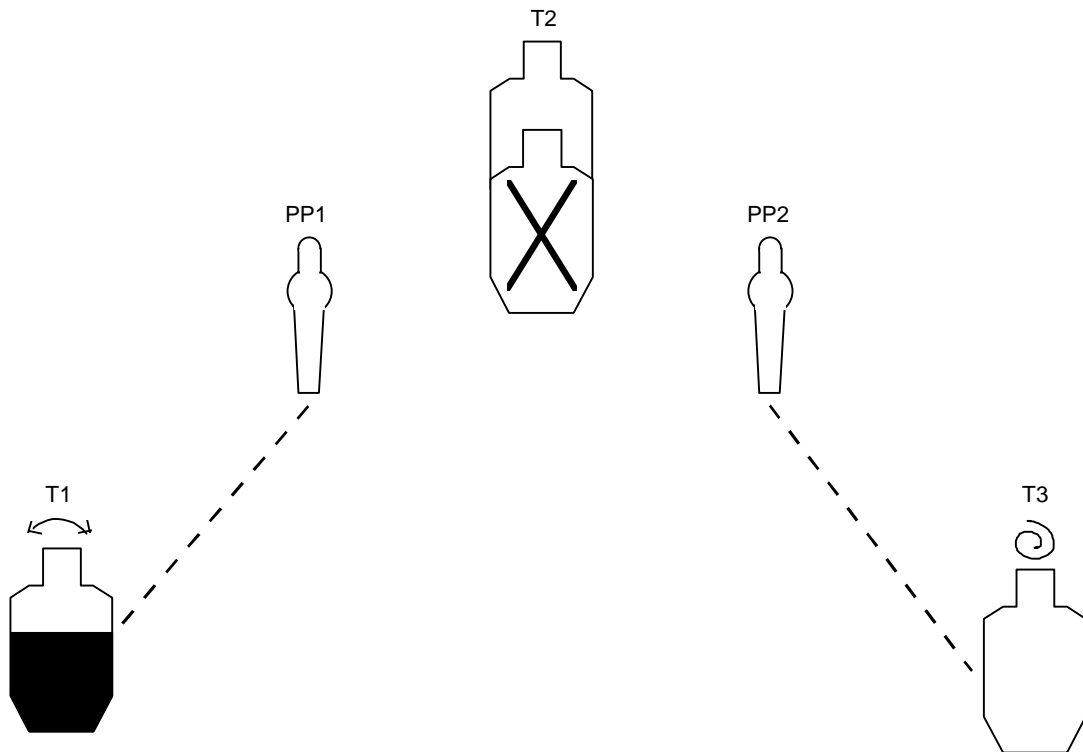


# Unofficial Sourcebook of USPSA/IPSC Courses Of Fire

Speed Shoot and Standards Supplement #1  
January 1999



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NROI/CRO

Unofficial Sourcebook of USPSA/IPSC Courses Of Fire  
Speed Shoot and Standards 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 at 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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This supplement to the Unofficial Sourcebook of USPSA/IPSC Courses of Fire contains 15 IPSC Speed Shoot and Standards stages, 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 15 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 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: 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:

William Hendrix A-25644  
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>.

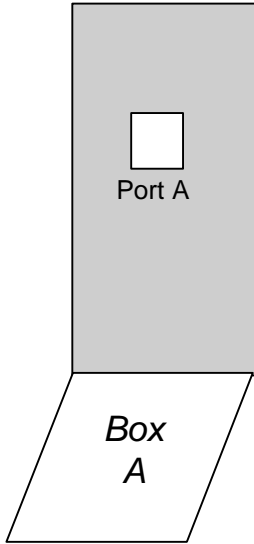
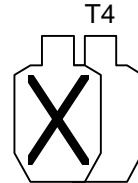
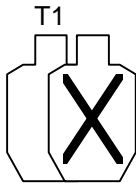
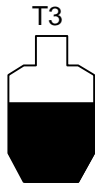
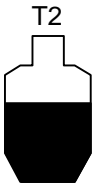
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 email: jmaass@freenet.columbus.oh.us

Stage Name	Scoring	# Rounds	Course Type	Designer
Count Your Shots 2	Virginia Count	12	Speed Shoot	Dr. Amos C. Patterson L-1551
Detroit Body Guard	Virginia Count	24	Standard Exercise	Dr. Amos C. Patterson L-1551
Don't Panic	Comstock	8	Speed Shoot	Jeff Maass L-1192
Don't Panic 2	Comstock	8	Speed Shoot	Jeff Maass L-1192
Don't Panic 3	Comstock	8	Speed Shoot	Jeff Maass L-1192
Knead For Speed 5	Comstock	8	Speed Shoot	Jeff Maass L-1192
Oops On The White 2	Comstock	16	Speed Shoot	Dr. Amos C. Patterson L-1551
Same Size, Same Speed	Virginia Count	16	Speed Shoot	Jeff Maass L-1192
Stripers	Comstock	8	Speed Shoot	Jeff Maass L-1192
Stripers 2	Comstock	8	Speed Shoot	Jeff Maass L-1192
Stripers 3	Comstock	8	Speed Shoot	Jeff Maass L-1192
Toledo Hi & Lo 2	Virginia Count	32	Standard Exercise	Dr. Amos C. Patterson L-1551
Ultimate Quicky	Virginia Count	32	Standard Exercise	Dr. Amos C. Patterson L-1551
Ultimate Quicky 2	Virginia Count	32	Standard Exercise	Dr. Amos C. Patterson L-1551
Will	Comstock	16	Speed Shoot	William Hendrix A-25644

# Count Your Shots 2

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

<b>START POSITION:</b> Standing in Box A facing targets, hands naturally at sides.	
<p><b>STAGE PROCEDURE</b></p> <p>On signal, from Box A only, engage T1 and T2 with two rounds each from the left side of the barricade; perform a mandatory reload; then engage T3 and T4 with two rounds each from the right side of the barricade; perform a mandatory reload; then engage T1 - T4 with one round each through Port A</p> <p>One procedural penalty per shot fired following missed reload.</p>	<p><b>SCORING</b></p> <p><b>SCORING:</b> Virginia count, 12 rounds, 60 points</p> <p><b>TARGETS:</b> 4 IPSC</p> <p><b>SCORED HITS:</b> Best 3 per target</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>PENALTIES:</b> Procedural. -10                  Extra shot. -10                  Extra hit. -10                  Miss. -10</p>



**SETUP NOTES:** All targets are mounted 5-feet at the shoulder. T1 and T4 are covered by no-shoots to the center of the A-zone.

# Count Your Shots 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"/>	3
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**VIRGINIA COUNT PENALTIES**  
 PROCEDURAL (-10 EACH)  
 EXTRA SHOT (-10 EACH)  
 EXTRA HIT (-10 EACH)

TIME

**TOTAL TIME**

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =   
 (3 DECIMAL PLACES)

SHOOTER NUMBER

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

# Detroit Body Guard

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

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

## STAGE PROCEDURE

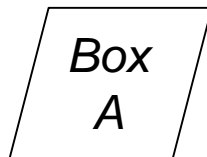
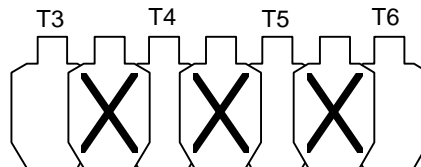
**String 1:** On signal, from Box A only, engage T1 - T8 with one round each.

**String 2:** On signal, from Box A only, engage T1 - T8 with one round each, perform a mandatory reload, then engage T1 - T8 with one round each.

One procedural penalty per shot fired following missed reload.

## SCORING

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



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

jam 980402a





# Don't Panic

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

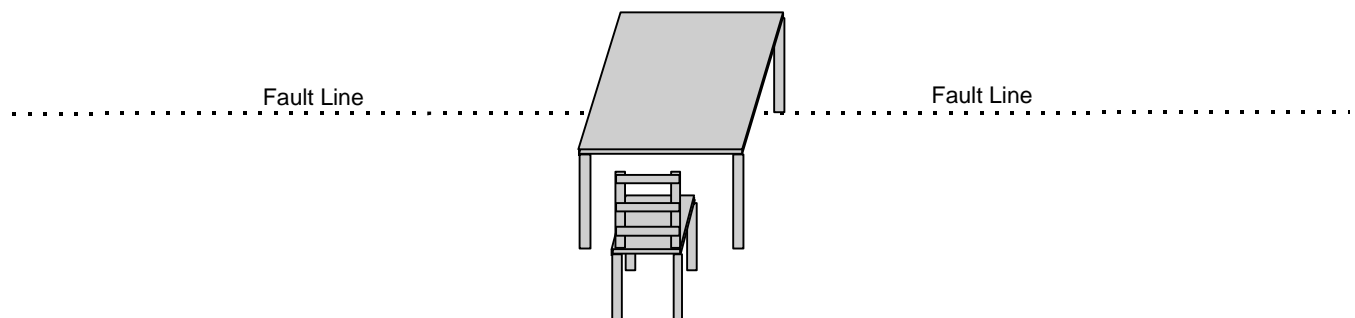
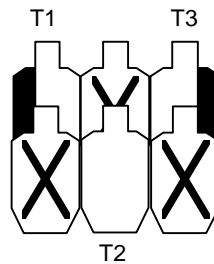
**START POSITION:** Sitting in chair, both knees under table, hands flat on tabletop.

## STAGE PROCEDURE

On signal, from behind table only engage all targets.

## SCORING

**SCORING:** Comstock, 8 rounds, 40 points  
**TARGETS:** 3 IPSC, 2 US Popper  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



## SETUP NOTES:

T1 and T3 are mounted 5 feet at the shoulder. T2 and associated no-shoots are mounted to center of A-zone of T1 and T3, as shown.

## RO NOTES:

jam 980402a

# Don't Panic

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"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
<hr/>						
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**

.

STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

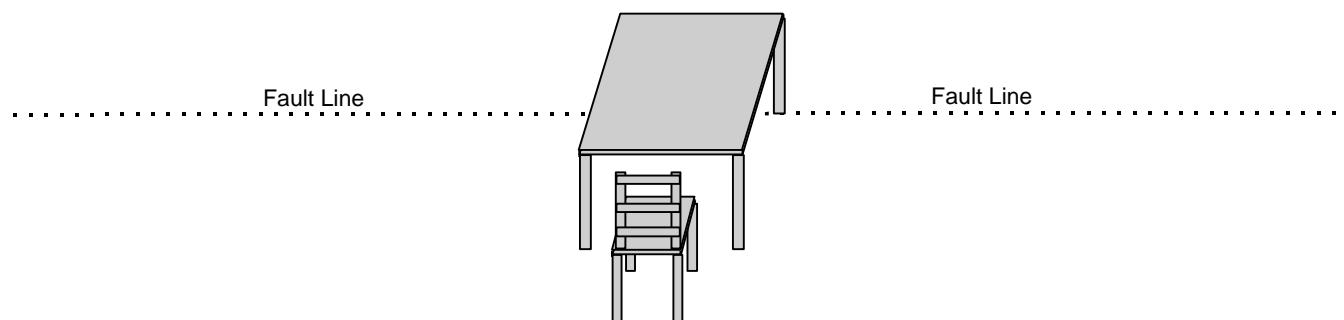
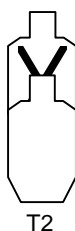
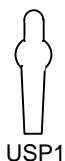
NAME \_\_\_\_\_ USPSA # \_\_\_\_\_

# Don't Panic 2

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

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

STAGE PROCEDURE	SCORING
On signal, from behind table only engage all targets.	<p><b>SCORING:</b> Comstock, 8 rounds, 40 points  <b>TARGETS:</b> 3 IPSC, 2 US Popper  <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</p>



**SETUP NOTES:**

T1 and T3 are mounted 5 feet at the shoulder. T2 and associated no-shoots are mounted to center of A-zone of T1 and T3, as shown.

**RO NOTES:**

jam 980402a

# Don't Panic 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME  USPSA #

Open   
  Limited   
  MAJOR   
  minor

# Don't Panic 3

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

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

## STAGE PROCEDURE

On signal, from behind table only engage all targets.

## SCORING

**SCORING:** Comstock, 8 rounds, 40 points  
**TARGETS:** 2 IPSC, 4 US Popper  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



USP1



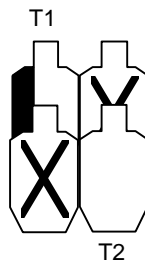
USP2



USP3

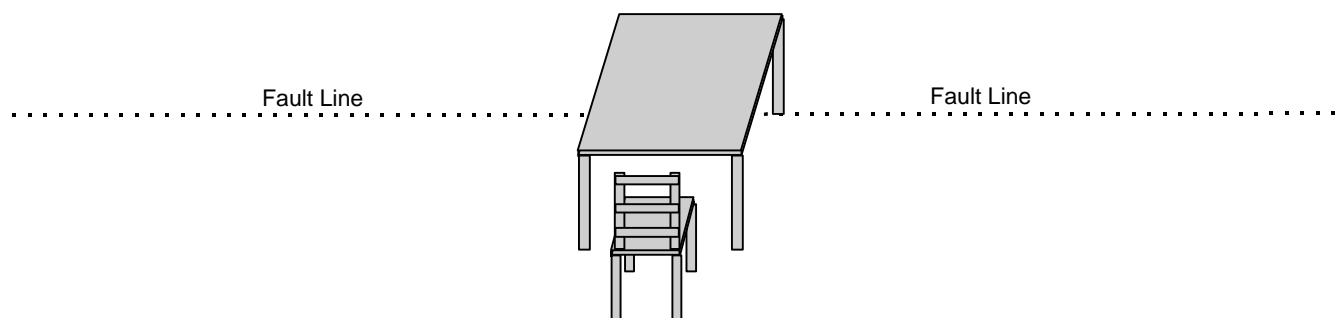


USP4



T1

T2



## SETUP NOTES:

T1 is mounted 5 feet at the shoulder. T2 and associated no-shoots are mounted to center of A-zone of T1 and the no-shoot beside it, as shown.

## RO NOTES:

jam 980402a

# Don't Panic 3

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

# Kneel For Speed 5

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

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

STAGE PROCEDURE	SCORING
On signal, retrieve gun and engage targets from behind table.	<p><b>SCORING:</b> Comstock, 8 rounds, 40 points  <b>TARGETS:</b> 3 IPSC, 2 PP  <b>SCORED HITS:</b> Best 2 per IPSC, steel down = 1A  <b>START-STOP:</b> Audible - Last shot  <b>PENALTIES:</b> Procedural. -10                      No-shoot hit. -10                      Miss. -10</p>



T2

0 Yards Uprange



PP1



T1

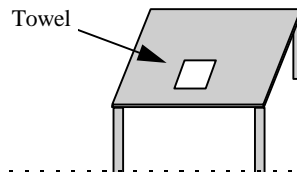


T3



PP2

20 Yards Uprange



40 Yards Uprange

Fault Line

Fault Line

**SETUP NOTES:**

T1, T2, and T3 are mounted 5-feet at the shoulder. Table should be close-to-ground: no more than 2-feet high.

**RO NOTES:**

jam 981231c

# Kneed For Speed 5

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>				<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

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



# Oops On The White 2

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

**COURSE DESIGNER:** Dr. Amos C. Patterson L-1551,  
Modifications by Jeff Maass L-1192

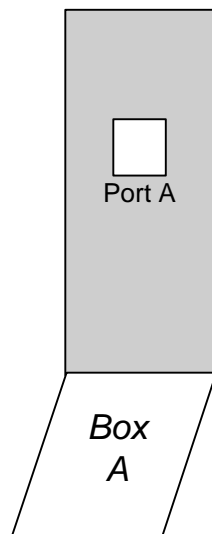
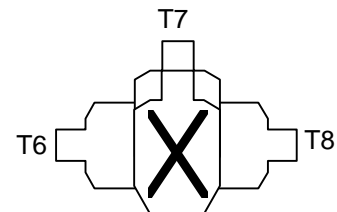
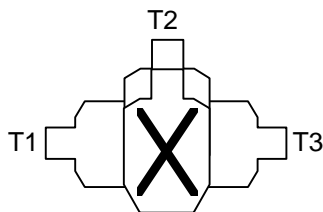
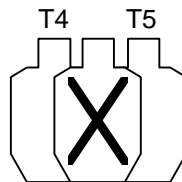
**START POSITION:** Standing in Box A facing targets, hands above head in surrender position.

## STAGE PROCEDURE

On signal, engage T1, T2, and T3 from left side of the barricade only. Engage T4 and T5 through Port A only. Engage T6, T7, and T8 from right side of barricade only. You must reload when switching between target groups. All shooting must be from Box A. Procedural penalty per shot fired following missed reload.

## SCORING

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



**SETUP NOTES:** T2, T4, T5, and T7 are mounted 5-feet at the shoulder. Other targets are mounted as shown relative to vertical target in group. Port A is 12-inches square, starting 4-feet from ground in Bianchi barricade.

**RO NOTE:**

jam 981231b

# Oops On The White 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 #

# Same Size, Same Speed

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

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

## STAGE PROCEDURE

On signal, turn, draw, and engage T1 - T7 with one round each in any order, reload, and then re-engage T1 - T7 with one round each in any order. PP1 and PP2 may be engaged at any time.

All shooting must be done from Box. One procedural penalty per shot fired following missed reload.

## SCORING

**SCORING:** Virginia count, 16 rounds, 80 points  
**TARGETS:** 7 IPSC, 2 Pepper Poppers  
**SCORED HITS:** Best 2 per target; KD = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 Extra shot. -10  
 Extra hit. -10  
 Miss. -10



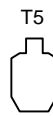
PP1



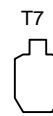
T1



T3



T5



T7



PP2



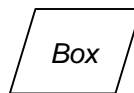
T2



T4



T6



Box

**SETUP NOTES:** T2, T4, and T6 are mounted 5-feet at the shoulder, and should be located close to the shooter (20 feet or closer). The remaining targets should be far from the shooter (60 feet or further). Set target height of T1, T3, T5, and T7 so that the center of the A-zone appears to the average shooter to be at the same height as the center of the A-zone on the other paper targets. Adjust spacings to prevent shoot-through situations, and so that the target order to the shooter as he looks left-to-right is .PP1, T1, T2, T3, T4, T5, T6, T7, PP2.

jam 980415a

# Same Size, Same Speed

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>STL</b>	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	<b>2</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>16</b>
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**VIRGINIA COUNT PENALTIES**

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

**TIME**

**TOTAL TIME**

.

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open    Limited

MAJOR    minor

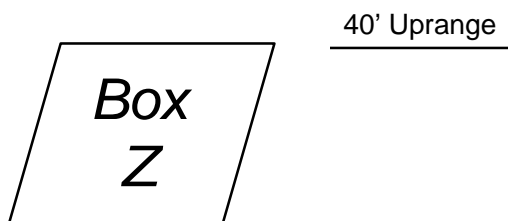
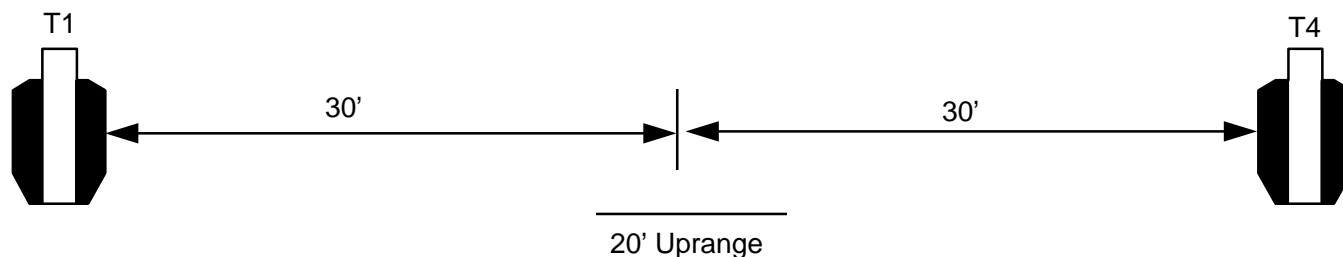
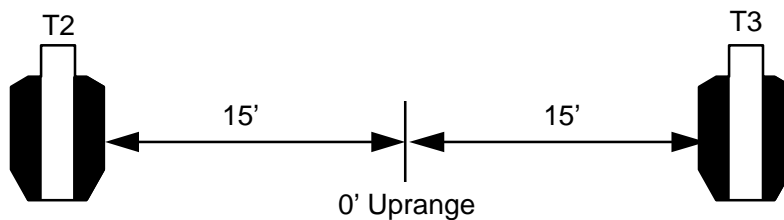
NAME \_\_\_\_\_ USPSA # \_\_\_\_\_

# Stripers

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

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

STAGE PROCEDURE	SCORING
On signal, from Box Z only engage all targets.	<p><b>SCORING:</b> Comstock, 8 rounds, 40 points  <b>TARGETS:</b> 4 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</p>



**SETUP NOTES:**

All targets are 5 feet at the shoulder. Targets are set to be symmetrical about range centerline.

**RO NOTES:**

jam 981231b

# Stripers

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =   
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

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

# Stripers 2

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

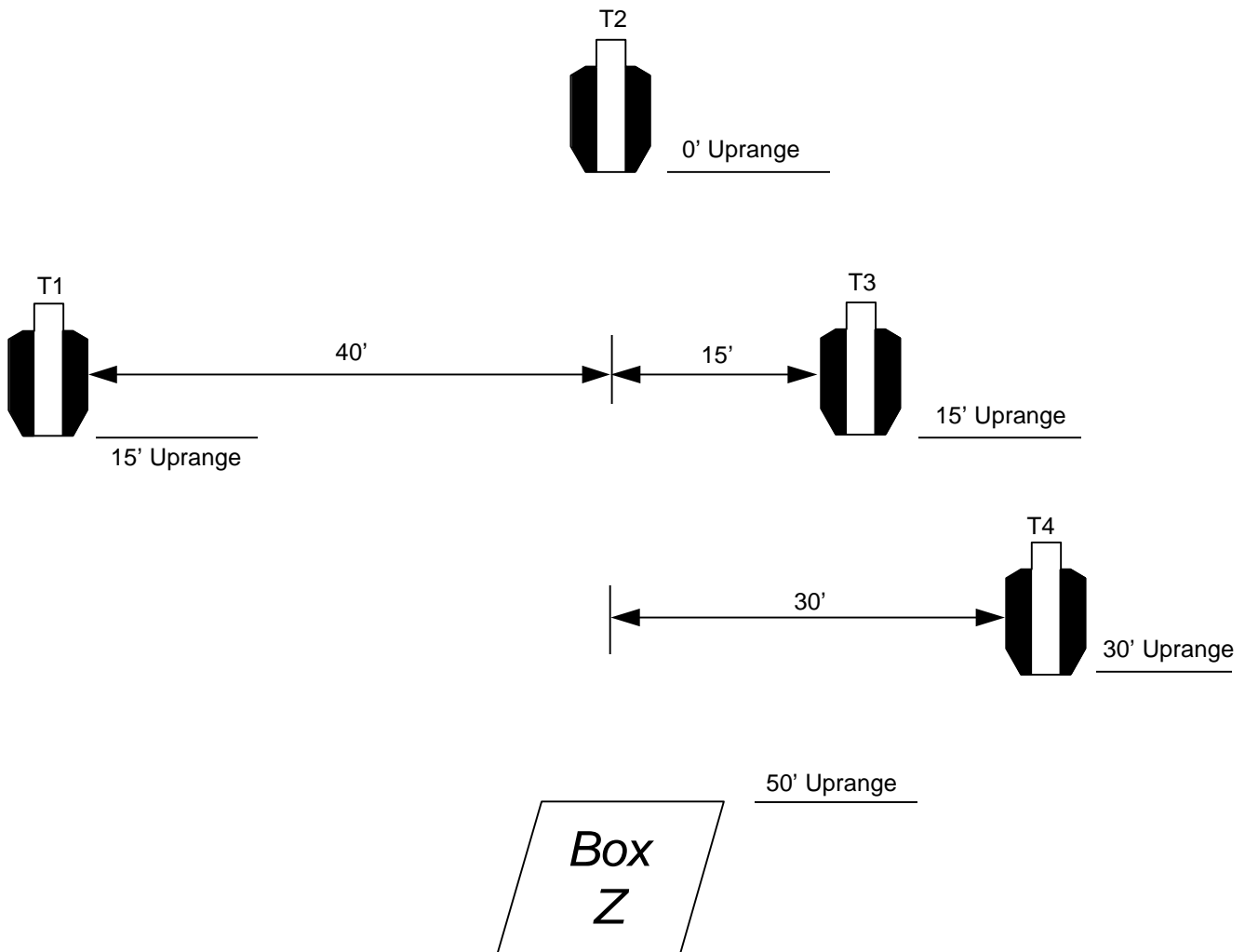
**START POSITION:** Standing relaxed in Box Z, facing downrange, hands relaxed at sides.

## STAGE PROCEDURE

On signal, from Box Z only engage all targets.

## SCORING

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



## SETUP NOTES:

All targets are 5 feet at the shoulder.

## RO NOTES:

jam 981231b

# Stripers 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
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**

.

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited MAJOR minor

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



# Stripers 3

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

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

## STAGE PROCEDURE

On signal, from Box Z only engage each targets.

## SCORING

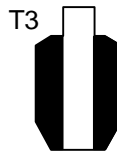
**SCORING:** Comstock, 8 rounds, 40 points  
**TARGETS:** 4 IPSC  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



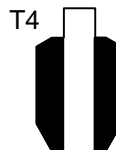
0' Uprange



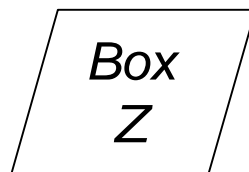
10' Uprange



20' Uprange



30' Uprange



## SETUP NOTES:

All targets are 5 feet at the shoulder. Targets are set to be symmetrical about the range centerline.

## RO NOTES:

jam 981231b

# Stripers 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
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME  USPSA #

Open Limited MAJOR minor

# Toledo Hi & Lo 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, hands clasped behind head.

**STAGE PROCEDURE**

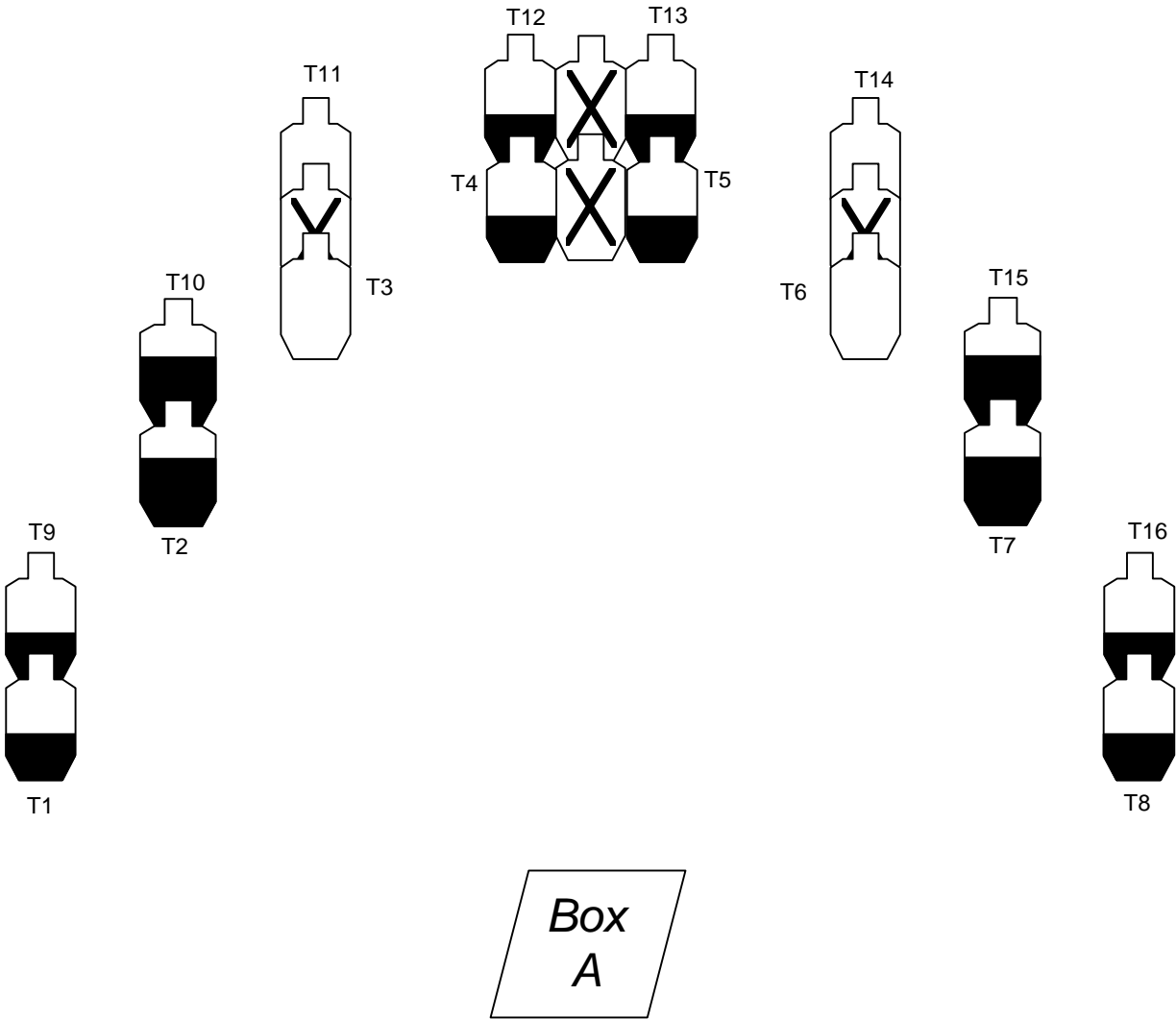
**String 1:** On signal, from Box A only, engage low targets T1 - T8 with one round each, perform a mandatory reload, and engage the high targets T9 - T16 with one round each.

**String 2:** On signal, from Box A only, engage high targets T9 - T16 with one round each, perform a mandatory reload, and engage the low targets T1 - T8 with one round each.

One procedural penalty per shot fired following missed reload. Shooter must engage targets only from Box A.

**SCORING**

**SCORING:** Virginia count, 32 rounds, 160 points  
**TARGETS:** 16 IPSC  
**SCORED HITS:** Best 2 per target  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 Extra shot. -10  
 Extra hit. -10  
 Miss. -10



**SETUP NOTES:** High targets are 5-feet at the shoulder. Low targets are positioned relative to the high targets as shown. T1, T4, T5, T8, T9, T12, T13, and T16 are hard-cover to the bottom of the A-zone. T2, T7, T10, and T15 are hard-cover to the center of the A-zone.

jam 980402a

# Toledo Hi & Lo 2

TGT	A	B	C	D	M	
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T15	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T16	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

USE NUMBERS - NOT HASH MARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>32</b>
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**VIRGINIA COUNT PENALTIES**

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

**TIME**

String 1:

String 2:

**TOTAL TIME**

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER \_\_\_\_\_

NAME \_\_\_\_\_

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

Open   
  Limited   
  MAJOR   
  minor

# Ultimate Quicky

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

**START POSITION:** Standing in Box A facing targets, hands above head in surrender position.

## STAGE PROCEDURE

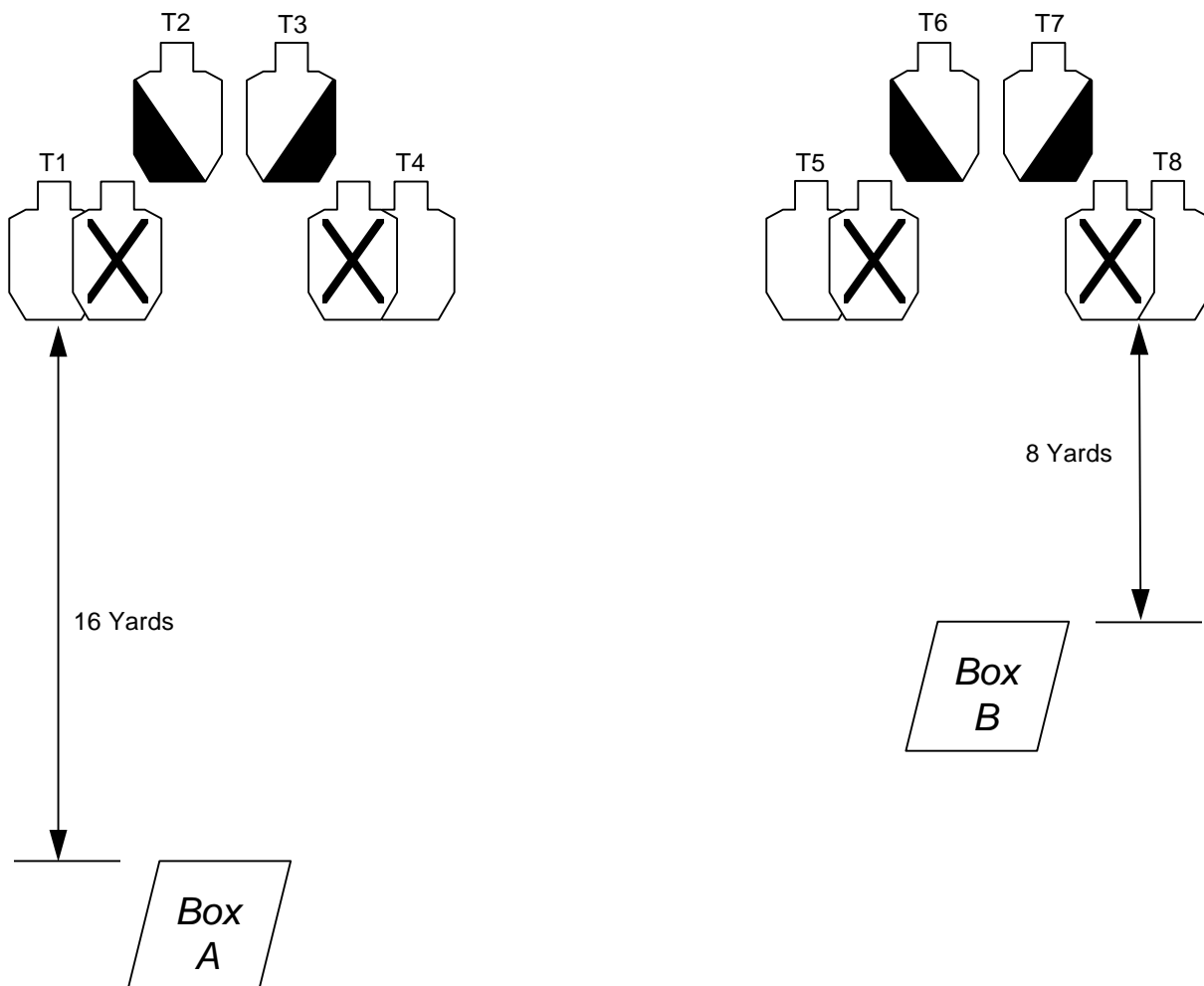
**String 1:** On signal, from Box A only, engage T1 - T4 with two rounds each FREESTYLE; perform a mandatory reload; and re-engage T1 - T4 STRONG HAND only.

**String 2:** On signal, from Box B only, engage T5 - T8 with two rounds each FREESTYLE; perform a mandatory reload; and re-engage T5 - T8 with two rounds each WEAK HAND only.

One procedural penalty per shot fired following missed reload.

## SCORING

**SCORING:** Virginia count, 32 rounds, 160 points  
**TARGETS:** 8 IPSC  
**SCORED HITS:** Best 4 per target  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 Extra shot. -10  
 Extra hit. -10  
 Miss. -10



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

# Ultimate Quicky

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T8	<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"/>	32
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**VIRGINIA COUNT PENALTIES**

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

**TIME**

String 1:

String 2:

TOTAL TIME

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =   
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

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

# Ultimate Quicky 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, hands above head in surrender position.

## STAGE PROCEDURE

**String 1:** On signal, from Box A only, engage T1 - T4 with two rounds each FREESTYLE; perform a mandatory reload; and re-engage T1 - T4 STRONG HAND only.

**String 2:** On signal, from Box B only, engage T1 - T4 with two rounds each FREESTYLE; perform a mandatory reload; and re-engage T1 - T4 with two rounds each WEAK HAND only.

One procedural penalty per shot fired following missed reload.

## SCORING

**SCORING:** Virginia count, 32 rounds, 160 points

**TARGETS:** 4 IPSC

**SCORED HITS:** Best 4 per target

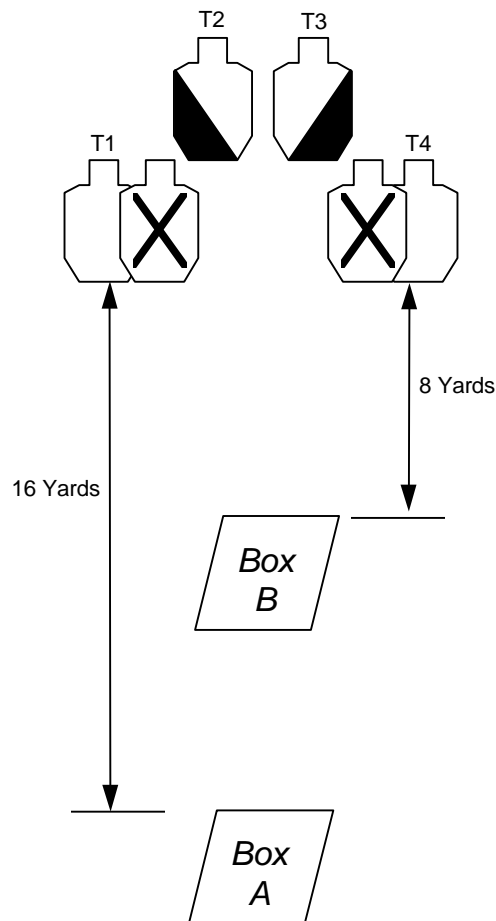
**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural. -10

Extra shot. -10

Extra hit. -10

Miss. -10



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

jam 980402a

# Ultimate Quicky 2

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T8	<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"/>	32
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**VIRGINIA COUNT PENALTIES**

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

**TIME**

String 1:

String 2:

**TOTAL TIME**

STATS ONLY      =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =   
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open   
  Limited   
  MAJOR   
  minor

NAME  USPSA #



**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Will Hendrix A-25644  
 Modifications by Jeff Maass L-1192

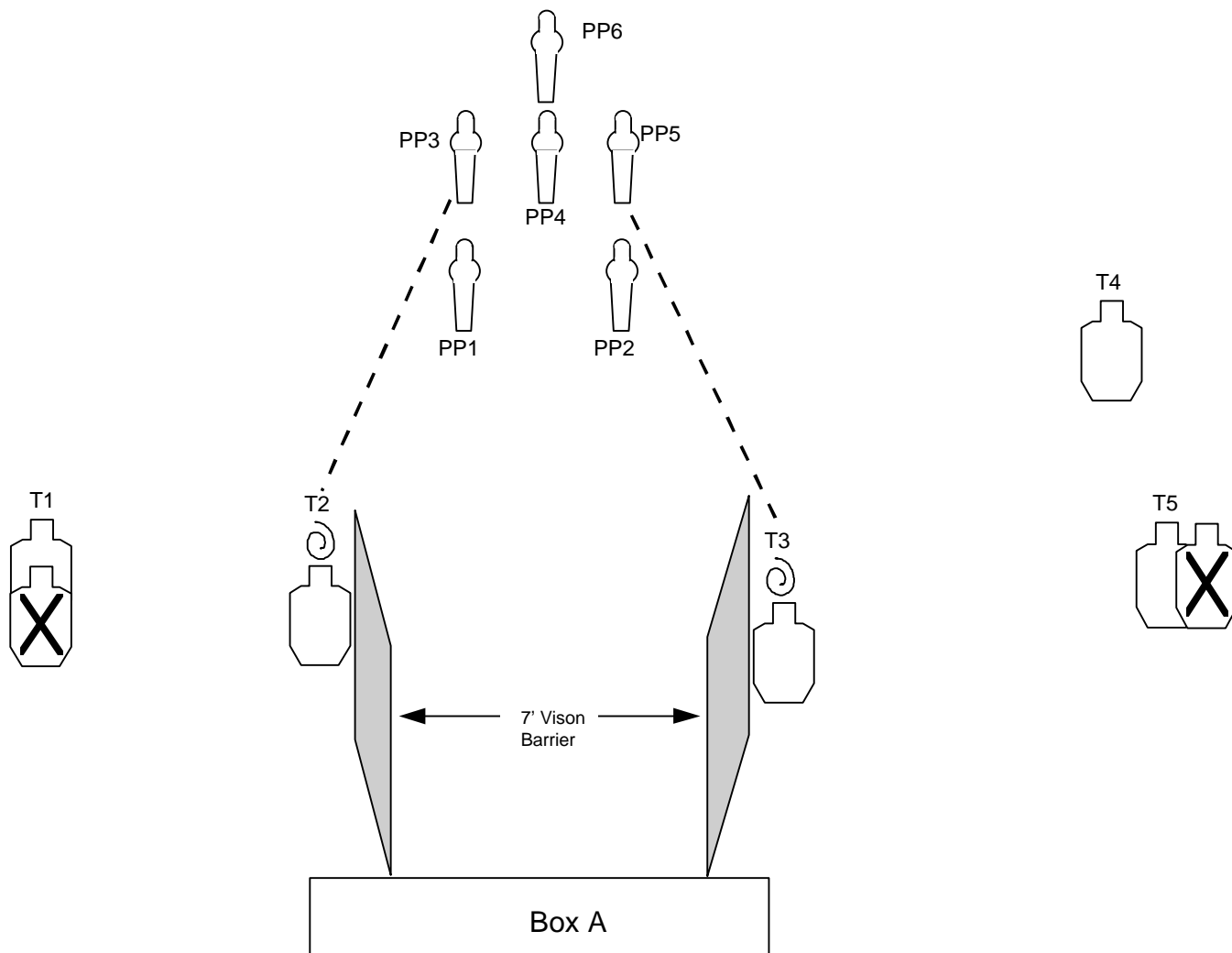
**START POSITION:** Standing in Box A, both hands touching either vision barrier.

**STAGE PROCEDURE**

On signal, engage each target in any order. PP3 triggers twisting target T2. PP5 triggers twisting target T3. T2 and T3 are disappearing targets: misses will not be penalized.

**SCORING**

**SCORING:** Comstock, 16 rounds, 80 points  
**TARGETS:** 5 IPSC, 6 PP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:**

Set steel at least 30 feet from Box A. Box A is long and narrow: 3-feet deep and at least 20 feet wide. Vision barriers are 7 feet tall, and are positioned so that shooter can only see Pepper Poppers from between the two barriers. Position T1 - T5 to force shooter to move around horizontally in Box A to see/engage all targets.

**RO NOTES:**

jam 980403a

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

USE NUMBERS - NOT HASH MARKS

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 # \_\_\_\_\_