



# CM 06-03

# Can You Count

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Mark Ramsey and John Golson

**START POSITION:** Standing erect in Box A, arms 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 signal, from Box A only:

String 1: Engage T1 with five rounds only. Perform a mandatory reload and engage T2 with five rounds only.

String 2: Engage T3 with five rounds only. Perform a mandatory reload and engage T4 with five rounds only.

Targets within a string may be engaged in any order without penalty

### SCORING

**SCORING:** Virginia Count, 20 rounds, 100 points

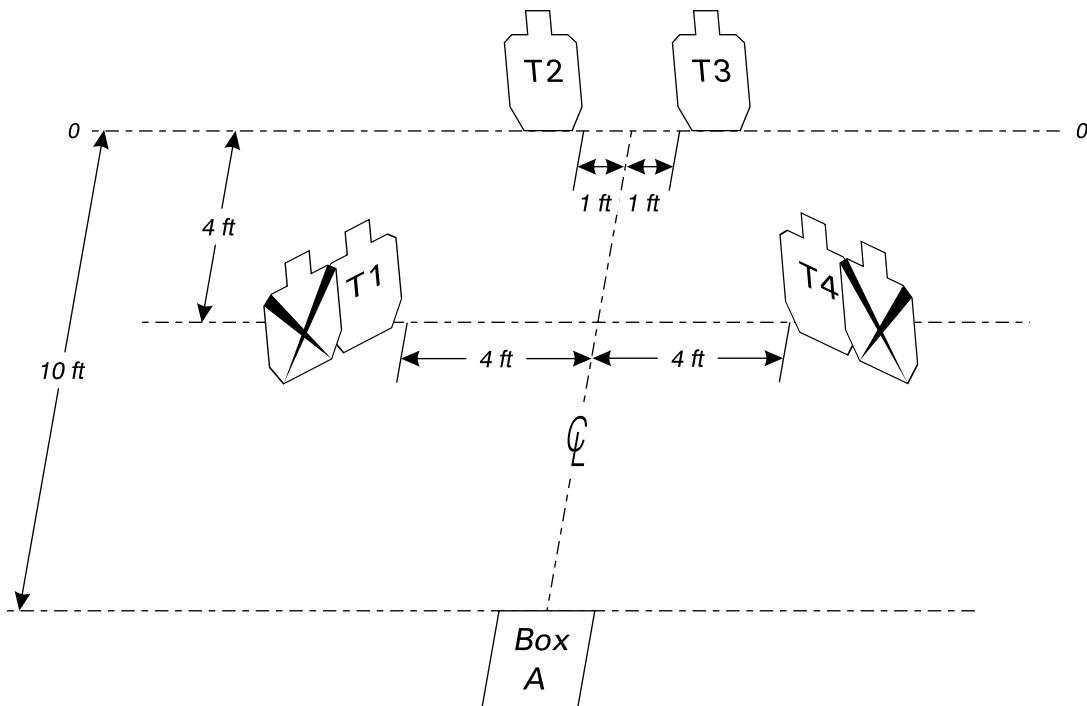
**TARGETS:** 4 Metric

**SCORED HITS:** Best 5/paper

**START - STOP:** Audible - Last shot

**PENALTIES:** Per current edition of USPSA Handgun Competition Rules

Failure to perform reload is per-shot-fired penalty.



**SETUP NOTES:** Set targets T1 and T4 to 4 feet high at shoulders and angled at 45 degrees from the center line. Set targets T2 and T3 to 5 feet at shoulders. Scoring lines of no-shoots overlay C-zone scoring lines



of targets. Bottom of no-shoot is even with bottom of target. Box A is 3 feet by 3 feet.

## **CM 06-03, Can You Count**

### **Written Stage Briefing**

Can You Count is a 20 round, 100 point Virginia count classifier course. There are 4 metric targets. The best 5 hits per paper will score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands naturally at your side. 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 audible start signal from within the fault lines:

String 1: Engage T1 with 5 rounds only, perform a mandatory reload and engage T2 with 5 rounds only.

String 2: Engage T3 with 5 rounds only, perform a mandatory reload and engage T4 with 5 rounds only.





# CM 06-03 Can You Count

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	
<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 \_\_\_\_\_



# CM 09-13

# Table Stakes

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Nationals Design Team

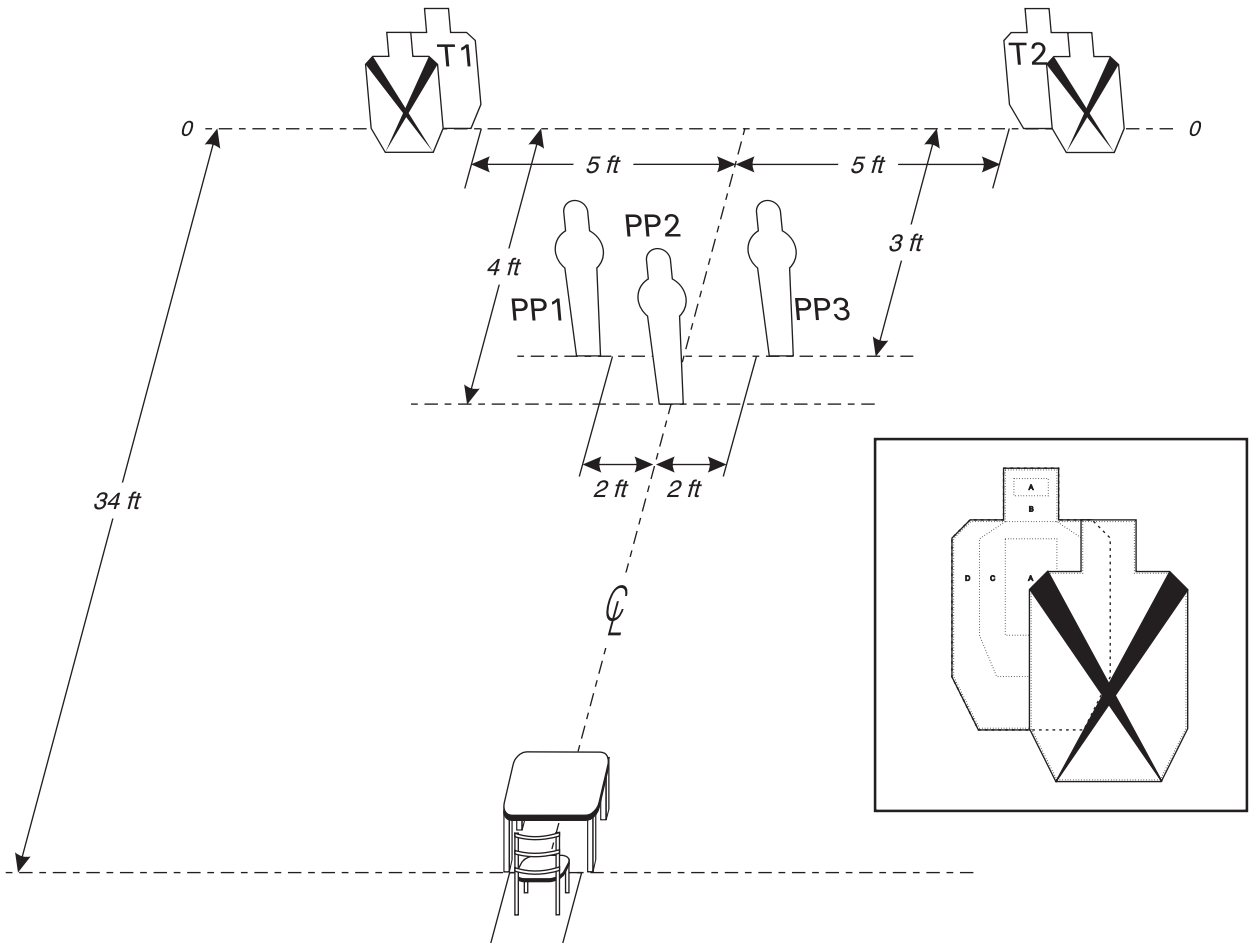
**START POSITION:** Sitting fully in chair, hands behind head, fingers interlaced. Handgun is unloaded and lying flat on the table with the muzzle pointing downrange, slide forward/cylinder closed and hammer/striker fully down. All ammo for the stage must start on the table.

### STAGE PROCEDURE

On signal, load pistol and engage targets while remaining in the shooting area. If a reload is needed, it must come from the ammo on the table.

### SCORING

**SCORING:** Comstock, 7 rounds, 35 points  
**TARGETS:** 2 Metric, 3 Pepper poppers  
**SCORED HITS:** Best 2/paper, KD = 1A  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** T1 and T2 are 5 feet from the center line to the edge of the target. Set paper targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. See inset for correct no-shoot placement. No-shoot scoring line runs down center of A zone.



**RO NOTE:** Gun may not be propped up in any way.

## 09-13 Table Stakes

### Written Stage Briefing

Table Stakes is a 7 round, 35-point Comstock Short Course. There are 2 Metric targets and 3 Pepper poppers. The best two hits per paper will score, steel must fall to score. The start signal is audible.

The start position will be seated on chair with your back against the chair back, and fingers laced behind your head. Your gun will be unloaded and placed fully on the table, muzzle downrange. The gun must be flat and not propped up in any manner. All ammo to be used for the stage must start on the table. PCC start position is the same. The carbine may not extend past the rear edge of the table, but may extend downrange off the table.

On the start signal, load and engage targets while remaining in the fault lines.





# CM 09-13 Table Stakes

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"/>	3
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	7
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 \_\_\_\_\_



# CM 09-08

# Crackerjack

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver

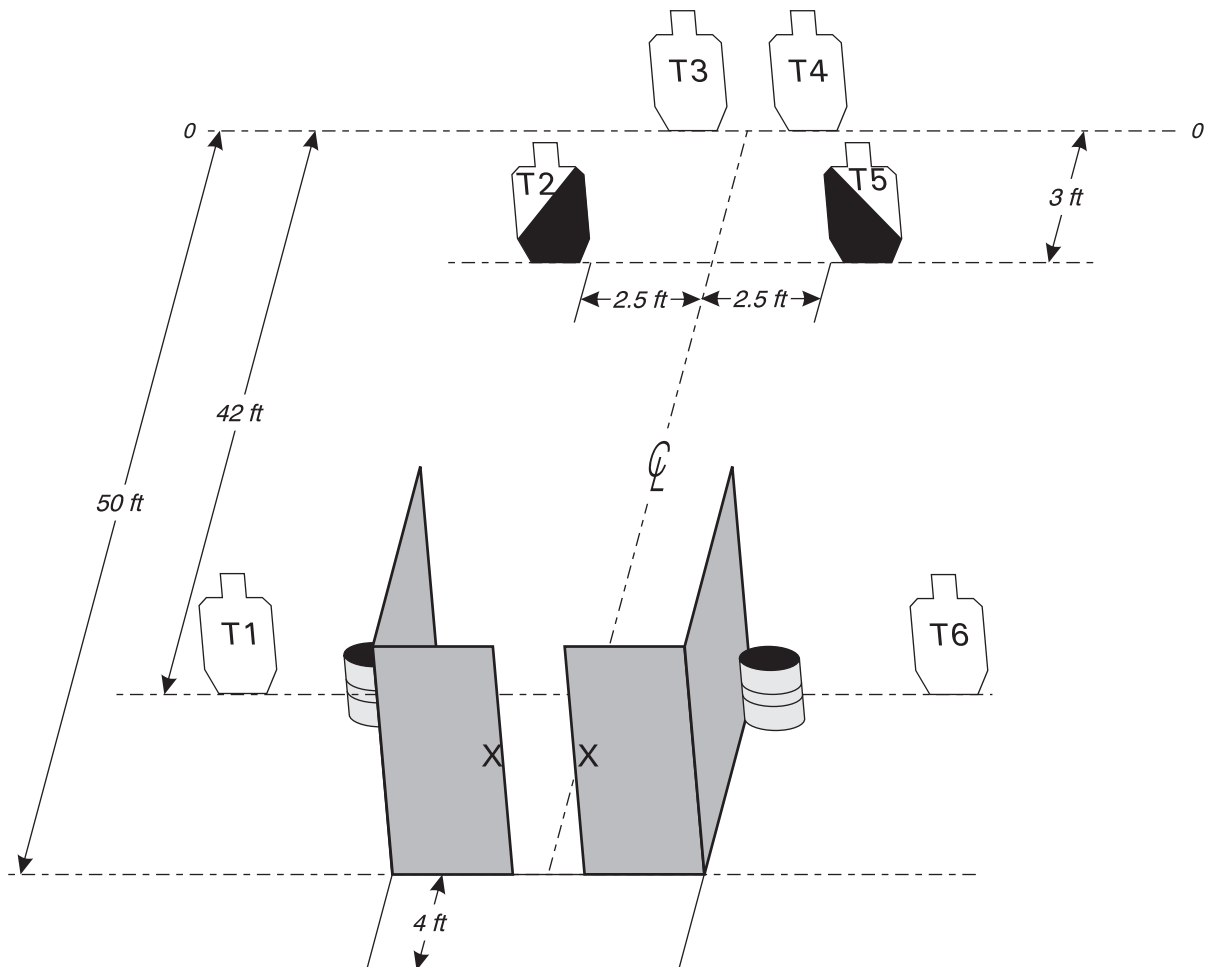
**START POSITION:** Standing centered in the shooting area, hands on the marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

On signal, draw and engage targets while remaining in the shooting area.

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** 6 Metric  
**SCORED HITS:** Best 2/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** T2, T3, T4, and T5 are 5 feet high at shoulders. T1 and T6 are 4 feet high at shoulders. T3 and T4 are 12 inches apart edge to edge (6 inches left and right of centerline). T1 and T6 are 66 inches left and right of the barricade walls. The side walls of the barricade are 8 feet by



8 feet. The front walls are 4 feet by 8 feet with a 19-inch wide gap between them. Place the barrels so they are against the walls with the back of the barrels even with the back edge of the walls. X marks for hand positions are 4 feet up on the wall at the edge of the port. Barrels are plastic blue water barrels.

## 09-08      Crackerjack

### Written Stage Briefing

Crackerjack is a 12 round, 60-point Comstock Classifier course. There are 6 Metric targets. The best two hits per target will score. The start signal is audible.

The start position will be centered within the fault lines. Your hands will be on the marks on the wall. Your gun will be loaded and holstered. PCC start position is standing centered behind the wall, facing downrange, stock on belt, muzzle touching one of the marks, loaded carbine held in both hands with safety on.

On the start signal, engage targets while remaining in shooting area.







# CM 09-08 Crackerjack

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

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)

**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 09-09

# Lightning And Thunder

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Nationals Design Team

**START POSITION:** Standing behind the line, facing down range, hands relaxed at sides. Handgun is loaded and holstered.

### STAGE PROCEDURE

Set timer to five seconds for all strings.

String 1: 75 ft. On signal, draw and engage targets with only two rounds each.

String 2: 45 ft. On signal, draw and engage targets with only one round each, make a mandatory reload, and reengage targets with only one round each.

String 3: 30 ft. On signal, draw and engage targets with only two rounds each strong hand only.

### SCORING

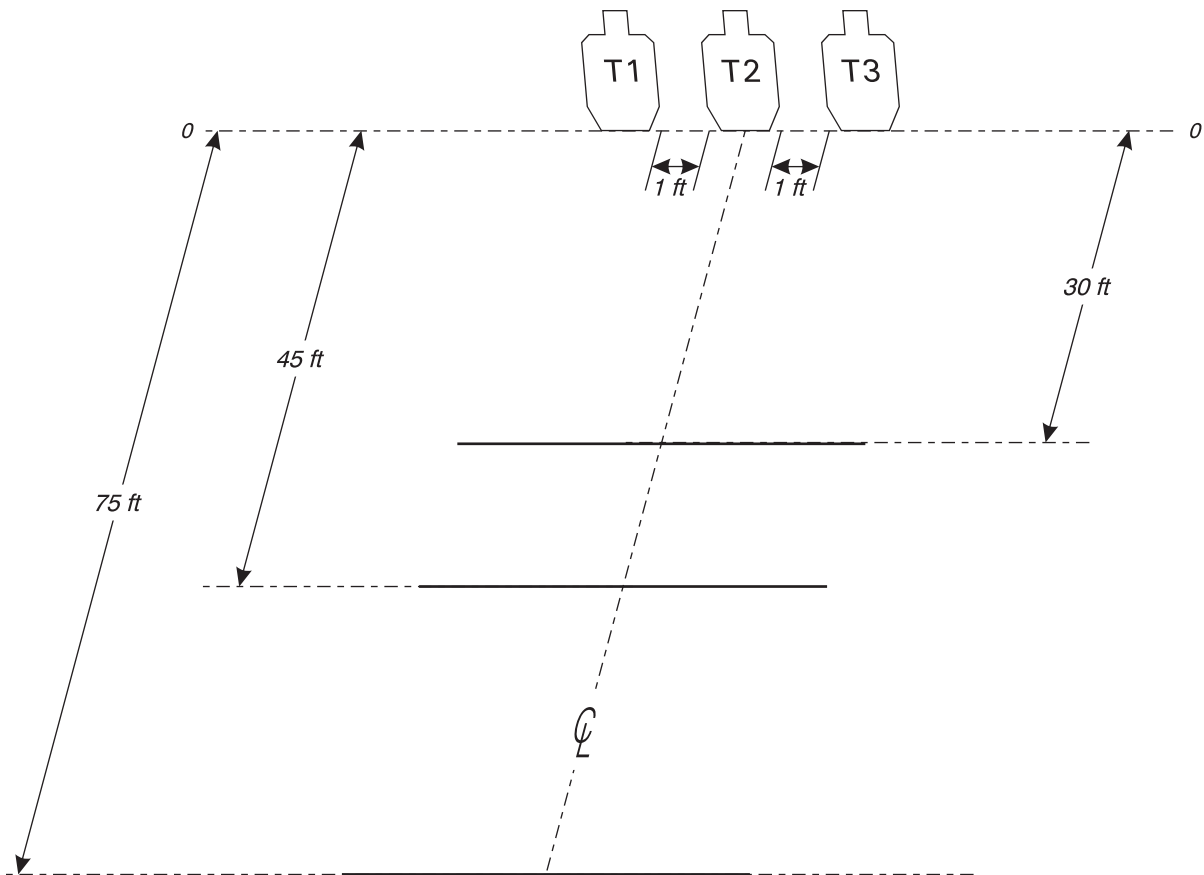
**SCORING:** Fixed Time, 18 rounds, 90 points

**TARGETS:** 3 Metric

**SCORED HITS:** Best 6/paper

**START - STOP:** Audible - Audible

**PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Targets are 12 inches edge to edge. T2 is at the center of the array.



Set timer according to rule 9.4.6.2.

## 09-09 Lightning and Thunder

### Written Stage Briefing

Lightning and Thunder is an 18 round, 90 point Fixed Time Standards shot in three strings. There are 3 Metric targets. The best 6 rounds per target will score. The start signal is audible, the stop signal is audible. (Or, can be visual.) **All strings will be 5 seconds.**

The start position is standing behind the appropriate fault line facing downrange with your hands relaxed at your sides. Your gun will be loaded and holstered. PCC start position is standing behind the appropriate fault line, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1, 25 yards: On the start signal, engage each target with only two rounds each freestyle.

String 2, 15 yards: On the start signal, engage each target with only one round each make a mandatory reload and reengage each target with only one round each, freestyle.

String 3, 10 yards: On the start signal, engage each target with only two rounds each strong hand only. PCC—Strong shoulder only.





# CM 09-09 Lightning And Thunder

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"/>	6
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
T3	<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"/>	18
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**FIXED TIME PENALTIES**

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

LATE SHOT (-5 EACH)

STATS ONLY  +  +  +  -  =

MINUS PENALTIES OF   
EQUALS TOTAL SCORE



Shooter: \_\_\_\_\_

RO: \_\_\_\_\_

**REMARKS**

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

NAME \_\_\_\_\_ USPSA \_\_\_\_\_



## CM 99-21 Mini Mart

### Written Stage Briefing

Mini Mart is a 12-round, 60-point Virginia Count Classifier course. There are three Metric targets. The best four hits per target will score. The start signal is audible.

The start position is standing behind the counter, both wrists above respective shoulders, loaded gun and all magazines to be used on the shelf under the counter. Gun must be on its side - not propped up by any artificial means. Neither the gun nor the magazines may extend beyond the open edge of the shelf.

PCC: Loaded carbine and all magazines to be used are placed on top of the counter. Gun must be on its side, pointed downrange - not propped up by any artificial means. Neither the gun nor the magazines may extend beyond the rear edge of the counter.

Stage Procedure: Upon start signal, from behind the counter engage T1-T3 with only two rounds per target, then make a mandatory reload, then from behind the counter engage T1-T3 with only two rounds per target.







# CM 99-41

# Works For Me

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Joe DeSimone

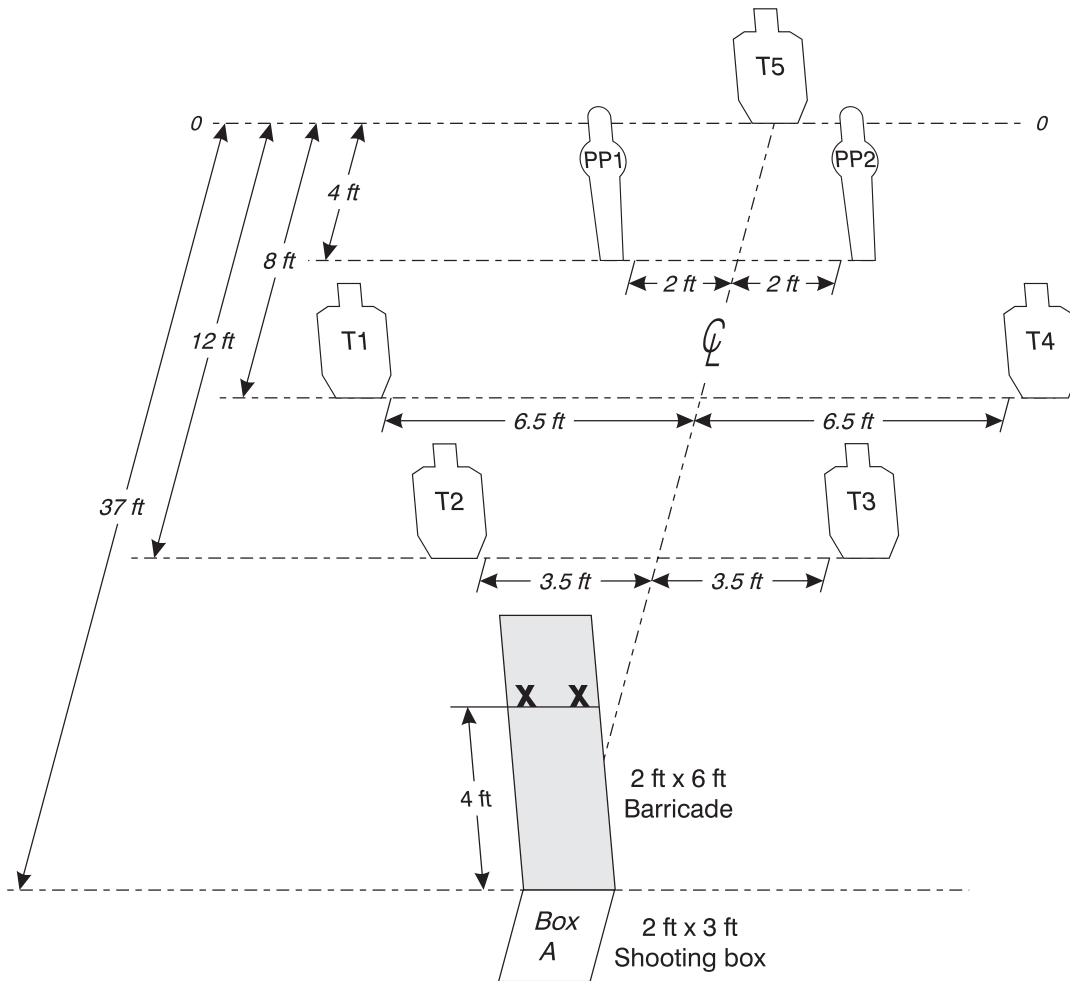
**START POSITION:** Standing in Box A with palms flat on barricade covering X marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, from Box A, engage the appropriate targets from either side of the barricade. Then make a mandatory reload and from Box A engage the appropriate targets from the other side of the barricade. T1 and T2 must be engaged from only the left side of the barricade. T3 and T4 must be engaged from only the right side of the barricade. T5, PP1 and PP2 may be engaged from either side of the barricade. No further reload is required to engage targets after completing the original stage procedure.

### 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 of USPSA Handgun Competition Rules  
Failure to perform mandatory reload will result in one procedural penalty for each shot fired.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. X marks are placed 6 inches inside each edge of barricade.





## CM 99-41 Works for Me

### Written Stage Briefing

Works for me is a 12 round, 60 point Comstock classifier course. There are 5 metric targets and 2 pepper poppers. The best 2 hits per paper will score and steel must fall to score. The start signal is audible.

The start position is standing in Box A with your palms flat on the barricade covering the marks. Handgun is loaded and holstered.

PCC start position is standing in Box A, loaded, muzzle touching either mark, not shouldered, both hands on loaded carbine, safety on.

On the audible start signal, from within the fault lines, engage the appropriate targets from either side of the barricade, then make a mandatory reload and engage the appropriate targets from the other side of the barricade. T1 and T2 must be engaged from only the left side of the barricade. T3 and T4 must be engaged from only the right side of the barricade, T5, PP1 and PP2 may be engaged from either side. No further reload is required to engage targets after completing the original stage procedure.



