



CM 03-05

Paper Poppers

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team

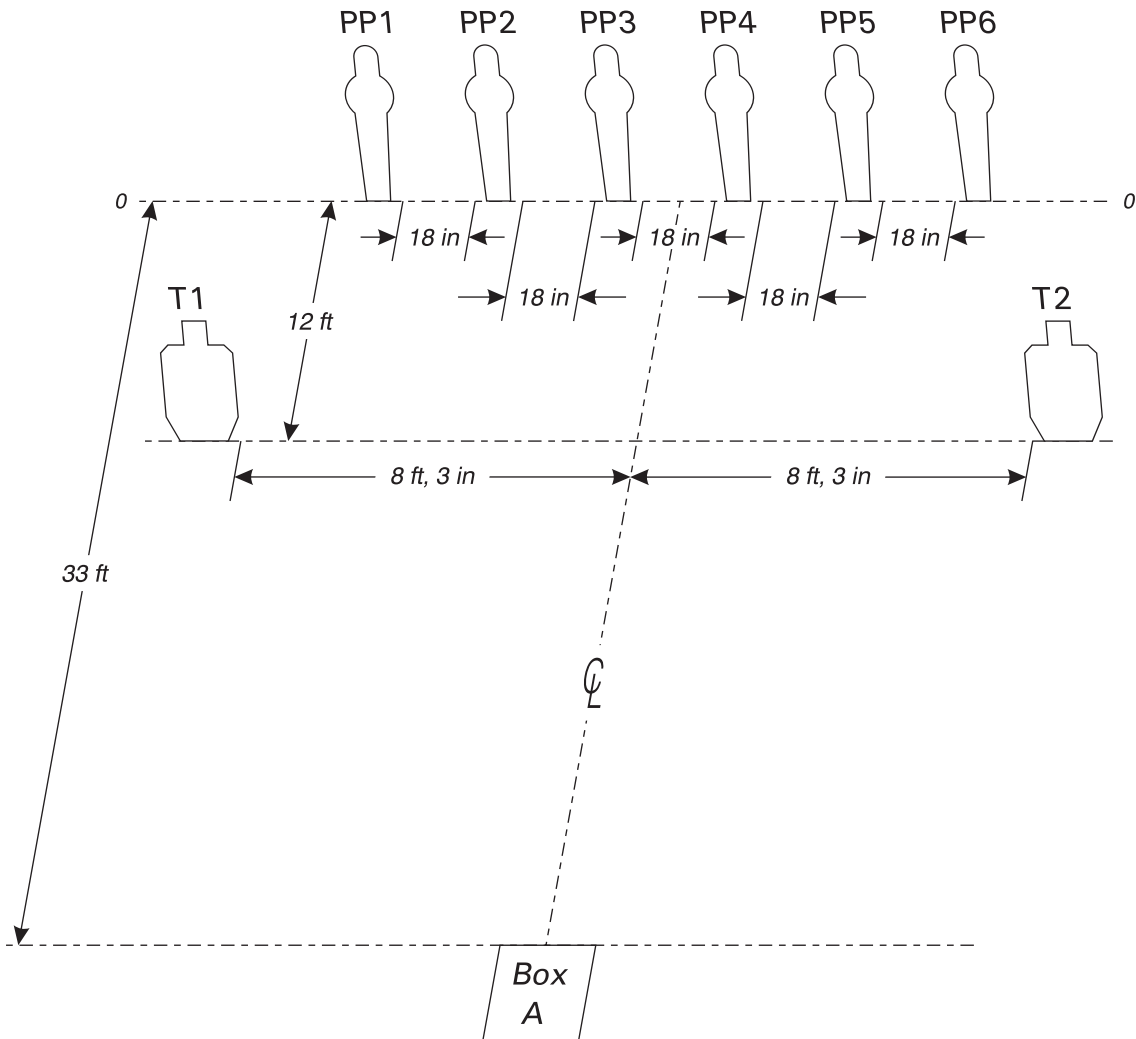
START POSITION: Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 Metric, 6 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules



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



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Written Stage Briefing

Paper Poppers is a 10 round, 50 point, Comstock classifier course. There are 2 metric targets and 6 pepper 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 downrange, wrists 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 start signal, from within the fault lines, engage T1 and T2 or PP 1-6, make a mandatory reload, and engage the remaining targets. Paper or steel may be engaged in any order. A mandatory reload is required whenever changing arrays.





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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