### SETUP NOTES:
Set paper targets to 5 feet high at shoulders. T1 is centered on range centerline, T2 is 4 feet left of centerline. Hard cover on T5 comes to bottom of A zone. The shoulders of the no-shoots at T1 are even with the bottom of the A zone. The table is 3 feet by 3 feet with a 3-foot-wide-by-4-foot deep shooting box for the chair. Top of table should be no higher than 28 inches. Hard cover on T2 runs diagonal from lower right shoulder to lower left bottom straight edge.

### RULES: COURSE DESIGNER:
**USPSA Handgun Competition Rules, current edition**  
**John Wells — Modifications by US Design Team**

### START POSITION:
Sitting behind table with knees under edge, fingers of hands interlaced in lap, back touching the back rest of chair, feet flat on ground. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

<table>
<thead>
<tr>
<th>String</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Upon start signal, from behind the table engage T1 with only two rounds and T2-T5 with only one round per target.</td>
</tr>
<tr>
<td>2</td>
<td>Upon start signal, from behind the table engage T1 with only two rounds and T2-T5 with only one round per target, strong hand only.</td>
</tr>
<tr>
<td>3</td>
<td>Upon start signal, transfer gun to weak hand and from behind table using weak hand only, engage T1 with only two rounds and T2-T5 with only one round per target.</td>
</tr>
</tbody>
</table>

Jams may be cleared with both hands.

### SCORING

| SCORING: | Virginia Count, 18 rounds, 90 points |
| TARGETS: | 5 Metric |
| SCORED HITS: | Best 6 on T1, Best 3 T2-T5 |
| START - STOP: | Audible - Last Shot |
| PENALTIES: | Per current edition of USPSA Handgun Competition Rules |

---

No shoot is on a target stand, centered on table, bottom edge touching table top.

3-by-4-foot shooting box
CM 99-02          Night Moves

TGT

USE NUMBERS - NOT HASHMARKS

<table>
<thead>
<tr>
<th>TGT</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>M</th>
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<tbody>
<tr>
<td>T1</td>
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<td></td>
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<td>6</td>
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<td>T4</td>
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<tr>
<td>T5</td>
<td></td>
<td></td>
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<td>3</td>
</tr>
</tbody>
</table>

TOTAL HITS 18

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

TIME

STRING 1

STRING 2

STRING 3

TOTAL TIME

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)
NO-SHOOT HIT (-10 EACH)
EXTRA SHOT (-10 EACH)
EXTRA HIT (-10 EACH)

STATS ONLY

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

TOTAL TIME

SHOOTER NUMBER

NAME_____________________________USPSA______________
**START POSITION:** Standing in Box A, 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**

<table>
<thead>
<tr>
<th>String 1.</th>
<th>Upon start signal, from Box A engage T1-T6 from right side of the barricade with only one round per target.</th>
</tr>
</thead>
<tbody>
<tr>
<td>String 2.</td>
<td>Upon start signal, from Box A engage T1-T6 from left side of the barricade with only one round per target.</td>
</tr>
<tr>
<td>String 3.</td>
<td>Upon start signal, from Box A engage T1-T6 from either side of the barricade with only one round per target.</td>
</tr>
</tbody>
</table>

**SCORING**

<table>
<thead>
<tr>
<th>SCORING</th>
<th>Virginia Count, 18 rounds, 90 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>TARGETS</td>
<td>6 Metric</td>
</tr>
<tr>
<td>SCORED HITS</td>
<td>Best 3/paper</td>
</tr>
<tr>
<td>START - STOP</td>
<td>Audible - Last shot</td>
</tr>
<tr>
<td>PENALTIES</td>
<td>Per current edition USPSA Handgun</td>
</tr>
<tr>
<td></td>
<td>Competition Rules</td>
</tr>
</tbody>
</table>

**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Space paper targets 1 foot apart. Barricade is 2 feet wide and 6 feet high with a 2-feet-by-3-feet shooting box behind it. T4 has no-shoots placed so that the non-scoring perforation of the no-shoots are lined up on each side of the lower A-zone perforation.
**SHOOTER NUMBER_____________________________________USPSA _________________**

<table>
<thead>
<tr>
<th>TGT</th>
<th>USE NUMBERS - NOT HASHMARKS</th>
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<th>B</th>
<th>C</th>
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<th>M</th>
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</tbody>
</table>

**VIRGINIA COUNT PENALTIES**
- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

**STATS ONLY**
- TOTAL HITS 18
- MAJ X5 X4 X4 X2 X-10
- MIN X5 X3 X3 X1 X-10

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

**TIME**
- STRING 1
- STRING 2
- STRING 3

**REMARKS**

**Shooter:**

**RO:**

**SHOOTER NUMBER**

**NAME______________________________USPSA _________________**

32
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.
SHOOTER NUMBER_____________________________________USPSA _________________

T1 T2 T3 T4 T5 T6

TOTAL HITS 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)

TOTAL TIME

TIME

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

REMARKS

Shooter:

RO:

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

NAME___________________________ USPSA _______________
START POSITION: Standing behind fault line, 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
String 1. Upon start signal, from behind the fault line engage only T1 with six rounds only while standing.
String 2. Upon start signal, from behind the fault line engage only T2 with six rounds only while kneeling (at least one knee in contact with the ground).
String 3. Upon start signal, from behind the fault line engage only T3 with six rounds only while prone or supine, then perform a mandatory reload and from behind the fault line engage only T3 with six rounds only while prone or supine. Elbows or feet must remain behind the fault line while prone or supine. Magazines for the reload may be placed on the ground only after the start signal.

SCORING
SCORING: Virginia Count, 24 rounds, 120 points
TARGETS: 3 Metric
SCORED HITS: Best 6 - T1 & T2, Best 12 - T3
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 at shoulders.
### CM 99-09 Long Range Standards

**TGT**

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</table>

**VIRGINIA COUNT PENALTIES**

- PROCEDURAL (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

**TIME**

<table>
<thead>
<tr>
<th>STRING 1</th>
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<tbody>
<tr>
<td>.</td>
</tr>
<tr>
<td>STRING 2</td>
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<tr>
<td>.</td>
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<tr>
<td>STRING 3</td>
</tr>
<tr>
<td>.</td>
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</tbody>
</table>

**TOTAL TIME**

| . |

**SHOOTER NUMBER**

<table>
<thead>
<tr>
<th>Open</th>
<th>Lim.</th>
<th>Lim. 10</th>
<th>Prod.</th>
<th>Rev.</th>
<th>Sing. St.</th>
<th>MAJOR</th>
<th>minor</th>
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</tbody>
</table>

**REMARKS**

Shooter:

RO:

**NAME_________________________ USPSA _____________**
START POSITION: Standing in either Box A or Box B, 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
From Box A engage only T1-T3 with two rounds each. From Box B engage only T4-T6 with two rounds each. Start in either Box A or Box B. Upon start signal, from the starting box engage the appropriate targets. Move to the remaining box and engage the appropriate targets.

SCORING
SCORING: Comstock, 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

SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting boxes are 3 feet by 3 feet.
**CM 99-10**

**Times Two**

<table>
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<th>C</th>
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<td>T5</td>
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<td>T6</td>
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<td>2</td>
</tr>
</tbody>
</table>

**USE NUMBERS - NOT HASHMARKS**

**STATS ONLY**

**MINUS PENALTIES OF**

**EQUALS TOTAL SCORE**

**DIVIDED BY TIME OF**

**HIT FACTOR =**

(4 DECIMAL PLACES)

---

**COMSTOCK PENALTIES**

- PROCEDURAL (-10 EACH)

---

**SHOOTER NUMBER**

**Open** | **Lim.** | **Lim. 10** | **Prod.** | **Rev.** | **Sing. St.** | **MAJOR** | **minor**

**NAME_____________________________________USPSA _________________**

---

**SHOOTER NUMBER**

**REMARKS**

**SHOOTER NUMBER**

**NAME_____________________________________USPSA _________________**
START POSITION: Standing in Box A, back to targets, toes of both feet against rear of 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 perform 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 targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet.
<table>
<thead>
<tr>
<th>TGT</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>M</th>
<th>USE NUMBERS - NOT HASHMARKS</th>
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<tr>
<td>TOTAL HITS</td>
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</tr>
<tr>
<td>MAJ</td>
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<td>X-10</td>
<td></td>
</tr>
<tr>
<td>MIN</td>
<td>X5</td>
<td>X3</td>
<td>X3</td>
<td>X1</td>
<td>X-10</td>
<td></td>
</tr>
</tbody>
</table>

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

**REMARKS**

Shooter:

RO:

**Open** | **Lim.** | **Lim. 10** | **Prod.** | **Rev.** | **Sing. St.** | **MAJOR** | **minor**
---|---|---|---|---|---|---|---

**NAME**_________________________ **USPSA**__________________

40
**SETUP NOTES:** Set targets to 5 feet high at shoulders with targets butted together. Shooting box is 2 feet by 3 feet behind barricade 2 feet wide and 6 feet high. Center no-shoot in front of barricade on centerline of stage.

**RULES:** USPSA Handgun Competition Rules, current edition

**COURSE DESIGNER:** Skipper Songy

---

**START POSITION:** Standing in Box A, index finger and thumb of each hand touching, with hands placed flat on barricade at eye level. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

**STAGE PROCEDURE**

Engage only T1-T3 from the left side of the barricade and only T4-T6 from the right side of the barricade. Upon the start signal, from Box A engage only the appropriate targets from one side of the barricade then make a mandatory reload and from Box A engage only the appropriate targets from the remaining side of the barricade.

**SCORING**

**SCORING:** Comstock, 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.
### CM 99-12: Take Your Choice

<table>
<thead>
<tr>
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<th>A</th>
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**Total Hits:** 12

**MAJ**

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**MIN**

<table>
<thead>
<tr>
<th>X5</th>
<th>X3</th>
<th>X3</th>
<th>X1</th>
<th>X-10</th>
</tr>
</thead>
</table>

**Stats Only**

**Minus Penalties of**

**Equals Total Score**

**Divided by Time of**

**Hit Factor =**

(4 Decimal Places)

---

**Comstock Penalties**

- **Procedural (-10 Each)**
- **No-Shoot Hit (-10 Each)**

**Time**

**Total Time**

**Remarks**

Shooter:

RO:

**Shooter Number**

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

**Name** __________________________    **USPSA** __________________________
**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. No-shoots are butted to edges of targets. Shooting box is 3 feet by 3 feet.

**START POSITION:** Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

<table>
<thead>
<tr>
<th>STAGE PROCEDURE</th>
<th>SCORING</th>
</tr>
</thead>
<tbody>
<tr>
<td>String 1. Upon start signal, 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 using strong hand only.</td>
<td><strong>SCORED HITS:</strong> Best 8/paper</td>
</tr>
<tr>
<td>String 2. Upon start signal, 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 using weak hand only. Jams may be cleared with both hands.</td>
<td><strong>START - STOP:</strong> Audible - Last shot</td>
</tr>
</tbody>
</table>

**SCORING:**
- **Virginia Count,** 24 rounds, 120 points
- **TARGETS:** 3 Metric
- **PERFORMANCE:** Per current edition USPSA Handgun Competition Rules
- Failure to perform mandatory reload will result in one procedural penalty per shot fired.
- Strings must be shot in order prescribed or one procedural will be assessed.

![Diagram](image.png)
<table>
<thead>
<tr>
<th>TGT</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>M</th>
<th>USE NUMBERS - NOT HASHMARKS</th>
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</table>

**STATS ONLY**

**MINUS PENALTIES OF**

**EQUALS TOTAL SCORE**

**DIVIDED BY TIME OF**

**HIT FACTOR =**

(4 DECIMAL PLACES)

**TIME**

**STRING 1**

**STRING 2**

**TOTAL TIME**

**REMARDS**

**SHOOTER NUMBER**

<table>
<thead>
<tr>
<th>Open</th>
<th>Lim.</th>
<th>Lim. 10</th>
<th>Prod.</th>
<th>Rev.</th>
<th>Sing. St.</th>
<th>MAJOR</th>
<th>minor</th>
</tr>
</thead>
</table>

**NAME______________________________ USPSPA_________________**
START POSITION: Standing in Box A, 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
String 1. FREESTYLE 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target.
String 2. STRONG HAND ONLY 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target.
String 3. WEAK HAND ONLY 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target. Jams may be cleared with both hands.

SCORING
SCORING: Fixed Time, 18 rounds, 90 points
TARGETS: 6 Metric
SCORED HITS: Best 3/paper
START - STOP: Audible - Audible
PENALTIES: Per current edition USPSA Handgun Competition Rules
Stacking of shots is not allowed. Assess one procedural penalty for each shot fired in excess of the specified rounds per target.

SETUP NOTES: Set targets to 5 feet high at shoulder. No-shoot scoring edge is parallel to and overlaps A zone scoring line on shoot targets. Hard cover on T2, T4, and T6 is parallel to A zone of shoot targets. Shooting box is 3 feet by 3 feet.

RO NOTE: Record no-penalty misses on score sheet for scoring program. Allow .3 seconds for the horn on all timing. Example: 5 sec. string. 5.30 is NOT overtime, 5.31 is overtime.

Modified 1/1/2008
CM 99-14

SHOOTER NUMBER
NAME_____________________________________USPSA _________________

Shooter:
RO:

REMARKS

SHOOTER NUMBER

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

NAME_______________________________USPSA__________________
SETUP NOTES: Set targets to 5 feet high at shoulders. Barricade is 2 feet wide and 6 feet high with a 2-feet-by-3-feet shooting box behind it. X marks for palms are 3 feet up the SIDES of the barricade, not on the face. Butt edges of T3 and T4 together and center no-shoot so that the top is level with the bottom corners of the shoulders. Hard cover on T5 covers half of lower A zone.

START POSITION: Standing in Box A, palms of both hands flat on respective X marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE
From the left side of the barricade engage only array T1, T2, PP1 and PP2. From the right side of the barricade engage only array T3-T5. Upon the start signal, from Box A engage the appropriate array from one side of the barricade, then make a mandatory reload and from Box A engage the appropriate array from the remaining side of the barricade. A mandatory reload must be performed whenever changing sides of the barricade.

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 USPSA Handgun Competition Rules
Failure to perform mandatory reload will result in one procedural penalty per shot fired.
TGT  A  B  C  D  M
    T1  2
    T2  2
    T3  2
    T4  2
    T5  2
    STL 2

TOTAL HITS 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)
NO-SHOOT HIT (-10 EACH)

TOTAL TIME

SHOOTER NUMBER

NAME ___________________________ USPSA __________

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St. MAJOR minor
**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Barricade is 2 feet wide by 6 feet high. Box is 2 feet wide by 3 feet long. Port B is 4 inches wide and 12 inches high. Bottom of port is 4 feet above ground.

**RULES:** USPSA Handgun Competition Rules, current edition  
**COURSE DESIGNER:** Brazos Valley Practical Shooters

**START POSITION:** Standing in Box A, palms of both hands flat against the respective sides of the barricade. 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 T1-T4 with only one round per target around either side of the barricade. Then make a mandatory reload and from Box A engage T1-T4 with only one round per target through Port B, then make a mandatory reload and from Box A, engage T1-T4 with only one round per target from the remaining side of the barricade.

**SCORING**

**SCORING:** Virginia Count, 12 rounds, 60 points  
**TARGETS:** 4 Metric  
**SCORED HITS:** Best 3/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.
<table>
<thead>
<tr>
<th>TGT</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>M</th>
<th>USE NUMBERS - NOT HASHMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>T1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>T2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>T3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>T4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

**VIRGINIA COUNT PENALTIES**

- PROCEDURAL (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

**MINUS PENALTIES OF**

EQUALS TOTAL SCORE

**DIVIDED BY TIME OF**

**HIT FACTOR =**

(4 DECIMAL PLACES)

**TIME**

**TOTAL TIME**

**SHOOTER NUMBER**

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

**REMARKS**

**SHOOTER NAME_________________________ USPSCA______________**

**CM 99-19**

**Payne's Pain**

**Shooter:**

**RO:**

**TOTAL HITS**

**MAJ**

**MIN**

**STATS ONLY**

**TIME**