



# **USPSA Match Book**

**June 28, 2014**

**9:00 AM - Registration Start**

**10:00 AM - Match Start**

**\$25 Match Fee**

# Stage Breakdown

Stage	Bay	Name	Round Count	Points	Steel	Targets	Scoring	Strings
1	0	Merle's Standards	24	120	0	3	Virginia	2
2	1	Timelord	35	175	5	15	Comstock	1
3	2	Holy Moley!	26	130	10	8	Comstock	1
4	3	CM 09-08 Crackerjack	12	60	0	6	Comstock	1
5	4	Strong Steel	12	60	8	2	Comstock	1
6	5	Weak Steel	12	60	8	2	Comstock	1
Match Total			121	605	31	36		

## Blackhawk Shooting Range

12135 Jarrett Road

Atascosa, Texas 78002

(210) 622-9620



29°17'48.3"N, 98°44'24.8"W

# Stage 1 Bay 0



## CM 99-63

## Merle's Standards

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: John Amidon

**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.

### STAGE PROCEDURE

String 1. Upon start signal, from Box A, engage only T3 with six rounds, perform a mandatory reload and engage only T2 with six rounds, strong hand only.

String 2. Upon start signal, from Box A, engage only T3 with six rounds, perform a mandatory reload and engage only T1 with six rounds, weak hand only.

Jams may be cleared with both hands.

### SCORING

**SCORING:** Virginia Count, 24 rounds, 120 points

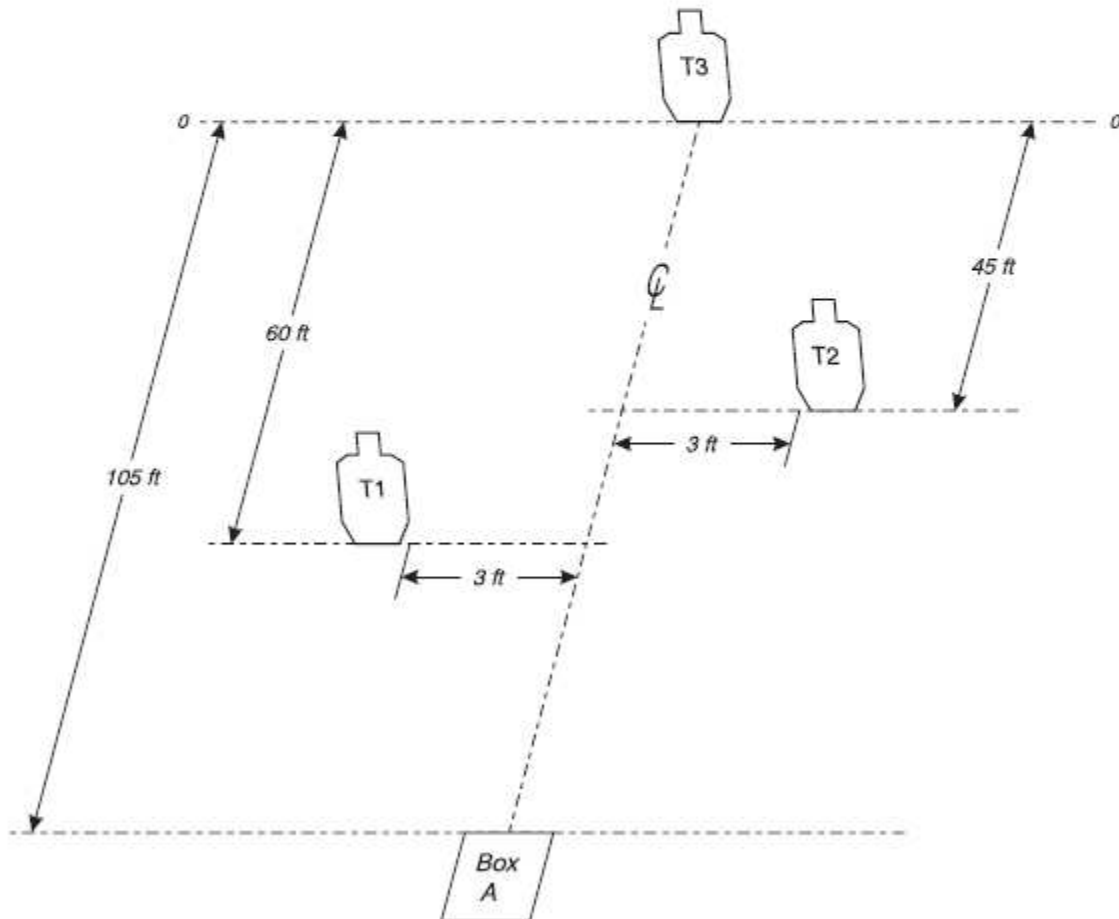
**TARGETS:** 3 IPSC

**SCORED HITS:** Best 6 on T1-T2, best 12 on T3

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

**PENALTIES:** Per current edition of USPSA Practical Shooting Handbook.

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



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



# Stage 2 Bay 1

# Timelord

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

**COURSE DESIGNER:** Michael Kocsis

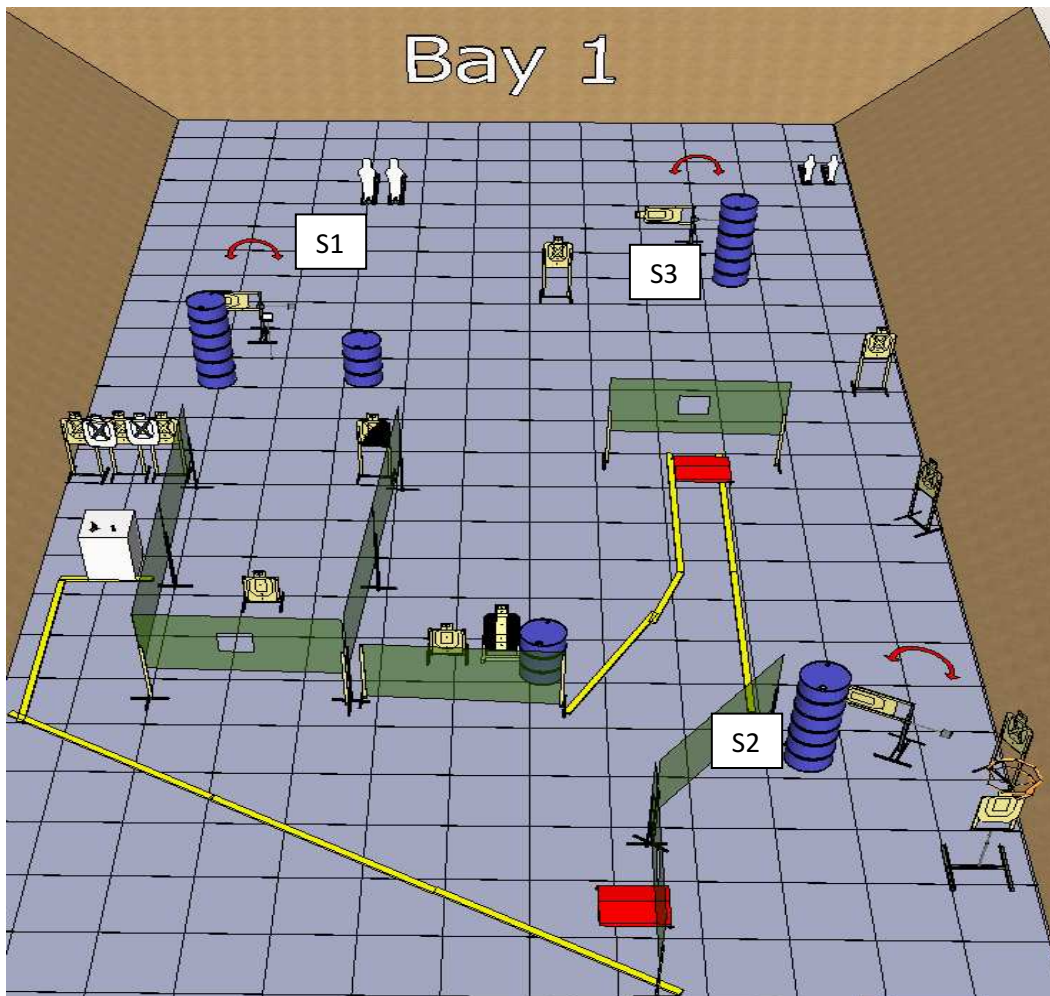
**START POSITION:** Standing in shooting area, facing UPRANGE, hands relaxed at sides. Gun UNLOADED on table, one magazine may be placed on table.

### STAGE PROCEDURE

Upon start signal, engage targets as visible. Only One magazine may be placed upon table.  
Plate activates swinger 1.  
Stomp Box 1 activates Swinger 2 and DT.  
Stomp Box 2 activates Swinger 3.  
  
DT and Swinger 3 are disappearing targets.

### SCORING

**SCORING:** Comstock, 35 rounds, 175 points  
**TARGETS:** 15 Metric, 2 PP, 2 USP, 1 Plate  
**SCORED HITS:** Best 2 per Paper, Steel = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



### SETUP NOTES:

Plate is activator plate, not knock off.

### RO NOTES:

*DT and Swinger 3 must be activated prior to completion of course of fire or shooter will incur penalties per 9.9.3. If activated, misses are scored with no penalty on DT and Swinger 3 only.*

## Stage 3 Bay 2

# Holy Moley!

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Michael Kocsis TY73540

**START POSITION:** Handgun Loaded and holstered as per 8.1.1 and 8.1.2. Heels touching X's, hands relaxed at sides.

### STAGE PROCEDURE

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

Area between single barrels is designated as low port.

### SCORING

**SCORING:** Comstock, 26 rounds, 130 points

**TARGETS:** 8 Classic, 6 PP, 4 USP

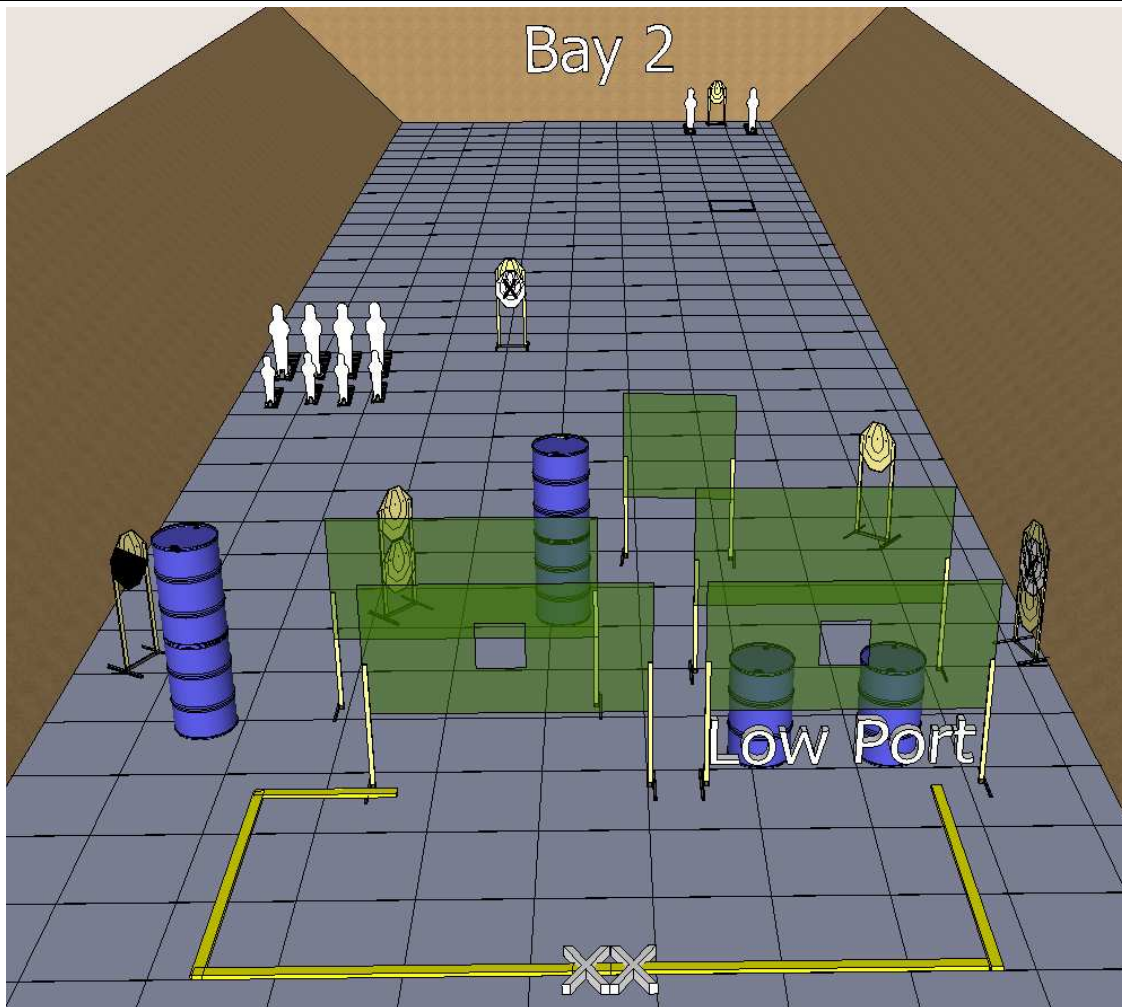
**SCORED HITS:** Best 2 per paper, steel down = 1A

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

**PENALTIES:** Procedural. -10

No-shoot hit. -10

Miss. -10



### SETUP NOTES:

Shooting box at minimum safe distance and end of bay for option to not shoot through low port  
Adjust box distance to make time about the same for low port and box option.

### RO NOTES:

Watch for sweeping as shooter enters low port.  
Gun may be safely placed on ground provided gun is in ready condition (per 8.1) or unloaded showing empty and shooter remains within 3 feet. (10.5.3)

# Stage 4 Bay 3



## CM 09-08

## Crackerjack

RULES: USPSA Rule Book, 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

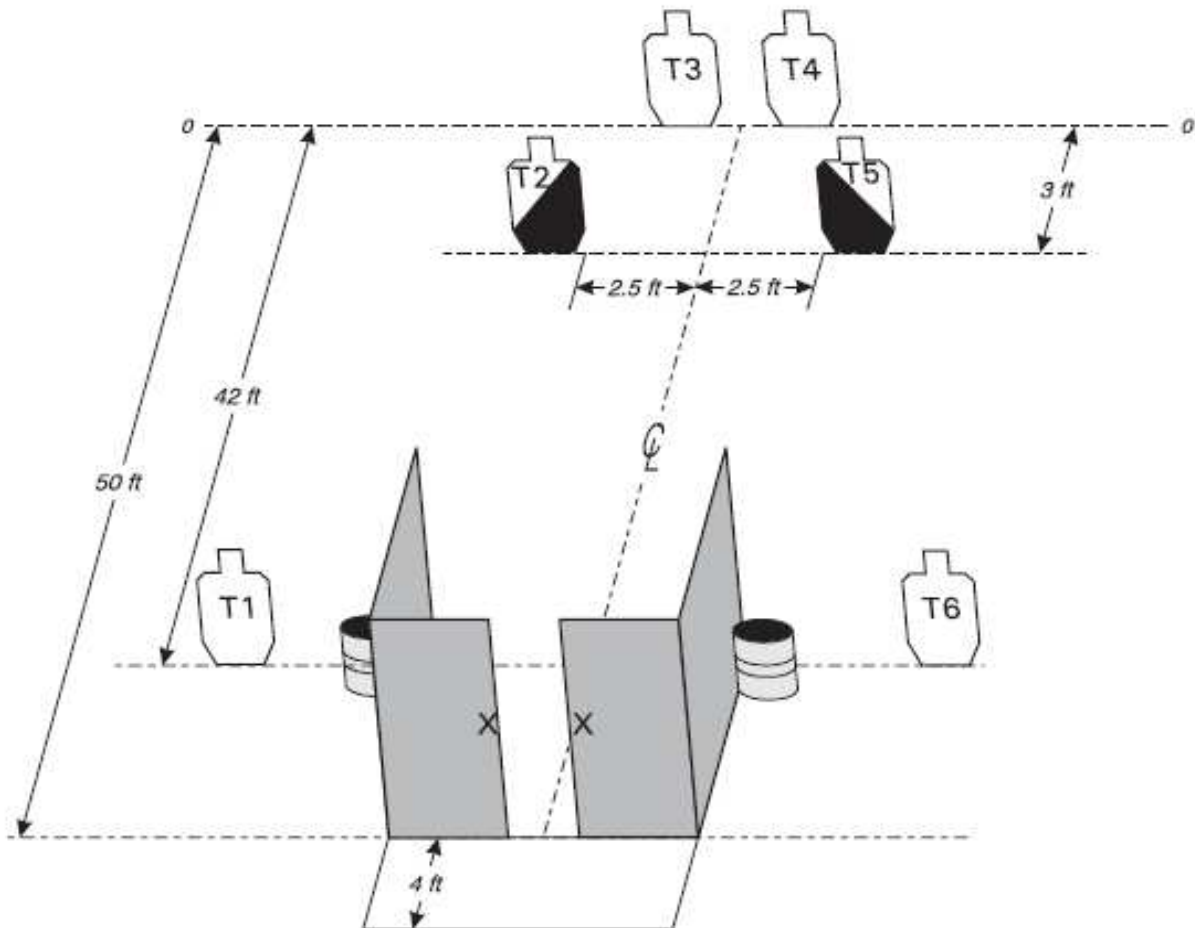
**SCORING:** Comstock, 12 rounds, 60 points

**TARGETS:** 6 IPSC

**SCORED HITS:** Best 2/paper

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

**PENALTIES:** Per current edition of USPSA Rule Book.



**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.

# Stage 5 Bay 4

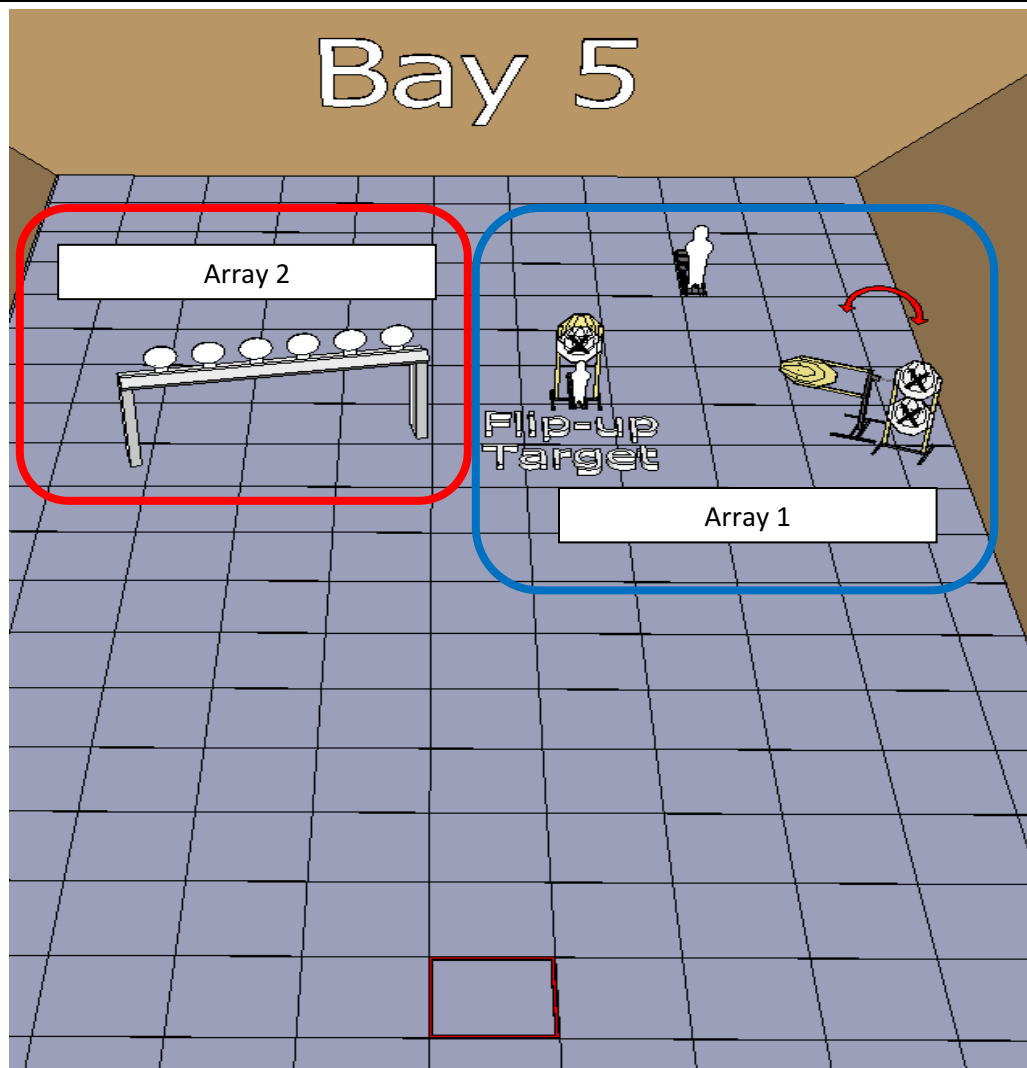
# Strong Steel

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

**COURSE DESIGNER:** Michael Kocsis

**START POSITION:** Standing in shooting box, Hands relaxed at sides. Gun loaded and holstered per 8.1.1 and 8.1.2

STAGE PROCEDURE	SCORING
Upon start signal, engage Array 1. Then perform a mandatory reload and engage Array 2 <b>STRONG HAND ONLY</b>  Array 2 is plate rack only.  PP activates swinger, USP activates flip up target	<b>SCORING:</b> Comstock, 12 rounds, 60 points <b>TARGETS:</b> 2 Classic, 1 PP, 1 USP, 6 Plates <b>SCORED HITS:</b> Best 2 per paper <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



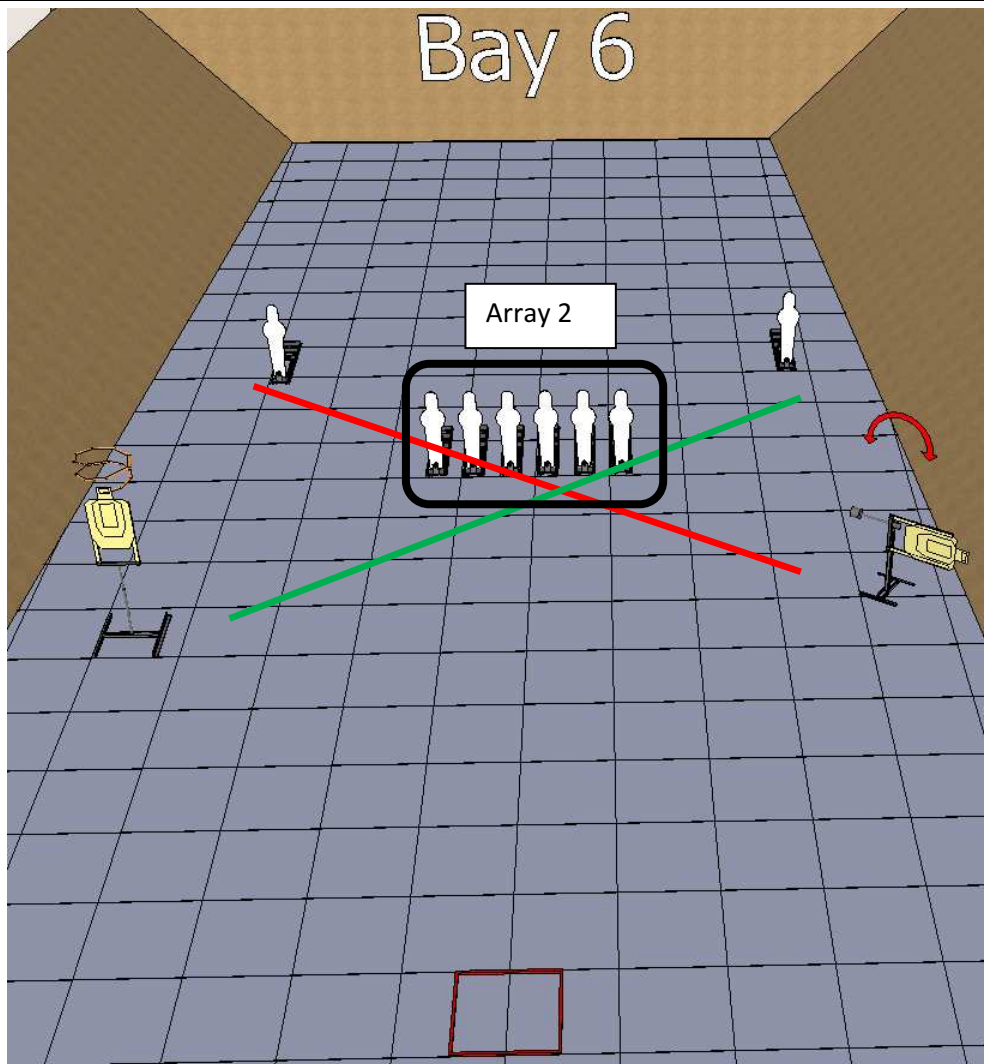
<b>SETUP NOTES:</b> Place plate rack at ~ 9 yards	<b>RO NOTES:</b>
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# Stage 6 Bay 5

# Weak Steel

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

<b>START POSITION:</b> Standing outside shooting area, toes on X's, hands relaxed at sides. Gun loaded and holstered per 8.1.1 and 8.1.2.	
<b>STAGE PROCEDURE</b> Upon start signal, engage Array 1. Then perform a mandatory reload and engage Array 2 <b>WEAK HAND ONLY</b>  Array 2 is 6 PP.  Drop Turner is Disappearing Target	<b>SCORING</b>  <b>SCORING:</b> Comstock, 12 rounds, 60 points <b>TARGETS:</b> 2 Metric, 2 PP, 6 Plates <b>SCORED HITS:</b> Best 2 per paper, steel down = 1A <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



<b>SETUP NOTES:</b> Cross activate movers. Array 2 poppers at 9 yards.	<b>RO NOTES:</b>
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