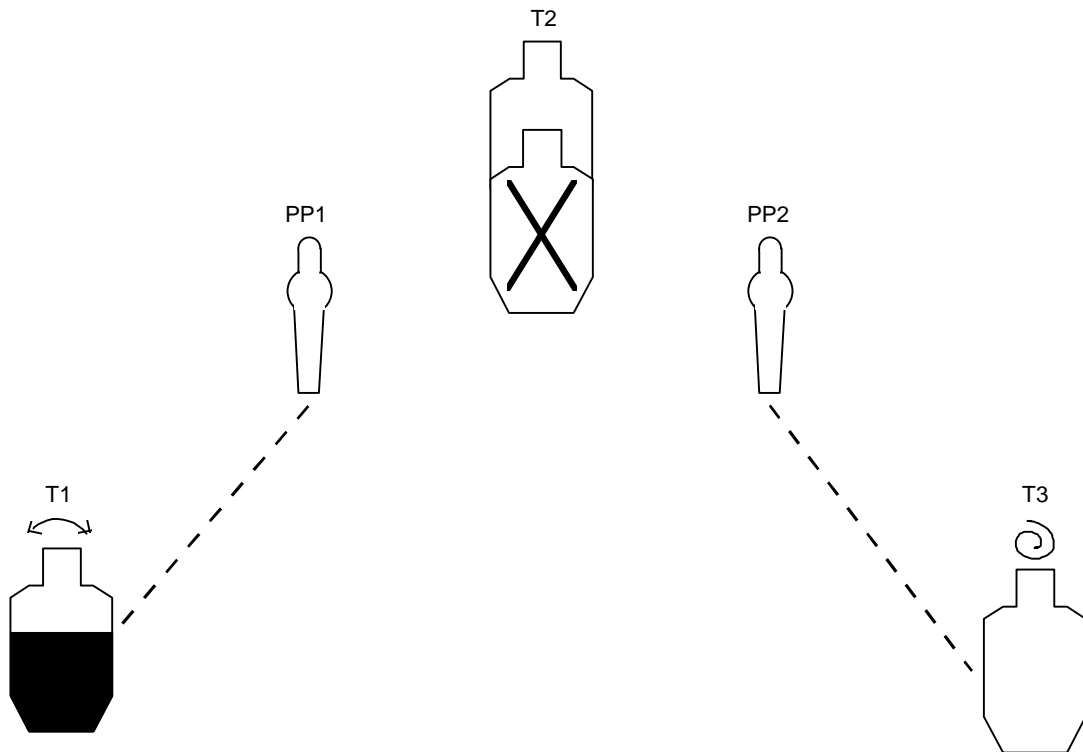


# Unofficial Sourcebook of USPSA/IPSC Courses Of Fire

Field Course Supplement #1  
January 1999



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USPSA # L-1192  
NROI/CRO

Unofficial Sourcebook of USPSA/IPSC Courses Of Fire  
Field Course Supplement #1  
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## 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, please contact me by email or by telephone at (614) 873-3234.

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).

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Unofficial Sourcebook of USPSA/IPSC Courses Of Fire  
Field Course Supplement #1  
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This supplement to the Unofficial Sourcebook of USPSA/IPSC Courses of Fire contains 16 IPSC Field Courses, some of which I have recently designed, and some of which have been submitted by other IPSC course designers for inclusion. Club Match Directors are always struggling to find stages for their local matches. Hopefully, the *Sourcebook* and this *Supplement* will lighten their load and add variety to their club matches. The Sourcebook Volume 1, made available in March 1998, contained 81 courses of fire.

**In this volume you will find 16 copier-ready courses of fire, each with an associated scoresheet. 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 (13<sup>th</sup> Edition) limits of 28 rounds on field courses. 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: 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 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 my web site for information. Comments and suggestions are welcome: please send email to the address above.

Designers' work included:

Tom Hoffman A-18259  
Jeff Maass L-1192  
Dr. Amos C. Patterson L-1551

The *Sourcebook*, *Volume 1* and all current and future Supplements will be made available for download from my web site at: <http://www.netexp.net/~jmaass>.

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 Field Course Supplement #1  
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Stage Name	Scoring	# Rounds	Course Type	Designer
Claremore Crescendo	Comstock	21	Field Course	Jeff Maass L-1192
Cubbyhole	Comstock	8	Field Course	Jeff Maass L-1192
Cubbyhole 2	Comstock	12	Field Course	Jeff Maass L-1192
Cubbyhole 3	Comstock	16	Field Course	Jeff Maass L-1192
Darrell's Barrel Peril	Comstock	22	Field Course	Jeff Maass L-1192
Darrell's Barrel Peril 2	Comstock	22	Field Course	Jeff Maass L-1192
Get Down To It	Comstock	14	Field Course	Tom Hoffman A-18259
Get Down To It 2	Comstock	16	Field Course	Tom Hoffman A-18259
Hot Toddy	Comstock	16	Field Course	Dr. Amos C. Patterson L-1551
Merrill's Madness	Comstock	22	Field Course	Dr. Amos C. Patterson L-1551
No News Is Good News 2	Comstock	27	Field Course	Dr. Amos C. Patterson L-1551
Slartibartfast's Pride	Comstock	25	Field Course	Jeff Maass L-1192
Slartibartfast's Pride 2	Comstock	25	Field Course	Jeff Maass L-1192
Through And Through	Comstock	18	Field Course	Jeff Maass L-1192
Through And Through 2	Comstock	16	Field Course	Jeff Maass L-1192
Through And Through 3	Comstock	25	Field Course	Jeff Maass L-1192

# Claremore Crescendo

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

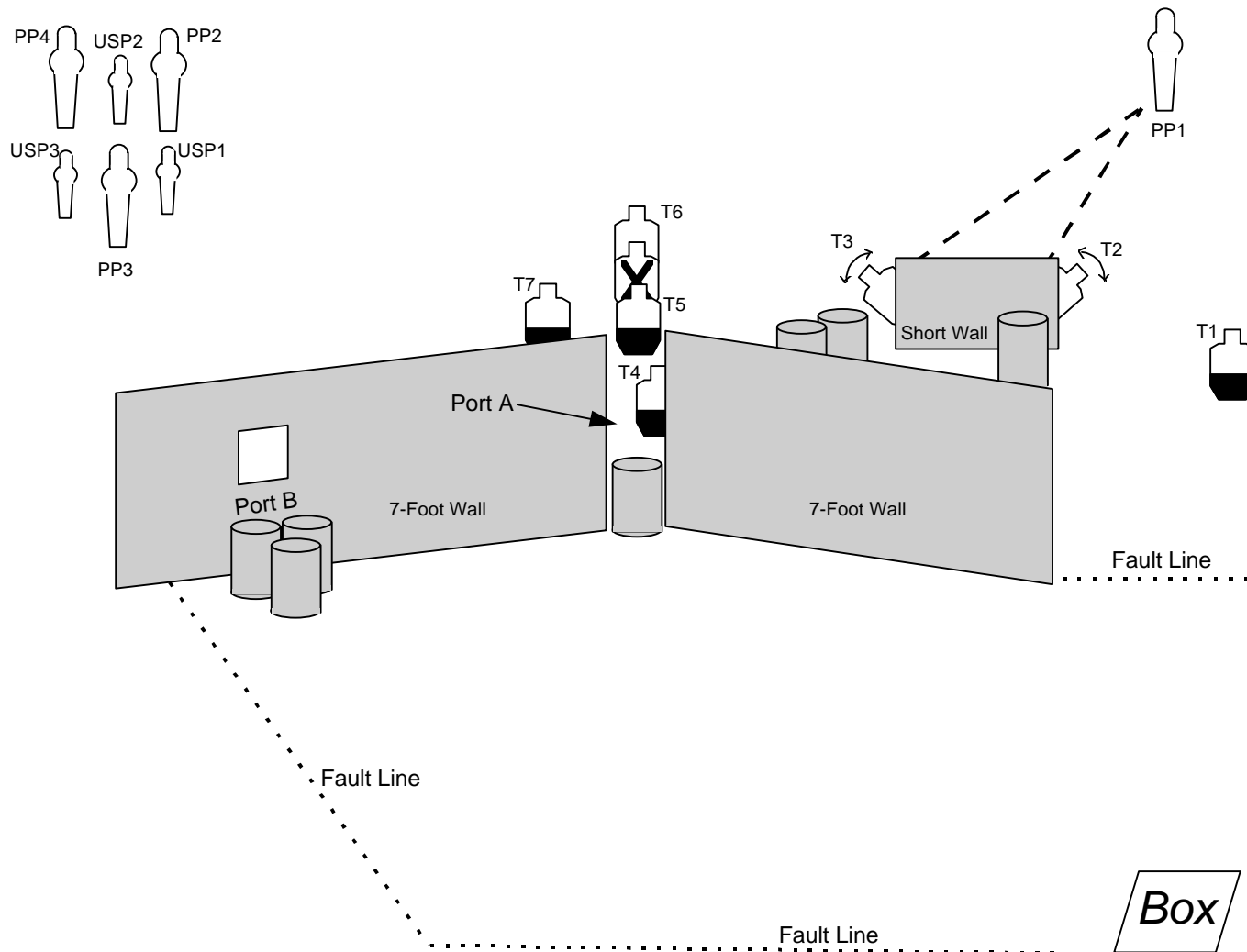
**START POSITION:** Standing in Box facing uprange with back to PP1, arms relaxed at sides.

## STAGE PROCEDURE

On signal, turn, draw, and engage PP1 from Box ONLY, and other targets as they are visible.

## SCORING

**SCORING:** Comstock, 21 rounds, 105 points  
**TARGETS:** 7 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



**SETUP NOTES:** Port B is 1.5-feet square and starts 4-feet from the ground. Port A is 18 inches wide. Port A and B are separated by at least 12 feet. Side fault line positioned to eliminate shooting around wall. Swinging targets T2 and T3 are initially hidden with only a small portion exposed, and when triggered by PP1 swing to expose the entire lower A-zone. Targets T4 and T7 are mounted at ground level. All other targets are mounted 5-feet to the shoulder. PP2 - 4 and USP1 - USP3 should be visible only through Port B. PP1, T1 - T3 are visible only from the right side of the right wall. T4 - T7 are visible only through Port B. Barrels may be used to limit view of steel from incorrect Port. Paper targets are as far from Port A as possible while still maintaining the visibility limitations noted above.

## RO Notes:

Due to limited visibility, use great care to establish that range is cleared prior to starting next shooter!

jam 981231c

# Claremore Crescendo

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"/>	7

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

<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)

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

SHOOTER NUMBER

Open     Limited    
  MAJOR     minor

NAME  USPSA #

# Cubbyhole

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

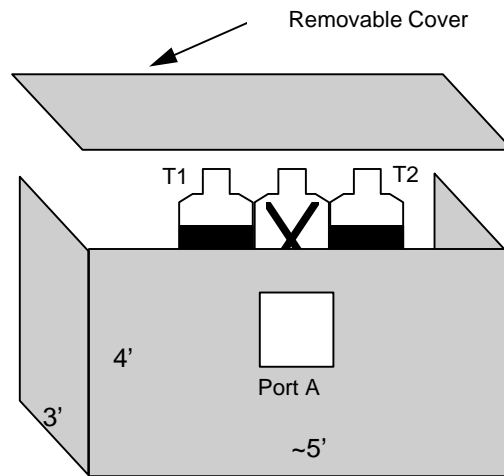
**START POSITION:** Standing in Box A, both hands flat on top of barrels.

## STAGE PROCEDURE

On signal, engage steel (PP1, PP2, USP1, USP2) from Box A ONLY, and engage other targets as they are visible.

## 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:

Set steel at least 40 feet from Box A, with surfaces facing Box A. Side walls and removable cover for 'cubby' may be constructed of 1x2 lath and black plastic. T1, T2, and the associated no-shoot are mounted close to the ground. Port A is 1.5-foot square, and starts 1.5 feet from the ground. From Box A, only the no-shoot is visible through Port A.

## RO NOTES:

jam 981231b

# Cubbyhole

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
<b>T1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T2</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>STL</b>	<input type="text"/>				<input type="text"/>	<b>4</b>
<b>TOTAL HITS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>8</b>
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 # \_\_\_\_\_



# Cubbyhole 2

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

**START POSITION:** Standing in Box A, both hands flat on top of barrels.

### STAGE PROCEDURE

On signal, engage steel (PP1, PP2, USP1, USP2) from Box A ONLY, and engage other targets as they are visible.

### SCORING

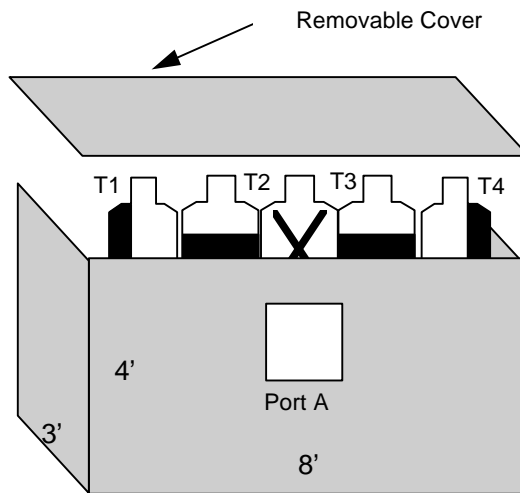
**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** 4 IPSC, 2 PP, 2 USP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



PP1



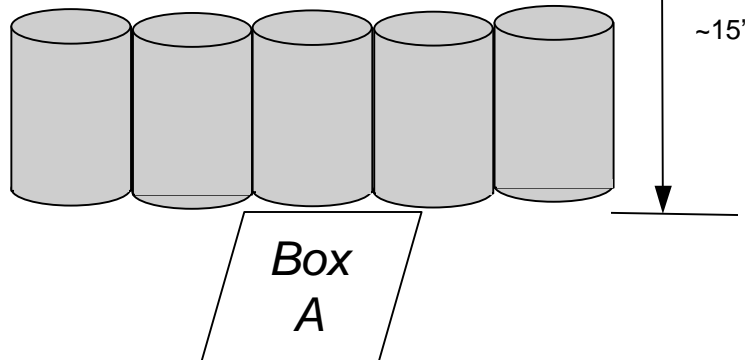
USP1



USP2



PP2



### SETUP NOTES:

Set steel at least 40 feet from Box A, with surfaces facing Box A. Side walls and removable cover for 'cubby' may be constructed of 1x2 lath and black plastic. T1, T2, T3, T4, and the associated no-shoot are mounted close to the ground. Port A is 1.5-foot square, and starts 1.5 feet from the ground. From Box A, only the no-shoot is visible through Port A.

### RO NOTES:

jam981231c

# Cubbyhole 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"/>	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

NAME  USPSA #

Open     Limited     MAJOR     minor

# Cubbyhole 3

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

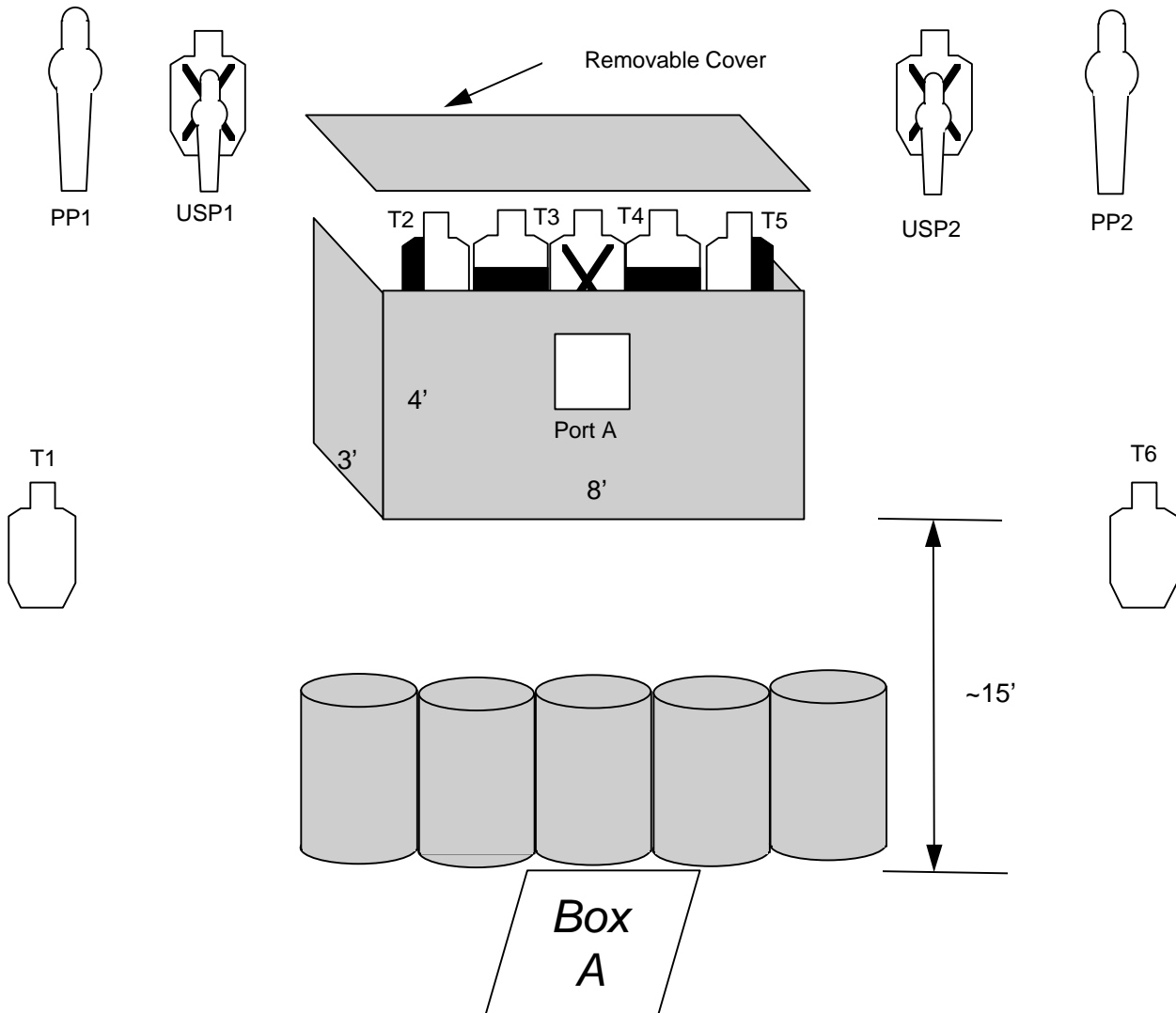
**START POSITION:** Standing in Box A, both hands flat on top of barrels.

## STAGE PROCEDURE

On signal, engage steel (PP1, PP2, USP1, USP2) from Box A ONLY, and engage other targets as they are visible.

## SCORING

**SCORING:** Comstock, 16 rounds, 80 points  
**TARGETS:** 6 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:

Set steel at least 40 feet from Box A, with surfaces facing Box A. T1 and T6 are mounted 5-feet at the shoulder. Side walls and removable cover for 'cubby' may be constructed of 1x2 lath and black plastic. T1, T2, T3, T4, and the associated no-shoot are mounted close to the ground. Port A is 1.5-foot square, and starts 1.5 feet from the ground. From Box A, only the no-shoot is visible through Port A.

## RO NOTES:

jam 981231c

# Cubbyhole 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
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**

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

# Darrell's Barrel Peril

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

**START POSITION:** Sitting in chair, feet flat on ground, hands on knees.

## STAGE PROCEDURE

On signal, engage all targets through ports only.

PP1 triggers turning target T2. PP2 triggers turning target T7. T2 and T7 are disappearing targets: misses will not be penalized.

## SCORING

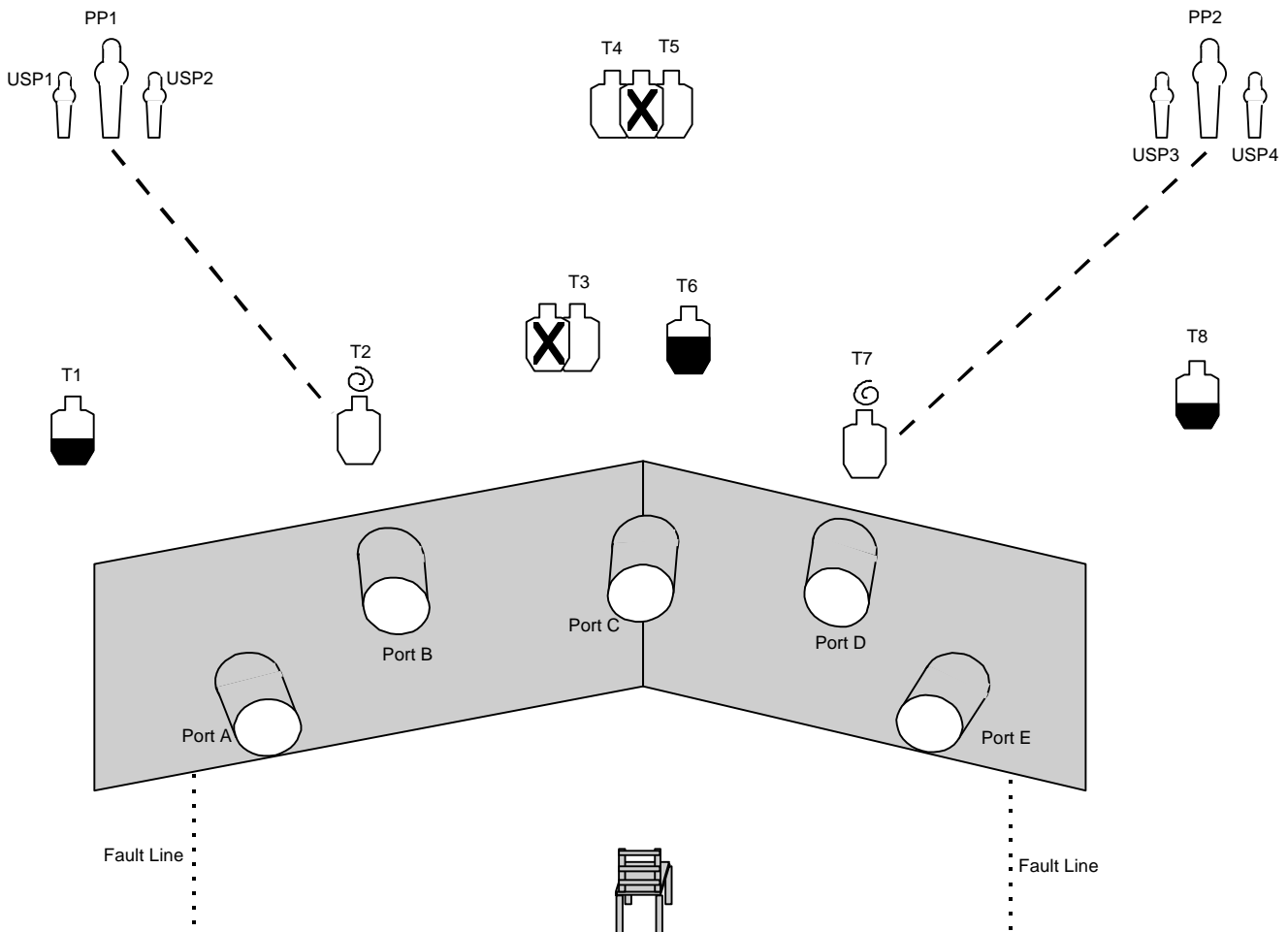
**SCORING:** Comstock, 22 rounds, 110 points

**TARGETS:** 8 IPSC, 2 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:** Watch for shoot through situations. Walls are 7-feet high. Ports are all barrels protruding through walls. Ports A and E are at ground level. Ports B, C, and D start 4-feet off the ground. Ports A, C, and E should each be separated by at least 15 feet. T1, USP1, USP2, and PP1 are visible only through Port A. T2 is visible only through Port B. T3 - T6 are visible only through Port C. T7 is visible only through Port D. USP3, USP4, PP2, and T8 are visible only through Port E. T3 and T6 are mounted close to the ground: all other targets are 5-feet at the shoulder. T2 and T7 should be mounted on moderately slow-acting mechanisms.

**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 981231c

# Darrell's Barrel Peril

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"/>	<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"/>	<b>22</b>
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 #

# Darrell's Barrel Peril 2

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

**START POSITION:** Sitting in chair, feet flat on ground, hands on knees.

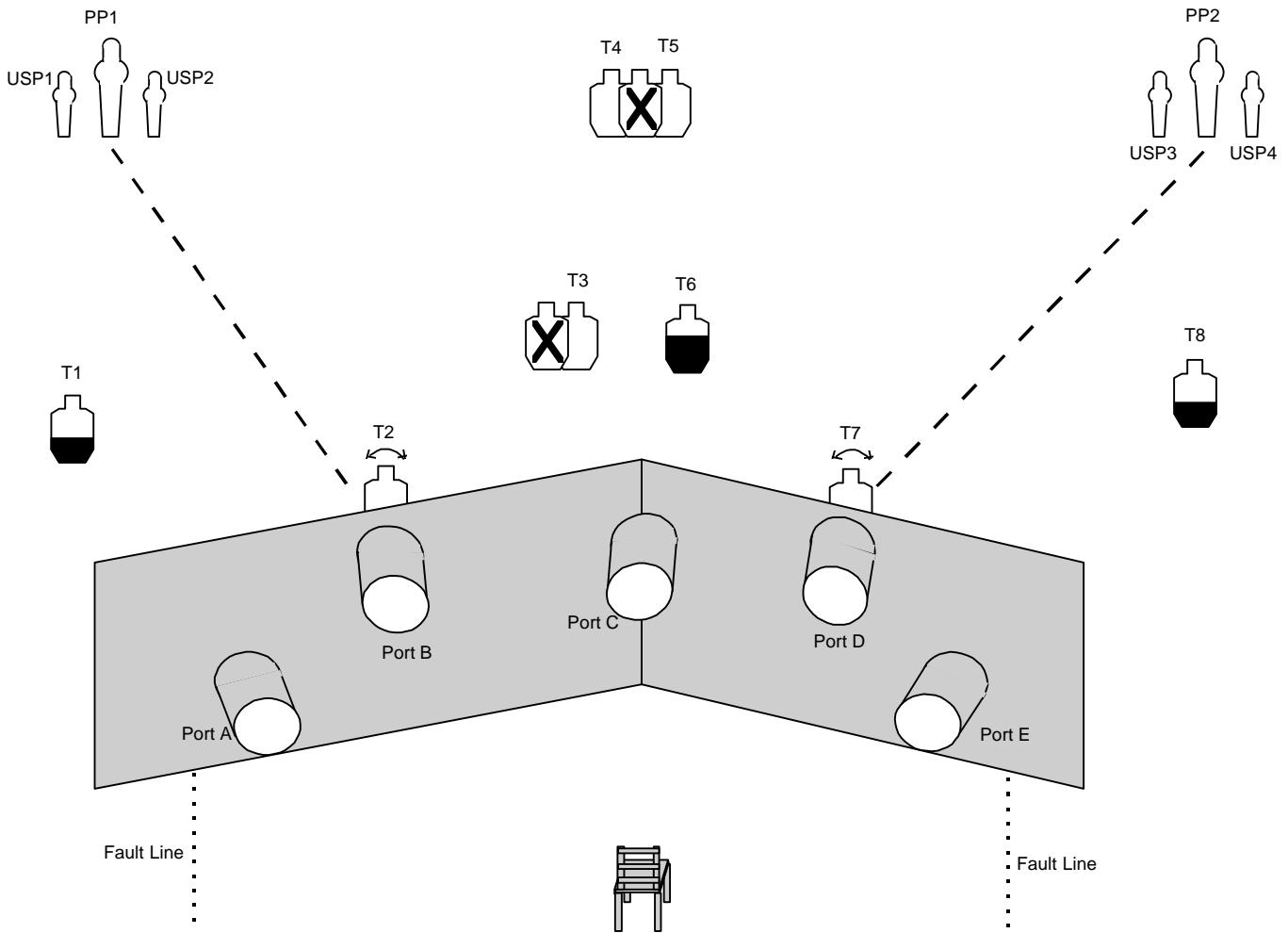
## STAGE PROCEDURE

On signal, engage all targets through ports only.

PP1 triggers swinging target T2. PP2 triggers swinging target T7. T2 and T7 are not disappearing targets: misses will be penalized.

## SCORING

**SCORING:** Comstock, 22 rounds, 110 points  
**TARGETS:** 8 IPSC, 2 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:** Watch for shoot through situations. Walls are 7-feet high. Ports are all barrels protruding through walls. Ports A and E are at ground level. Ports B, C, and D start 4-feet off the ground. Ports A, C, and E should each be separated by at least 15 feet. T1, USP1, USP2, and PP1 are visible only through Port A. T2 is visible only through Port B. T3 - T6 are visible only through Port C. T7 is visible only through Port D. USP3, USP4, PP2, and T8 are visible only through Port E. T3 and T6 are mounted close to the ground: all other targets are 5-feet at the shoulder. T2 and T7 should be mounted close to wall and ports., are not visible prior to activation, and should swing into and out of view after activation.

**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 981231c

# Darrell's Barrel Peril 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"/>	6
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

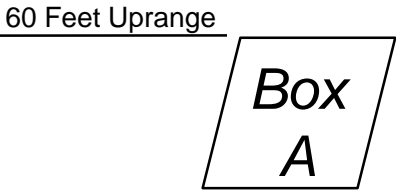
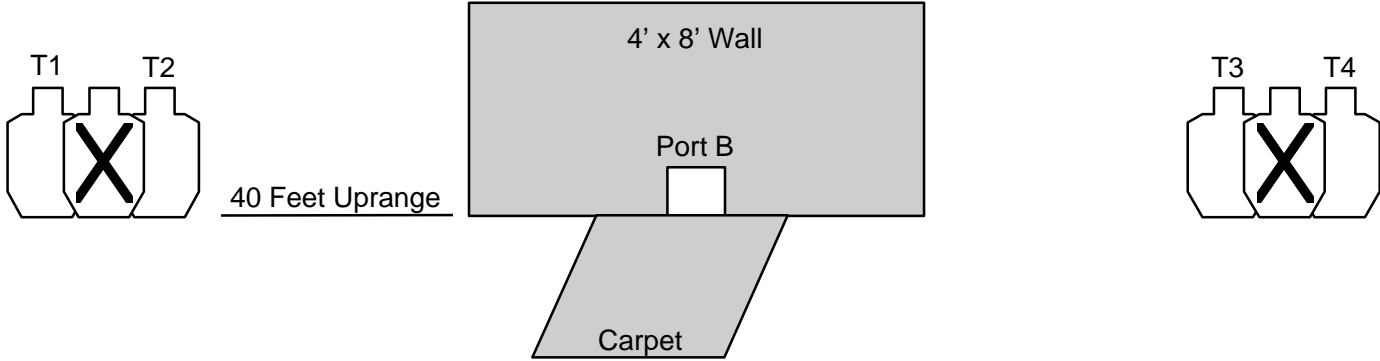
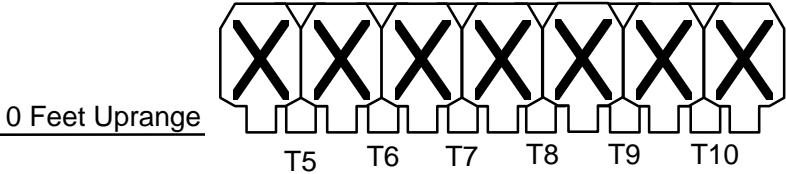
NAME \_\_\_\_\_ USPSA # \_\_\_\_\_



# Get Down To It

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Tom Hoffman A-18259

<b>START POSITION:</b> Standing in Box A facing downrange, hands relaxed at sides.	
<b>STAGE PROCEDURE</b>  On signal, from Box A only engage T1 - T4 only with a minimum of two rounds each, then engage T5 - T10 through Port B only with minimum of one round each.	<b>SCORING</b>  <b>SCORING:</b> Comstock, 14 rounds, 70 points <b>TARGETS:</b> 10 IPSC <b>SCORED HITS:</b> Best 2/T1-T4, Best 1/T5-T10 <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



**SETUP NOTES:** Port B is 18-inches square and is at ground level in center of 4-foot high wall. T1 - T4 are mounted 5-feet at the shoulder. T5 - T10 are mounted 5-feet at their highest points.

**RO NOTE:**

# Get Down To It

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"/>	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
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	

**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

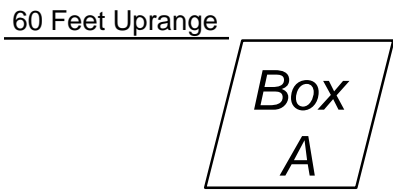
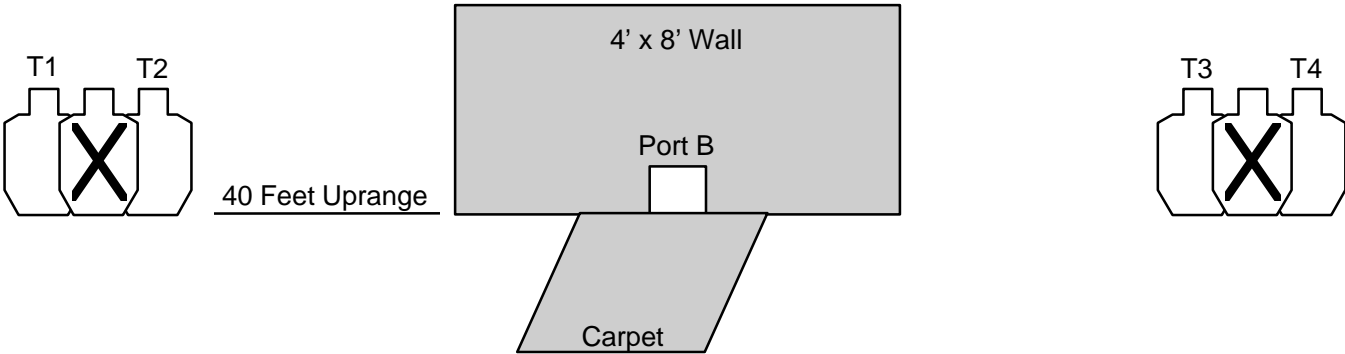
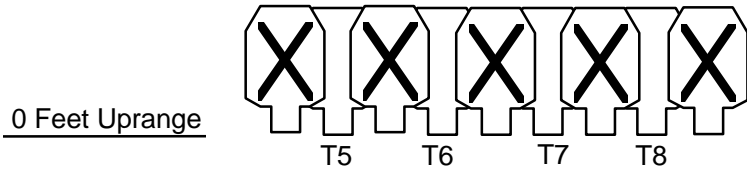
NAME  USPSA #

Open Limited MAJOR minor

# Get Down To It 2

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Tom Hoffman A-18259  
 Mods by Dr. Amos Patterson L-1551

<b>START POSITION:</b> Standing in Box A facing downrange, hands relaxed at sides.	
<b>STAGE PROCEDURE</b>  On signal, from Box A only engage T1 - T4 only, then engage T5 - T8 through Port B only.	<b>SCORING</b>  <b>SCORING:</b> Comstock, 16 rounds, 80 points <b>TARGETS:</b> 8 IPSC <b>SCORED HITS:</b> Best 2 per IPSC <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



<b>SETUP NOTES:</b> Port B is 18-inches square and is at ground level in center of 4-foot high wall. T1 - T4 are mounted 5-feet at the shoulder. T5 - T8 are mounted 18-inches at the shoulder.	<b>RO NOTE:</b>  jam 980404a
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# Get Down To It 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

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**

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

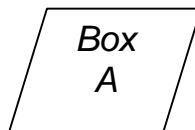
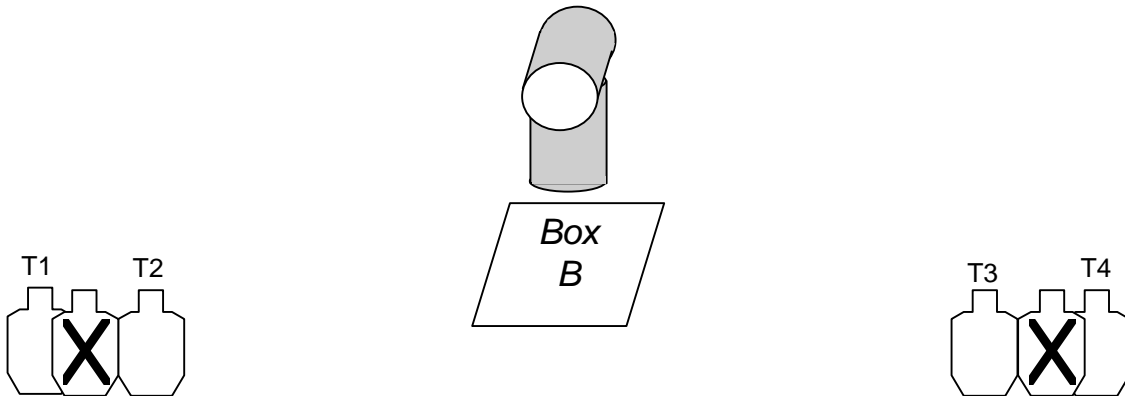
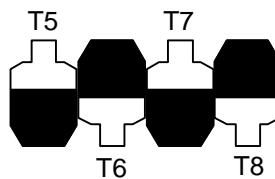
NAME \_\_\_\_\_ USPSA # \_\_\_\_\_

# Hot Toddy

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dr. Amos C. Patterson L-1551  
 Modifications by Jeff Maass L-1192

**START POSITION:** Standing in Box A facing downrange, wrists above shoulders in surrender position.

STAGE PROCEDURE	SCORING
On signal, from Box A only engage T1 - T4 only, then from Box B only engage T5 - T8 through barrel only.	<b>SCORING:</b> Comstock, 16 rounds, 80 points <b>TARGETS:</b> 8 IPSC <b>SCORED HITS:</b> Best 2 per IPSC <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



**SETUP NOTES:** Targets T1, T2, T3, T4, T5, and T7 are mounted 5-feet at the shoulder. T6 and T8 are mounted relative to T5 and T7 as shown. T5 - T8 are hard-cover to the middle of the A-zone.

**RO NOTE:**

# Hot Toddy

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

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**

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

# Merrill's Madness

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dr. Amos C. Patterson L-1551

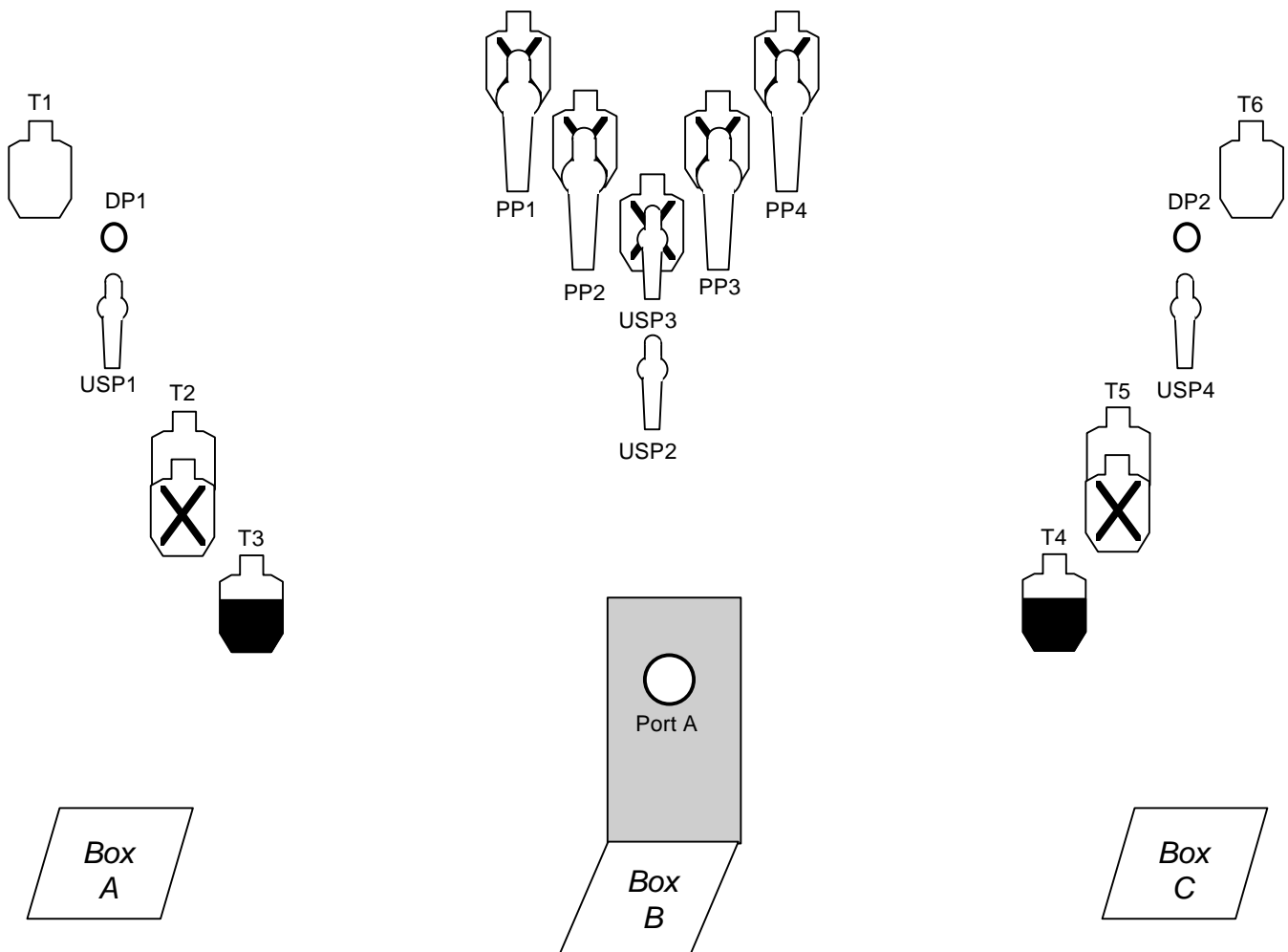
**START POSITION:** Standing in Box A or Box C facing targets, hands clasped behind neck.

## STAGE PROCEDURE

On signal, move box-to-box in order A-B-C or C-B-A engaging each target. From Box A only, engage T1, T2, T3, USP1 and DP1. From Box B only, engage PP1-PP4, USP2, and USP3 through Port A only. From Box C only, engage T4, T5, T6, USP4, and DP2. All targets must be engaged from a box.

## SCORING

**SCORING:** Comstock, 22 rounds, 110 points  
**TARGETS:** 6 IPSC, 4 PP, 4 USP, 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



**SETUP NOTES:** T1 - T6 are mounted 5-feet at the shoulder. Dropping Plates DP1 and DP2 are mounted 3 to 4 feet high. Port A is a circular port in a Bianchi barricade, with bottom no higher than 4 feet.

**RO NOTE:**

jam 980401b

# Merrill's Madness

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"/>	10
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 # \_\_\_\_\_



# No News Is Good News 2

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dr. Amos C. Patterson L-1551,  
Modifications by Jeff Maass L-1192

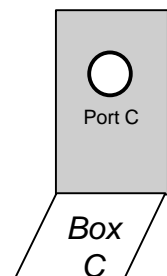
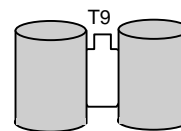
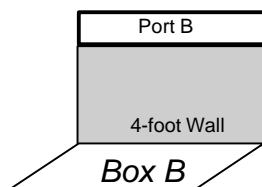
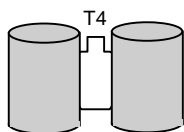
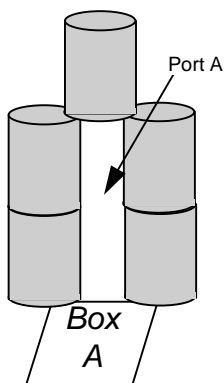
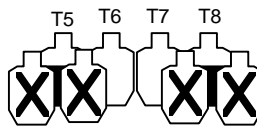
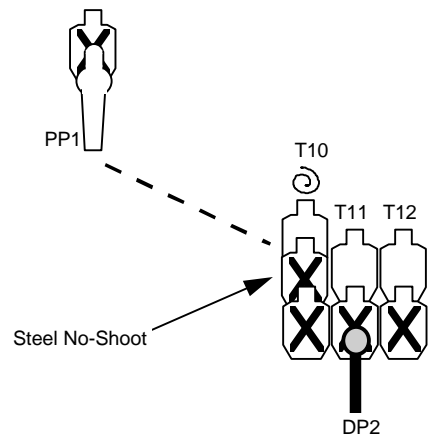
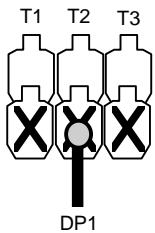
**START POSITION:** Standing in Box A facing targets, holding open newspaper, eyes on paper.

## STAGE PROCEDURE

On signal, from Box A only engage T1, T2, T3, and DP1 through Port A only. From between Boxes A and B only engage T4 only. From Box B only engage T5, T6, T7, and T8 through Port B only. From between Boxes B and C only engage T9 only. From Box C only engage PP1, T10, T11, T12, and DP2 through Port C only. PP1 triggers twisting target T10, which is a disappearing target: misses will not be penalized.

## SCORING

**SCORING:** Comstock, 27 rounds, 135 points  
**TARGETS:** 12 IPSC, 1 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



**SETUP NOTES:** T4 and T9 are mounted at ground level. All other targets are mounted 5-feet at the shoulder. Dropping Plates DP1 and DP2 are mounted in relation to the no-shoots as shown. Port A is approximately 1-foot wide and two barrels high. Port B is 1-foot high, and starts at the top of the 4-foot wall. Port C is a 12-inch circular port in a Bianchi barricade, with bottom no higher than 4 feet.

**RO NOTE:**

jam 980401b

# No News Is Good News 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
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"/>	<b>27</b>
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 # \_\_\_\_\_

# Slartibartfast's Pride

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

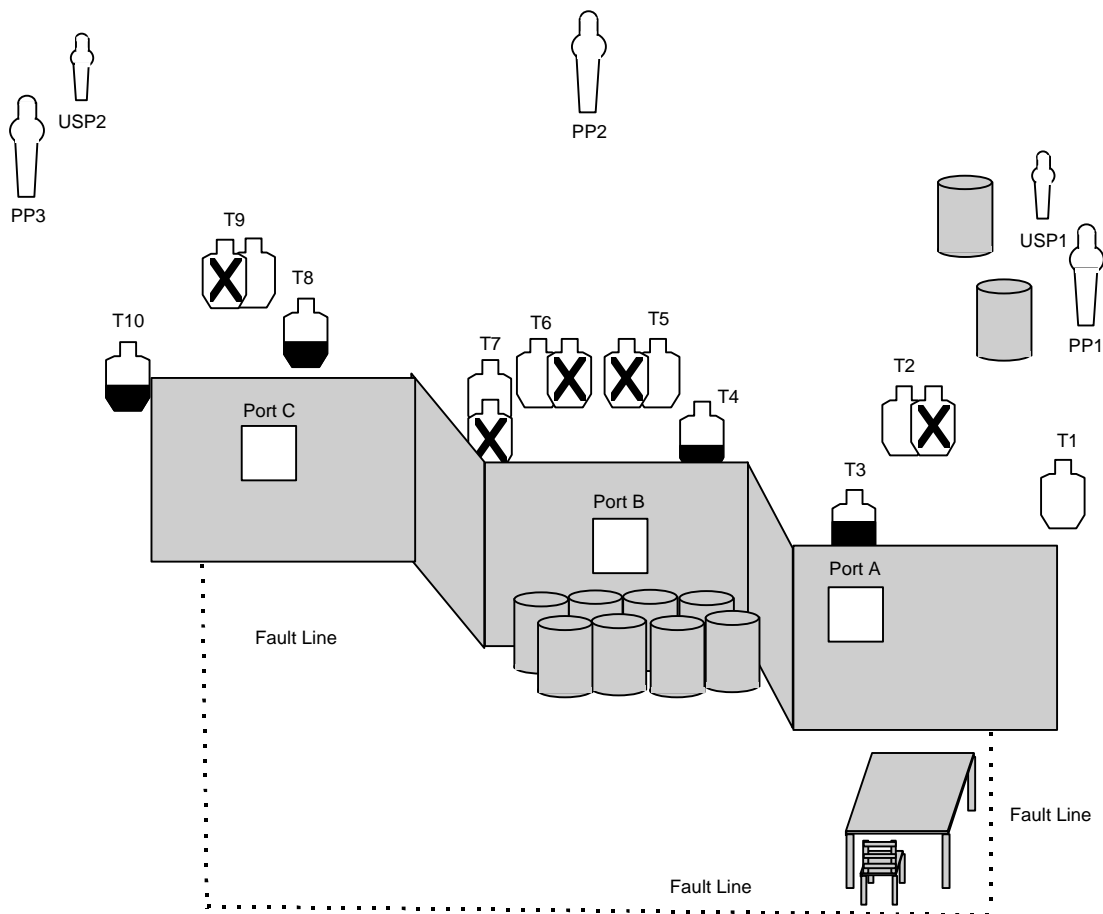
**START POSITION:** Sitting in chair, feet flat on ground, hands laying flat on tabletop.

## STAGE PROCEDURE

On signal, engage targets as they are visible.

## SCORING

**SCORING:** Comstock, 25 rounds, 125 points  
**TARGETS:** 10 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:** Walls are 7-feet high. Ports are 1.5-feet square and start 4-feet from the ground. Port A, B, and C are each separated by at least 12 feet. Side fault lines positioned to minimize shooting around wall. Target T3, T4, T7, T8, and T10 are mounted at ground level. All other targets are mounted 5-feet to the shoulder. PP2 should be visible through all three Ports. T1, T2, T3, PP1 and USP1 visible only through Port A. T4, T5, T6, and T7 visible only through Port B. T8, T9, T10, PP3, and USP2 are visible only through Port C. Barrels may be used to limit view of steel from incorrect Port, if necessary. Paper targets are as far from the wall as possible while still maintaining the visibility limitations noted above. PP1, USP1, PP3, USP2 may be visible around wall when shooter is away from the wall.

## RO Notes:

Due to limited visibility, use great care to establish that range is cleared prior to starting next shooter!

jam 981231b

# Slartibartfast's Pride

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"/>	5

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>25</b>
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

# Slartibartfast's Pride 2

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

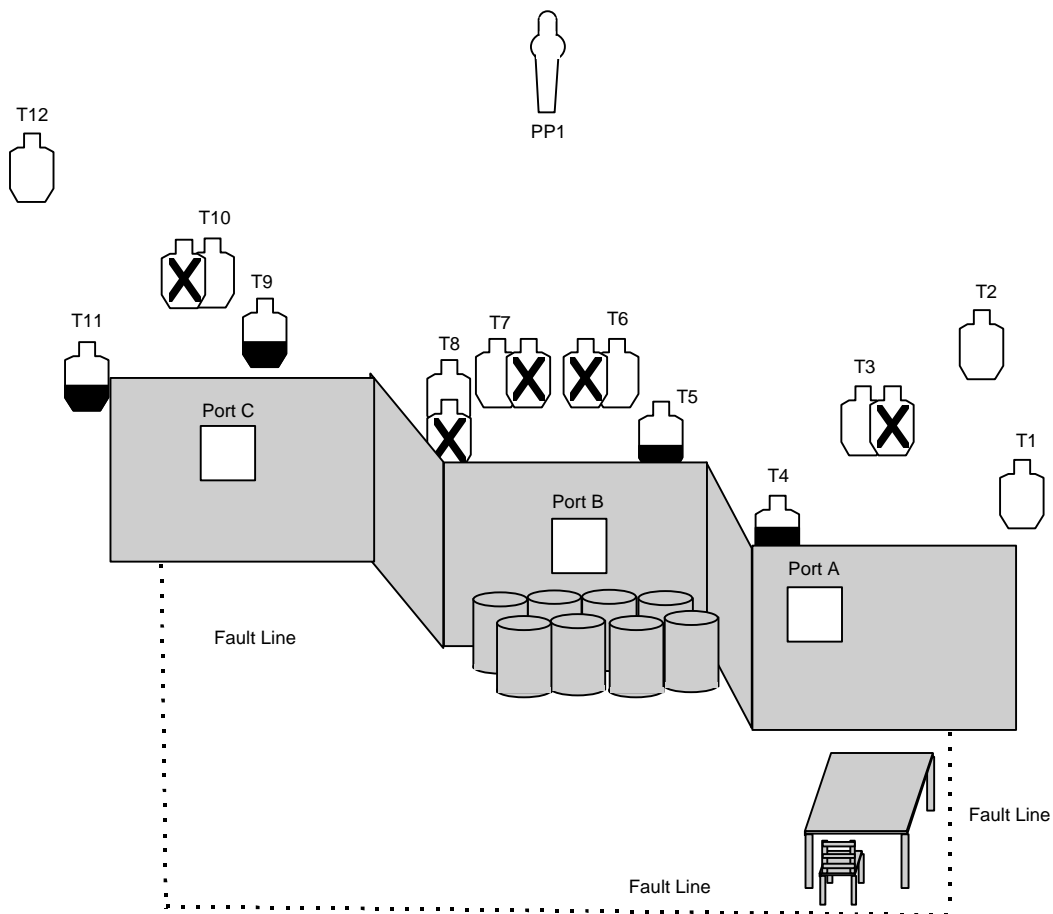
**START POSITION:** Sitting in chair, feet flat on ground, hands laying flat on tabletop.

## STAGE PROCEDURE

On signal, engage targets as they are visible.

## SCORING

**SCORING:** Comstock, 25 rounds, 125 points  
**TARGETS:** 12 IPSC, 1 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 7-feet high. Ports are 1.5-feet square and start 4-feet from the ground. Port A, B, and C are each separated by at least 12 feet. Side fault lines positioned to minimize shooting around wall. Target T4, T7, T8, and T9, and T11 are mounted at ground level. All other targets are mounted 5-feet to the shoulder. PP1 should be visible through all three Ports. T1, T2, T3, and T4 visible only through Port A. T5, T6, and T7 and T8 visible only through Port B. T9, T10, T11, and T12 are visible only through Port C. Paper targets are as far from the wall as possible while still maintaining the visibility limitations noted above.

## RO Notes:

Due to limited visibility, use great care to establish that range is cleared prior to starting next shooter!

jam 981231b

# Slartibartfast's Pride 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
STL	<input type="text"/>				<input type="text"/>	1
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>25</b>
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

# Through And Through

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

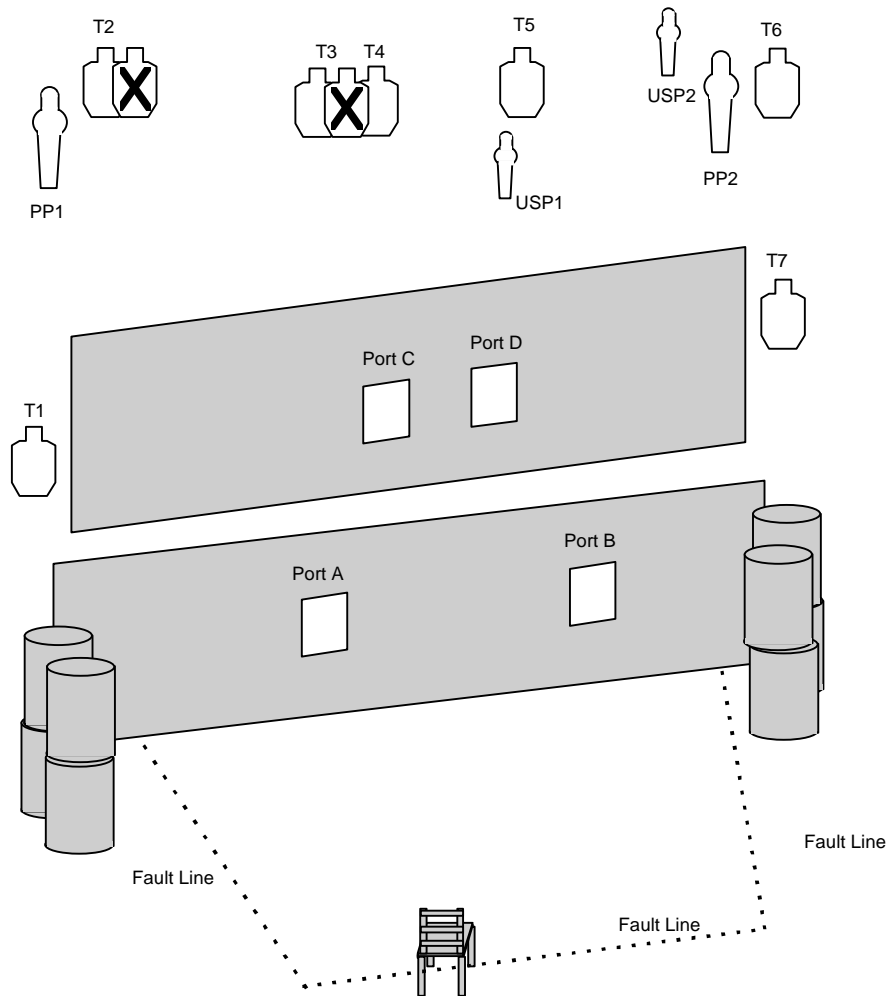
**START POSITION:** Sitting in chair, feet flat on ground, hands on knees.

## STAGE PROCEDURE

On signal, engage targets as they are visible.

## SCORING

**SCORING:** Comstock, 18 rounds, 90 points  
**TARGETS:** 7 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:** Rear fault line and chair are at least 20 feet from wall. Parallel walls are 7-feet high and are separated by at least 15 feet. Ports are 1.5-foot square and start 4-feet from the ground. Port A and Port B are at least 12 feet apart. **Setup is critical!** All targets should be visible only through ports, and are mounted at various heights as required meet the following conditions. T1 visible only through Port A. T7 visible only through Port B. T2 and PP1 visible only through Ports B and C. T3 and T4 visible only through Ports B and D. T5 and USP1 visible only through Ports A and C. T6, PP2, and USP2 visible only through Ports A and D. Construct port frames for ease of repair, and stock spare parts!.

## RO Notes:

Due to limited visibility, use great care to establish that range is cleared prior to starting next shooter!

jam 981231b

# Through And Through

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"/>	4

USE NUMBERS - NOT HASH MARKS

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

NAME \_\_\_\_\_ USPSA # \_\_\_\_\_

Open Limited MAJOR minor



# Through And Through 2

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

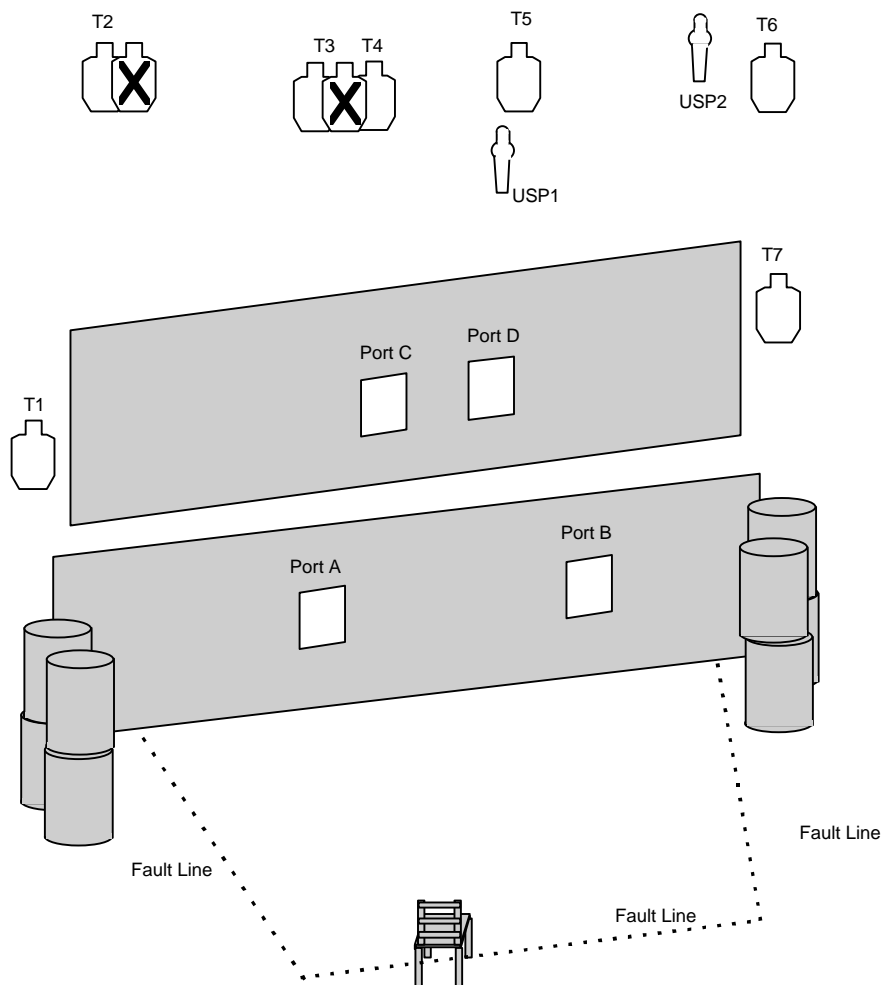
**START POSITION:** Sitting in chair, feet flat on ground, hands on knees.

## STAGE PROCEDURE

On signal, engage targets as they are visible.

## SCORING

**SCORING:** Comstock, 16 rounds, 80 points  
**TARGETS:** 7 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:** Rear fault line and char are at least 20 feet from the wall. Parallel walls are 7-feet high and are separated by at least 15 feet. Ports are 1.5-foot square and start 4-feet from the ground. Port A and Port B are at least 12 feet apart. **Setup is critical!** All targets should be visible only through ports, and are mounted at various heights as required meet the following conditions. T1 visible only through Port A. T7 visible only through Port B. T2 visible only through Ports B and C. T3 and T4 visible only through Ports B and D. T5 and USP1 visible only through Ports A and C. T6 and USP2 visible only through Ports A and D. Construct port frames for ease of repair, and stock spare parts!.

## RO Notes:

Due to limited visibility, use great care to establish that range is cleared prior to starting next shooter!

jam 981231b

# Through And Through 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
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"/>	16
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 # \_\_\_\_\_

# Through And Through 3

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass L-1192

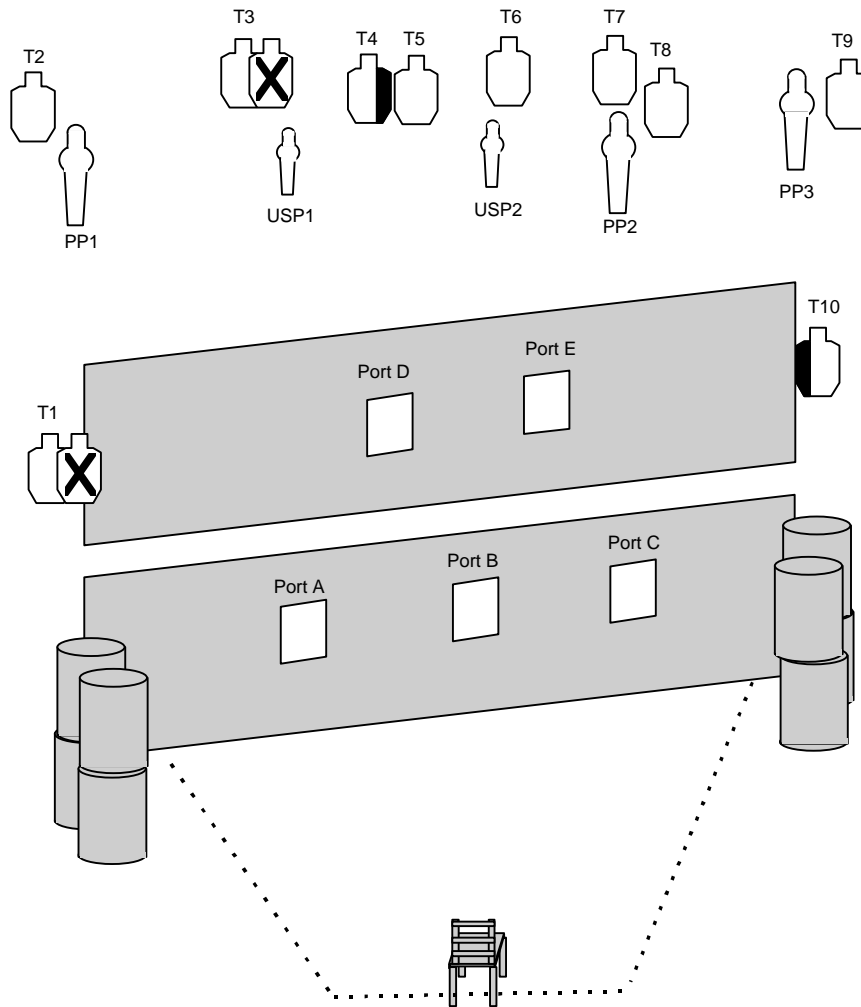
**START POSITION:** Sitting in chair, feet flat on ground, hands on knees.

## STAGE PROCEDURE

On signal, engage targets as they are visible.

## SCORING

**SCORING:** Comstock, 25 rounds, 125 points  
**TARGETS:** 10 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:** Rear fault line and chair are at least 20 feet from wall. Parallel walls are 7-feet high and are separated by at least 15 feet. Ports are 1.5-foot square and start 4-feet from the ground. Ports A, B, and C are at least 12 feet separated from each other. **Setup is critical!** All targets should be visible only through ports, and are mounted at various heights as required meet the following conditions. T1 visible only through Port A . T10 visible only through Port C. T2 and PP1 visible only through Ports C and D. T3 and USP1 visible only through Ports B and D. T4 and T5 visible only through Ports C and E. T6 and USP2 visible only through Ports A and D. T7, T8, and PP2 visible only through Ports B and E. T9 and PP3 visible only through Ports A and E. Construct port frames for ease of repair, and stock spare parts!

## RO Notes:

Due to limited visibility, use great care to establish that range is cleared prior to starting next shooter!

jam 981231c

# Through And Through 3

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
<b>T1</b>	<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"/>	<b>2</b>
<b>T2</b>	<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"/>	<b>2</b>
<b>T3</b>	<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"/>	<b>2</b>
<b>T4</b>	<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"/>	<b>2</b>
<b>T5</b>	<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"/>	<b>2</b>
<b>T6</b>	<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"/>	<b>2</b>
<b>T7</b>	<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"/>	<b>2</b>
<b>T8</b>	<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"/>	<b>2</b>
<b>T9</b>	<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"/>	<b>2</b>
<b>T10</b>	<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"/>	<b>2</b>
<b>STL</b>	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	<b>5</b>

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"/>	<b>25</b>
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

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<p>SHOOTER NUMBER</p> <div style="border: 1px solid black; width: 80px; height: 60px; margin: 5px 0;"></div> <p>NAME _____</p>	<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>
USPSA # _____		