



CM 99-27

Lefty's Revenge

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Doug Giraud—Modifications by US Design Team

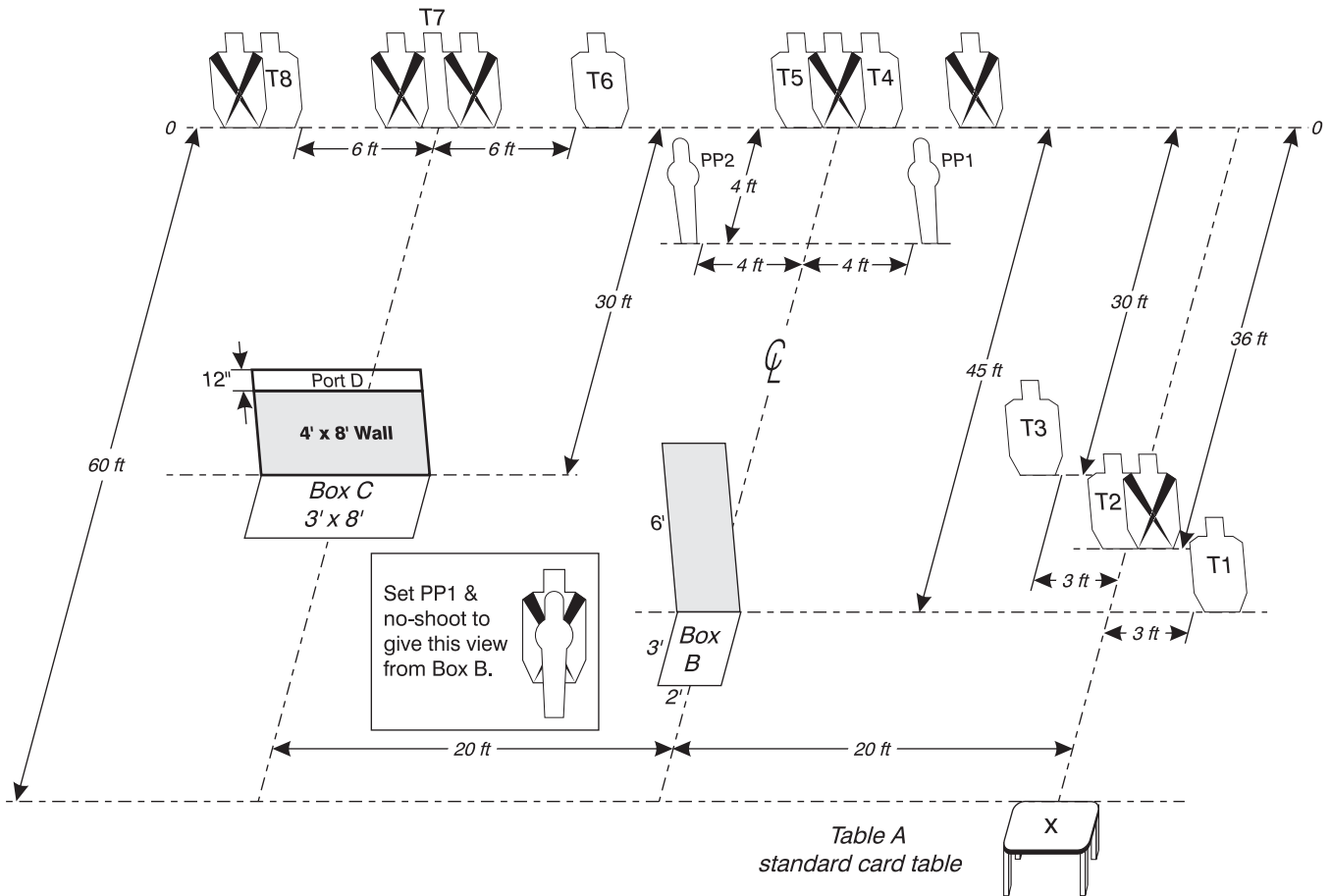
START POSITION: Standing behind table facing targets, both thumbs hooked into belt at the center of the waist. Loaded gun is lying flat on X in center of table with muzzle downrange as per ready condition in rule 8.1.1 and 8.1.2. It may not be propped up by any artificial means.

STAGE PROCEDURE

Upon start signal, from behind table A, engage only T1-T3. Move to barricade and from Box B, engage only T4, T5, PP1 and PP2. Move to low wall and from Box C, through Port D, engage only T6-T8. "Behind table" will be considered as anywhere between the rear two legs of table.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 8 IPSC, 2 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Outer scoring lines of no-shoots between T4-T5, and at T2 and T8 overlay A zone scoring lines of shoot targets. (Non-scoring borders of no-shoots are inside of A zones.) Align no-shoots on T7 so that they



are straight up and down, allowing the center of the target to be available for scoring. Table is a standard card table height. T2 and no-shoot are centered on table with centerline aligned with non-scoring edge of no-shoot.



CM 99-27 Lefty's Revenge

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
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>				<input type="text"/>	2

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 + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-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 # _____



CM 99-28

Hillbillton Drill

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe Cabigas—Modifications by US Design Team

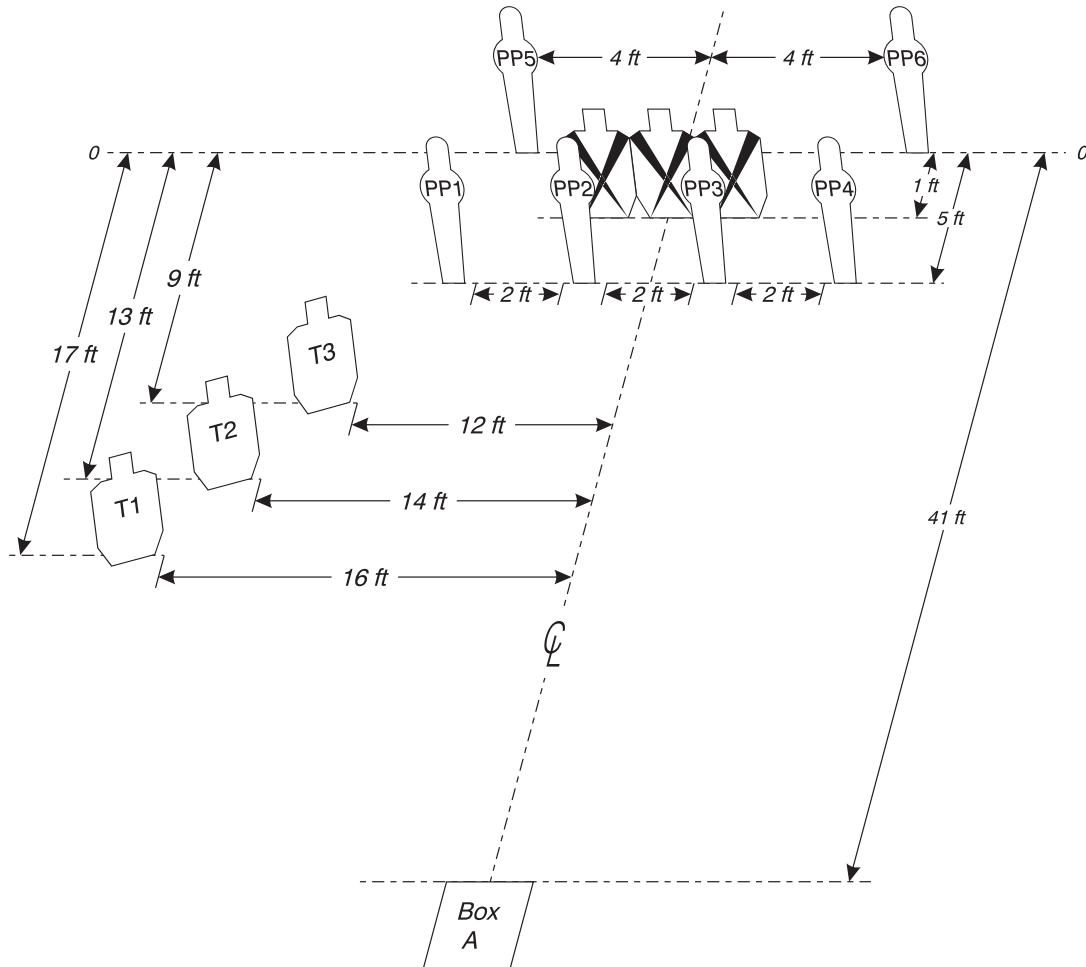
START POSITION: Standing in Box A facing targets with both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1-T3, perform a mandatory reload, and from Box A engage PP1-PP6.

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 3 IPSC, 6 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.
Failure to perform the mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Angle T1-T3 toward shooting Box A with right edge of each target placed at distances indicated. Box A is 3 feet by 3 feet. Set paper targets and no-shoots to 5 feet high at shoulders. No-shoots



are set with edges touching the next no-shoot. The array is then centered with the middle no-shoot centered on the center line.



CM 99-28 Hillbillton Drill

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
STL	<input type="text"/>				<input type="text"/>	6
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

STATS ONLY + + + - =



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

Shooter: _____

RO: _____

REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
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NAME _____ USPSA # _____



RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dan Ridgley

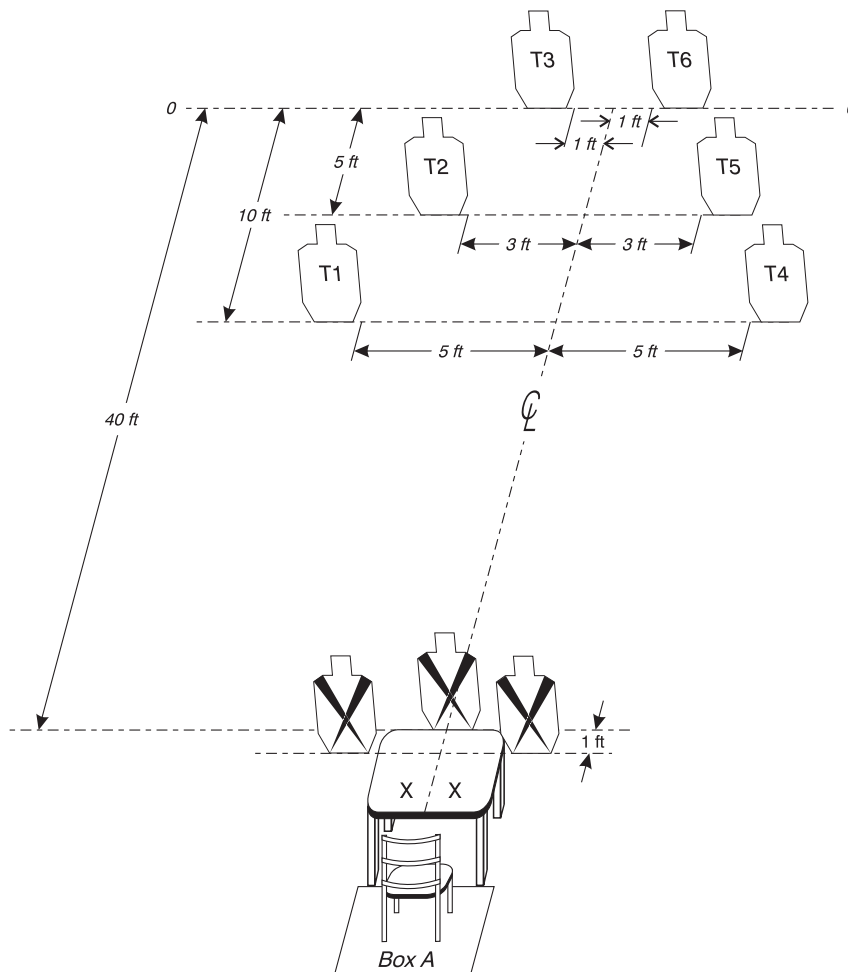
START POSITION: Seated in chair holding cards (there are two standard poker playing cards) one in each hand being held by the thumb and index finger, elbows on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 IPSC
SCORED HITS: Best 2/paper
START - STOP: Audible - Last Shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.
 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

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASHMARKS					
T1	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T2	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T3	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T4	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T5	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T6	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
TOTAL HITS	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES	
<input style="width: 30px; height: 20px;" type="text"/>	PROCEDURAL (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	NO-SHOOT HIT (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	EXTRA SHOT (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	EXTRA HIT (-10 EACH)

TIME
TOTAL TIME
.

STATS ONLY + + + - =

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

<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"/>



Shooter: _____

RO: _____

REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
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NAME _____ USPSA # _____



CM 99-34 Ported View

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
STL	<input type="text"/>				<input type="text"/>	4

USE NUMBERS - NOT HASHMARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

STATS ONLY + + + - =

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



Shooter: _____

RO: _____

REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR minor
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NAME _____ USPSA # _____



CM 99-36

After Work Blues

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Ken Skeeters—Modifications by US Design Team

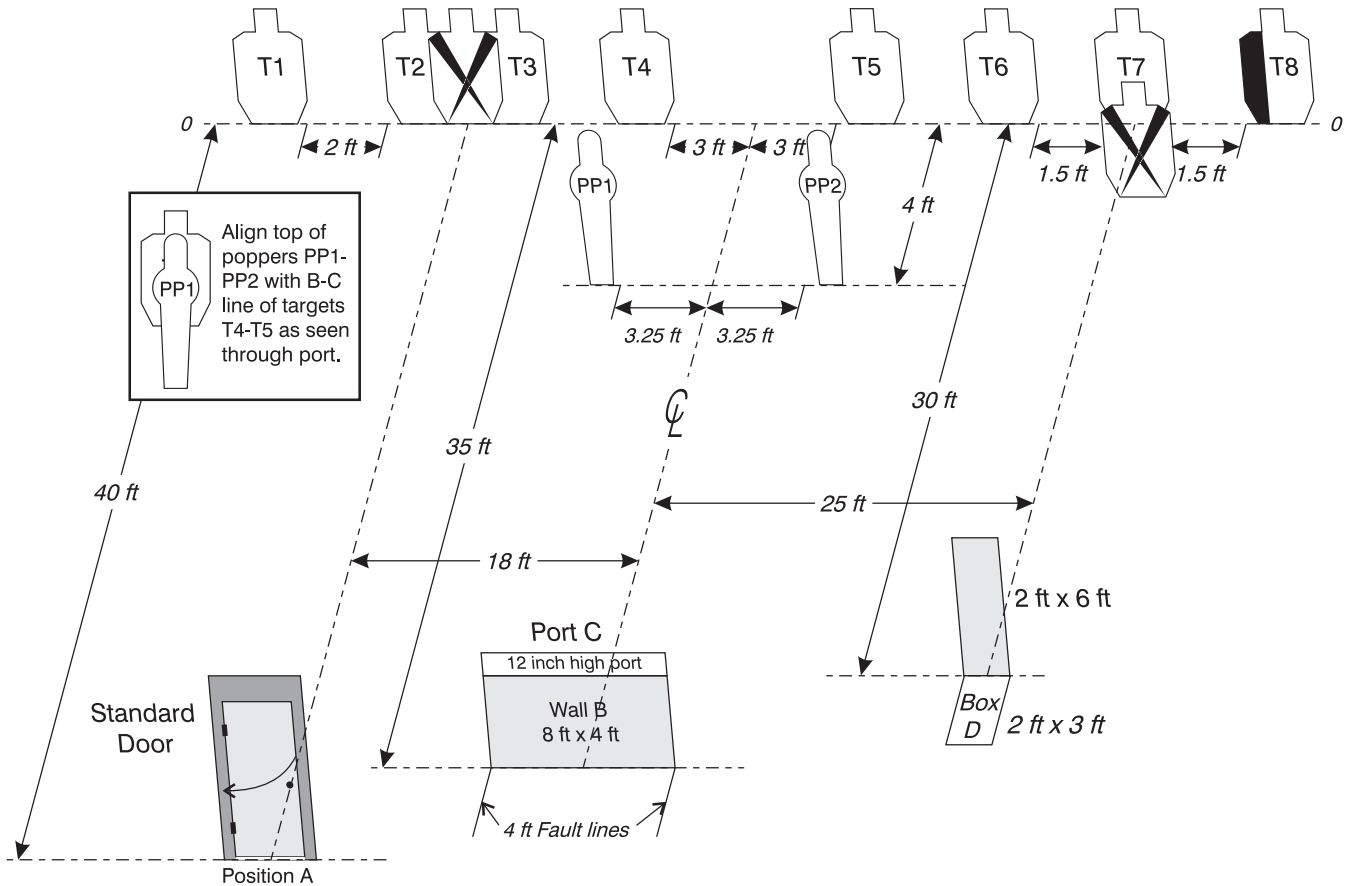
START POSITION: Standing in front of door with strong hand on knob and weak arm hanging relaxed at side. Hand-gun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, open door with strong hand, then draw and engage only T1-T3 from behind threshold fault line. Do not pass through doorway. Move to wall B and engage only T4-T5 and PP1-PP2 through Port C. Move to Box D and engage only T6-T8.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 8 IPSC, 2 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set targets T1-T3 and T6-T8 to 4 feet at shoulders. Adjust height of targets T4-T5 to give view shown in the inset above. No-shoot at T7 is mounted below T7 with top scoring line of no-shoot



overlying bottom scoring line of T7 A zone. Scoring lines of no-shoot between T2 and T3 overlay A zone scoring line of respective targets. Hard cover on T8 comes to left scoring line of A zone.



CM 99-36 After Work Blues

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
STL	<input type="text"/>				<input type="text"/>	2

USE NUMBERS - NOT HASHMARKS

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	

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 =

(4 DECIMAL PLACES)



Shooter: _____

RO: _____

REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
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NAME _____ USPSA # _____