



# NEO SHOOTERS USPSA

## Stage: Warthog

Course Designer: D.S.B.

Date:

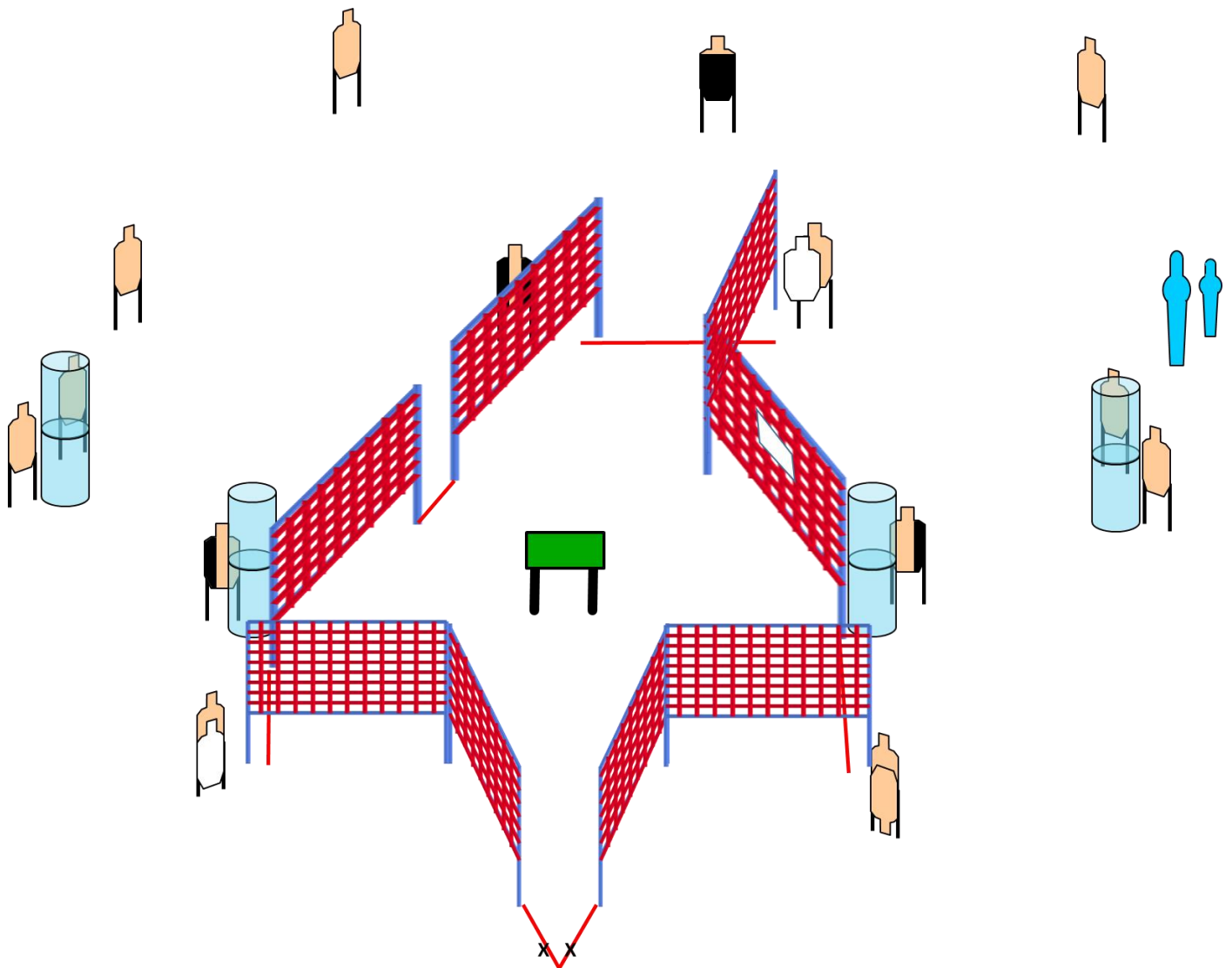
# Stage #

# 1

**START POSITION:** Standing outside shooting area, facing downrange, toes touching X's with arms relaxed at sides. Handgun is unloaded and placed on the table with the muzzle down range. All ammunition for the stage is on the table.

**STAGE PROCEDURE:** At start signal, retrieve handgun and engage all targets from within the shooting area. Walls extend to ground and upwards to infinity. Magazines or moon clips may only be loaded, on the table, on your belt or in your hand (1 procedural per device if not properly used).

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 15 Metric, 1 PP, 1 USP  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition





# NEO SHOOTERS USPSA

## Stage: Raptor

Course Designer: D.S.B.

Date: 5/14/16

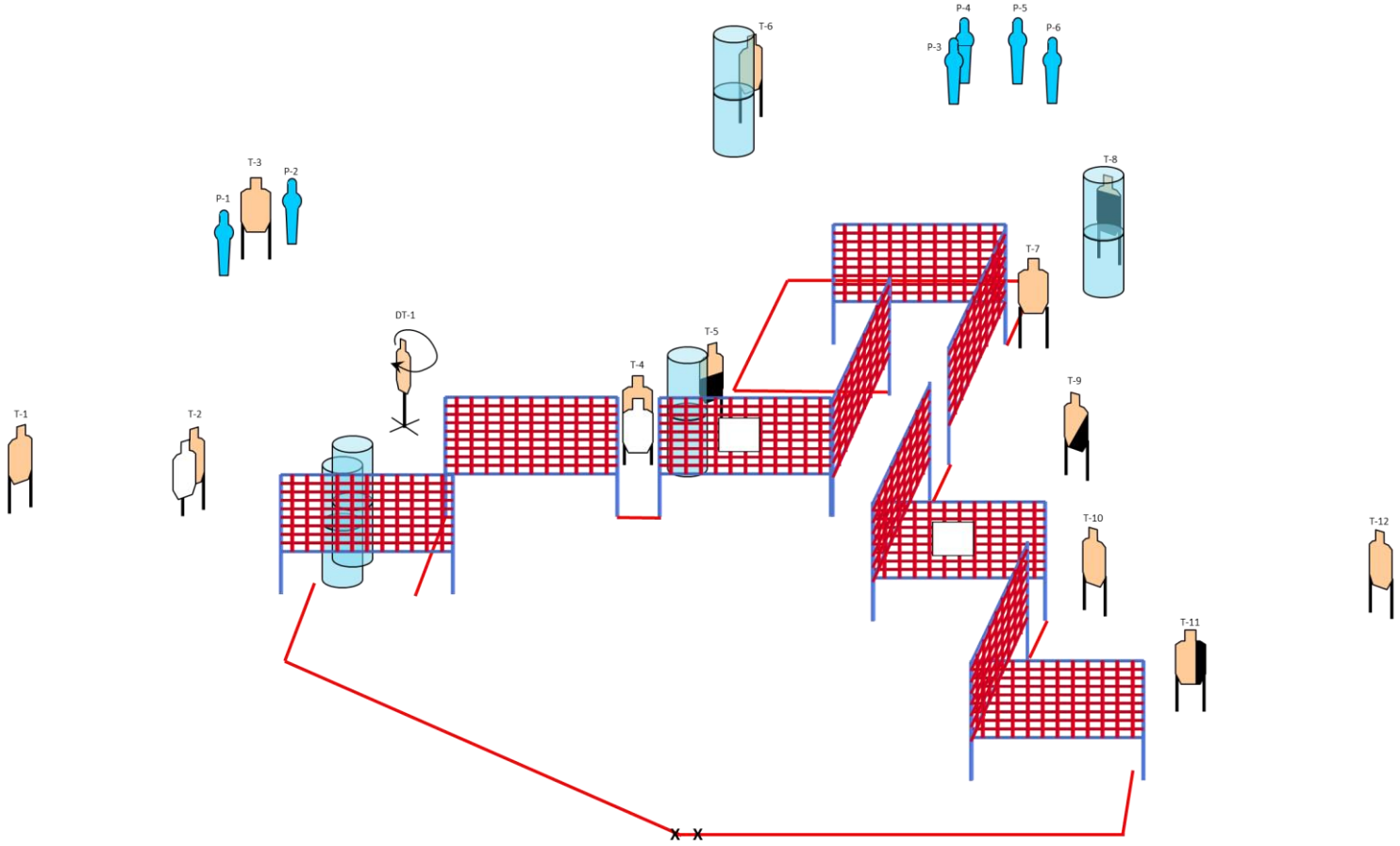
# Stage #

# 2

**START POSITION:** Standing inside shooting area, facing downrange, heels touching X's with arms relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

**STAGE PROCEDURE:** At start signal, engage all targets from within the shooting area. Walls extend to ground and upwards to infinity. P-2 activates DT-1. P-2 must be shot before engaging DT-1 (DT-1 is not available when at rest).

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 13 Metric, 6 USP  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition





# NEO SHOOTERS USPSA

## Stage: Phantom

Course Designer: D.S.B.

Date: 5/14/16

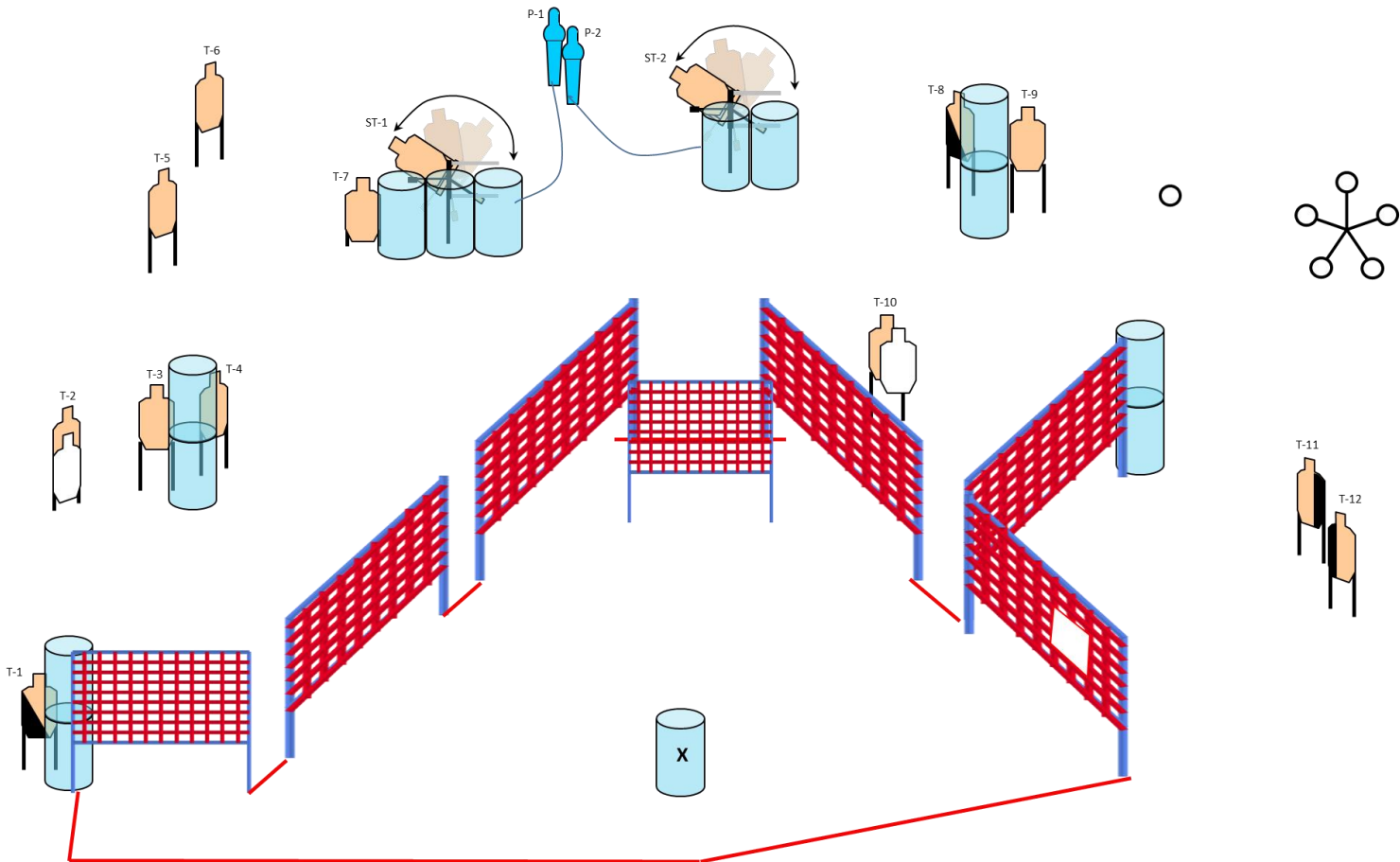
# Stage #

# 3

**START POSITION:** Standing inside shooting area, facing downrange with hands touching barrel X. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

**STAGE PROCEDURE:** At start signal, engage all targets from within the shooting area. Walls extend to ground and upwards to infinity. P-1 & P-2 activates ST-1 & ST-2 respectively. P-1 & P-2 must be knocked down before engaging ST-1 & ST-2 respectively.

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 12 Metric, 2 USP, 6 Steel  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition





# CM 99-13

# Quicky II

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

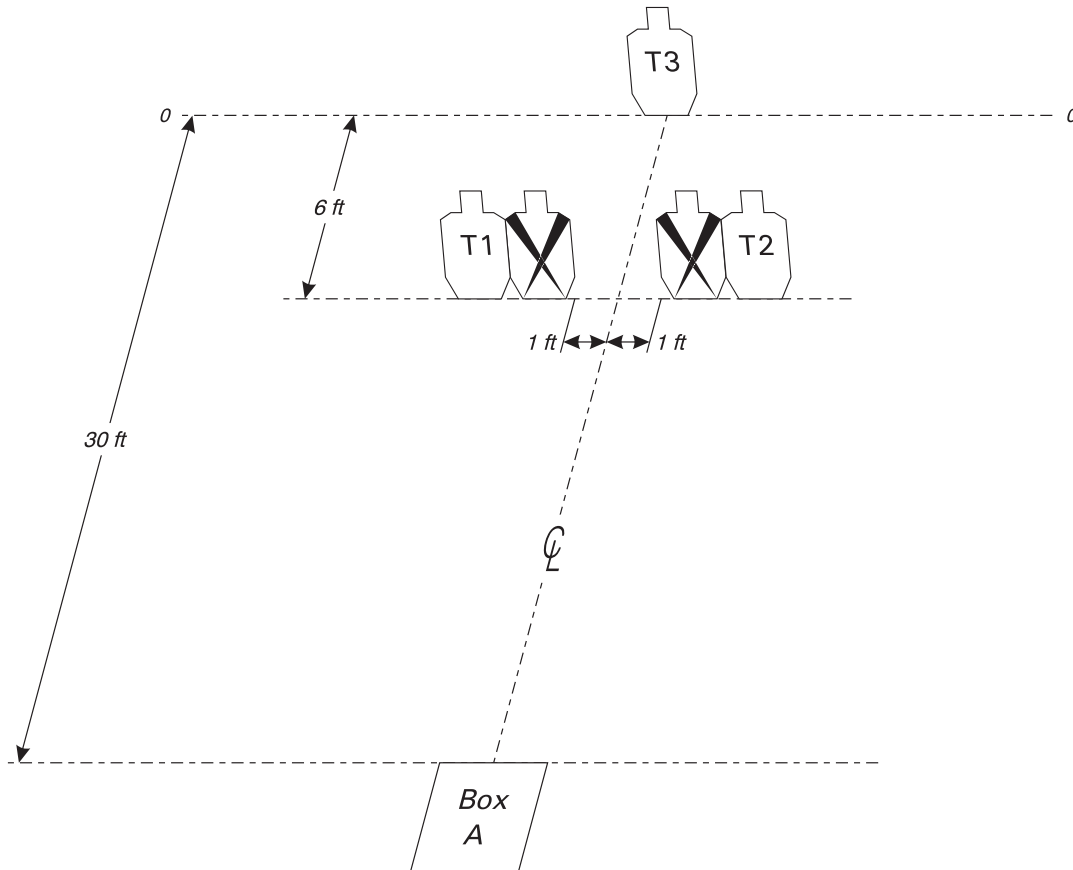
**START POSITION:** Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

- String 1. Upon start signal, from Box A engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target using strong hand only.
- String 2. Upon start signal, from Box A engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target using weak hand only. Jams may be cleared with both hands.

### SCORING

- SCORING:** Virginia Count, 24 rounds, 120 points
- TARGETS:** 3 Metric
- SCORED HITS:** Best 8/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition USPSA Handgun Competition Rules  
Failure to perform mandatory reload will result in one procedural penalty per shot fired.  
Strings must be shot in order prescribed or one procedural will be assessed.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. No-shoots are butted to edges of targets. Shooting box is 3 feet by 3 feet.





# NEO SHOOTERS USPSA

## Stage: Tomcat

Course Designer: D.S.B.

Date: 5/14/2016

# Stage #

# 5

**START POSITION:** Standing inside shooting area, facing downrange, with palms on X's (on respective sides of the wall – wall bisects body). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

**STAGE PROCEDURE:** At start signal, engage all targets from within the shooting area. Walls extend to ground and upwards to infinity.

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 12 Metric, 2 USP, 6 Steel  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition

