



CM 99-62

Bang and Clang

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Mike Martin

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.

STAGEPROCEDURE

Upon start signal, from Box A, engage T1 and PP1-PP4.

SCORING

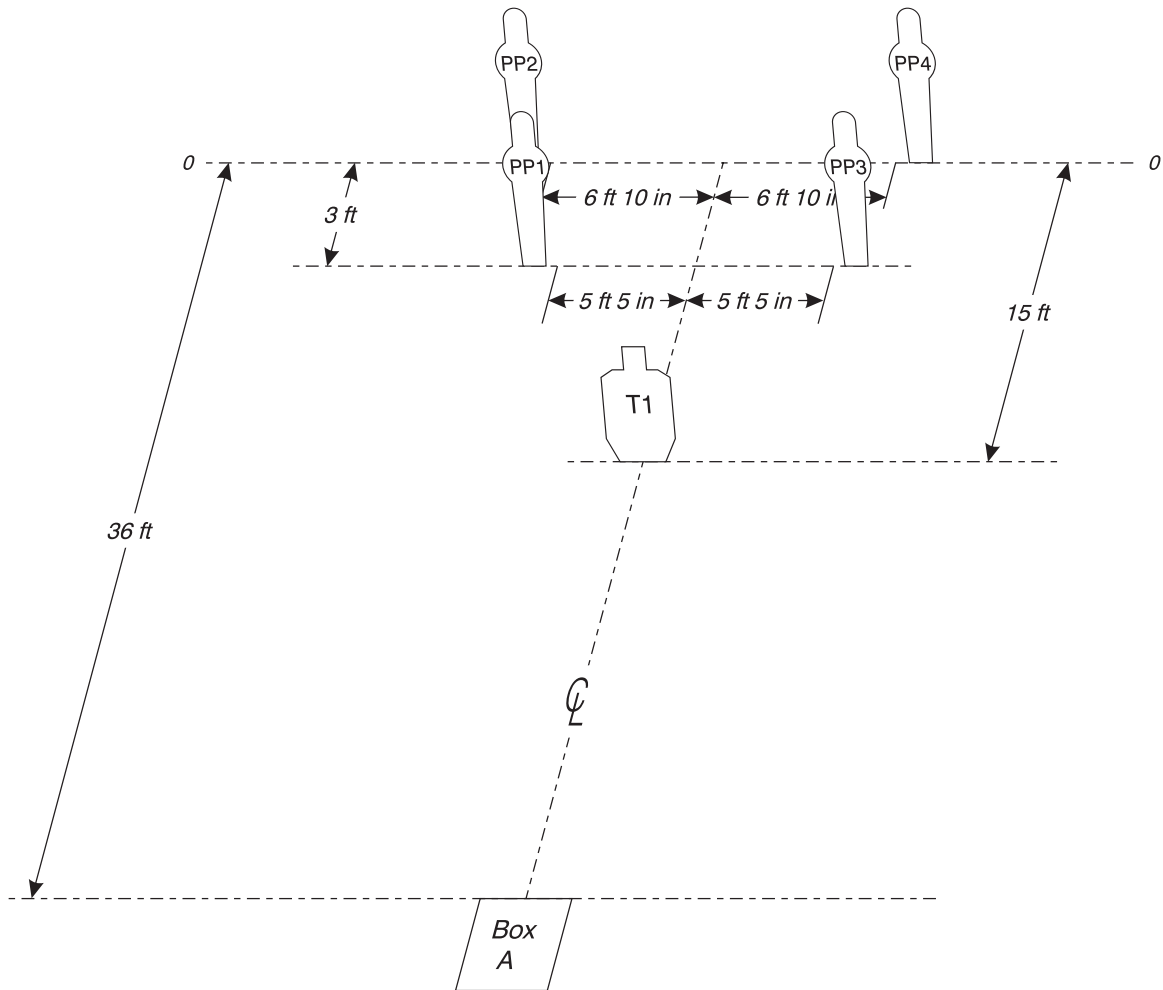
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 1 Metric, 4 Pepper poppers

SCOREDHITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Box A is 3 feet by 3 feet. Set T1 to 5 feet high at shoulders.



CM 99-62 Bang and Clang

Written Stage Briefing

Bang and Clang is a 6 round, 30 point Comstock classifier course. There is one metric target and 4 pepper poppers. The best two hits per paper target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing the targets with both wrists above your respective shoulders. Your gun 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, engage T1 and PP1-4 from within the fault lines.





CM 99-62 Bang and Clang

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
STL	<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"/>	6
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 # _____

Stage 2

A Lot Goin' On

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

START POSITION: Standing with strong hand touching the mark on either banner. Handgun is loaded and holstered.
PCC is loaded and held in both hands, with butt on belt and muzzle touching the bottom middle of either banner.

STAGE PROCEDURE

On start signal, engage T1-T12 with two (2) rounds each and knock down PP1 & PP2.

PP1 activates Peek-A-Boo target T4 which disappears.
NPM is set on T1 on the tablet.
PP2 activates swinger T7 which remains visible.

SCORING

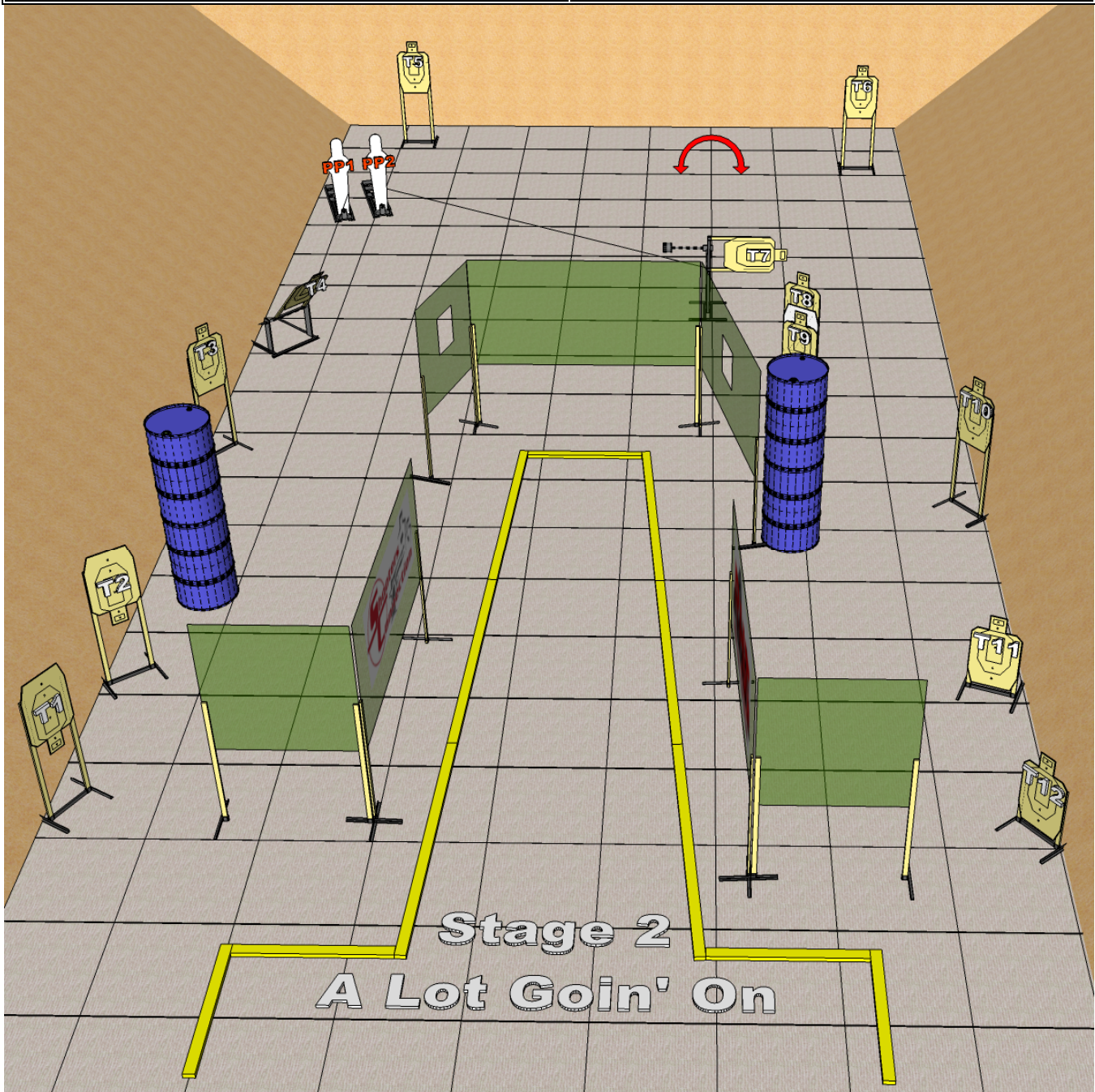
SCORING: Comstock, 26 rounds, 130 points

TARGETS: 12 USPSA, 2 Poppers

SCORED HITS: Best 2 per USPSA, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: Use the 3' grid lines to place props.

RO NOTES: Watch the 180 and foot faults.

Stage 2

A Lot Goin' On

TGT	A	C	D	M	
	USE NUMBERS - NOT HASH MARKS				
T1	<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"/>	2
T3	<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"/>	2
T5	<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"/>	2
T7	<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"/>	2
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<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"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	26
MAJ	X5	X4	X2	X-10	
MIN	X5	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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER MAJOR minor

NAME _____ USPSA # _____

Stage 3

May Blazer

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

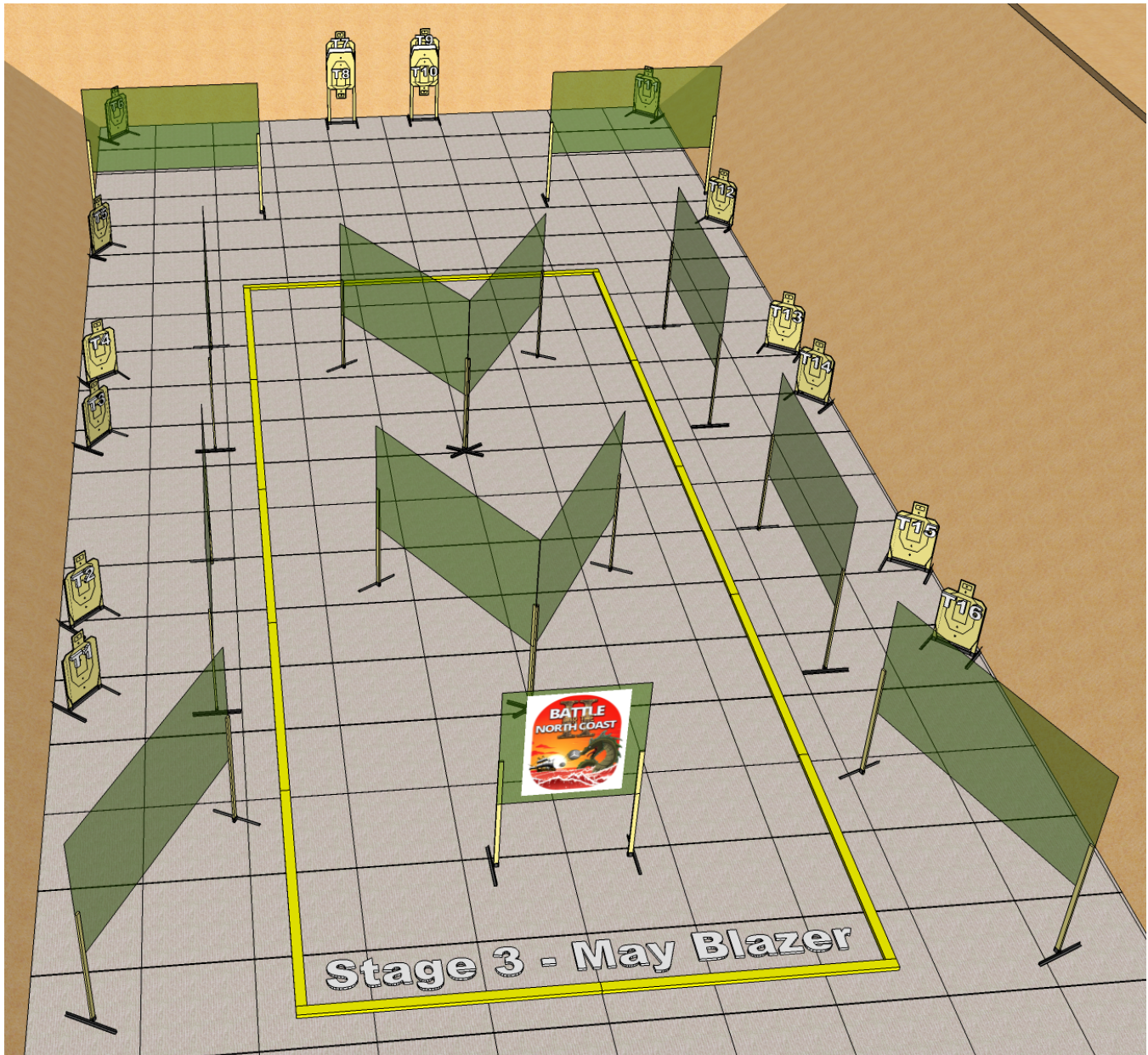
START POSITION: Standing with weak hand touching cannonball on banner. Handgun is loaded and holstered.
PCC is loaded and held in both hands, with butt on belt and muzzle touching cannonball on banner.

STAGE PROCEDURE

On start signal, engage T1-T16 with two (2) rounds each.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 USPSA
SCORED HITS: Best 2 per USPSA
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: Ensure that the walls and targets (T1-T4 & T13-T16) are setup to allow shots from either side.

RO NOTES: Watch the 180 and foot faults.

Stage 3

May Blazer

TGT A C D M

USE NUMBERS - NOT HASH MARKS

T1					2
T2					2
T3					2
T4					2
T5					2
T6					2
T7					2
T8					2
T9					2
T10					2
T11					2
T12					2
T13					2
T14					2
T15					2
T16					2

TOTAL HITS					32
MAJ	X5	X4	X2	X-10	
MIN	X5	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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER **Open Limited L-10 SS Prod Carry Optics PCC Revolver** MAJOR minor

NAME _____ USPSA # _____

Stage 4

The Equalizer

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

START POSITION: Standing in Box A. Handgun is loaded and holstered.

PCC is loaded and held in both hands, with butt on belt and muzzle pointed at cone.

STAGE PROCEDURE

On start signal, engage either T1-T4 two (2) rounds each or knock down MP1, MP2 and plates P1-P5.

Perform a mandatory reload and engage the remaining array. Barrels are Soft Cover.

SCORING

SCORING: Comstock, 15 rounds, 75 points

TARGETS: 4 USPSA, 2 Mini-Poppers

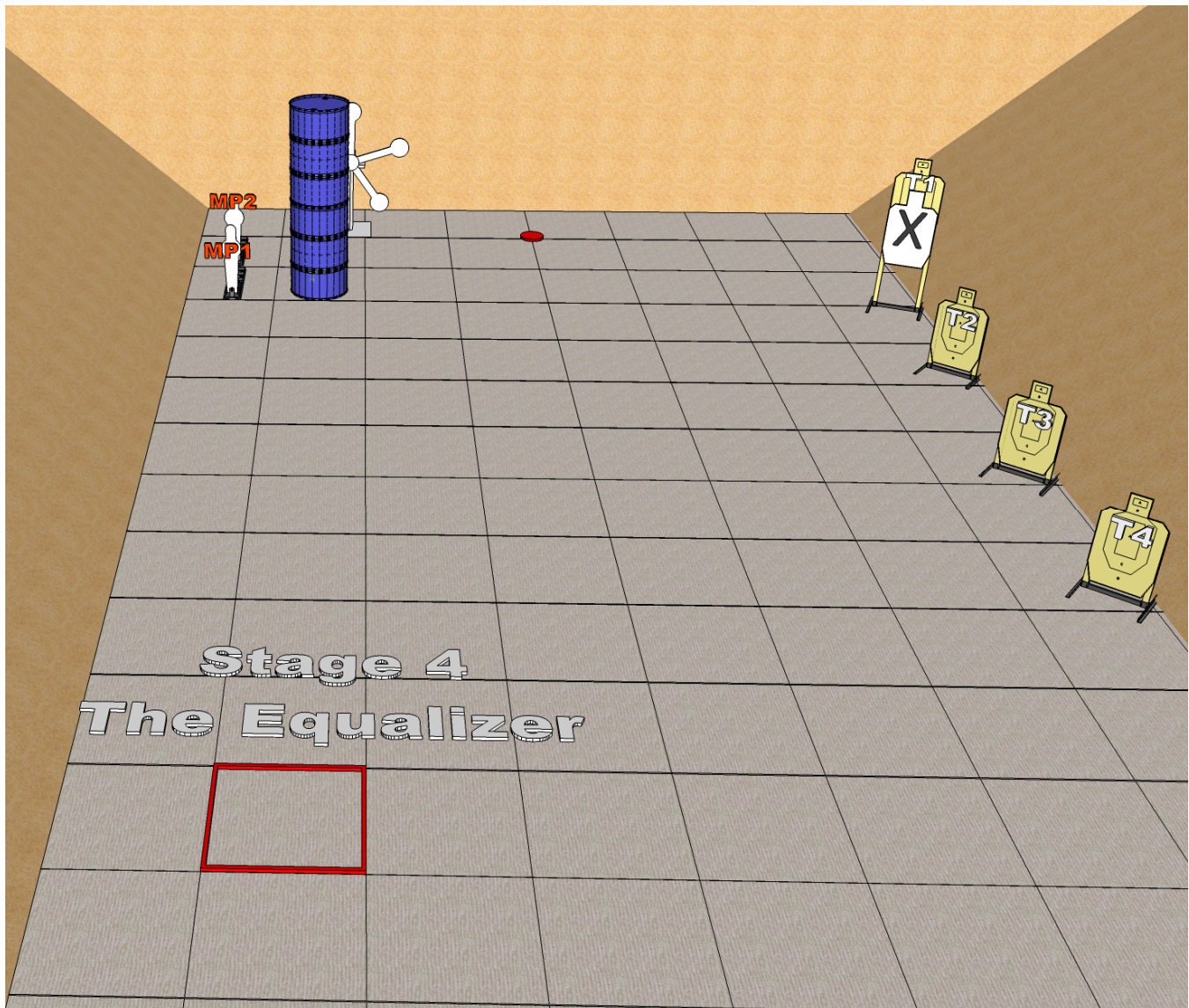
SCORED HITS: Best 2 per USPSA, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: Barrels block left side of Texas star from Box A. Set MP1 & MP2 next to barrels to minimize splatter on T1 & T2.

RO NOTES: Watch for mandatory reload. No reshoots if bullet passes through barrel (Soft Cover) and knocks down steel.

Stage 4

The Equalizer

TGT A C D M
 USE NUMBERS - NOT HASH MARKS

T1	<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"/>	2
T3	<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"/>	2
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	7
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	15
MAJ	X5	X4	X2	X-10	
MIN	X5	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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER **Open Limited L-10 SS Prod Carry Optics PCC Revolver** **MAJOR** **minor**

NAME _____ USPSA # _____

Stage 5

Hard Cover Highlights

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

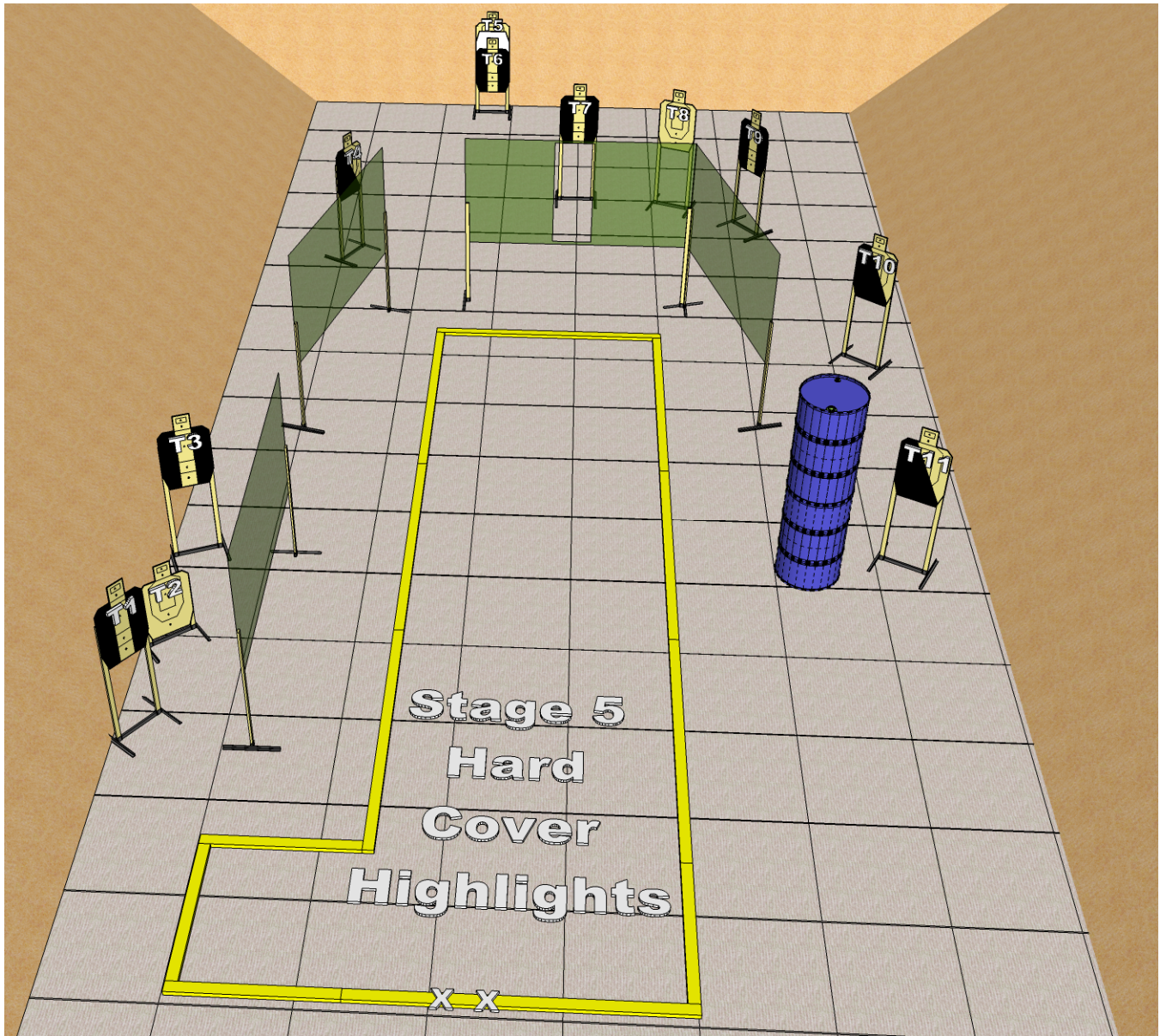
START POSITION: Standing outside of shooting area with toes touching marks. Handgun is loaded and holstered.
PCC is loaded and held in both hands, with butt on belt and muzzle pointed safely downrange.

STAGE PROCEDURE

On start signal, enter shooting area and engage T1-T11 with two (2) rounds each from within the shooting area.

SCORING

SCORING: Comstock, 22 rounds, 110 points
TARGETS: 11 USPSA
SCORED HITS: Best 2 per USPSA
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: Use the 3' grid as a guide.

RO NOTES: Watch the 180 and foot faults.

Stage 5

Hard Cover Highlights

TGT A C D M
 USE NUMBERS - NOT HASH MARKS

T1					2
T2					2
T3					2
T4					2
T5					2
T6					2
T7					2
T8					2
T9					2
T10					2
T11					2

TOTAL HITS					22
MAJ	X5	X4	X2	X-10	
MIN	X5	X3	X1	X-10	

STATS ONLY =

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

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER **Open Limited L-10 SS Prod Carry Optics PCC Revolver** MAJOR minor

NAME _____ USPSA # _____

Stage 6

Shooting Your Way In

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

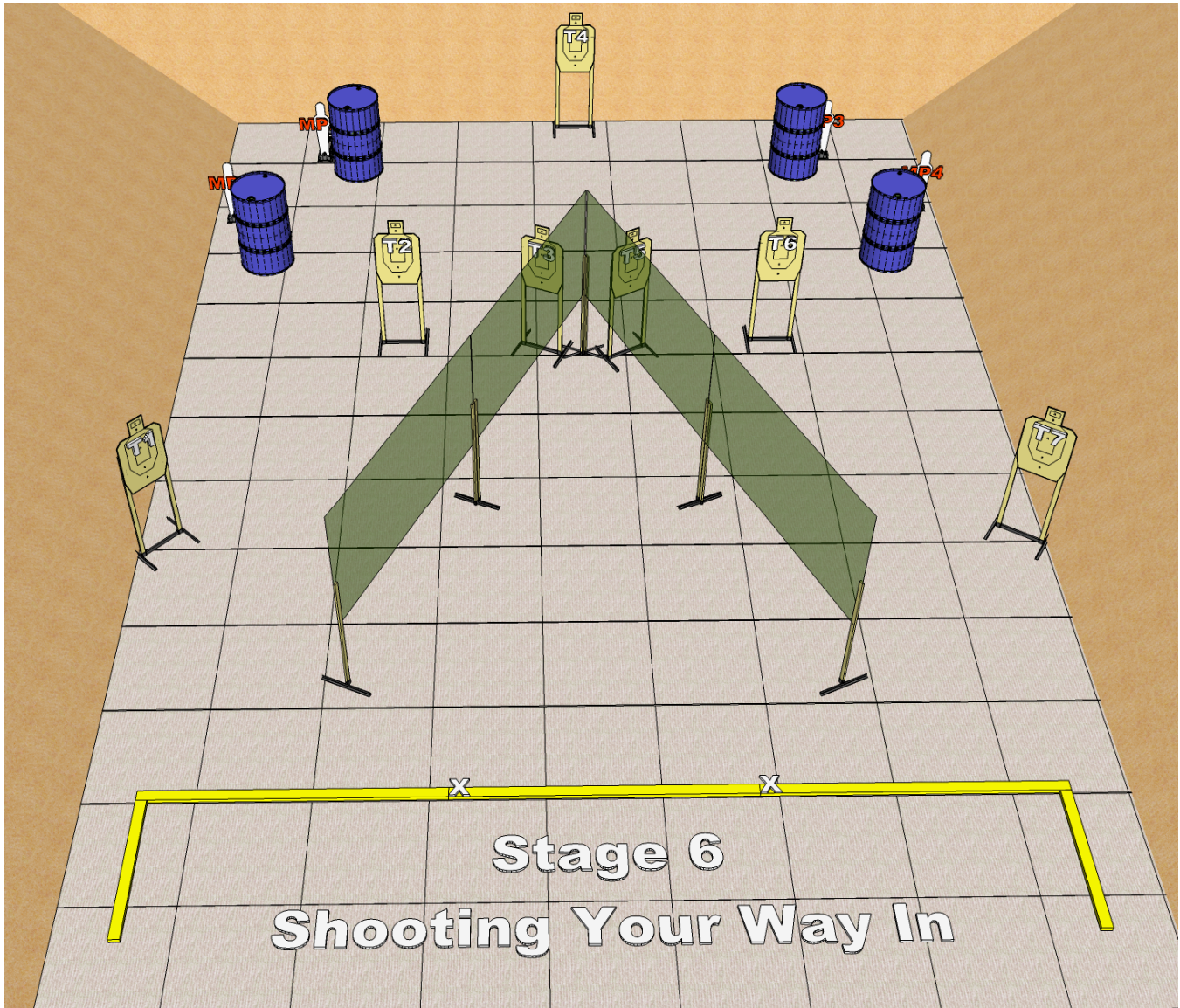
START POSITION: Standing with feet touching fault line on opposite sides of either starting mark.
Handgun is loaded and holstered.
PCC is loaded and held in both hands, with butt on belt and muzzle pointed safely downrange.

STAGE PROCEDURE

On start signal, engage T1-T7 with three (3) rounds each and knock down MP1-MP4.
Barrels are Soft Cover.

SCORING

SCORING: Comstock, 25 rounds, 125 points
TARGETS: 7 USPSA, 4 Mini-Poppers
SCORED HITS: Best 3 per USPSA, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES: Use barrels to shield the paper targets from poppers and to force shooter to the far corners of the shooting area.

RO NOTES: Watch the 180 and foot faults.
No reshoots if bullet passes through barrel (Soft Cover) and knocks down steel.

Stage 6

Shooting Your Way In

TGT A C D M
USE NUMBERS - NOT HASH MARKS

T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
STL	<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"/>	25
MAJ	X5	X4	X2	X-10	
MIN	X5	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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER MAJOR minor

NAME _____ USPSA # _____