



CM 09-02

Diamond Cutter

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

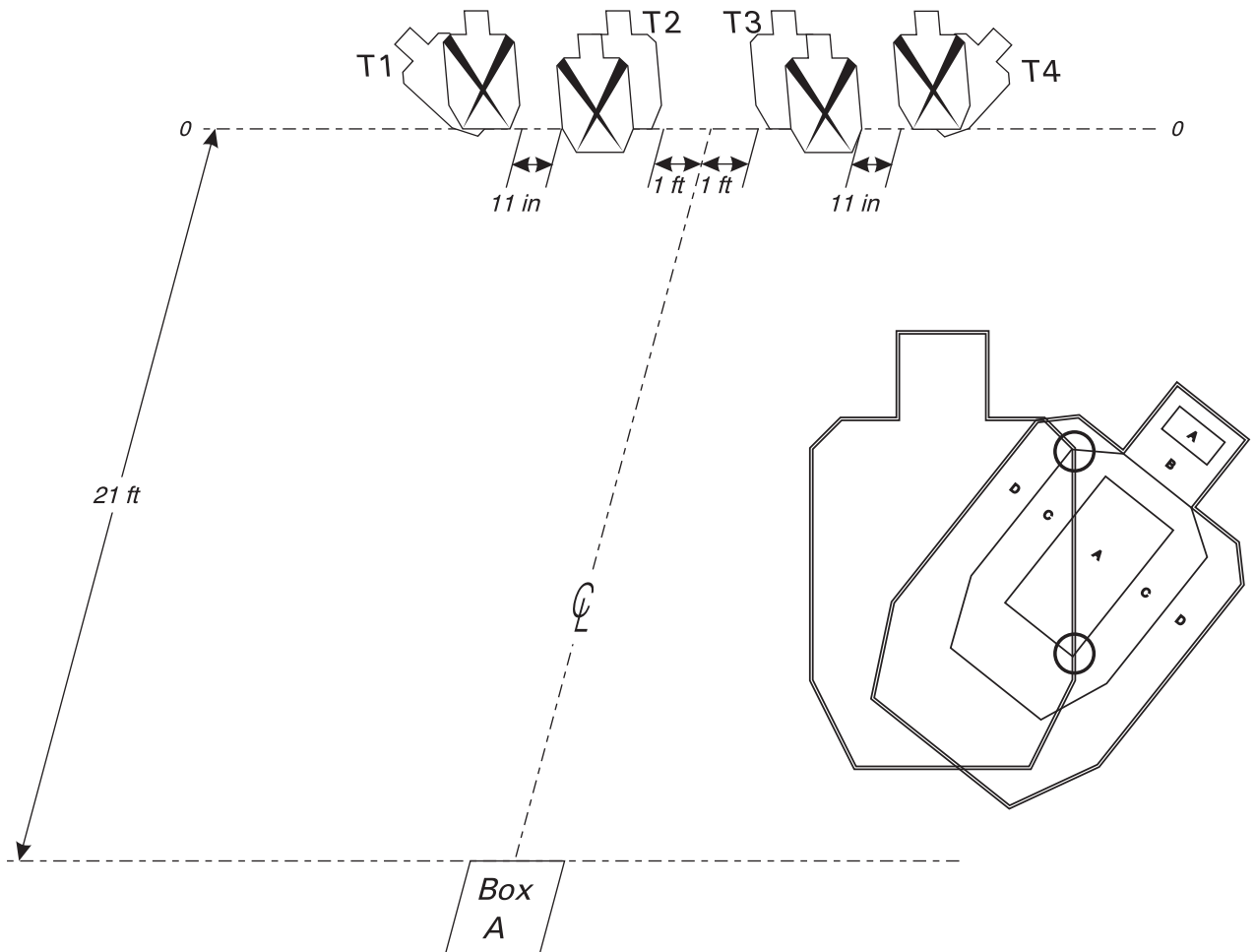
START POSITION: Standing in shooting area, facing up range, toes against back of box, hands relaxed at sides. Handgun is loaded and holstered.

STAGE PROCEDURE

On signal, turn, then draw and engage targets with two rounds each while remaining in shooting area.

SCORING

SCORING: Virginia Count, 8 rounds, 40 points
TARGETS: 4 Metric
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: T2 and T3 are 2 feet apart edge to edge, or one foot off center line. The distance between no-shoots on both sides is 11 inches edge to edge. No-shoots on T2 and T3 have top of no-shoot with top of shoulder and with no-shoot scoring line vertically in the middle of the A zone.



Angle T1 and T4 as indicated in the inset above. The scoring lines or points of the no-shoot will overlay the scoring line or point of the shoot target. The circles in the inset above show the key alignment points. Targets are 55 inches high at the shoulders. Box A is 3 feet by 3 feet.

09-02 Diamond Cutter

Written Stage Briefing

Diamond Cutter is an 8 round, 40 point Virginia Count Short classifier course. There are 4 Metric targets. The best two hits per target will score. The start signal is audible.

The start position is standing in box A facing uprange with your toes against the marks on the back of the box. Your hands will be relaxed at your sides. Your gun will be 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, turn then draw and engage each target with only 2 rounds each from within the fault lines. No turn for PCC.





CM 09-02 Diamond Cutter

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASHMARKS					
T1	<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"/>	2
T2	<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"/>	2
T3	<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"/>	2
T4	<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"/>	2
TOTAL HITS	<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"/>	8
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES	
<input style="width: 40px; height: 25px;" type="text"/>	PROCEDURAL (-10 EACH)
<input style="width: 40px; height: 25px;" type="text"/>	NO-SHOOT HIT (-10 EACH)
<input style="width: 40px; height: 25px;" type="text"/>	EXTRA SHOT (-10 EACH)
<input style="width: 40px; height: 25px;" type="text"/>	EXTRA HIT (-10 EACH)

TIME
<div style="border: 1px solid black; width: 80%; margin: auto; padding: 5px;">TOTAL TIME</div>

STATS ONLY + + + - =



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

Shooter: _____

RO: _____

REMARKS

SHOOTER NUMBER	<input type="checkbox"/> Open <input type="checkbox"/> Lim. <input type="checkbox"/> Lim. 10 <input type="checkbox"/> Prod. <input type="checkbox"/> Rev. <input type="checkbox"/> Sing. St.	<input type="checkbox"/> MAJOR <input type="checkbox"/> minor
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NAME _____ USPSA _____



CM 06-01

Big Barricade

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

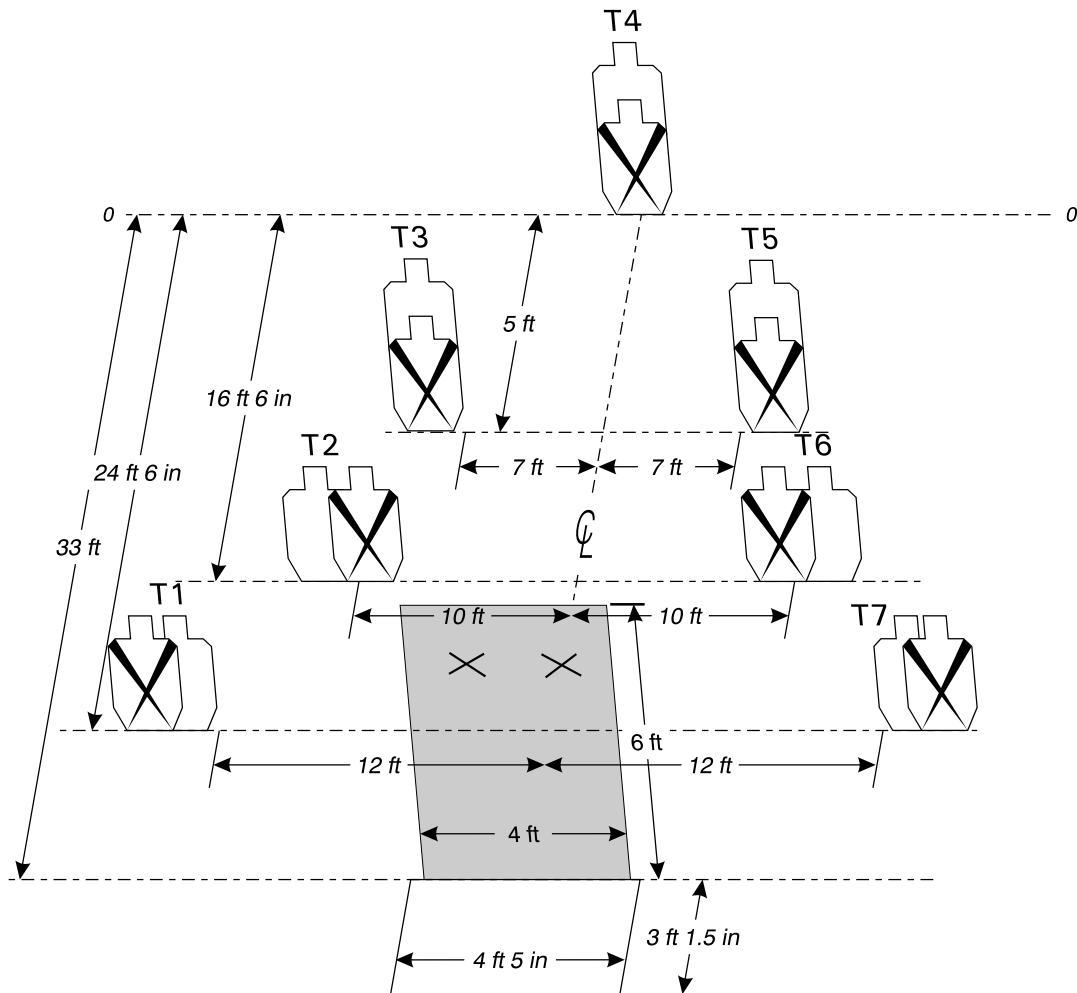
START POSITION: Standing behind barricade, hands on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage all targets as visible from behind barricade. All rounds must be fired within the confines of the fault lines.

SCORING

SCORING: Comstock, 14 rounds, 70 points
TARGETS: 7 Metric
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. X's on barricade are 64 inches up from bottom, centered on barricade and 12 inches apart. No-shoots on T1 and T7 cover half the A zones. Perfs of non-scoring borders of no-shoots on T2 and T6 overlay



perfs of A zones. Tops of no-shoots on T3, T4, and T5 are 5 1/2 inches down from top perforation of the lower A zones. The measurement of 10 feet on T2 and T6 is from the center line to the inner edge of target, not no-shoot.

CM 06-01 Big Barricade

Written Stage Briefing

Big Barricade is a 14 round, 70 point, Comstock classifier course. There are 7 metric targets. The best 2 hits per paper will score. The start signal is audible.

The start position is standing behind the barricade, facing downrange, hands on X's. Your handgun is loaded and holstered.

PCC start position is standing behind the barricade, facing downrange, loaded carbine held in both hands with stock on belt, muzzle touching mark in center of barricade, safety on.

On the audible start signal, engage targets from within the fault lines.

Note: The mark for PCC is 3 feet above ground, centered on barricade.





CM 06-01 Big Barricade

TGT	A	B	C	D	M	
T1						2
T2						2
T3						2
T4						2
T5						2
T6						2
T7						2

USE NUMBERS - NOT HASHMARKS

TOTAL HITS						14
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
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NAME _____ USPSA _____

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 09-07

It's Not Brain Surgery

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

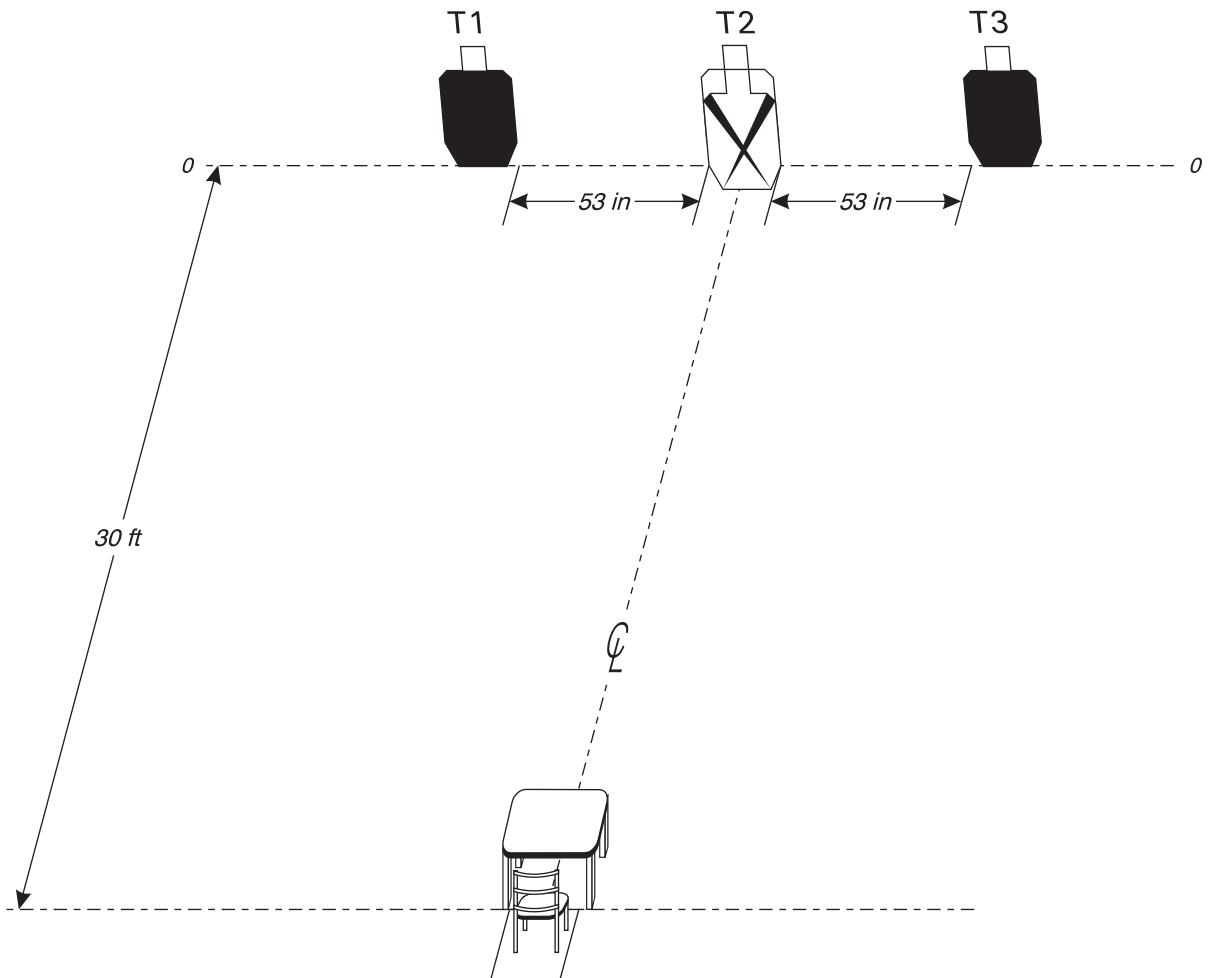
START POSITION: Sitting fully in chair, hands behind head, fingers interlaced. Handgun will be loaded and on table with muzzle pointing downrange.

STAGE PROCEDURE

On signal, draw and engage targets with two rounds each while remaining in the shooting area.

SCORING

SCORING: Comstock, 6 rounds, 30 points
TARGETS: 3 Metric
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: T1 and T3 are 53 inches edge to edge from the center array. All targets are 5 feet high at shoulders. Table is standard card table size. Shooting area is 3 ft by 3 ft, centered behind table.



Gun may not be propped up in any way.

09-07 It's Not Brain Surgery

Written Stage Briefing

It's Not Brain Surgery is a 6 round, 30-point Comstock Short Course. There are 3 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position will be seated on the chair, back against chair back, with your fingers laced behind your head. Your gun will be loaded and placed completely on the table, muzzle downrange. The gun must be lying flat and not propped up in any manner.

PCC: Same start position, loaded carbine—may extend past front of table, (i.e., downrange) but may not extend beyond the rear edge of the table.

On the start signal, engage targets from within the fault lines.





CM 09-07 It's Not Brain Surgery

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
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)

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**

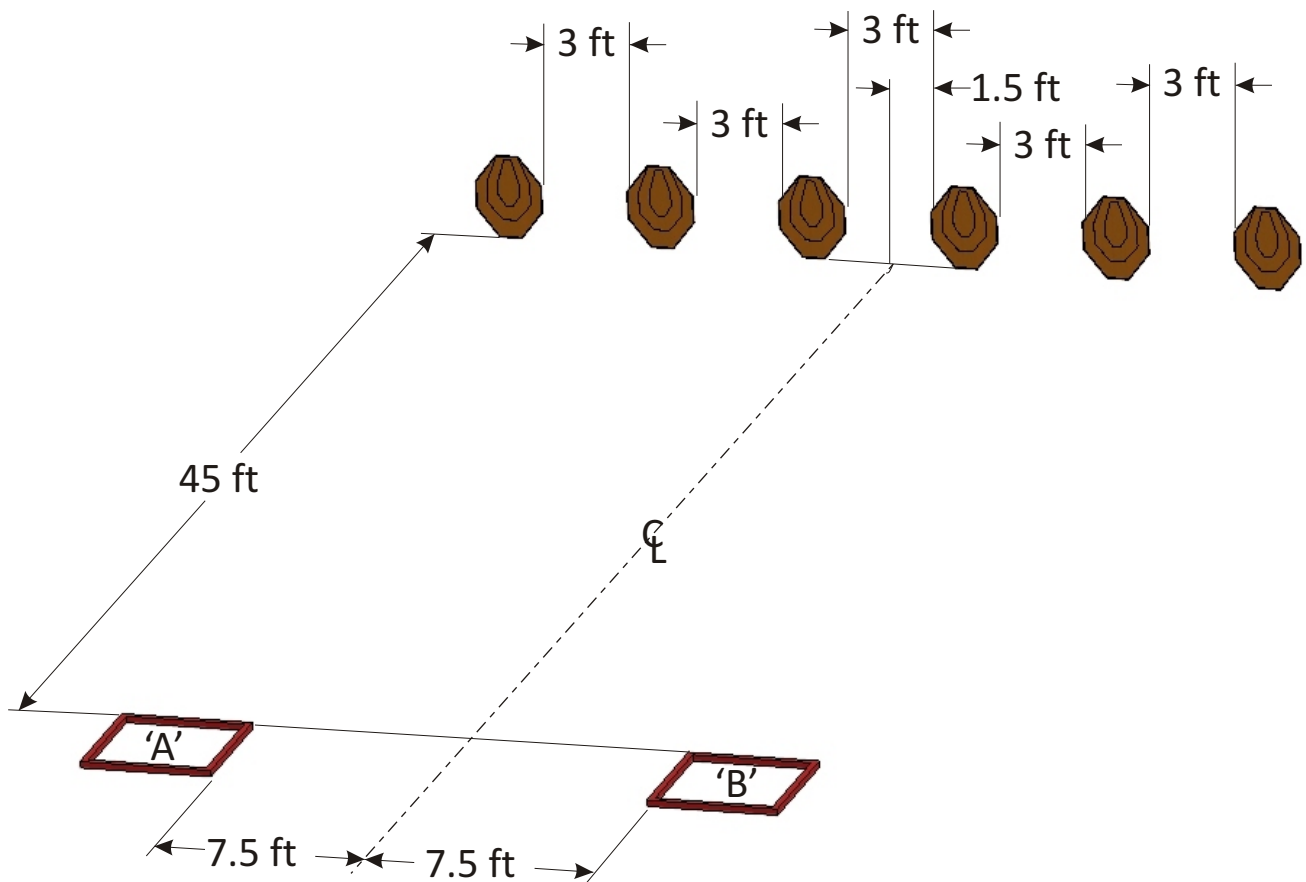
NAME _____ USPSA _____



CM 18-01 Of Course It Did

RULES: USPSA Handgun Competition Rules, current edition. Course Designer: Nationals Design Team

STAGE PROCEDURE	
String 1: On the audible start signal, engage each target with one round each from start box, then perform a mandatory reload and engage each target from the opposite box with one round each Strong hand only.	Scoring: Virginia, 24 rounds, 120 points
String 2: On the audible start signal, engage each target with one round each from start box, then perform a mandatory reload and engage each target from the opposite box with one round each Weak hand only.	Targets: 6 IPSC Targets
	Scored Hits: Best 4/paper
	Start - Stop: Audible - Last Shot
	Penalties: Per current edition of USPSA Handgun Competition Rules.



SETUP NOTES: Set targets 5 feet to top. Boxes are 3 feet by 3 feet.



CM 18-01 Of Course It Did

Of Course It Did is a 24 round, 120-point, Virginia Count Standard Exercise. There are 6 IPSC targets. The best 4 hits per paper will score.

The handgun start position is standing inside box A or B, facing uprange, toes touching rear of box, wrists above respective shoulders with handgun loaded and holstered.

The PCC start position is standing inside box A or B, facing downrange, heels touching rear of box holding loaded PCC, stock on belt, and muzzle pointing downrange.

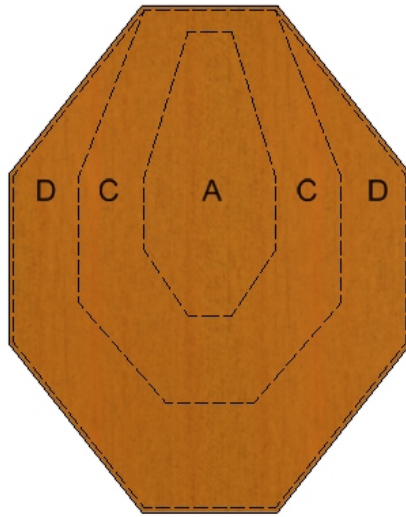
String 1: On the audible start signal, engage each target with only one round each from start box, perform a mandatory reload, and engage each target with only one round each from the opposite box, *strong* hand only.

String 2: On the audible start signal, engage each target with only one round each from start box, perform a mandatory reload, and engage each target with only one round each from the opposite box, *weak* hand only.





CM 18-01 Of Course It Did



All Targets are IPSC





RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Dan Ridgley

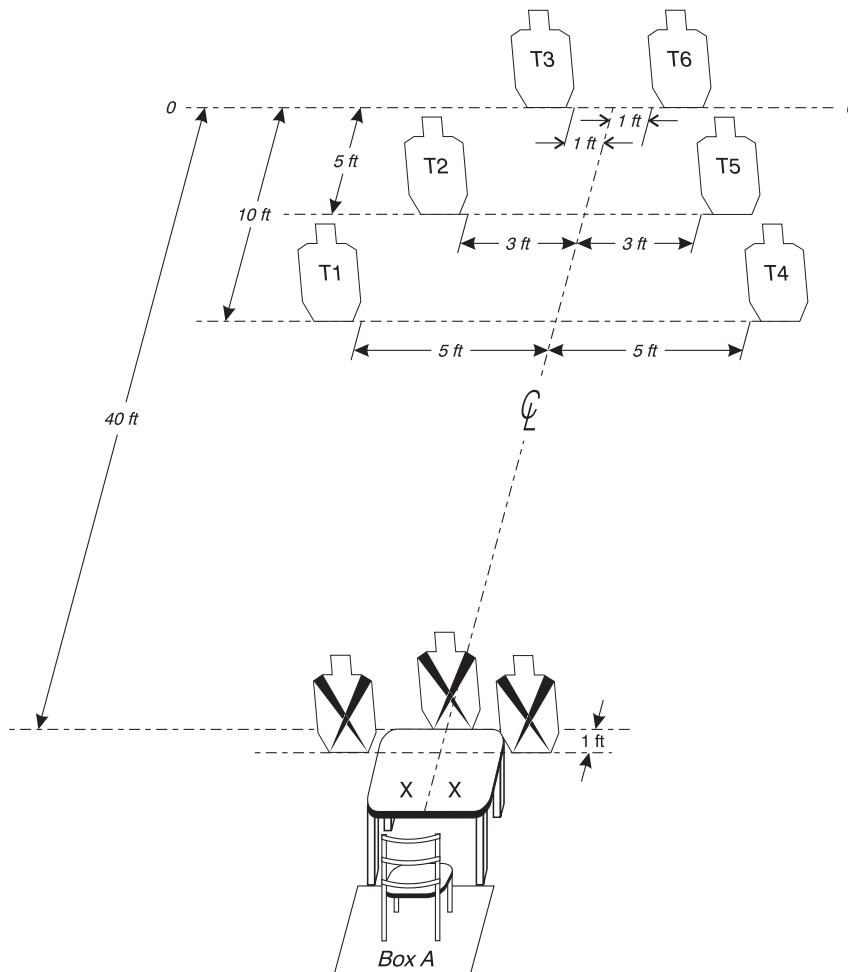
START POSITION: Seated in chair holding cards (there are two standard poker playing cards) one in each hand being held by the thumb and index finger, elbows on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1-T3 (or only T4-T6) with only two rounds per target. Then make a mandatory reload and from Box A, engage only the three remaining targets with only two rounds per target. Competitor must remain in Box A for all shots fired but does not have to remain seated.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points
TARGETS: 6 Metric
SCORED HITS: Best 2/paper
START - STOP: Audible - Last Shot
PENALTIES: Per current edition USPSA Handgun Competition Rules
 Failure to make the mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set targets to 5 feet at shoulders. Table is standard folding card table (40 inches by 40 inches). X's for elbow placement are 6 inches right and left of centerline and 6 inches in from edge of table nearest competitor. No-shoots are set so that the bases



of the no-shoots are at table height and sides are even with edge of table. Box A is 4 feet by 4 feet. There are two standard poker-playing cards, one is to be held in each hand by the thumb and index finger.

CM 99-33 Raw Deal

Written Stage Briefing

Raw Deal is a 12 round, 60 point, Virginia count classifier course. There are 6 metric targets. The best two hits per target will score. The start signal is audible.

The start position is seated in the chair holding cards, one in each hand being held by the thumb and index finger, elbows on the marks. Your gun will be loaded and holstered.

PCC start position is the same, with your loaded carbine on the table, muzzle downrange, safety on and un-propped.

On the start signal, from within the fault lines, engage only T1-T3 or only T4-T6 with only two rounds each, make a mandatory reload, and engage the remaining targets with only two rounds each. You do not have to remain seated.

Note: table size may vary from specified size.



