



# CM 99-23

# Front Sight

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** P.R. Metcalf—Modification by US Design Team

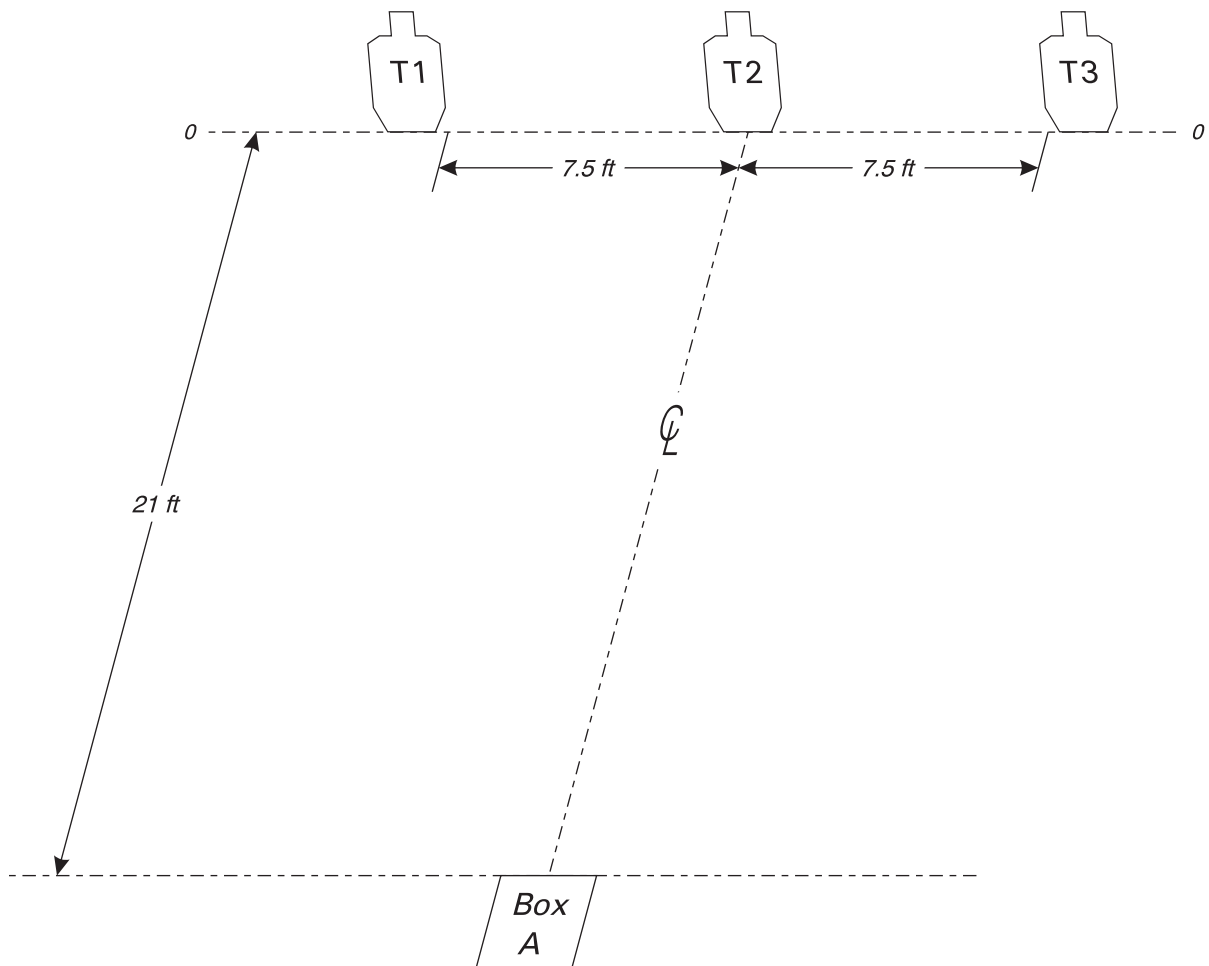
**START POSITION:** Standing in Box A, both arms hanging relaxed at sides or both wrists above respective shoulders - shooter's choice. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

## STAGE PROCEDURE

- String 1. Start facing uprange. Upon start signal, turn, from Box A engage T1-T3 with only two rounds per target.
- String 2. Start facing targets, hand position opposite of string one, upon start signal, from Box A, engage T1-T3 with only two rounds per target.

## SCORING

**SCORING:** Virginia Count, 12 rounds, 60 points  
**TARGETS:** 3 Metric  
**SCORED HITS:** Best 4/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition USPSA Handgun Competition Rules



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. Angle T1 and T3 to face shooting box.



## CM99-23 FRONT SIGHT

### Written Stage Briefing

Front Sight is a 12 round, 60 point, Virginia Count Classifier. There are 3 metric targets. The best 4 hits per target will score. The start signal is audible.

The start position for string one is standing in box A, facing uprange, hands at sides or wrists above shoulders, your choice. Your gun will be loaded and holstered.

The start position for string two is standing in box A, facing the targets, with your hands in the opposite position from string one.

PCC, both strings: standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For both strings, on the start signal engage T1-T3 with only two rounds per target.





# CM 99-23

# Front Sight

| TGT                         | A                    | B                    | C                    | D                    | M                    |    |
|-----------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----|
| USE NUMBERS - NOT HASHMARKS |                      |                      |                      |                      |                      |    |
| T1                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4  |
| T2                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4  |
| T3                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 4  |
| TOTAL HITS                  | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 12 |
| MAJ                         | X5                   | X4                   | X4                   | X2                   | X-10                 |    |
| MIN                         | X5                   | X3                   | X3                   | X1                   | X-10                 |    |

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

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

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



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

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

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

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

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



# CM 99-41

# Works For Me

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Joe DeSimone

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

## STAGE PROCEDURE

Upon start signal, from Box A, engage the appropriate targets from either side of the barricade. Then make a mandatory reload and from Box A engage the appropriate targets from the other side of the barricade. T1 and T2 must be engaged from only the left side of the barricade. T3 and T4 must be engaged from only the right side of the barricade. T5, PP1 and PP2 may be engaged from either side of the barricade. No further reload is required to engage targets after completing the original stage procedure.

## SCORING

**SCORING:** Comstock, 12 rounds, 60 points

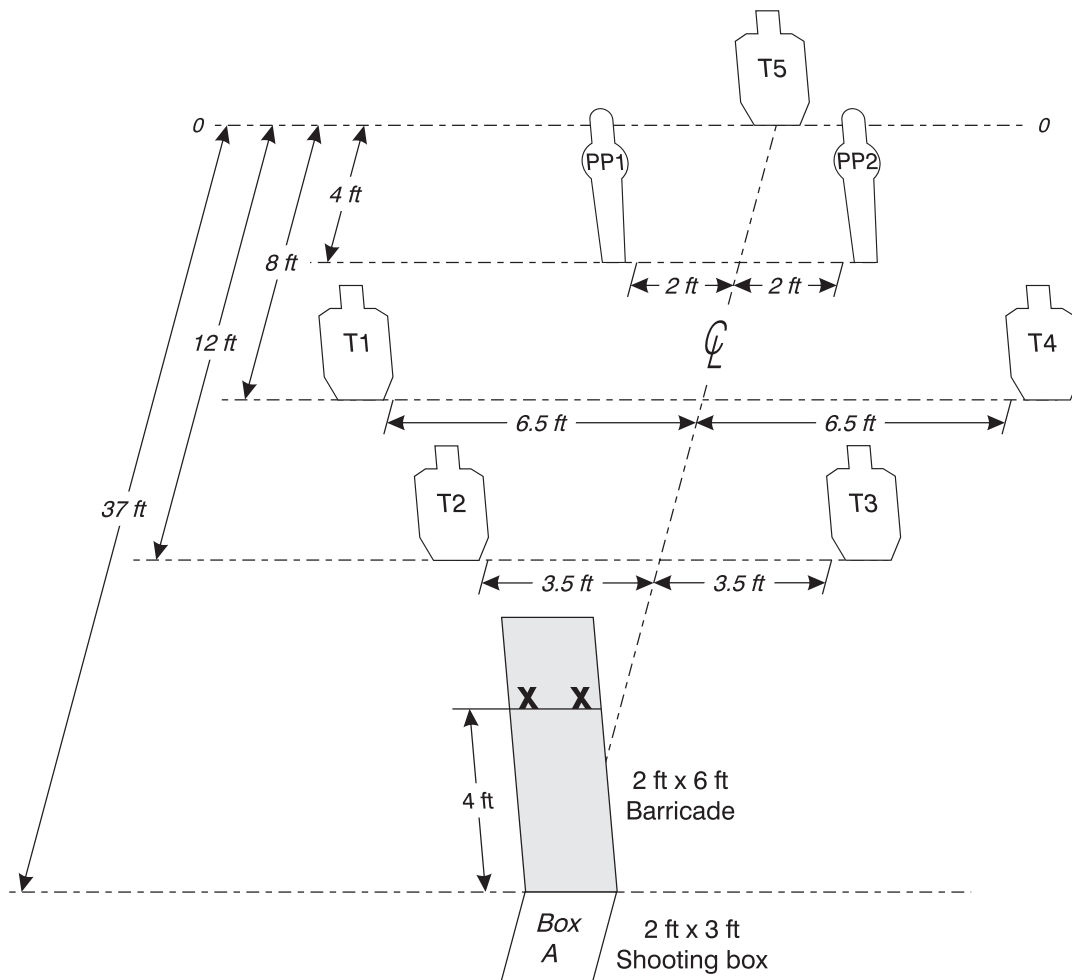
**TARGETS:** 5 Metric, 2 Pepper poppers

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

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

**PENALTIES:** Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty for each shot fired.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. X marks are placed 6 inches inside each edge of barricade.



## **CM 99-41    Works for Me**

### **Written Stage Briefing**

Works for me is a 12 round, 60 point Comstock classifier course. There are 5 metric targets and 2 pepper poppers. The best 2 hits per paper will score and steel must fall to score. The start signal is audible.

The start position is standing in Box A with your palms flat on the barricade covering the marks. Handgun is loaded and holstered.

PCC start position is standing in Box A, loaded, muzzle touching either mark, not shouldered, both hands on loaded carbine, safety on.

On the audible start signal, from within the fault lines, engage the appropriate targets from either side of the barricade, then make a mandatory reload and engage the appropriate targets from the other side of the barricade. T1 and T2 must be engaged from only the left side of the barricade. T3 and T4 must be engaged from only the right side of the barricade, T5, PP1 and PP2 may be engaged from either side. No further reload is required to engage targets after completing the original stage procedure.





# CM 99-41

# Works For Me

| TGT                         | A                    | B                    | C                    | D                    | M                    |                        |
|-----------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|------------------------|
| USE NUMBERS - NOT HASHMARKS |                      |                      |                      |                      |                      |                        |
| T1                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2                      |
| T2                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2                      |
| T3                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2                      |
| T4                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2                      |
| T5                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2                      |
| STL                         | <input type="text"/> |                      |                      |                      | <input type="text"/> | 2                      |
| TOTAL HITS                  | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 12                     |
| MAJ                         | X5                   | X4                   | X4                   | X2                   | X-10                 |                        |
| MIN                         | X5                   | X3                   | X3                   | X1                   | X-10                 |                        |
| STATS ONLY                  | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | = <input type="text"/> |

### COMSTOCK PENALTIES

PROCEDURAL  
(-10 EACH)

TIME

TOTAL TIME

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



Shooter:

RO:

REMARKS

SHOOTER  
NUMBER

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

MAJOR minor

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

**RULES:** USPSA Handgun Competition Rules, current edition    **COURSE DESIGNER:** Dan Ridgley

**START POSITION:** Seated in chair holding cards (there are two standard poker playing cards) one in each hand being held by the thumb and index finger, elbows on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

## STAGE PROCEDURE

Upon start signal, from Box A, engage only T1-T3 (or only T4-T6) with only two rounds per target. Then make a mandatory reload and from Box A, engage only the three remaining targets with only two rounds per target. Competitor must remain in Box A for all shots fired but does not have to remain seated.

## SCORING

**SCORING:** Virginia Count, 12 rounds, 60 points

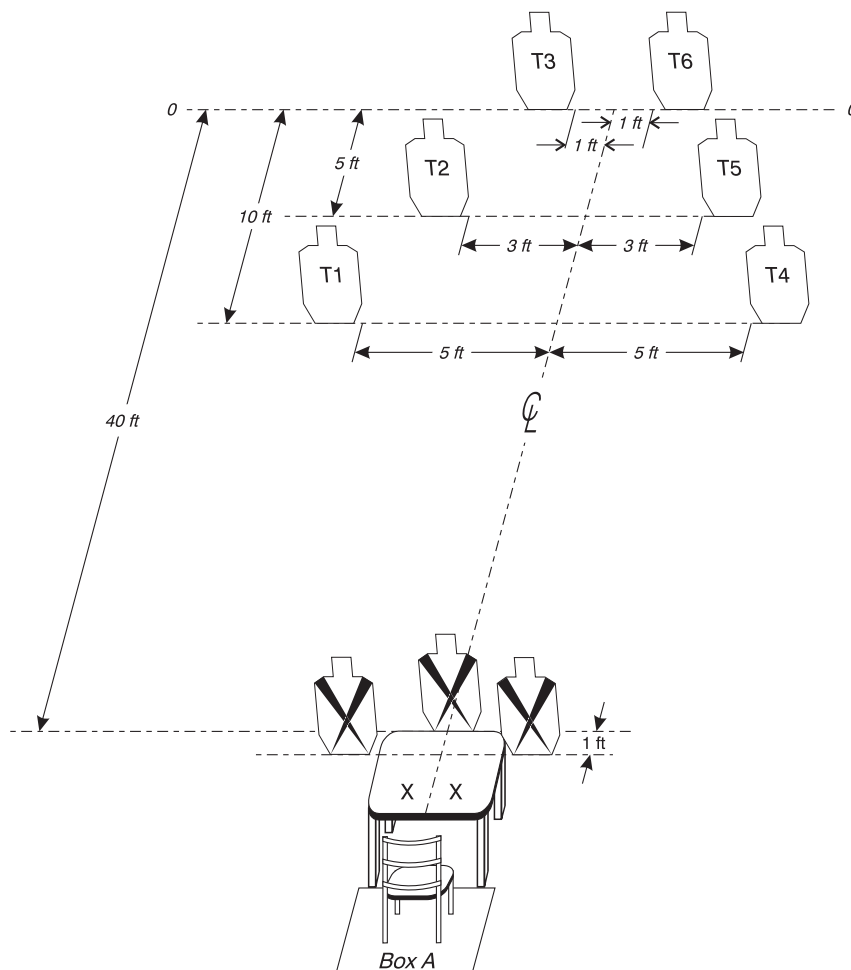
**TARGETS:** 6 Metric

**SCORED HITS:** Best 2/paper

**START - STOP:** Audible - Last Shot

**PENALTIES:** Per current edition USPSA Handgun Competition Rules

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



**SETUP NOTES:** Set targets to 5 feet at shoulders. Table is standard folding card table (40 inches by 40 inches). X's for elbow placement are 6 inches right and left of centerline and 6 inches in from edge of table nearest competitor. No-shoots are set so that the bases



of the no-shoots are at table height and sides are even with edge of table. Box A is 4 feet by 4 feet. There are two standard poker-playing cards, one is to be held in each hand by the thumb and index finger.

## **CM 99-33    Raw Deal**

### **Written Stage Briefing**

Raw Deal is a 12 round, 60 point, Virginia count classifier course. There are 6 metric targets. The best two hits per target will score. The start signal is audible.

The start position is seated in the chair holding cards, one in each hand being held by the thumb and index finger, elbows on the marks. Your gun will be loaded and holstered.

PCC start position is the same, with your loaded carbine on the table, muzzle downrange, safety on and un-propped.

On the start signal, from within the fault lines, engage only T1-T3 or only T4-T6 with only two rounds each, make a mandatory reload, and engage the remaining targets with only two rounds each. You do not have to remain seated.

Note: table size may vary from specified size.









## CM 13-04

## The Roscoe Rattle

**RULES:** USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Robert Porter

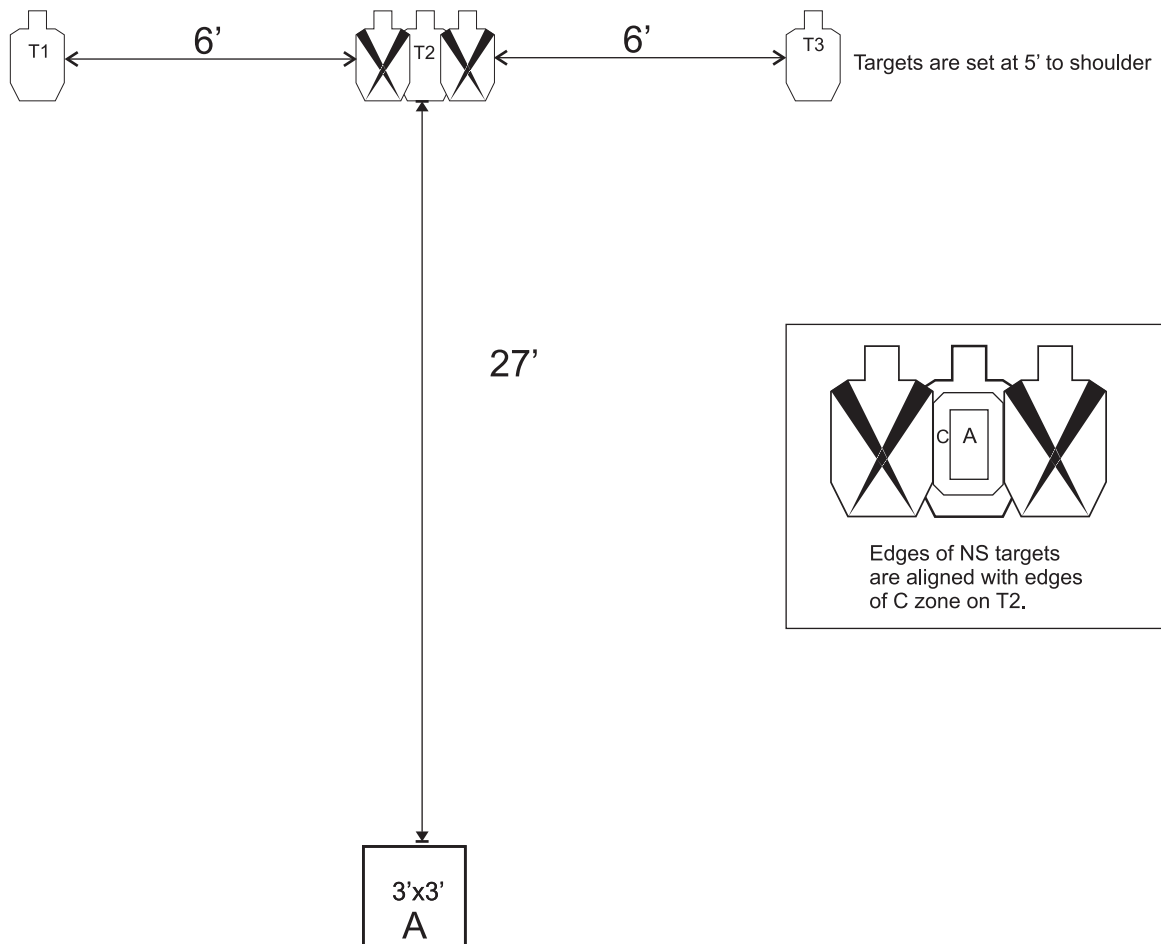
**START POSITION:** Standing in Area A, facing uprange, fingers touching head above ears. Gun loaded and holstered.

### STAGE PROCEDURE

- String 1: On signal, turn and engage T2 with 6 rounds only, from within area A.
- String 2: On signal, turn and engage T1 with 6 rounds only. Perform a mandatory reload and engage T3 with six rounds only. All shots fired from within area A.

### SCORING

- SCORING:** Virginia Count, 18 rounds, 90 points
- TARGETS:** 3 Metric
- SCORED HITS:** Best 6/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** Edges of no-shoot targets are aligned with edges of C zone on T2. All targets are set at 5 feet at shoulders. Spacing is 6 feet, edge to edge.



**Written Stage Briefing**

The Roscoe Rattle is an 18 round, 90 point Virginia Count Classifier course. There are three Metric targets. The best six hits per target will score. The start signal is audible.

The start position is standing in Box A, facing uprange, fingers touching head above ears. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On signal, from Box A only, turn and engage T2 with only 6 rounds.

String 2: On signal, from Box A only, turn and engage T1 with only 6 rounds, then make a mandatory reload, then engage T3 with only six rounds.

No turn for PCC.





CM 13-04

The Roscoe Rattle

| TGT                         | A                    | B                    | C                    | D                    | M                    |    |                      |   |                      |   |                      |   |                      |
|-----------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----|----------------------|---|----------------------|---|----------------------|---|----------------------|
| USE NUMBERS - NOT HASHMARKS |                      |                      |                      |                      |                      |    |                      |   |                      |   |                      |   |                      |
| T1                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 6  |                      |   |                      |   |                      |   |                      |
| T2                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 6  |                      |   |                      |   |                      |   |                      |
| T3                          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 6  |                      |   |                      |   |                      |   |                      |
| TOTAL HITS                  | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 18 |                      |   |                      |   |                      |   |                      |
| MAJ                         | X5                   | X4                   | X4                   | X2                   | X-10                 |    |                      |   |                      |   |                      |   |                      |
| MIN                         | X5                   | X3                   | X3                   | X1                   | X-10                 |    |                      |   |                      |   |                      |   |                      |
| STATS ONLY                  | <input type="text"/> | +                    | <input type="text"/> | +                    | <input type="text"/> | +  | <input type="text"/> | + | <input type="text"/> | - | <input type="text"/> | = | <input type="text"/> |

**VIRGINIA COUNT PENALTIES**

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

**TIME**

STRING 1

STRING 2

TOTAL TIME



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

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

Shooter:

RO:

REMARKS

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



# CM 99-42

# Fast'n Furious

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Desert Sportsman PS—Mods. by US Design Team

**START POSITION:** Standing in Box A facing barricade with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

## STAGE PROCEDURE

Upon start signal, from Box A, engage only PP1, PP2, T1, and T2 from left side of barricade, make a mandatory reload, and from Box A, engage only PP3, PP4, T3, and T4 from the right side of barricade.

Competitor may begin on either side of the barricade.

## SCORING

**SCORING:** Comstock, 12 rounds, 60 points

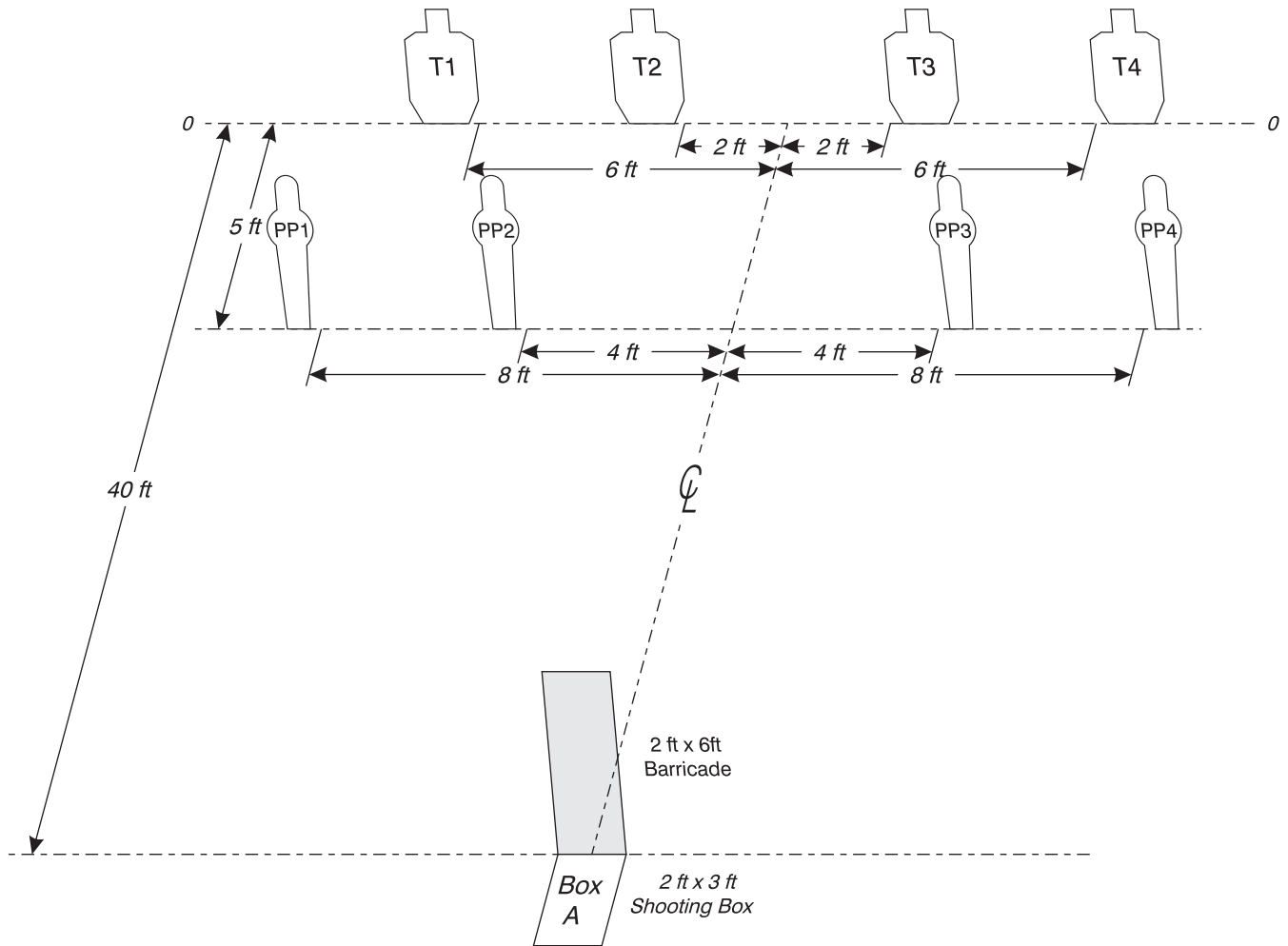
**TARGETS:** 4 Metric, 4 Pepper poppers

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

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

**PENALTIES:** Per current edition USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty for each shot fired.



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



## CM 99-42    Fast 'n Furious

### Written Stage Briefing

Fast 'n Furious is a 12 round, 60 point Comstock classifier course. There are 4 metric targets and 4 pepper poppers. The best two hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing inside the shooting area, facing downrange with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching the mark, loaded carbine held in both hands with safety on.

On the audible start signal, from within the fault lines, engage PP1, PP2 and T1-T2 from left side of barricade, make a mandatory reload, and engage PP3, PP4, and T3-T4 from the right side of the barricade,. Competitor may begin on either side of barricade. Only one mandatory reload is required, but must be made when changing sides of the barricade for the first time.

Note: Mark for PCC is 3 feet above ground, centered on the barricade.





# CM 99-42

# Fast'n Furious

**TGT    A    B    C    D    M**

USE NUMBERS - NOT HASHMARKS

|            |                      |                      |                      |                      |                      |          |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------|
| <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>T3</b>  | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <b>2</b> |
| <b>T4</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>12</b> |
|-------------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------|

|            |    |    |    |    |      |
|------------|----|----|----|----|------|
| <b>MAJ</b> | X5 | X4 | X4 | X2 | X-10 |
| <b>MIN</b> | X5 | X3 | X3 | X1 | X-10 |

**STATS ONLY**

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



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

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

**COMSTOCK  
PENALTIES**

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

**TIME**

**TOTAL TIME**

**REMARKS**

Shooter:

RO:

SHOOTER  
NUMBER

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

**MAJOR    minor**

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



## CM 99-08

## Melody Line

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Mike Davis — Modifications by US Design Team

**START POSITION:** Standing in Box A, back to targets, toes of both feet against rear fault line of Box A, both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, turn, then draw and from Box A engage T1-T6 with only one round per target, then make a mandatory reload and from Box A engage T1-T6 with only one round per target.

### SCORING

**SCORING:** Virginia Count, 12 rounds, 60 points

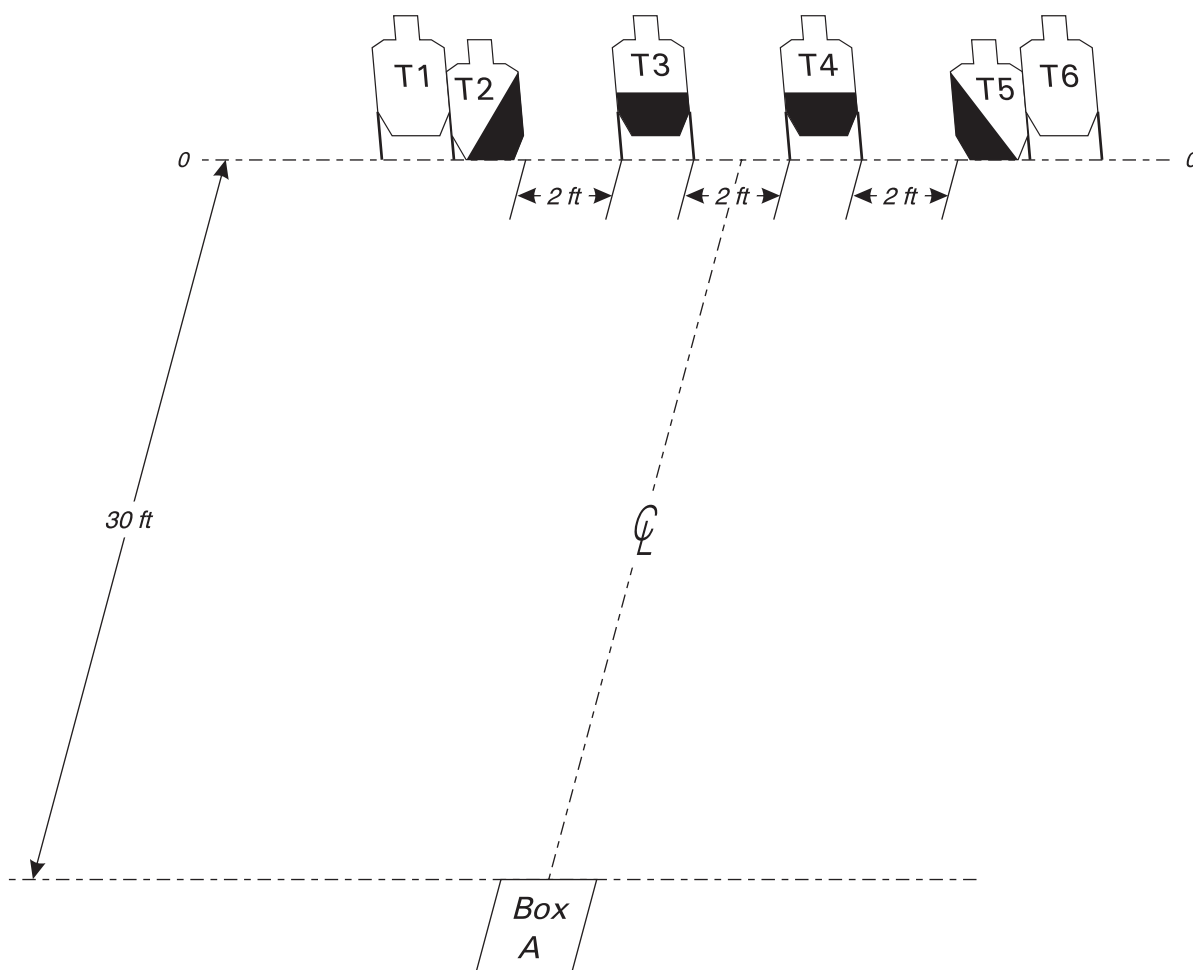
**TARGETS:** 6 Metric

**SCORED HITS:** Best 2/paper

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

**PENALTIES:** Per current edition USPSA Handgun Competition Rules

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



**SETUP NOTES:** Set T1, T3, T4, and T6 to 5 feet high at shoulders. T2 and T5 are set so top of upper A zones are parallel with top of shoulder on adjacent target. Outer non-scoring edges of T1-T2 and T5-T6



butt together. Other targets are spaced two feet apart edge to edge. Shooting box is 3 feet by 3 feet. Hard cover on T3 & T4 is to bottom perforation of lower A zone. Hard cover on T2 & T5 is as shown.



## CM 99-08      Melody Line

### Written Stage Briefing

Melody Line is a 12-round, 60-point Virginia Count Classifier Course of Fire. There are six Metric targets. The Start signal is audible. The best two hits per target will score.

The start position is standing in Box A, back to targets, toes of both feet against rear fault line of Box A, both wrists above respective shoulders. Your gun will be loaded and holstered.

PCC start position is standing in Box A, facing downrange, heels of both feet against the rear fault line of Box A, stock on belt, muzzle downrange, both hands on the loaded carbine, safety on.

On the start signal, from within the fault lines only, turn, then draw and engage T1-T6 with only one round per target, then make a mandatory reload, and engage T1-T6 with only one round per target.

PCC: No turn



| TGT           | A                           | B  | C  | D  | M    |    |
|---------------|-----------------------------|----|----|----|------|----|
|               | USE NUMBERS - NOT HASHMARKS |    |    |    |      |    |
| T1            |                             |    |    |    |      | 2  |
| T2            |                             |    |    |    |      | 2  |
| T3            |                             |    |    |    |      | 2  |
| T4            |                             |    |    |    |      | 2  |
| T5            |                             |    |    |    |      | 2  |
| T6            |                             |    |    |    |      | 2  |
| TOTAL<br>HITS |                             |    |    |    |      | 12 |
| MAJ           | X5                          | X4 | X4 | X2 | X-10 |    |
| MIN           | X5                          | X3 | X3 | X1 | X-10 |    |

|               |  |   |  |   |  |   |  |   |  |   |  |
|---------------|--|---|--|---|--|---|--|---|--|---|--|
| STATS<br>ONLY |  | + |  | + |  | + |  | - |  | = |  |
|---------------|--|---|--|---|--|---|--|---|--|---|--|



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

## VIRGINIA COUNT PENALTIES

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

Shooter:

RO:

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

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

NAME

USPSA