



# CM 03-01

# Ducks In A Barrel

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

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# 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

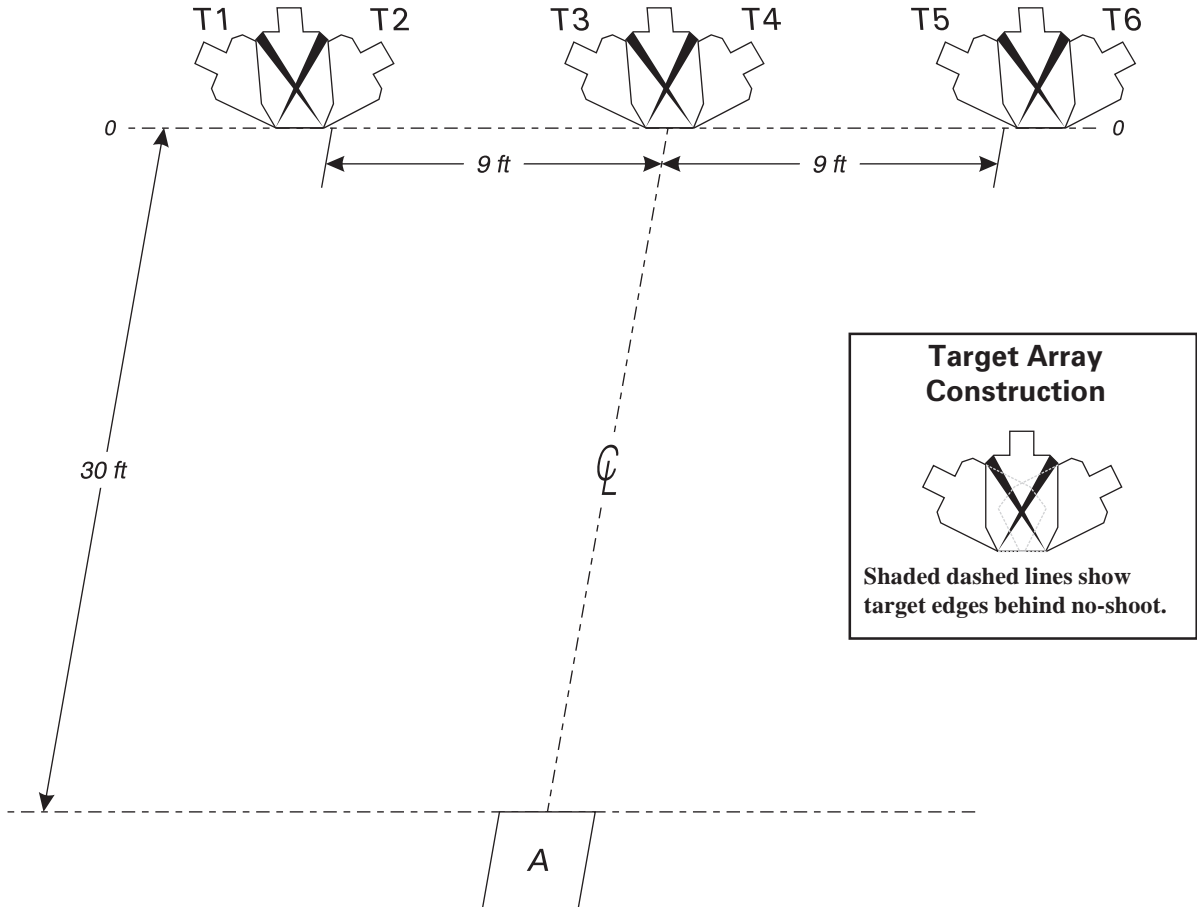
**START POSITION:** Standing in Box A, hands naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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

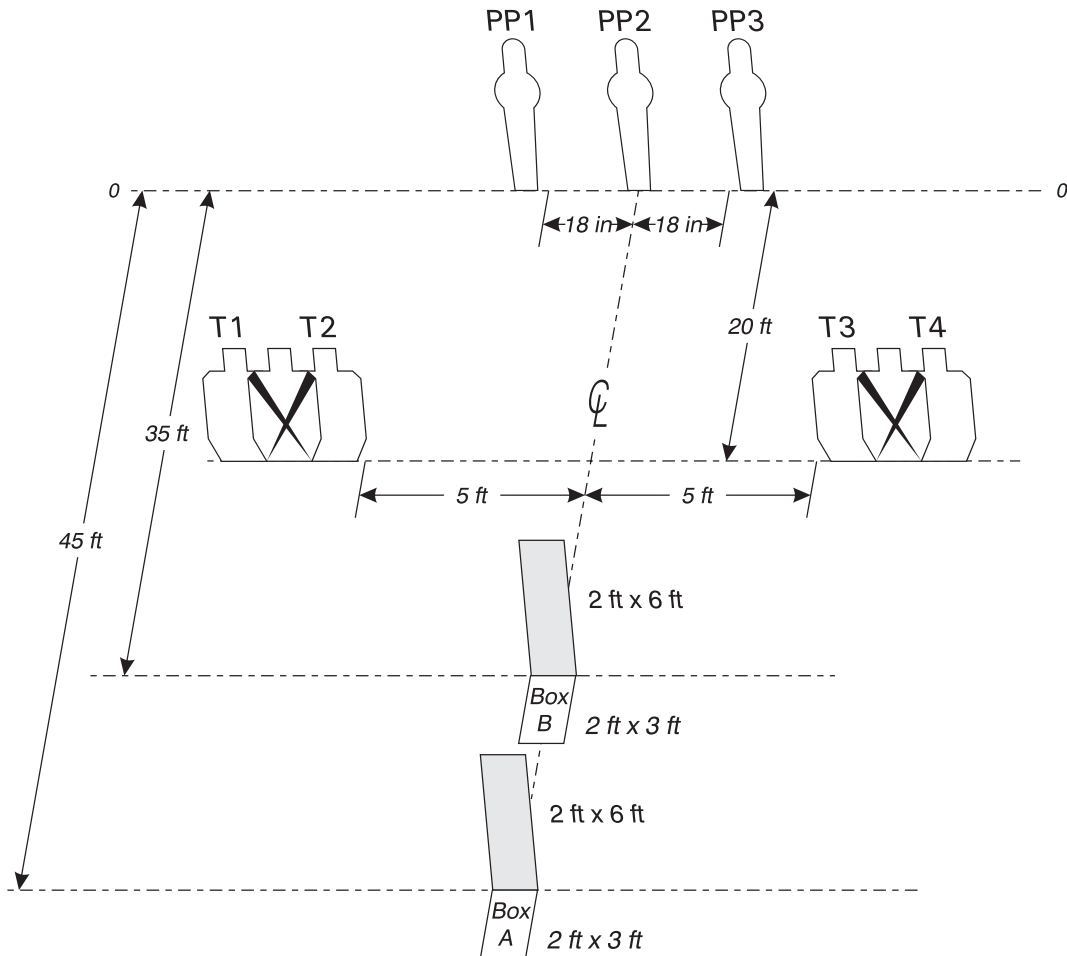
**START POSITION:** Standing in Box A, hands hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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"/>	<b>11</b>
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

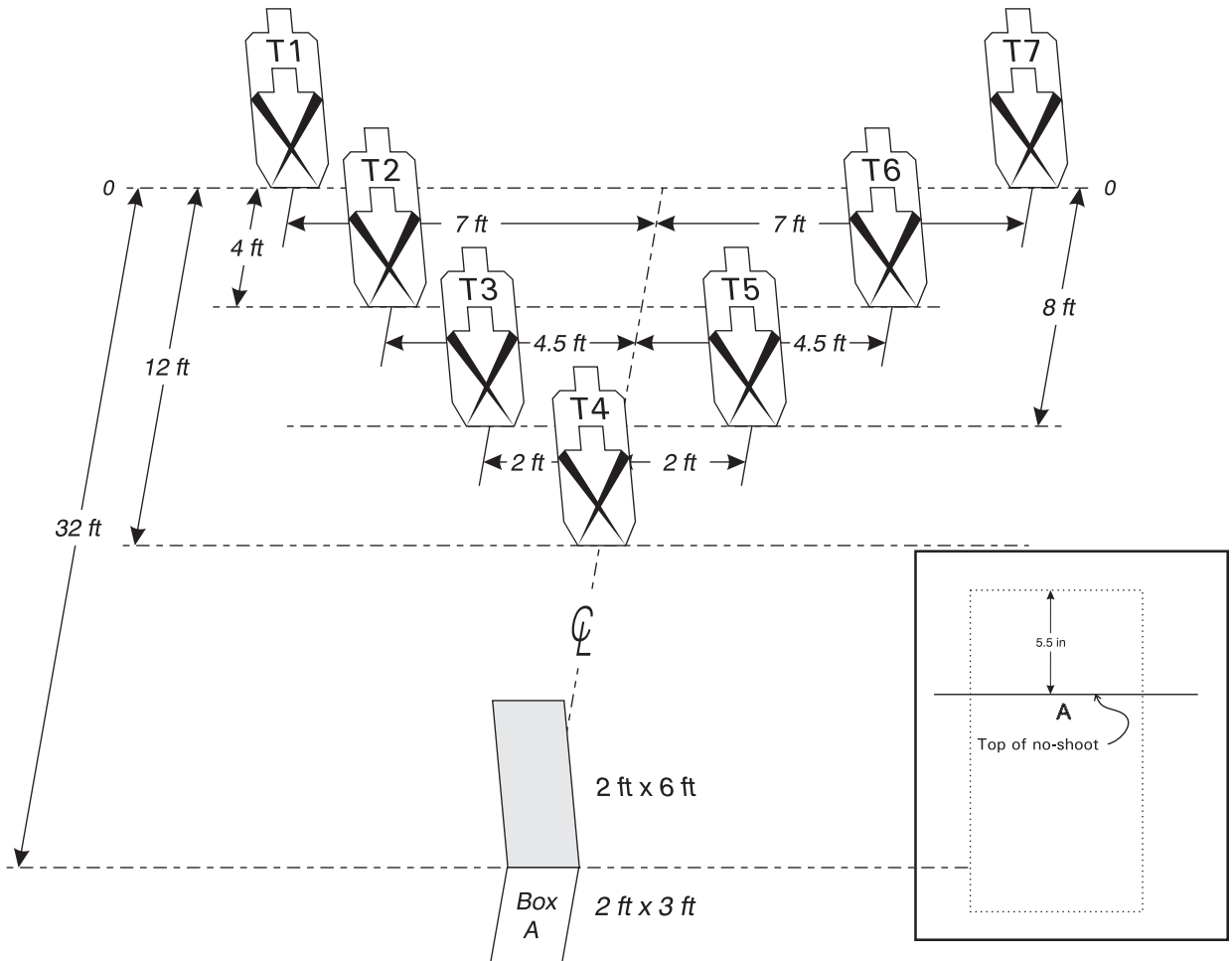
**START POSITION:** Standing behind barricade, facing downrange, hands at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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

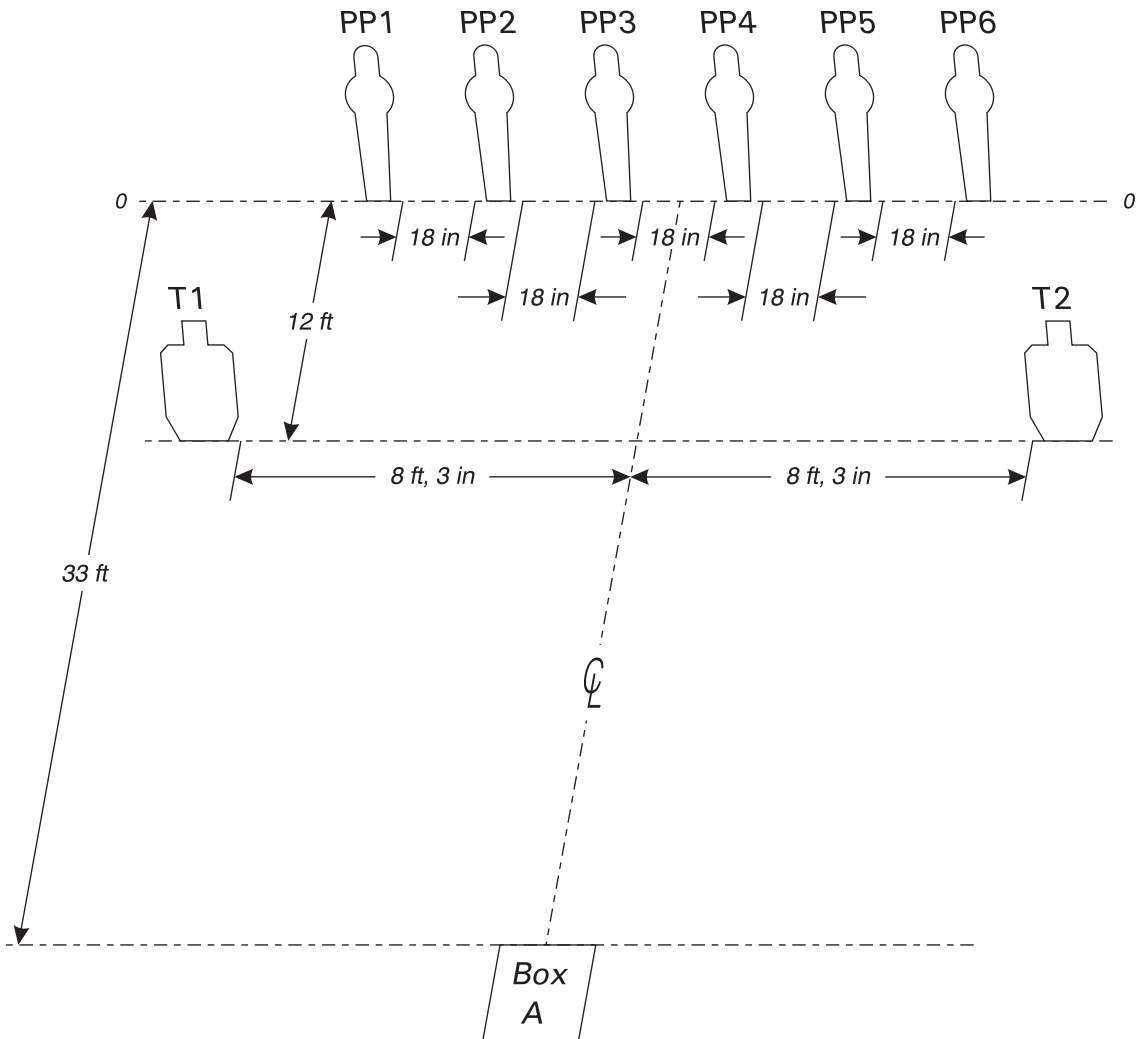
**START POSITION:** Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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

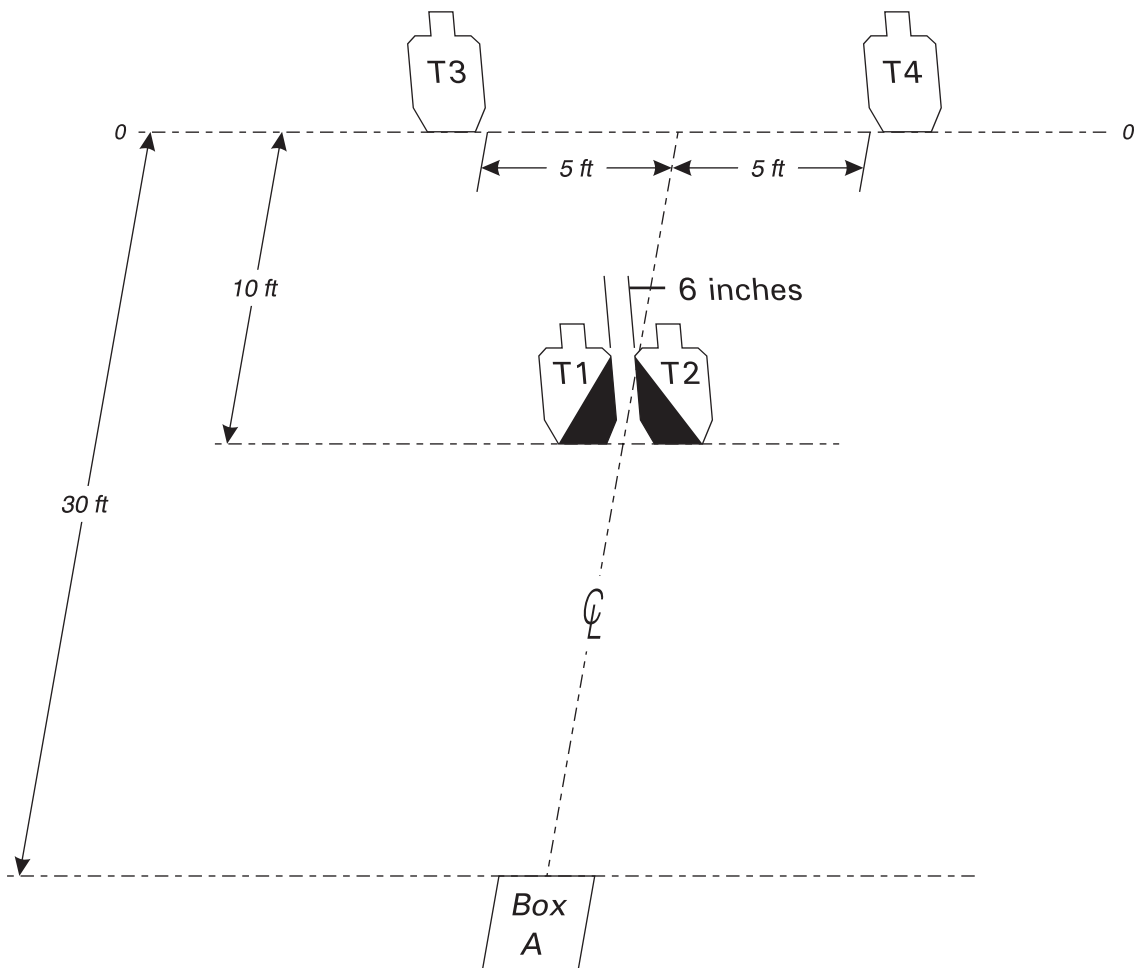
**START POSITION:** Standing in Box A, facing downrange, hands above shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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

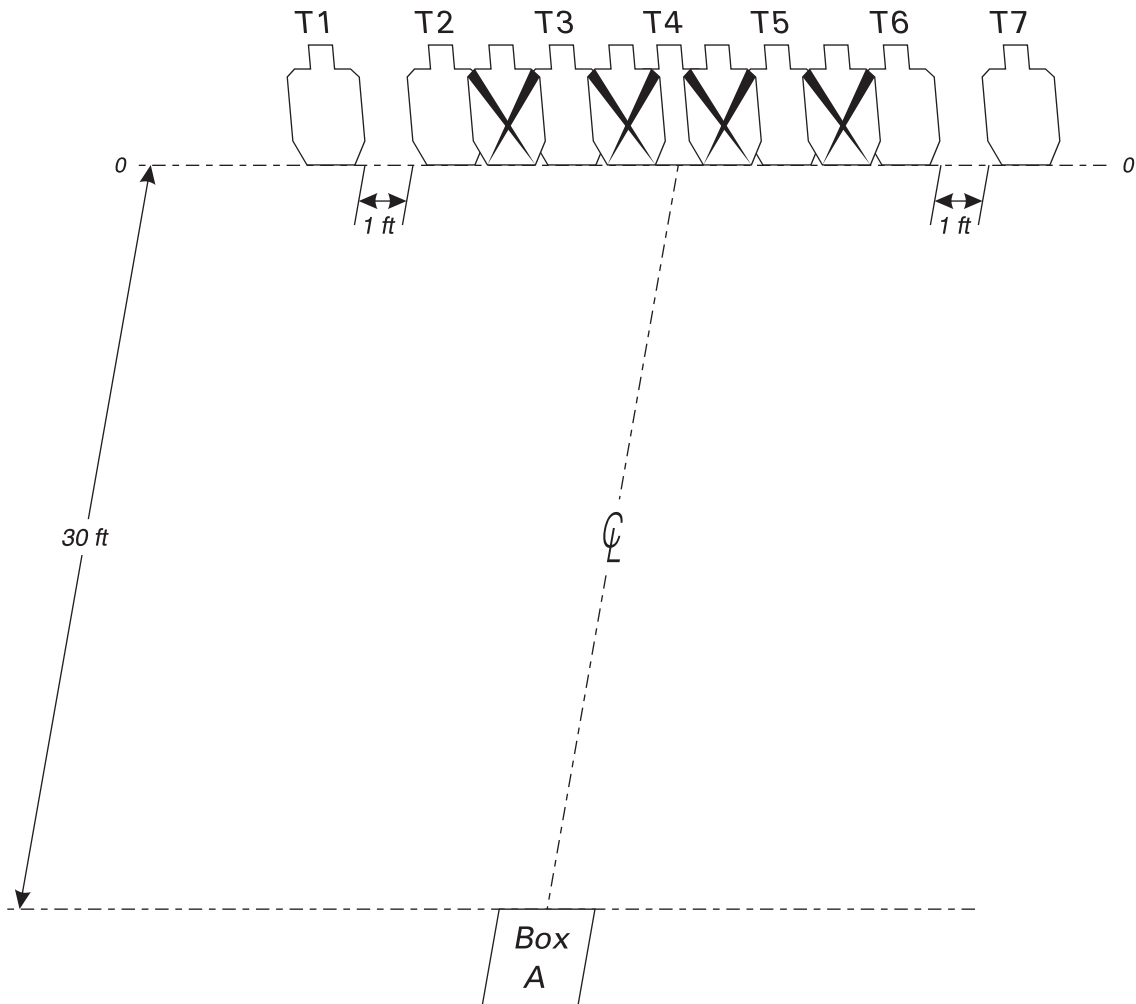
**START POSITION:** Standing in Box A facing targets, wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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 03-09

# On The Move

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

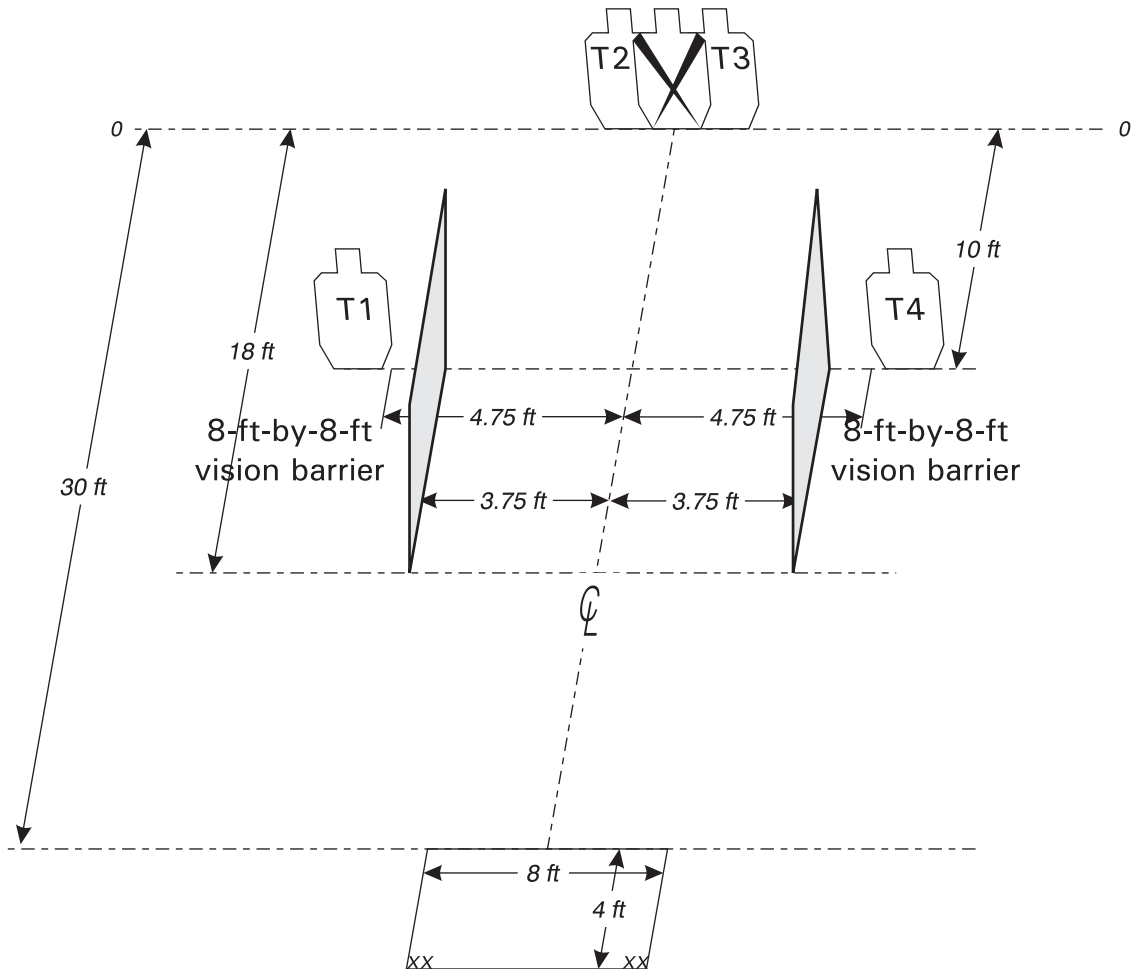
**START POSITION:** String 1 - Standing at either end of shooting area with heels touching X marks, hands hanging naturally at sides. String 2 - Standing at opposite end with heels touching X marks, hands hanging at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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					
<b>T1</b>	<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"/>	4
<b>T2</b>	<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"/>	4
<b>T3</b>	<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"/>	4
<b>T4</b>	<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"/>	4
<b>TOTAL HITS</b>	<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"/>	16
<b>MAJ</b>	X5	X4	X4	X2	X-10	
<b>MIN</b>	X5	X3	X3	X1	X-10	

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

TIME
STRING 1
▪
STRING 2
▪
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 \_\_\_\_\_