



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

| | |
|--|--|
| | |
|--|--|

DELETED

SETUP NOTES:





CM 03-01 Ducks In A Barrel

DELETED

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

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

MAJOR minor

NAME _____ USPSA _____



CM 03-02

Six Chickens

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

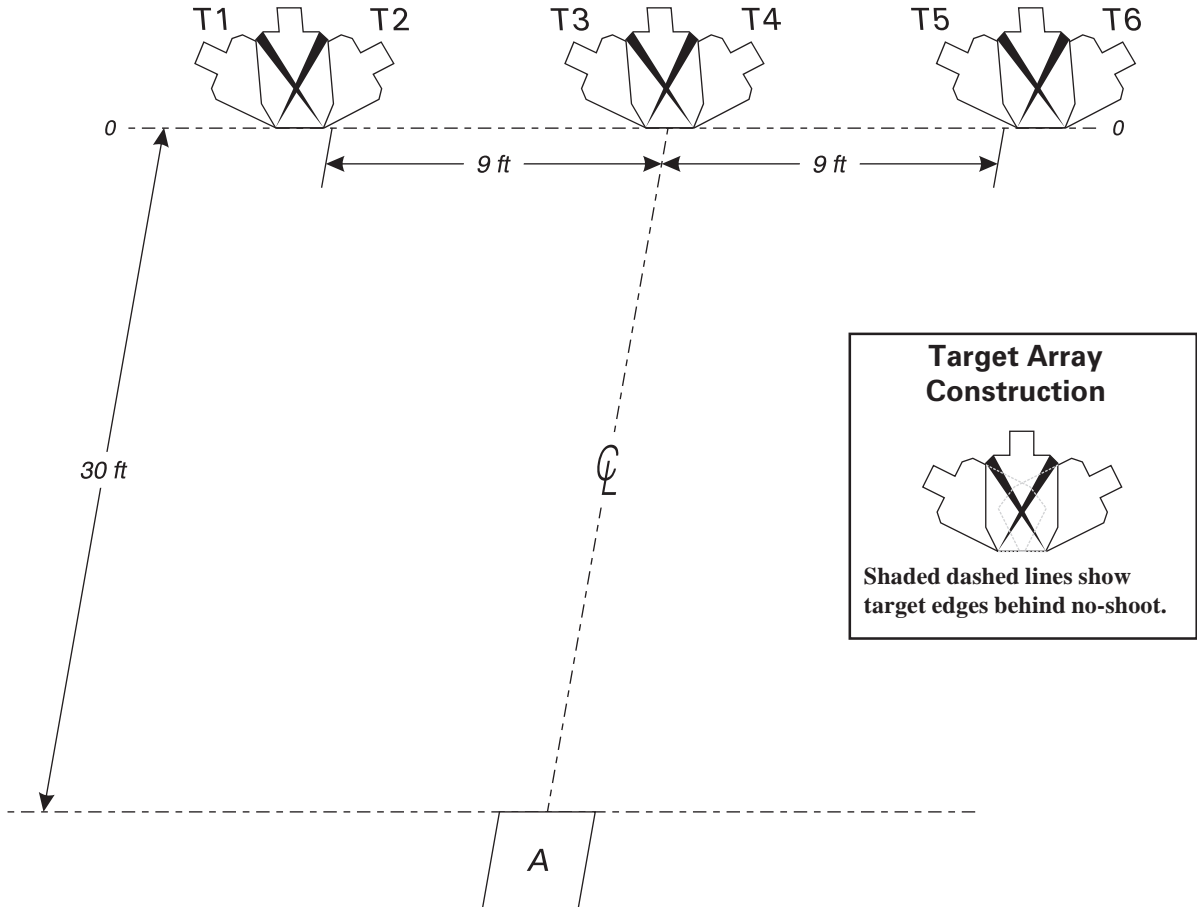
START POSITION: Standing in Box A, hands naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On the signal, engage T1-T6 with one round maximum freestyle, perform a mandatory reload, then reengage T1-T6 with one round maximum, strong hand only.

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 of USPSA Practical Shooting Handbook.



SETUP NOTES: Set no-shoots to 4 feet high at top of B-zone. Build target arrays so that the upper corner of the waist meets the lower corner of the no-shoot,



with the short angled waist parallel to the bottom of the no-shoot.



CM 03-03

Take 'em Down

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

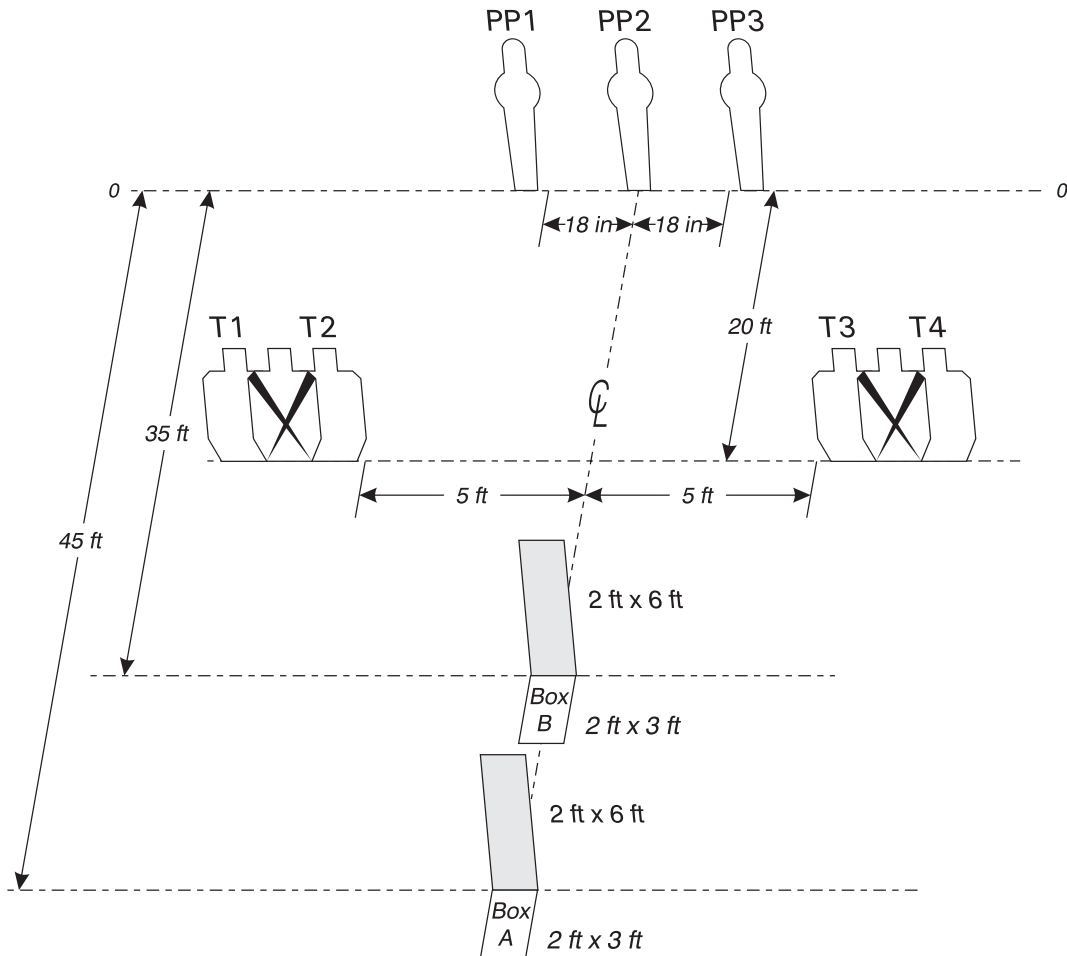
START POSITION: Standing in Box A, hands hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On start signal, while within Box A, draw and engage T1 and T2 only from the left side of the barricade and engage T3 and T4 only from the right side of the barricade. Move to Box B and while within Box B engage only PP1 - PP3 from either side of the barricade.

SCORING

SCORING: Comstock, 11 rounds, 55 points
TARGETS: 4 IPSC, 3 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. The perforations of the no-shoot borders overlay the perforations of the lower A zones





CM 03-03

Take 'em Down

| 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"/> | 3 |

USE NUMBERS - NOT HASHMARKS

| | | | | | | |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------|
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 11 |
| 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**

NAME _____ USPSA _____



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

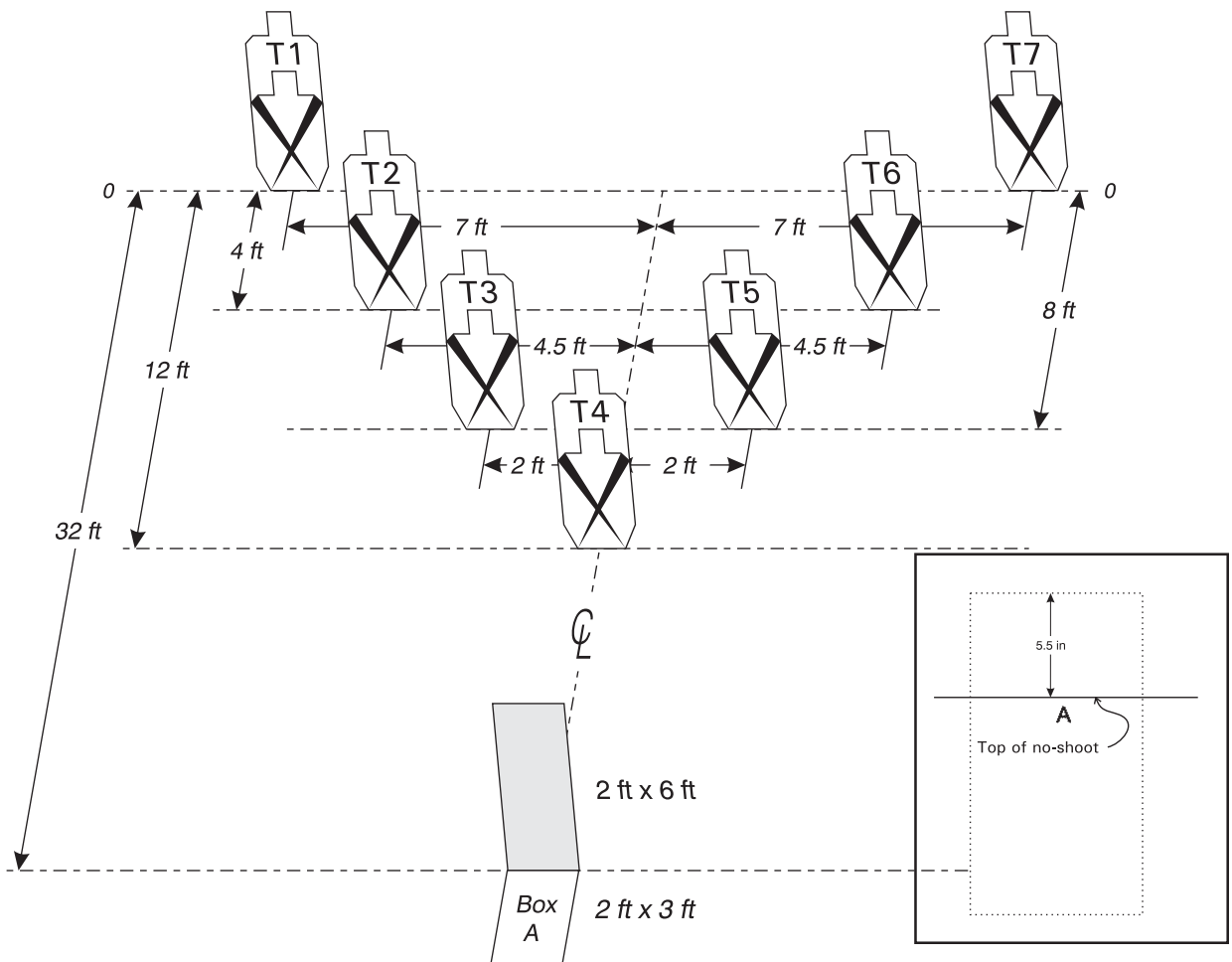
START POSITION: Standing behind barricade, facing downrange, hands at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, engage T1-T3 with two rounds each from left side of barricade, perform mandatory reload and engage T5-T7 from right side of barricade. T4 may be engaged from either side. You may engage targets in any order and arrays in any order. All rounds must be fired from within Box A.

SCORING

SCORING: Virginia Count, 14 rounds, 70 points
TARGETS: 7 IPSC
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Place no-shoot so that top of cardboard is 5 1/2 inches down from the top line of the A-zone. See inset.





CM 03-04 3-V

| 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 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 14 |
| MAJ | X5 | X4 | X4 | X2 | X-10 | |
| MIN | X5 | X3 | X3 | X1 | X-10 | |

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-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 =
(4 DECIMAL PLACES)

Shooter:

RO:

REMARKS

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

NAME _____ USPSA _____



CM 03-05

Paper Poppers

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team

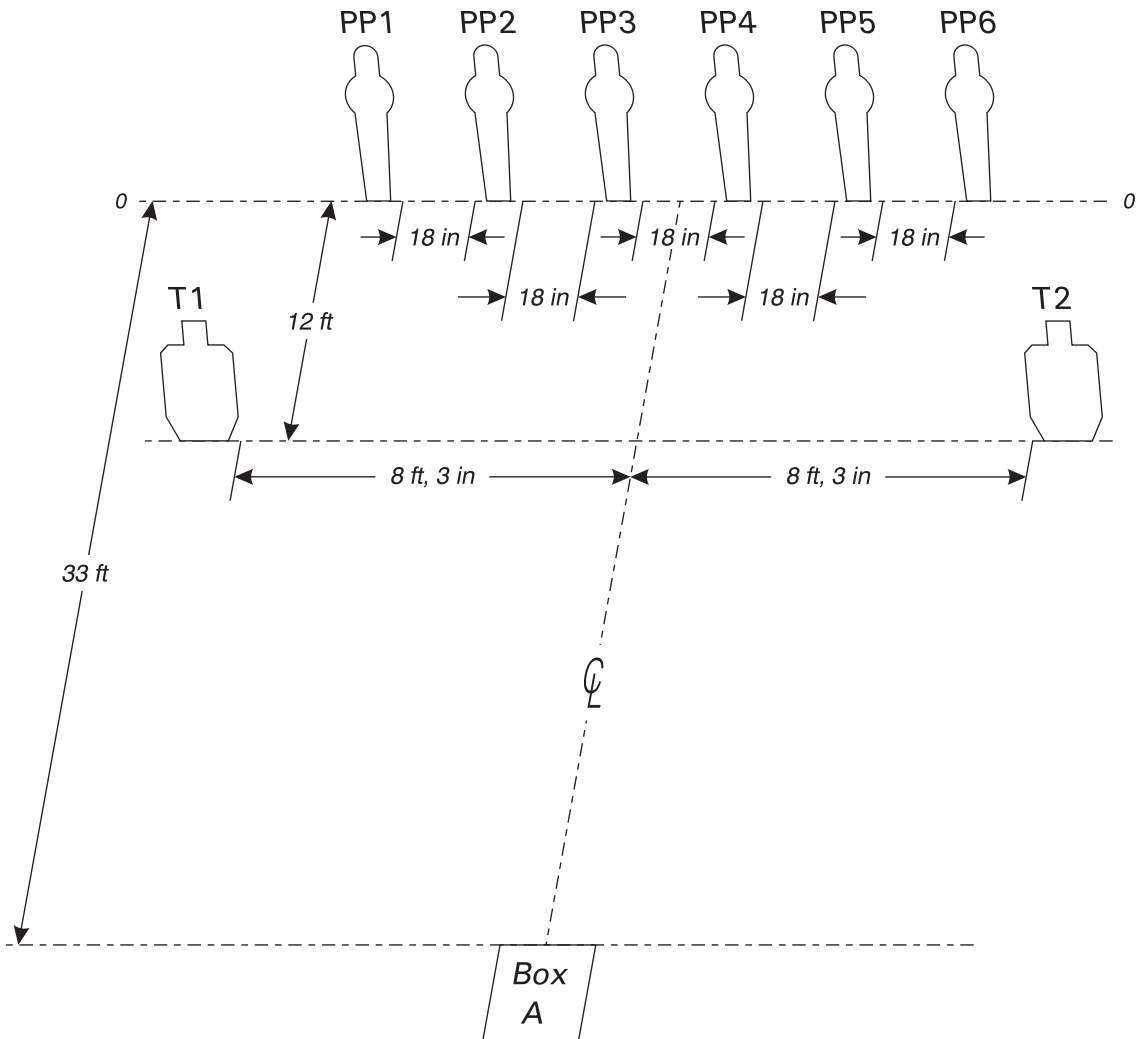
START POSITION: Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage either Array 1, or Array 2, perform a mandatory reload and engage the second array. Paper requires two rounds each and steel must fall to score. A mandatory reload is required whenever changing arrays. Array 1 = paper; Array 2 = steel.

SCORING

SCORING: Comstock, 10 rounds, 50 points
TARGETS: 2 IPSC, 6 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3-feet by 3-feet.





CM 03-05 Paper Poppers

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

COMSTOCK PENALTIES

PROCEDURAL (-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

NAME USPSA



CM 03-06

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

DELETED

SETUP NOTES:





DELETED

Shooter:

RO:

REMARKS

SHOOTER
NUMBER

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

MAJOR minor

NAME _____ USPSA _____



CM 03-07

Riverdale Standards

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

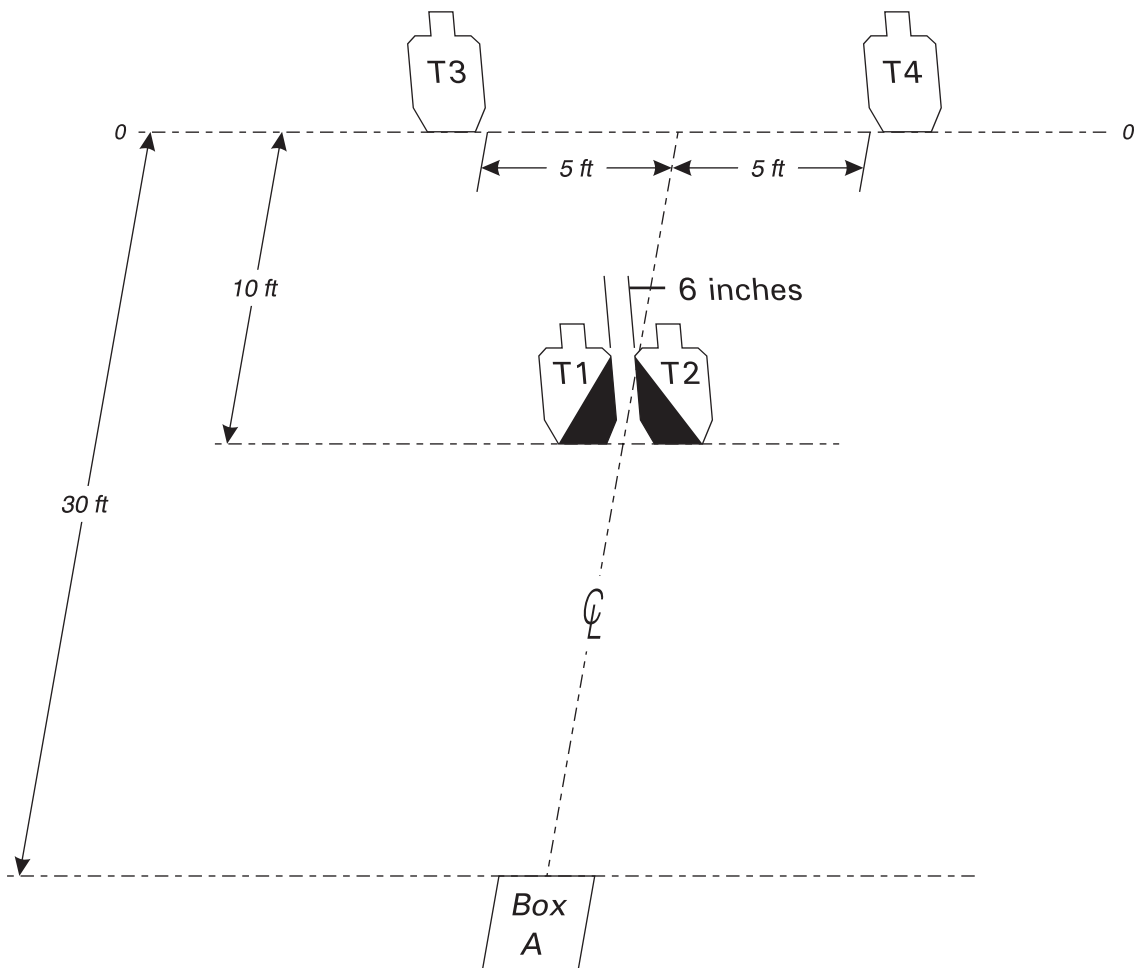
START POSITION: Standing in Box A, facing downrange, hands above shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1: From Box A only, engage T1-T4 with only one round each freestyle; perform a mandatory reload, then reengage T1-T4 with only one round each freestyle.
- String 2: From Box A only, engage T1-T4 with only one round each freestyle, perform a mandatory reload, then reengage T1-T4 with only one round each strong hand only.
- String 3: From Box A only, engage T1-T4 with only one round each weak hand only.

SCORING

- SCORING:** Virginia Count, 20 rounds, 100 points
- TARGETS:** 4 IPSC
- SCORED HITS:** Best 5/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition USPSA Practical Shooting Handbook.



SETUP NOTES: T1 and T2 are 4 1/2 feet high at shoulders and 6 inches apart. T3 and T4 are 4 feet high at shoulders. Box A is 3 feet by 3 feet.





CM 03-07 Riverdale Standards

| 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"/> | 5 |
| T2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 5 |
| T3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 5 |
| T4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 5 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 20 |
| 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

STRING 3

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**

NAME _____ USPSA _____



CM 03-08

Madness

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

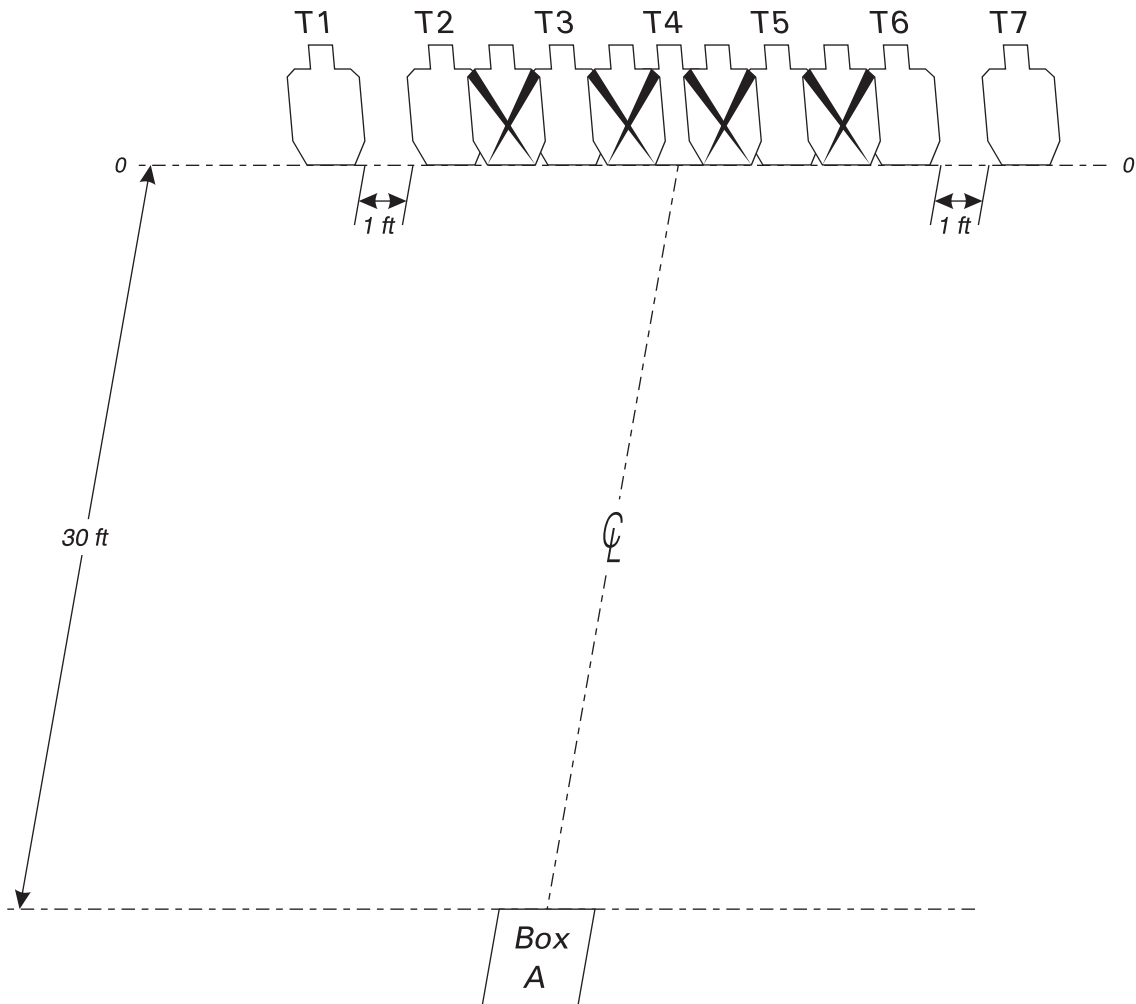
START POSITION: Standing in Box A facing targets, wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A only, engage T1-T7 with only one round per target, perform a mandatory reload and reengage T1-T7 with only one round per target.

SCORING

SCORING: Virginia Count, 14 rounds, 70 points
TARGETS: 7 IPSC
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.
 Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Targets are set to 5 feet high at shoulders. T4 is centered on centerline. T1 is one foot left of T2 non-scoring edge. T7 is one foot right of T6 non-scoring edge. No-shoot between T2 and T3 is set so perforation overlays the C zone perforation on T2 and T3. No-shoot



between T5 and T6 is set so perforation overlays the C zone perforation on T5 and T6. No-shoots between T3 and T4 and between T4 and T5 are set so the perforation overlays the A zone perforations on T4 and C zone perforations on T3 and T5. Shooting box is 3 feet by 3 feet.



CM 03-08 Madness

| 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 |

USE NUMBERS - NOT HASHMARKS

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

.

| | | | | | | |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|----|
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 14 |
| 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)

Shooter:

RO:

REMARKS

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

NAME _____ USPSA _____



CM 03-09

On The Move

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

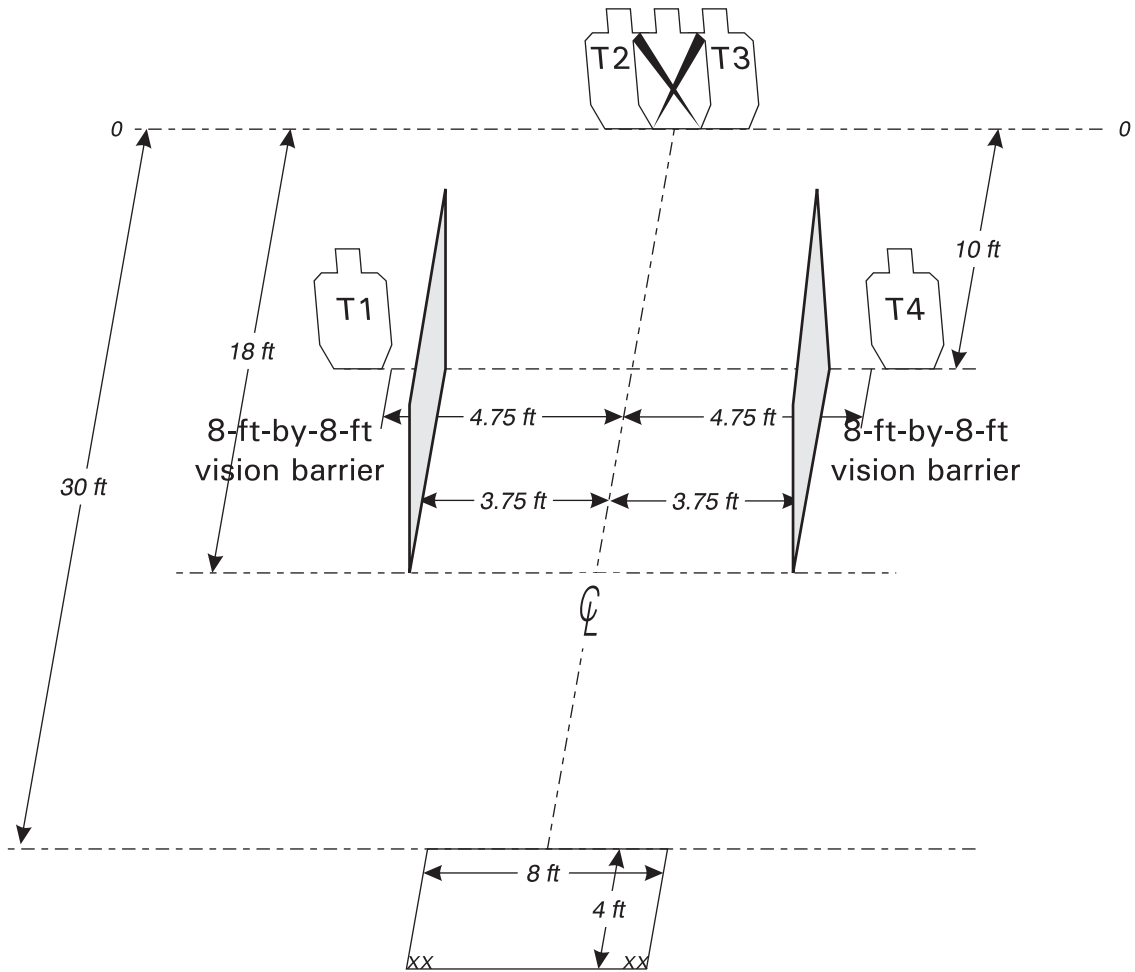
START POSITION: String 1 - Standing at either end of shooting area with heels touching X marks, hands hanging naturally at sides. String 2 - Standing at opposite end with heels touching X marks, hands hanging at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, engage T1-T4 with two rounds each as they become visible.
- String 2. Upon start signal, engage T1-T4 with two rounds each as they become visible.

SCORING

- SCORING:** Virginia Count, 16 rounds, 80 points
- TARGETS:** 4 IPSC
- SCORED HITS:** Best 4/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet at shoulders. The perforations of the no-shoot borders overlay the perforations of the lower A zones on T2 and T3.





CM 03-09 On The Move

| 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 | |

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

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**

NAME _____ USPSA _____