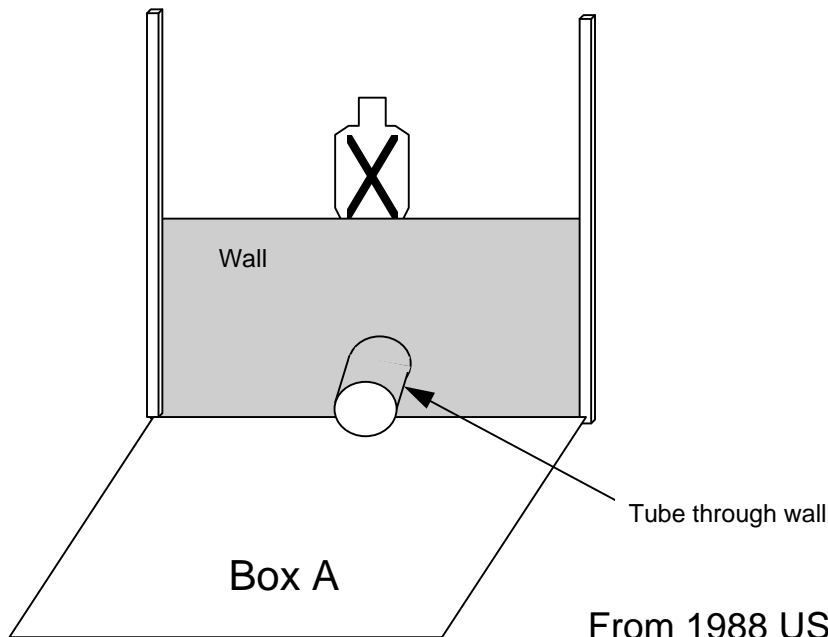
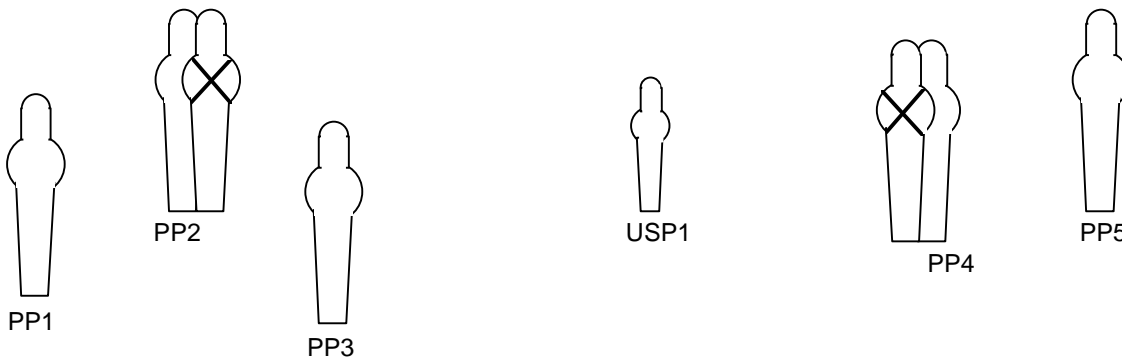
STAGE PROCEDURE

On signal, engage PP1 - PP5 only in any order from over Wall and between uprights only, then engage USP1 only through tube only.

NOTE: All steel scores 10 points when knocked down.

SCORING

SCORING: Comstock, 6 Rounds, 60 points
TARGETS: 5 PP, 1 US Popper
SCORED HITS: KD = 10 Points
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -20



From 1988 USPSA Nationals

SETUP NOTES: Wall is 4 feet high, with tube or small barrel passing through it at ground level. Box A should be large enough to allow shooter to go prone, and carpeting is recommended. Only USP1 is visible through tube. Set Pepper Poppers at various distances, all greater than 10 yards from the Wall. Set no-shoot Poppers so that they will not fall when hit.

jam 980421a

Hose Down (Modified)

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

USE NUMBERS - NOT HASH MARKS

STL **6**

TOTAL HITS **6**

MAJ X10 X-20
MIN X10 X-20

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 # _____

Night Moves (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '88 Design Team

START POSITION: Lying in bed, hands at sides. Loaded handgun and all magazines and ammunition are in closed nightstand drawer.

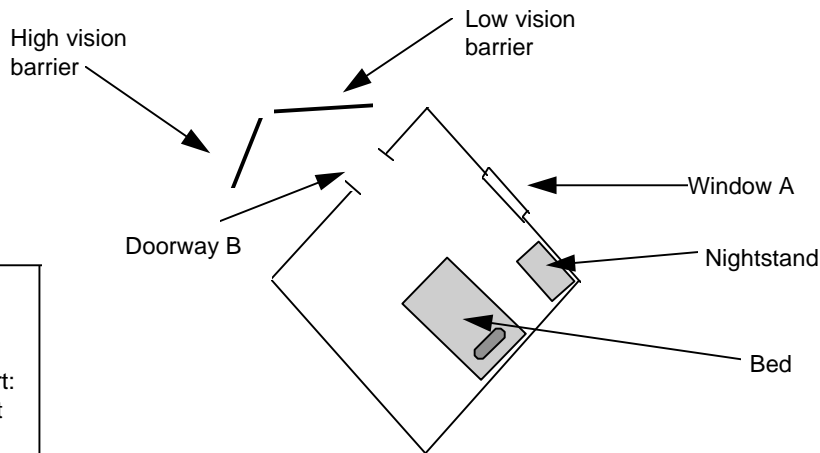
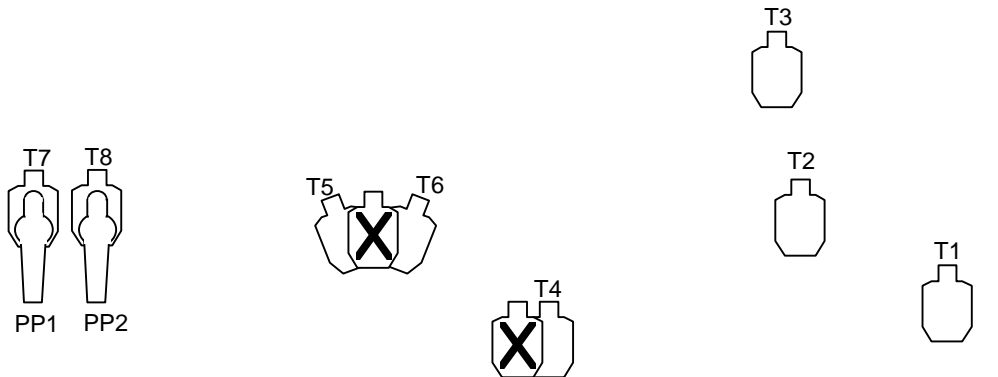
STAGE PROCEDURE

NOTE: You may not use magazine pouches in this course of fire. Magazines may be placed in pockets, held in hand, tucked in belt, etc.

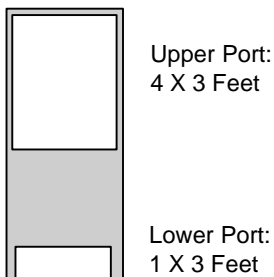
On signal, retrieve gun and ammunition and engage only T1 - T3 through Window A. Then move to Doorway B, and engage only T4 - T6 through upper port of door and only PP1, PP2, T7, and T8 through lower port of door.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 8 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
 Per mag pouch used. -10



Doorway B Details



From 1988 USPSA Nationals

(Not to be confused with Classifier 86-4 "Night Moves"!)

SETUP NOTES: Walls are 8 feet high. Low Vision barrier allows view of T4-T6 only through upper port of doorway B. High vision barrier allows view of T7, T8, PP1, and PP2 only through lower port of Doorway B. Only T1 - T3 are visible through Window A. T1 - T6 are mounted 5-feet at the shoulder. T7 and T8 are mounted relative to PP1 and PP2 as shown.

jam 980420a

Night Moves (Modified)

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
STL	<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"/>	18
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME USPSA #

Shifting Gears

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '88 Design Team

START POSITION: Standing in Box A, hands on X-marks on barricade.

STAGE PROCEDURE

On signal begin on either side and engage targets in any order.

From left side engage only T1, T2, P1, and P2. From right side engage only T3, T4, PP1, and PP2.

When you change sides you must make a **REQUIRED RELOAD** before beginning to shoot.

One penalty per shot fired following missed reload.

SCORING

SCORING: Comstock, 12 rounds, 60 points

TARGETS: 4 IPSC, 2 PP, 2 6" square Plates

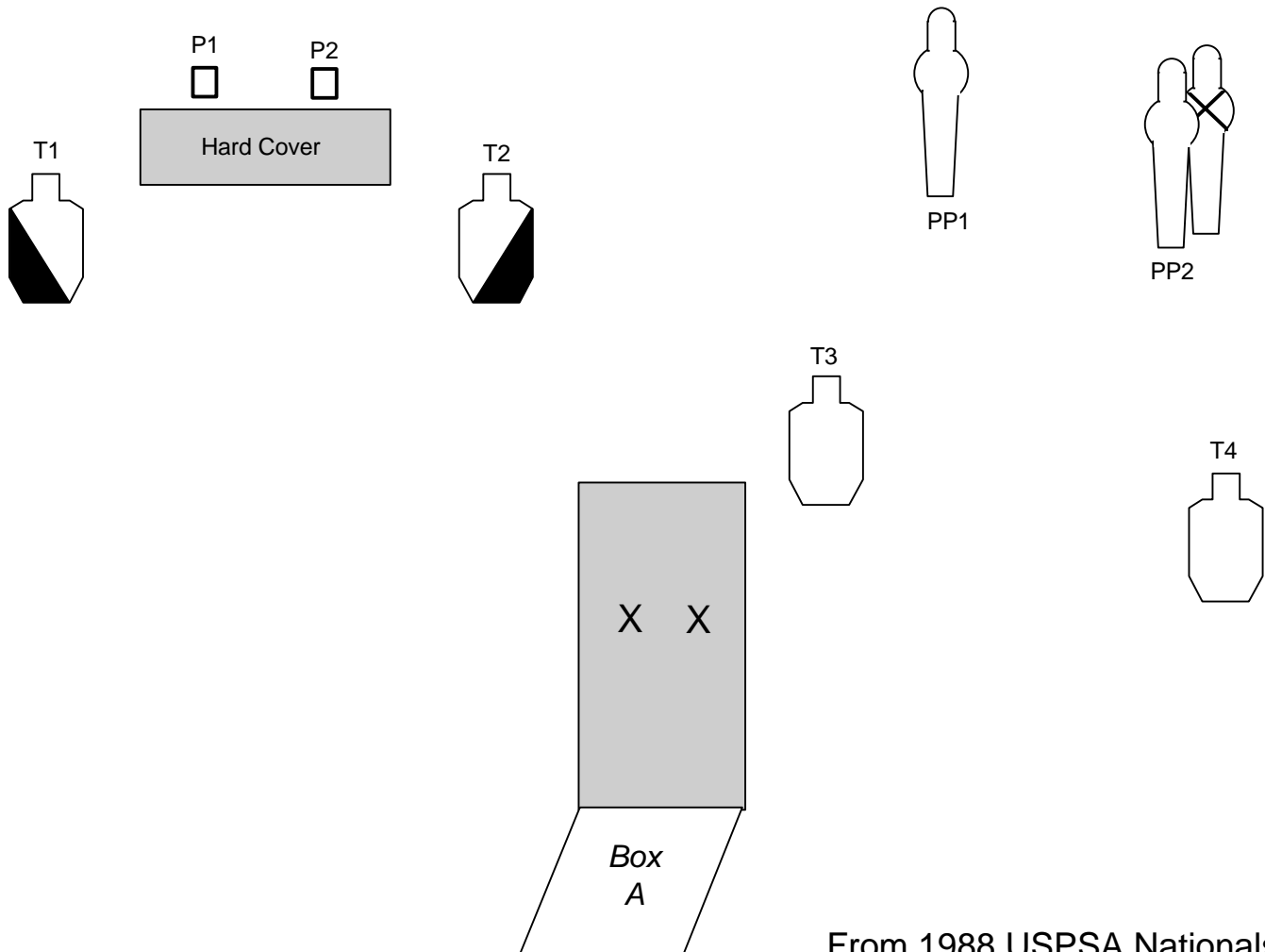
SCORED HITS: Best 2 per IPSC, KD = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



From 1988 USPSA Nationals

SETUP NOTES: IPSC targets are set 5-feet at the shoulder. P1 and P2 sit above hard cover.

No-shoot popper behind PP2 is set so that it will not fall when hit, and is partially hidden by PP2 when viewed from barricade..

jam 980421a

Shifting Gears

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"/>	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	

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 # _____

Doorway Drills

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '89 Design Team

START POSITION: (See each string procedure)

STAGE PROCEDURE

String 1 Begin standing relaxed in Box A, hands naturally at sides. On signal, engage T1 - T5 only in any order through the doorway only. The threshold is a fault line. Best single hit per target scores.

String 2 Begin standing relaxed in Box B, strong hand on handle and weak hand hanging naturally at sides. On signal open door and engage T6 - T10 only in any order through the doorway only. The threshold is a fault line. Best single hit per target scores.

The best single hit on each target will score.

SCORING

SCORING: Comstock, 10 rounds, 50 points

TARGETS: 10 IPSC

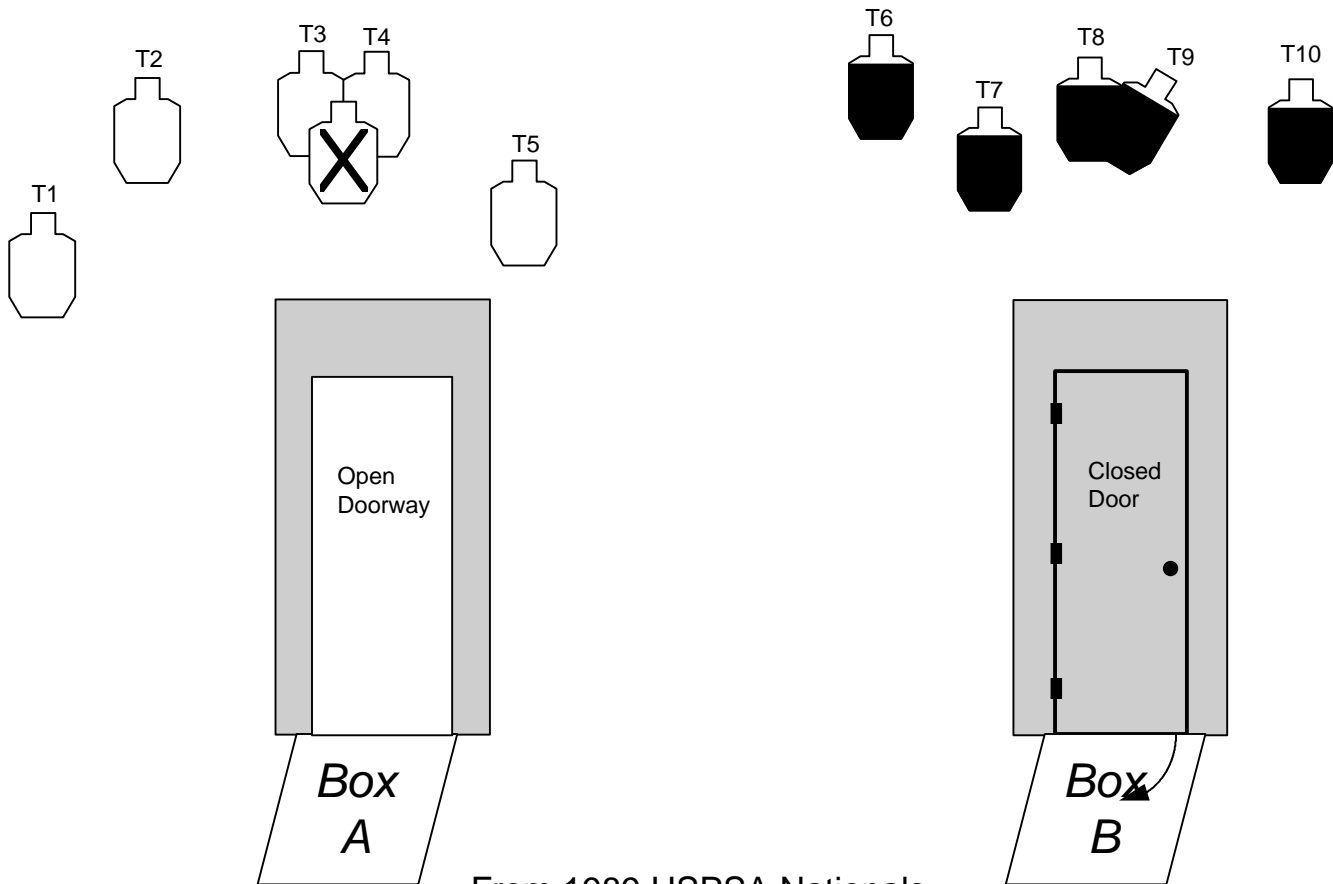
SCORED HITS: Best 1 Round per target

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit -10

Miss. -10



SETUP NOTES: Targets T1 through T10 are mounted at various heights. Door opens towards shooter.

jam 980421a

Doorway Drills

TGT	A	B	C	D	M	
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1

USE NUMBERS - NOT HASH MARKS

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

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

String 1

String 2

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Servicios Averiado II

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Adapted from '89 Lever Arms

START POSITION: Standing with one foot in each box (on marks), facing targets, wrists above respective shoulders.

STAGE PROCEDURE

“Servicios Averiado” = “Washrooms out of order.”

On signal, move into either box, and engage the designated targets from that box. Then, move into the other box and engage the designated targets from that box. If necessary, you may return to a box after leaving it to reengage any target(s). Best single hit is scored for each target.

From Box B only engage T1-T3 and PP1 - PP3 only in any order.

From Box A only, engage T4 - T6 and PP4 - PP6 only in any order.

SCORING

SCORING: Comstock, 12 Rounds, 60 points

TARGETS: 6 IPSC, 6 PP

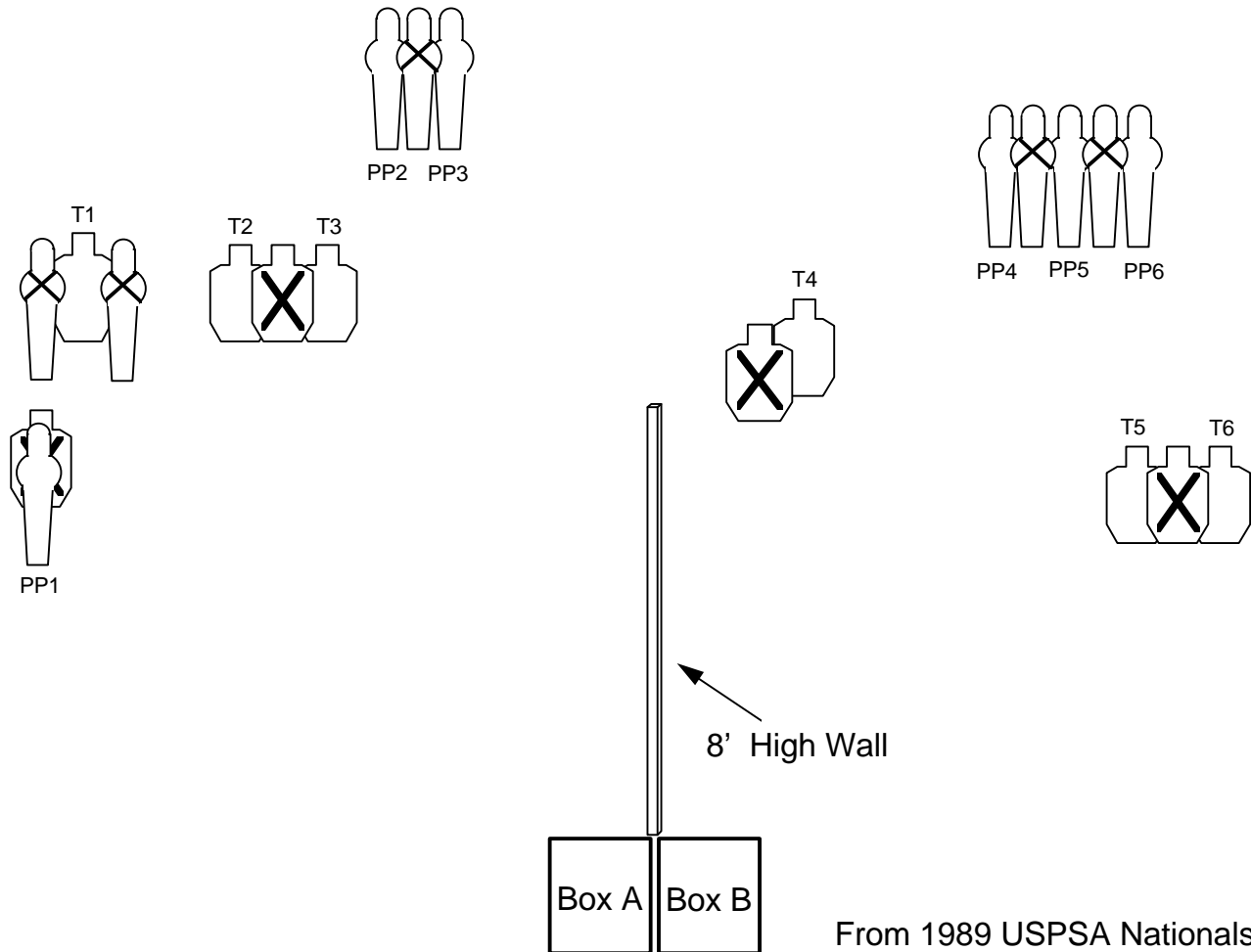
SCORED HITS: Best 1 per IPSC, KD = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: Walls are 8 feet high. All Poppers are at least 10 yards from the shooting boxes. No-shoot Poppers are painted black, or may have an 'X' painted, and should be set so that they do not fall when hit.

jam 980421a

Servicios Averiado II

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"/>	1
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
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

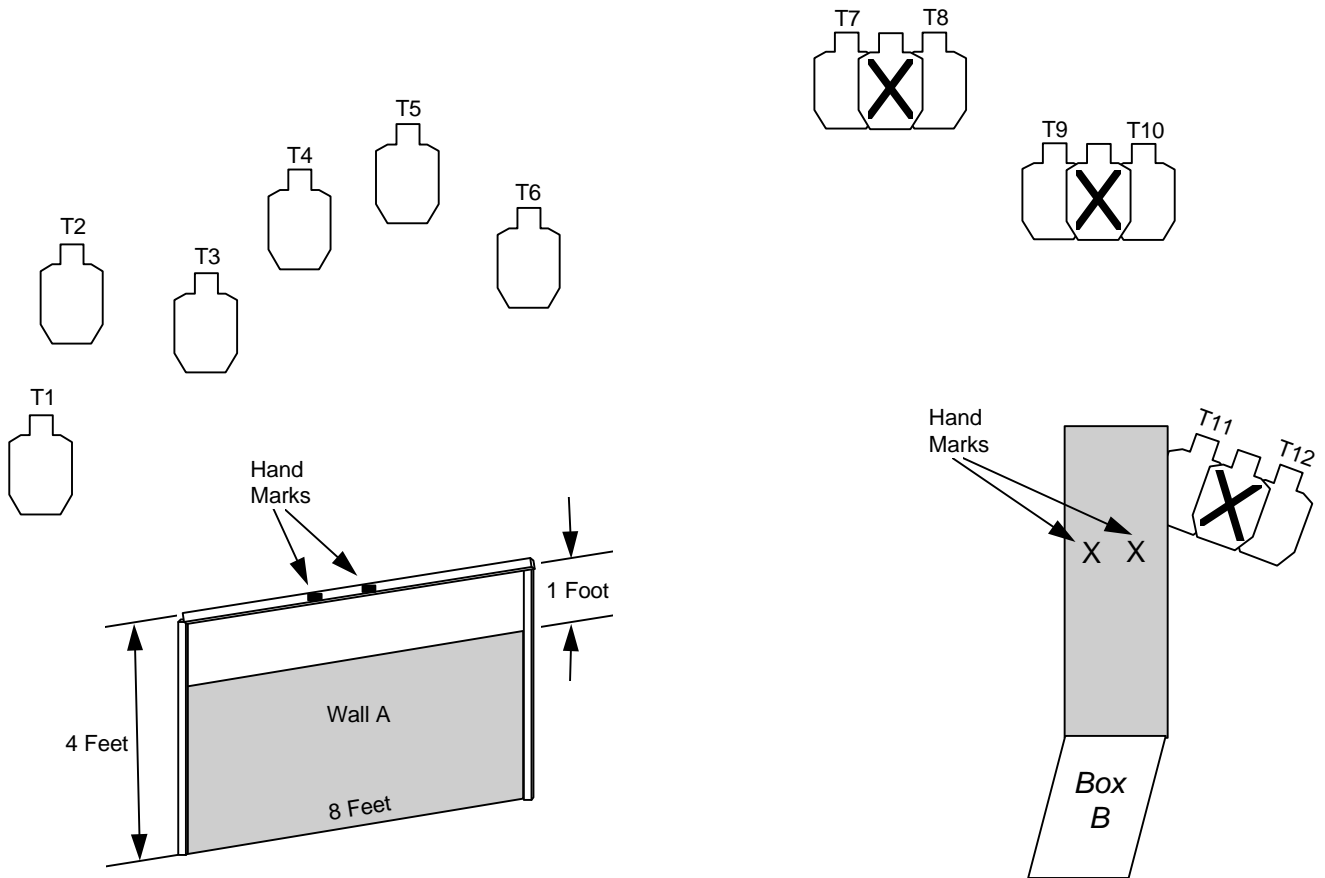
MAJOR minor

NAME _____ USPSA # _____

Speed Kills (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals '89 Design Team
 Modifications by Jeff Maass L-1192

START POSITION: (See each string procedure)	
<p>STAGE PROCEDURE</p> <p>String 1 Start standing relaxed behind Wall A with both hands on marks on top of port. On signal, engage only T1 - T6 in any order through the top port only. There are no back or side fault lines.</p> <p>String 2 Start standing relaxed in Box B with hands on marks on barricade. On signal, from Box B only engage T7 - T12 in any order from either side of barricade.</p> <p>The best single hit on each target will score.</p>	<p>SCORING</p> <p>SCORING: Comstock, 12 rounds, 60 points</p> <p>TARGETS: 12 IPSC</p> <p>SCORED HITS: Best 1 Round per target</p> <p>START-STOP: Audible - Last shot</p> <p>PENALTIES: Procedural. -10 No-shoot hit -10 Miss. -10</p>



From 1989 USPSA Nationals

SETUP NOTES: Targets T1 through T6 are mounted at various heights. Targets T7 - T12 are mounted 5-feet at the shoulder.

jam 980421a

Speed Kills (Modified)

TGT	A	B	C	D	M	
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1

USE NUMBERS - NOT HASH MARKS

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

STATS ONLY =

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

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

String 1

String 2

TOTAL TIME

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

The Chameleon

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Adapted from Zimbabwe PSA

START POSITION: Standing at A, B, or C (off of sidewalk), facing targets, hands naturally at sides.

STAGE PROCEDURE

You may engage target groups in any order. You must remain on the sidewalk or in the alley. On signal, enter the sidewalk.

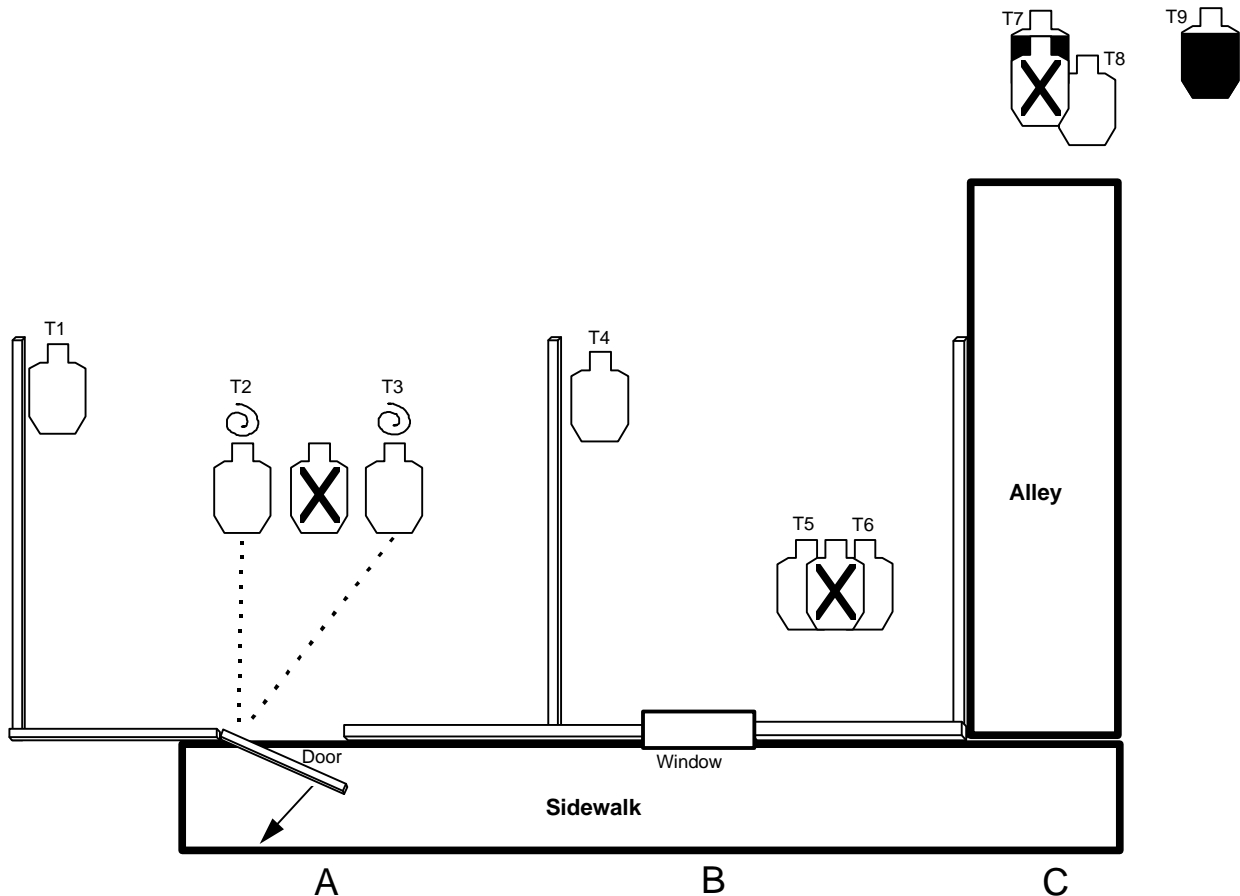
At door, open the door and engage only T1, T2, and T3. Opening the door triggers turning targets T2 and T3, which will disappear (no miss penalties). The door is under spring tension: you are responsible for keeping it open.

At the window, engage only T4, T5, and T6.

Engage only T7, T8, and T9 at the alley. You may remain at the mouth of the alley in the sidewalk "box", or move into and shoot from anywhere inside the alley "box". If you cross into the Alley, you may not return to the sidewalk.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 9 IPSC
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



From 1990 USPSA Nationals

SETUP NOTES: Walls are 8-feet high. Alley should be long enough to make T7, T8, and T9 very difficult shots from the sidewalk. Position targets so that only the specified targets are visible from the three positions.

jam 980422a

The Chameleon

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"/>		2
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		2
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	18

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

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

The Exchange

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Adapted from Don Gabrovich

START POSITION: Standing relaxed, both hands on money bag.

STAGE PROCEDURE

On signal, push the money bag completely through the cashier's window BEFORE beginning to shoot. The bag must hit the ground on the far side of the window. Then engage only PP1, PP2, T1, and T2 through the cashier's window only. PP1 triggers swinging target T1; PP2 triggers appearing target T2.

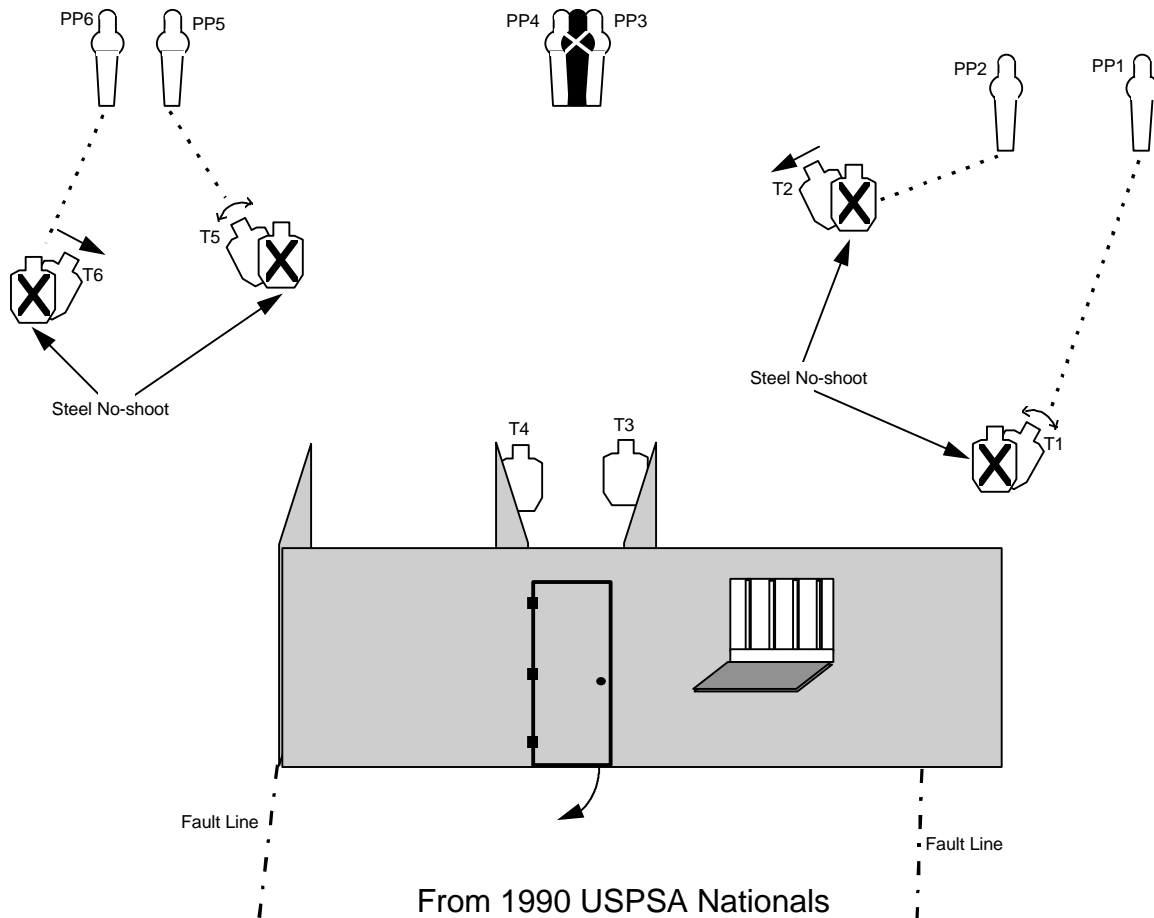
Move to the door, open it, and engage only PP3, PP4, T3, and T4 through the door. The threshold is a fault line.

Move to the far corner and engage PP5, PP6, T5, and T6 from around the corner ONLY while behind the fault line. PP5 will trigger swinging target T5; PP6 will trigger appearing target T6.

No moving target is a disappearing target: misses will be penalized.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 6 IPSC, 6 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: Walls are 8-feet high. No-shoot Popper may be black or may have black 'X' painted on it.

jam 980422a

The Exchange

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
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"/>	18
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

•

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____

Montezuma's Revenge

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Adapted from Sid Wastitis

START POSITION: Sitting in outhouse with a magazine in both hands, forearms on knees, loaded gun beside you on the mark on either side.

STAGE PROCEDURE

On signal, recover your gun, and engage T1 - T4 in any order. A shooting box extends beyond the door, and you may step into it if desired. T1 and T4 score best single hit. T3 and T4 score best two hits.

The door opens out, and is held closed by spring tension. You may engage the targets after opening the door, or you may engage targets through the half-moon cutout.

Note: Be aware of your muzzle direction!

SCORING

SCORING: Comstock, 6 rounds, 30 points

TARGETS: 4 IPSC

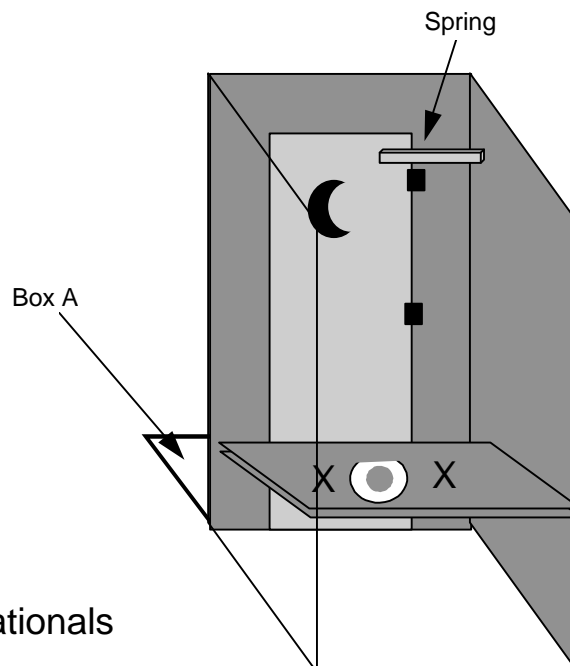
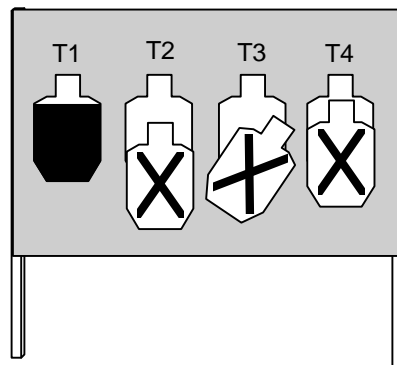
SCORED HITS: Best 2 on T2, T3; Best 1 on T1, T4

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



From 1990 USPSA Nationals

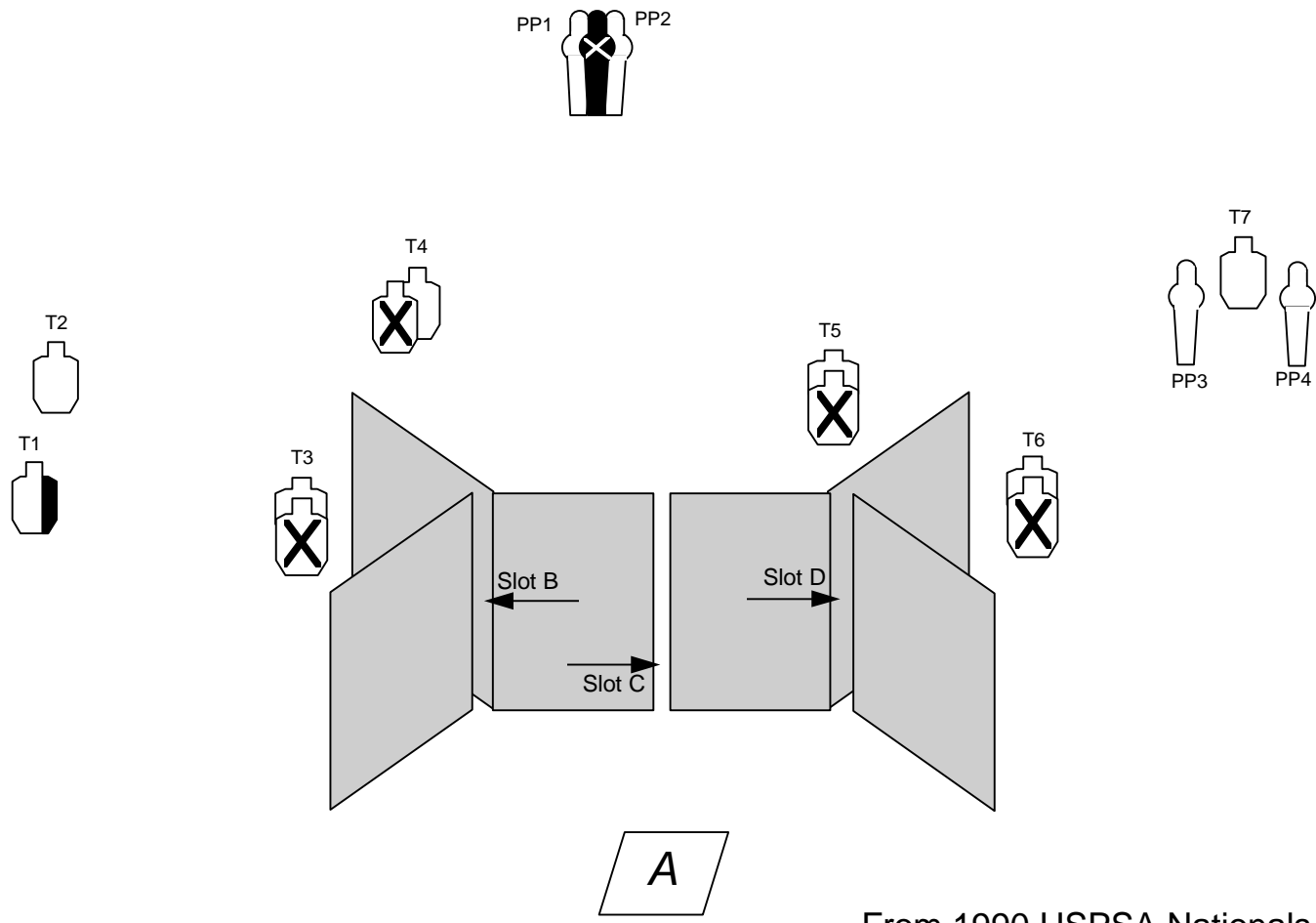
SETUP NOTES: Walls are 8-feet high. Construct outhouse seat to support weight of heaviest possible competitor! Have non-controversial magazines (e.g., not American Handgunner) on hand for use as props.

jam 980422a

Slot Match

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Adapted from Gary Hinkeldey

START POSITION: Standing in Box A, back to targets, wrists above respective shoulders.	
<p>STAGE PROCEDURE</p> <p>On signal, move to the slots and engage the targets. You may start at any slot and move in any sequence. Watch your muzzle.</p> <p>Through Slot B engage only T1, T2, and T3.</p> <p>Through Slot C engage only T4, T5, PP1, and PP2.</p> <p>Through Slot D engage only T6, T7, PP#, and PP4.</p> <p>Targets may only be engaged through a slot.</p>	<p>SCORING</p> <p>SCORING: Comstock, 18 rounds, 90 points</p> <p>TARGETS: 7 IPSC, 4 PP</p> <p>SCORED HITS: Best 2 per IPSC, KD = 1A</p> <p>START-STOP: Audible - Last shot</p> <p>PENALTIES: Procedural. -10 No-shoot hit. -10 Miss. -10</p>



From 1990 USPSA Nationals

SETUP NOTES: Walls are 8-feet high. No-shoot Popper may be black or may have black 'X' painted on it. Position targets to restrict visibility to only those targets to be engaged from each slot, as specified in the stage procedure.

jam 980422a

Slot Match

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
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"/>	18
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY

					=	
MINUS PENALTIES OF						
EQUALS TOTAL SCORE						
DIVIDED BY TIME OF						
HIT FACTOR =						
(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;">Open</div> <div style="border: 1px solid black; display: inline-block; padding: 2px; margin-left: 10px;">Limited</div>	<div style="border: 1px solid black; display: inline-block; padding: 2px;">MAJOR</div> <div style="border: 1px solid black; display: inline-block; padding: 2px; margin-left: 10px;">minor</div>
<div style="border: 1px solid black; width: 80px; height: 60px; display: flex; align-items: center; justify-content: center; margin-top: 10px;"> □ </div>	NAME _____ USPSA # _____	