



CM 06-05

Fluffy's Revenge 2

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Beth Wingfield

START POSITION: Standing in Box A, wrists above shoulders, facing uprange. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, turn, then draw and engage targets from Box A only.

SCORING

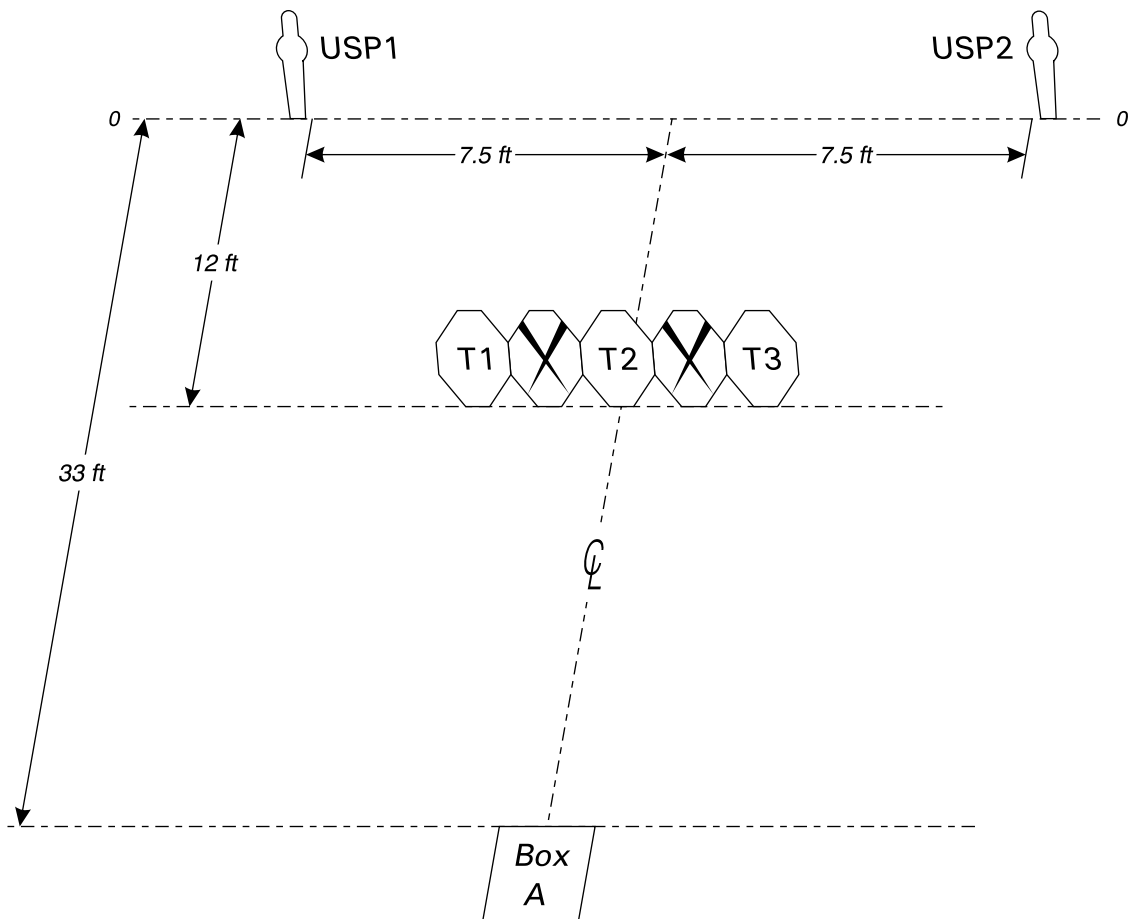
SCORING: Comstock, 8 rounds, 40 points

TARGETS: 3 Classic, 2 Mini-poppers

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

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set targets to 5 feet high at top and edge to edge. Center of T2 is center line of course. Box A is 3 feet by 3 feet.



CM 06-05 Fluffy's Revenge II

Written Stage Briefing

Fluffy's Revenge II is an 8 round, 40 point Comstock classifier course. There are 3 Classic targets and 2 Mini poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing uprange, hands above respective shoulders. Your handgun is loaded and holstered.

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

On the audible start signal, turn then draw and engage targets from within the fault lines. No turn for PCC.





CM 06-05

Fluffy's Revenge 2

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

STATS ONLY + + - =



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

COMSTOCK PENALTIES

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

TIME

TOTAL TIME

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:** 1911 Single Stack Design Team

START POSITION: Standing in shooting area behind table, hands naturally at sides, loaded firearm and extra ammo on table.

STAGE PROCEDURE

String 1: On signal, engage targets with only two rounds each.

String 2: On signal, engage each target with only two rounds each.

Both strings will start with gun on the table. All ammo for the stage will be on the table. Gun is not to be propped up in any manner. All rounds must be fired from within the shooting area.

SCORING

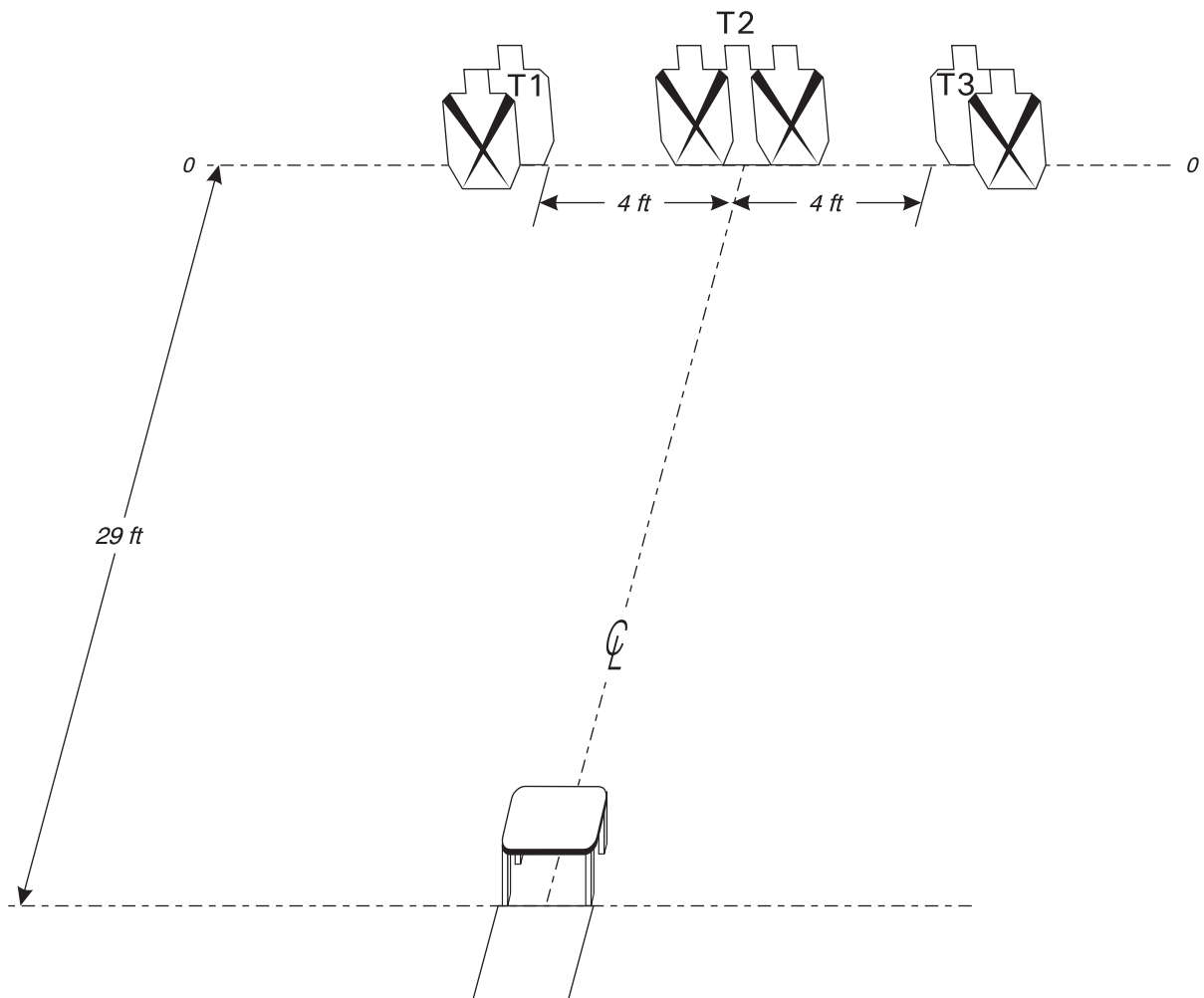
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Shoot targets are 58 inches high at shoulders. Table top is 30 inches high. No-shoots on T1 and T3 are set so top of no-shoot is even with top of shoulder and the no-shoot's scoring line is vertically in the middle of the A-zone scoring line. No-shoots on T2



are set so the scoring lines overlay the A-zone scoring lines. T2 and both no-shoots are set to the same height.

09-03 Oh No

Written Stage Briefing

Oh No is a 12 round, 60 point Virginia Count Standards shot in two strings. There are 3 Metric targets. The best 4 hits per target will score. The start signal is audible.

The start position is standing inside the fault lines, behind the table, facing downrange with your hands relaxed at your sides. Your gun will be loaded and placed flat on the table muzzle down range with all extra ammo. Your gun may not be propped up in any manner. (Same for PCC)

String #1: On the start signal, engage each target with only 2 rounds freestyle, from within the fault lines.

String #2: On the start signal, draw and engage each target with only 2 rounds freestyle, from within the fault lines.





CM 09-03

Oh No

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	
STATS ONLY	<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

NAME _____ USPSA _____



CM 13-05

Tick-Tock

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** US Nationals Design Team

START POSITION: Standing outside the fault lines, toes touching marks, facing downrange, wrists above respective shoulders. Gun is unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark. All magazines to be used on the stage must be on the table.

STAGE PROCEDURE

Upon start signal, engage each target with only two rounds, perform a mandatory reload using the magazines/ammo on the table, and then engage each target with only two rounds, from within the fault lines.

SCORING

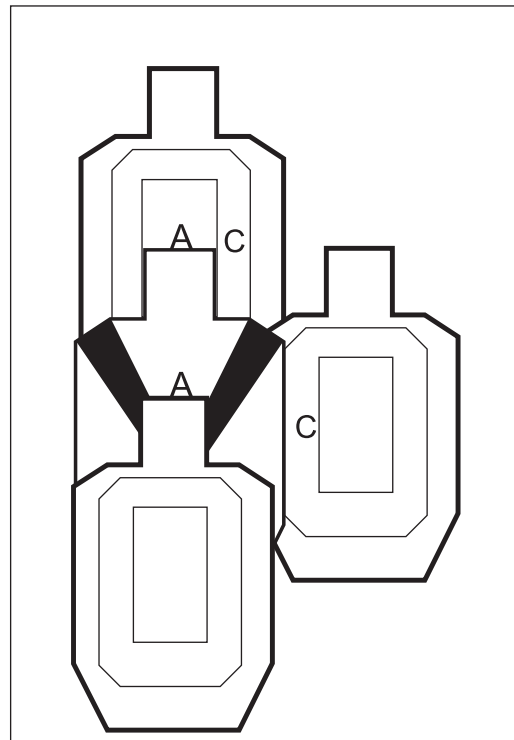
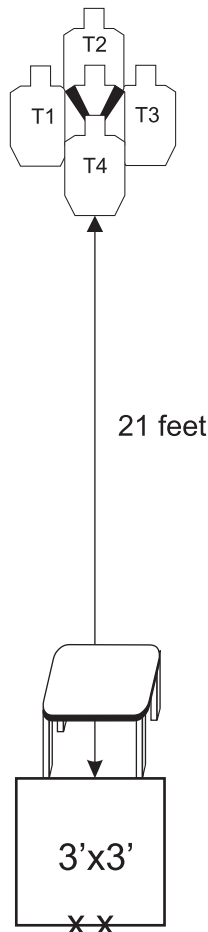
SCORING: Virginia Count, 16 rounds, 80 points

TARGETS: 4 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last Shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Targets are set at 21 feet from the front fault line. No-shoot is positioned with the edge of the target touching the C scoring line on T1 and T3, and the top of the target 18 inches up from the bottom edge of T2, non-scoring border covering the A zone perforations. T4 is positioned with the top of the scoring target 18 inches up from the bottom edge of the no-shoot. (A mark must be made from the scoring side of the no-shoot to ensure proper alignment.) The table is a standard height table and can be of any size.



ations. T4 is positioned with the top of the scoring target 18 inches up from the bottom edge of the no-shoot. (A mark must be made from the scoring side of the no-shoot to ensure proper alignment.) The table is a standard height table and can be of any size.

CM 13-05

Tick-Tock

Written Stage Briefing

Tick-Tock is a 16 round, 80 point Virginia Count Classifier course. There are four Metric targets. The best four hits per target will score. The Start signal is audible

The start position is standing outside the fault lines, toes touching marks, facing downrange, wrists above respective shoulders. Your gun will be unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark.

All magazines to be used on the stage must be placed on the table.

PCC: No change.

Upon start signal, from within the fault lines, engage T1-T4 with only two rounds each, make a mandatory reload using a magazine from the table only, then engage T1-T4 with only two rounds each. All reloads must be made using a magazine from the table only. Using magazines from mag pouches is not allowed.





CM 13-05

Tick-Tock

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
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	16
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY + + + - =



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

VIRGINIA COUNT PENALTIES

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

TIME

TOTAL TIME

Shooter:

RO:

REMARKS

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



CM 99-21

Mini-Mart

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

START POSITION: Standing behind counter, both wrists above respective shoulders, loaded gun and magazines to be used on the shelf under the counter as per ready condition in rule 8.1.1 and 8.1.2. Gun must be on its side - not propped up by any artificial means. Magazines may be flat or on edge on the shelf. Neither the gun nor the magazines may extend beyond the open edge of the shelf.

STAGE PROCEDURE

Upon start signal, from behind the counter engage T1-T3 with only two rounds per target. Then make a mandatory reload with a magazine taken from the shelf and from behind the counter engage T1-T3 with only two rounds per target.

SCORING

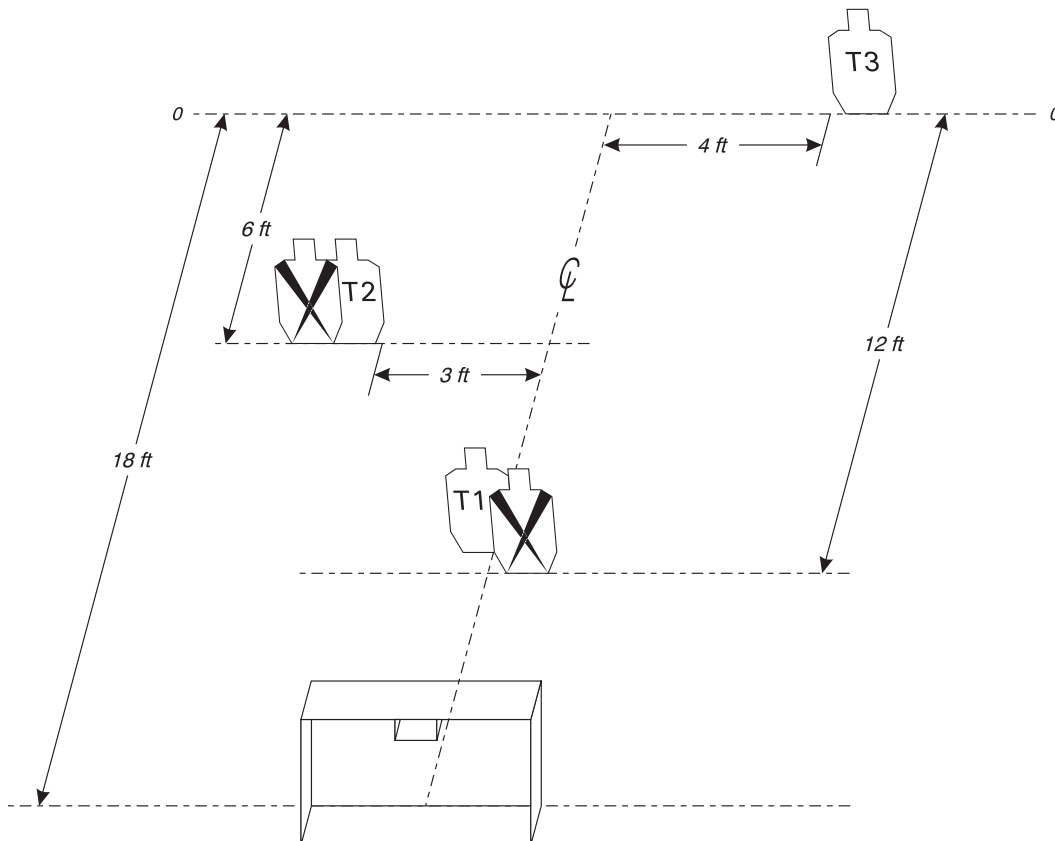
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. The “counter” can consist of saw horses. The shelf can be an opened cardboard box nailed to the underside of planking or boards. Have a replacement handy. Counter is 4 feet high by 8 feet wide by 2 feet deep.



Shelf is 12 inches wide by 12 inches deep by 6 inches high. The edge of the no-shoot's non-scoring border is touching the A-zone perforation of T1. This edge is also used to center the target array on center line. The top of the no-shoot is even with the shoulder of the target.

CM 99-21 Mini Mart

Written Stage Briefing

Mini Mart is a 12-round, 60-point Virginia Count Classifier course. There are three Metric targets. The best four hits per target will score. The start signal is audible.

The start position is standing behind the counter, both wrists above respective shoulders, loaded gun and all magazines to be used on the shelf under the counter. Gun must be on its side - not propped up by any artificial means. Neither the gun nor the magazines may extend beyond the open edge of the shelf.

PCC: Loaded carbine and all magazines to be used are placed on top of the counter. Gun must be on its side, pointed downrange - not propped up by any artificial means. Neither the gun nor the magazines may extend beyond the rear edge of the counter.

Stage Procedure: Upon start signal, from behind the counter engage T1-T3 with only two rounds per target, then make a mandatory reload, then from behind the counter engage T1-T3 with only two rounds per target.





CM 99-21

Mini-Mart

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	

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"/>

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

Shooter:
RO:

REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
----------------	------	------	---------	-------	------	-----------	-------	-------

<input type="text"/>

NAME _____ USPSA # _____



CM 99-22

Nuevo El Presidente

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Kent Oram—Modification 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-T3 with only two rounds per target. Then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points

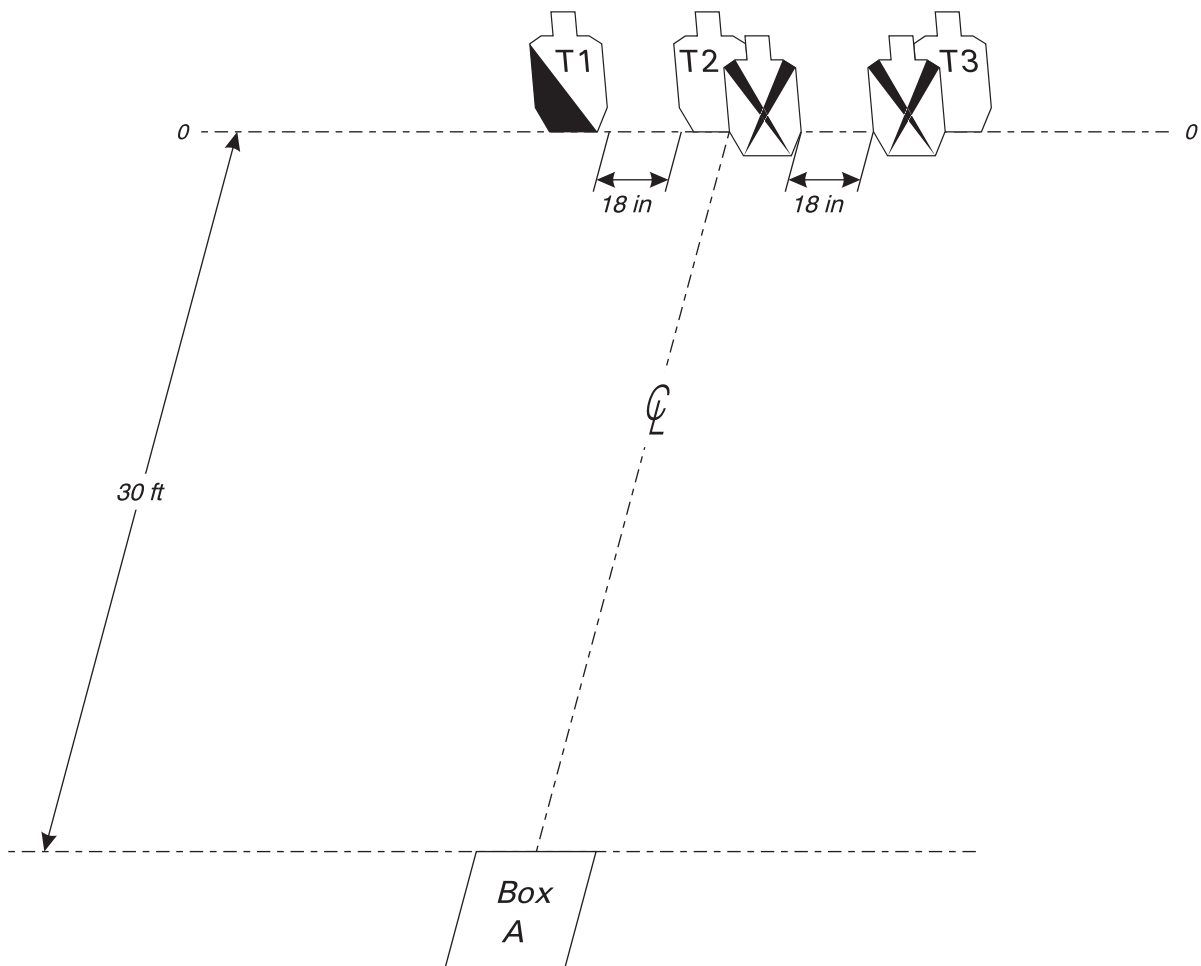
TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Handgun Competition Rules

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



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. No-shoots are arranged on T2 and T3 with perforations of the non-scoring borders placed on the perforations of the A



zones of the targets. The top of the upper A/B zone of the no-shoot is even with the shoulder of the scoring targets.

Written Stage Briefing

Nuevo El Presidente is a 12-round, 60-point Virginia Count classifier course. There are three Metric targets. The best four hits per target will score. The Start signal is audible.

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.

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

Upon start signal, from Box A only, turn then draw and engage T1-T3 with only two rounds per target, then make a mandatory reload, then engage T1-T3 with only two rounds per target.

PCC: No turn





CM 99-22

Nuevo El Presidente

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								
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

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"/>

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

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

MAJOR minor

NAME _____ USPSA # _____



CM 99-57

Bookout's Boogie

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Greg Bookout

START POSITION: Standing in Box A facing targets 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 T1-T4 or only PP1-PP4, then from Box B engage only the remaining targets. Targets engaged from Box A may not be re-engaged from Box B.

SCORING

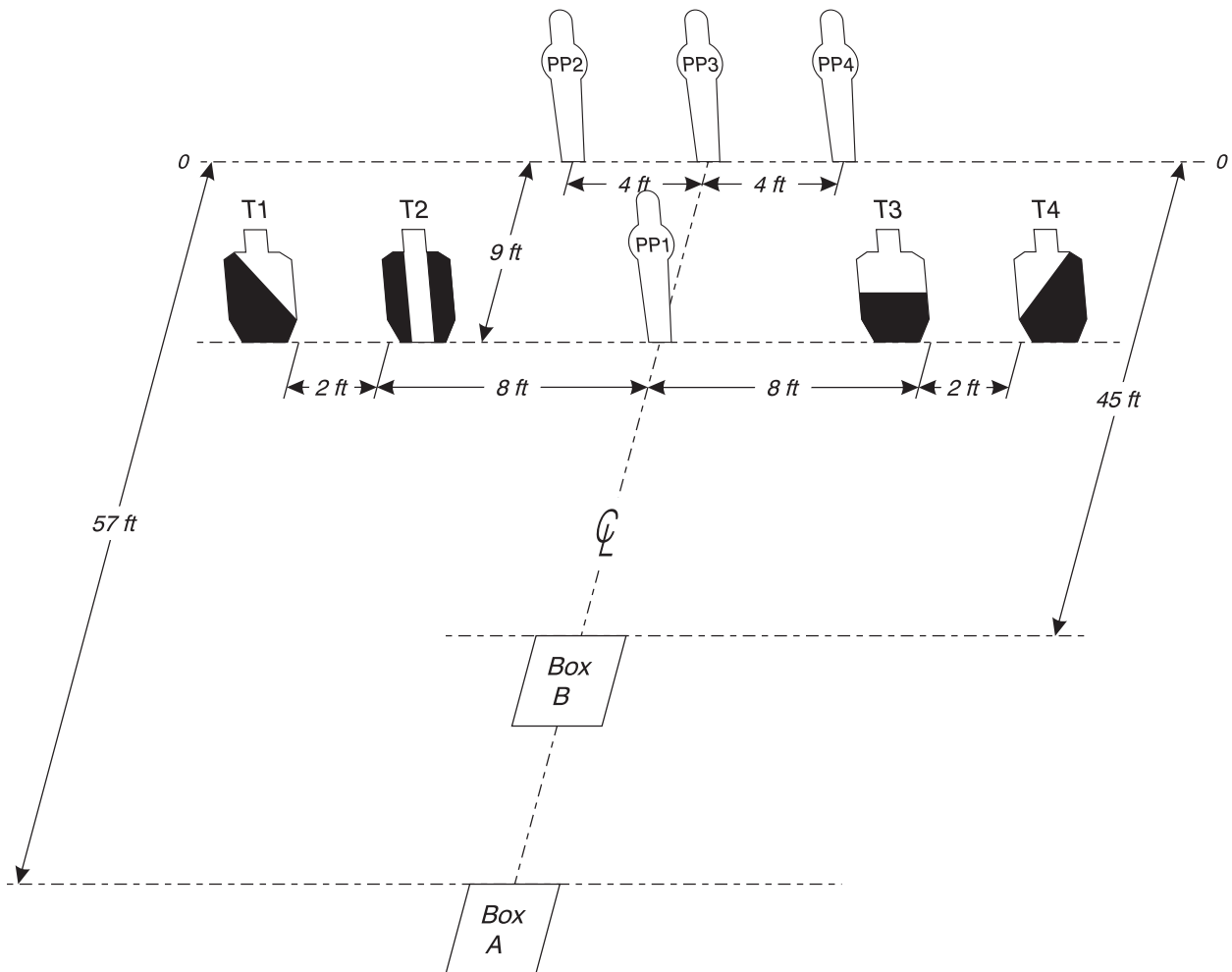
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 4 Metric, 4 Pepper poppers

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

START-STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting boxes are 3 feet by 3 feet. Hard cover on T3 goes up to the center of the A zone. Hard cover line on T1 and T4 runs from top of shoulder to top of hip. Hard cover on T2 comes to edges of A zone.



CM 99-57 Bookout's Boogie

Written Stage Briefing

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

The start position is standing in Box A, facing the targets, with your hands relaxed at your sides. Your handgun is loaded and holstered.

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

On the audible start signal, from Box A, engage only T1-T4 or PP1-PP4, then from Box B, engage only the remaining targets. Targets engaged from box A may not be re-engaged from Box B, and vice versa.





CM 99-57

Bookout's Boogie

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
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	

STATS ONLY + + + - =



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

**COMSTOCK
PENALTIES**

PROCEDURAL
(-10 EACH)

TIME

TOTAL TIME

Shooter:

RO:

REMARKS

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