



# Stage 1

Course Designer: BPSA Design Team



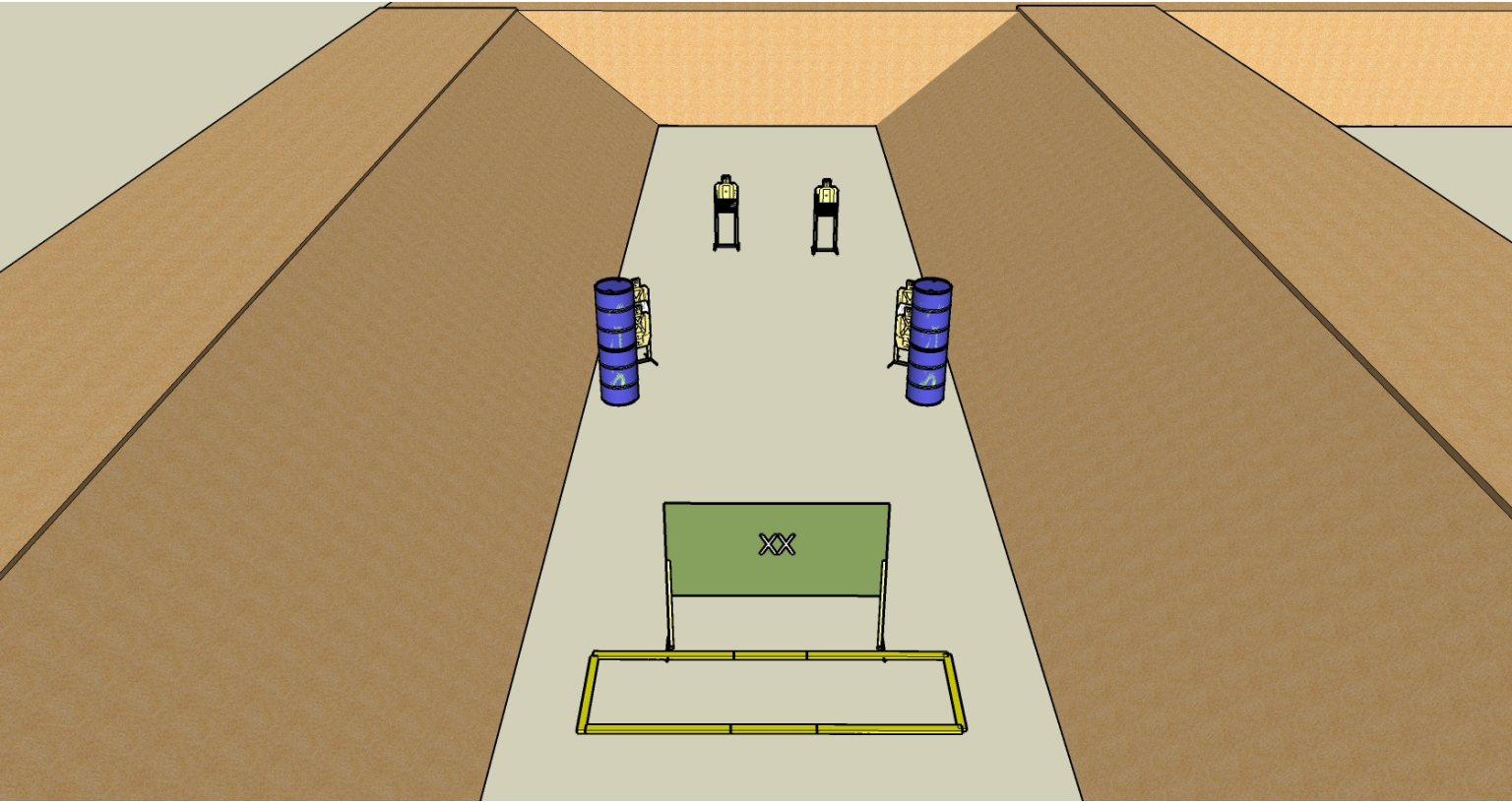
**START POSITION:** Palms flat on XXs.

**GUN READY CONDITION:** Gun loaded and holstered.

**SCORING:** Virginia Count, 24 rounds, 120 points  
**TARGETS:** 6 metric

**STAGE PROCEDURE:**  
 String 1 – Engage each target with one round FREESTYLE, perform a mandatory reload, and engage each target with one round STRONG HAND ONLY.  
 String 2 – Engage each target with one round FREESTYLE, perform a mandatory reload, and engage each target with one round WEAK HAND ONLY.

**SCORED HITS:** Best 4 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition



**SETUP NOTES:**

**RO NOTES:**



## Stage 2

Course Designer: BPSA Design Team



**START POSITION:** Standing outside shooting area, facing downrange, toes touching rear fault line, wrists above shoulders.

**GUN READY CONDITION:** Gun loaded and holstered.

**SCORING:** Virginia Count, 12 rounds, 60 points

**TARGETS:** 2 metric

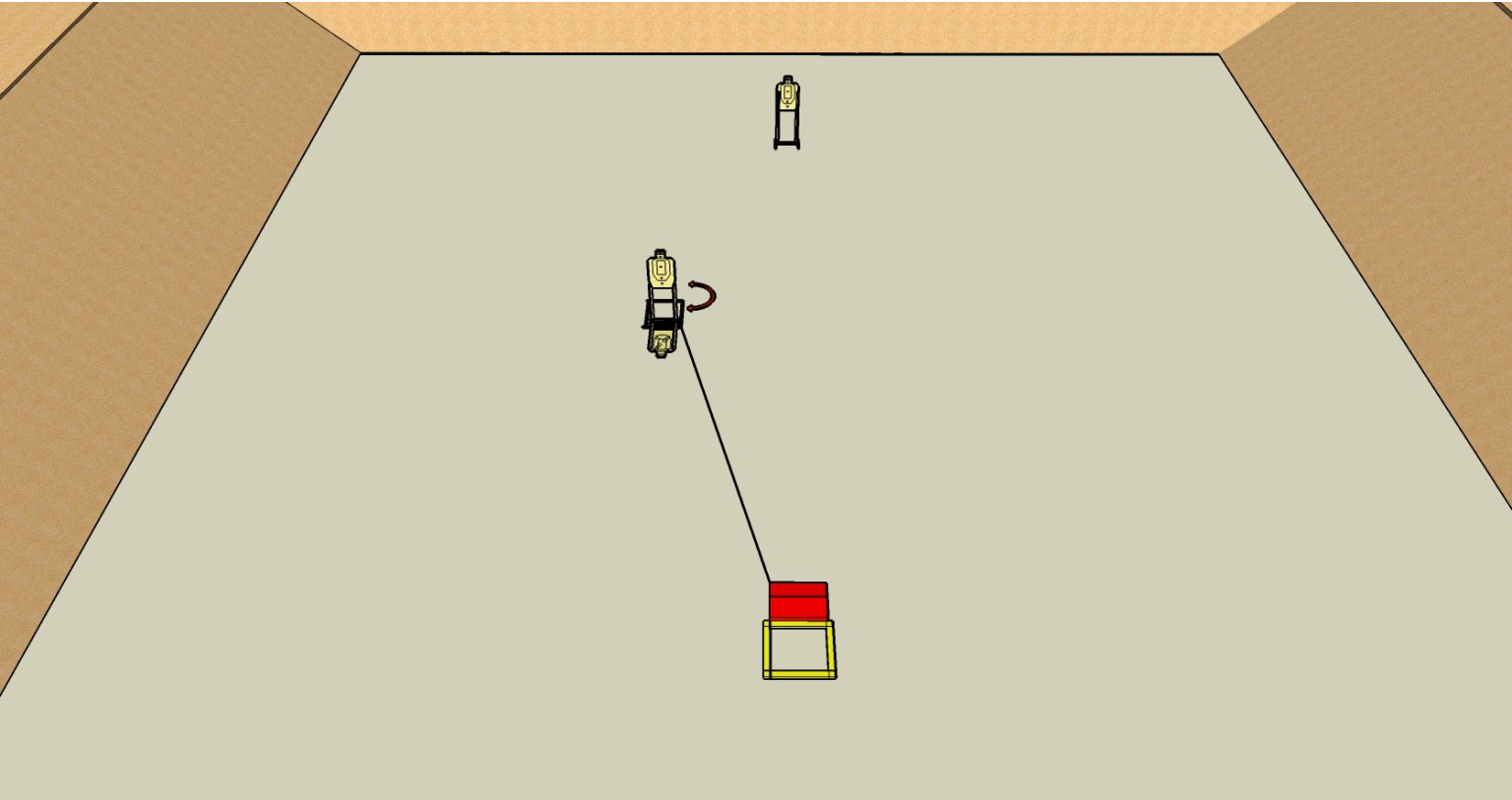
**SCORED HITS:** Best 6 per paper

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

**RULES:** USPSA current edition

**STAGE PROCEDURE:**

Upon start signal, engage T1 with six rounds, perform a mandatory reload, and engage T2 with six rounds. Arrays can be engaged in either order. Stomp box activates T2, which remains visible at rest. Stomp box is part of the shooting area.



**SETUP NOTES:**

**RO NOTES:**



# CM 99-48

# Tight Squeeze

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe Hudson—Modifications by US Design Team

**START POSITION:** Standing in Box A facing targets, 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

Upon start signal, from Box A, engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A re-engage T1-T3 with only two rounds per target.

## SCORING

**SCORING:** Virginia Count, 12 rounds, 60 points

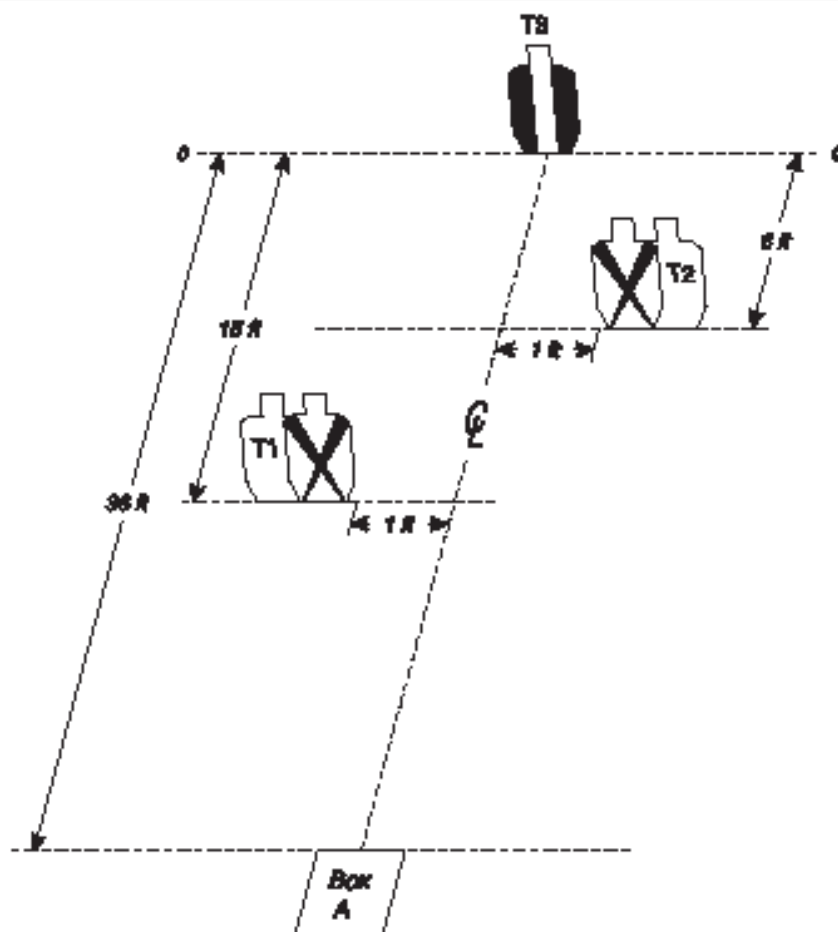
**TARGETS:** 3 IPSC

**SCORED HITS:** Best 4/paper

**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. Hard cover on T3 is even with edges of A zone. No-shoots are placed on T1 and T2 so that they



are the same height and that the perforation line of the A zone is overlapped by the perforation of the non-scoring border of the no-shoot. Box A is 3 feet by 3 feet.



## Stage 4

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**START POSITION:** Standing outside the shooting area, facing downrange, hands at sides, toes on XXs.

**GUN READY CONDITION:** Gun loaded with EMPTY CHAMBER, and holstered.

**SCORING:** Comstock, 20 rounds, 100 points

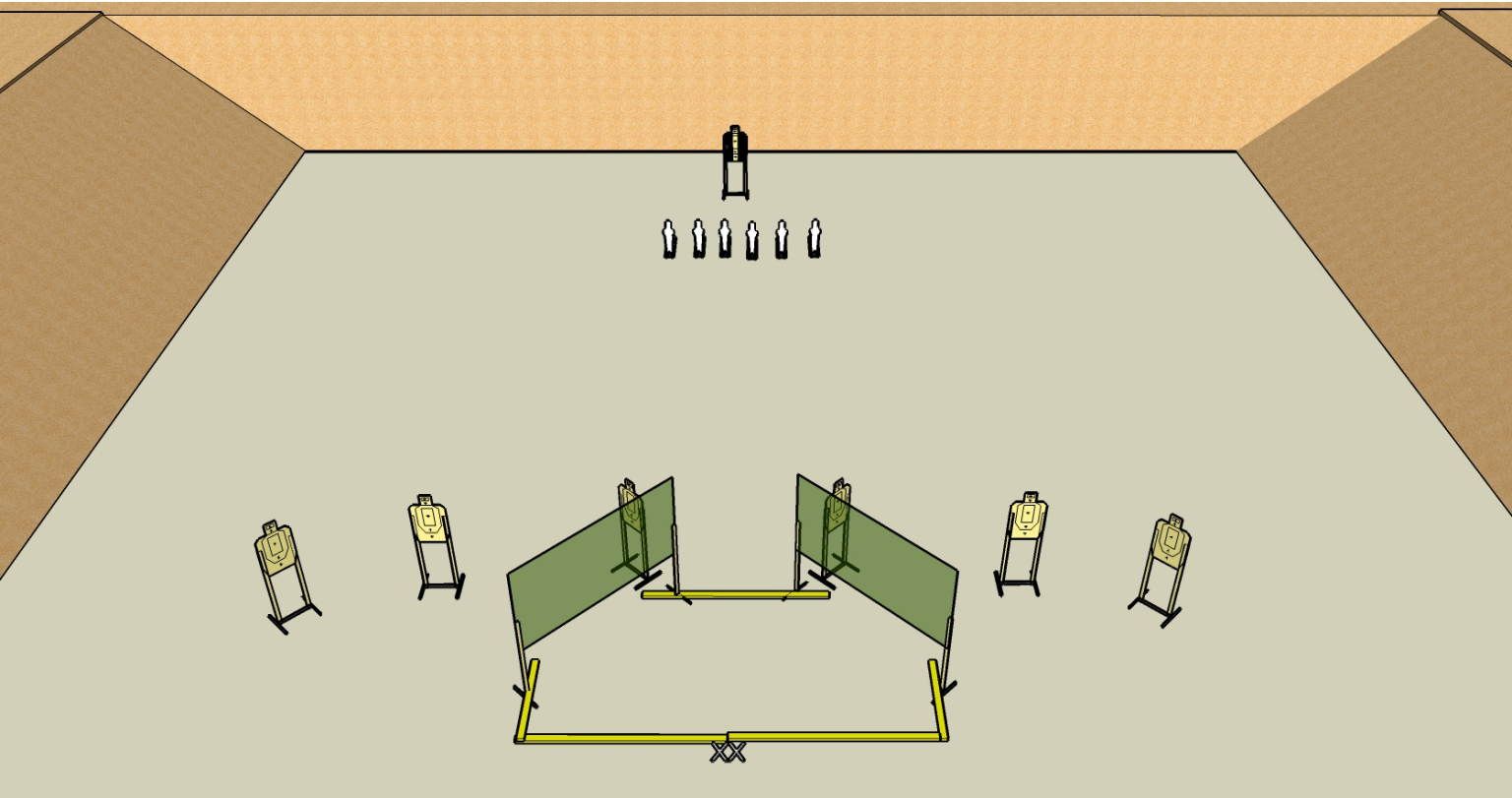
**TARGETS:** 7 metric, 6 steel

**SCORED HITS:** Best 2 per paper, steel must fall

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

**RULES:** USPSA current edition

**STAGE PROCEDURE:** Upon start signal, engage targets from within fault lines



**SETUP NOTES:**

**RO NOTES:** Note gun is loaded but with EMPTY chamber.



# Stage 5

Course Designer: BPSA Design Team

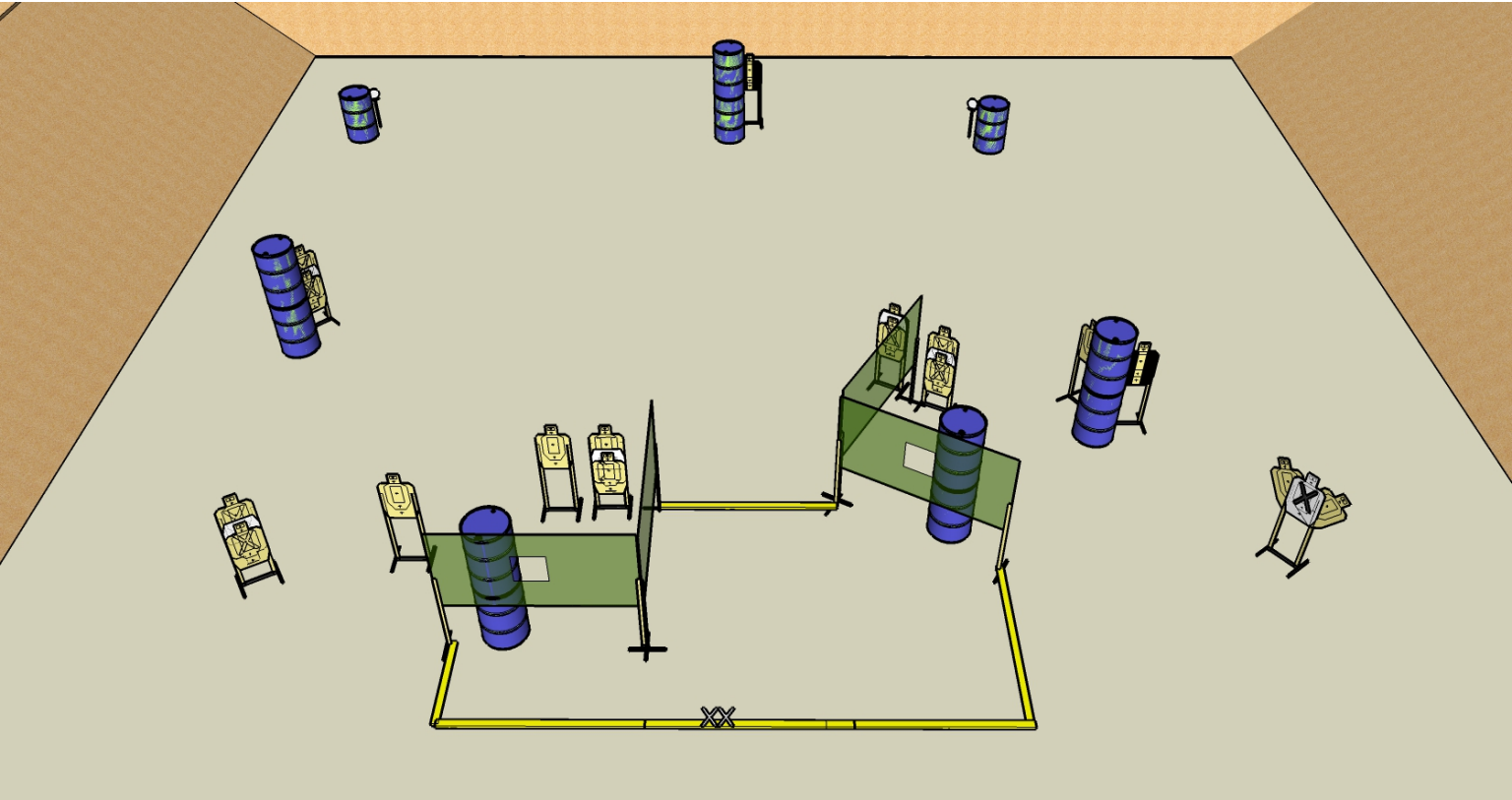


**START POSITION:** Standing in shooting area, facing downrange, hands at sides, heels against XX's.

**GUN READY CONDITION:** Gun loaded and holstered.

**SCORING:** Comstock, 36 rounds, 180 points  
**TARGETS:** 17 metric, 2 steel  
**SCORED HITS:** Best 2 per paper, steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition

**STAGE PROCEDURE:** Upon start signal, engage targets from within shooting area.



**SETUP NOTES:**

**RO NOTES:**



# Stage 6

Course Designer: BPSA Design Team



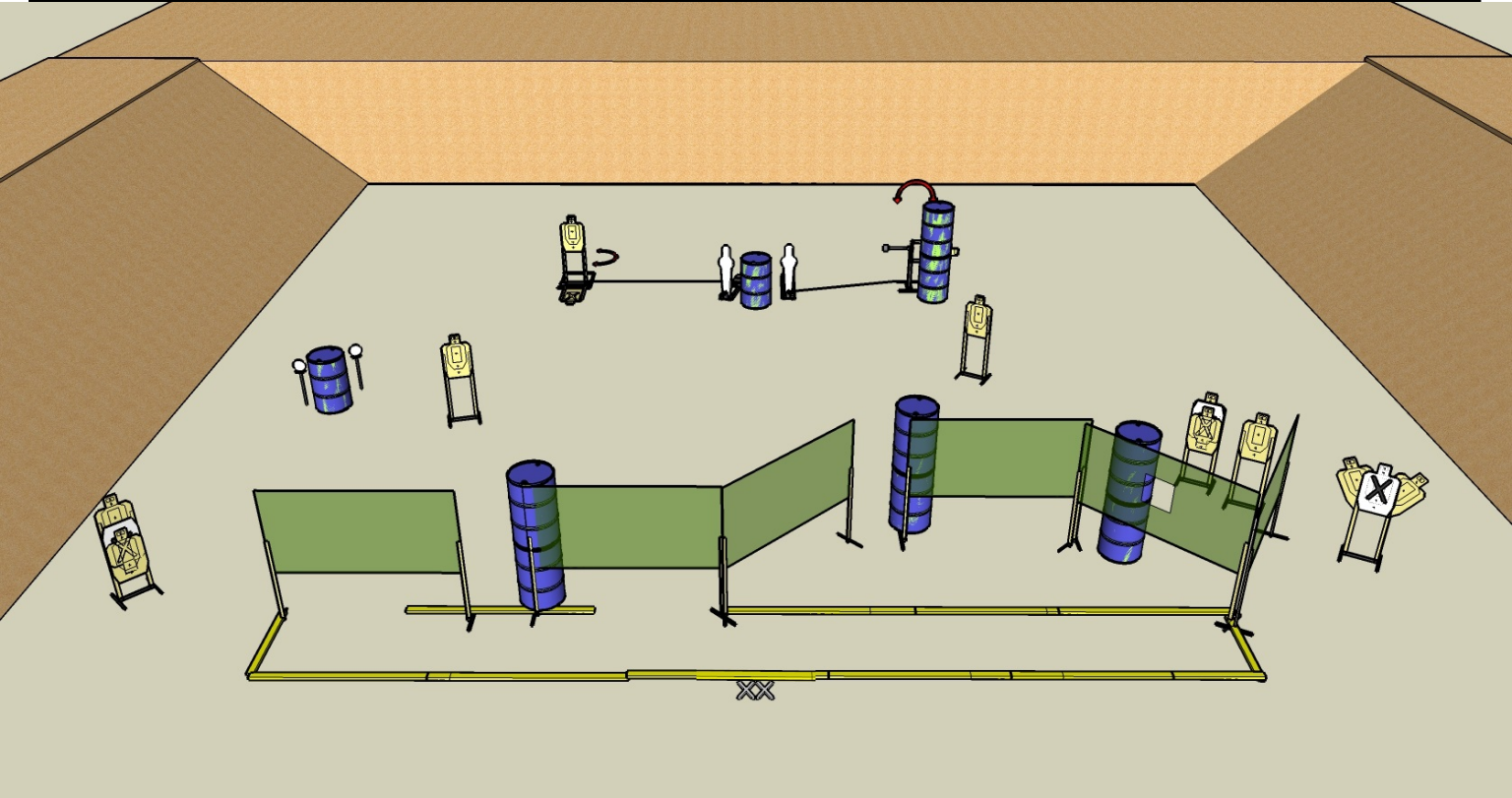
**START POSITION:** Standing outside shooting area, toes on XX's, wrist above shoulders.

**GUN READY CONDITION:** Gun loaded and holstered.

**SCORING:** Comstock, 26 rounds, 130 points  
**TARGETS:** 11 metric, 4 steel

**STAGE PROCEDURE:** Upon start signal, engage targets from within fault lines. PP1 activates max trap. PP2 activates swinger. Both remain visible at rest.

**SCORED HITS:** Best 2 per paper, steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition



**SETUP NOTES:**

**RO NOTES:**