



NEO SHOOTERS USPSA

Stage: Child's Play

Course Designer: D.S.B.

Date: 10/8/2016

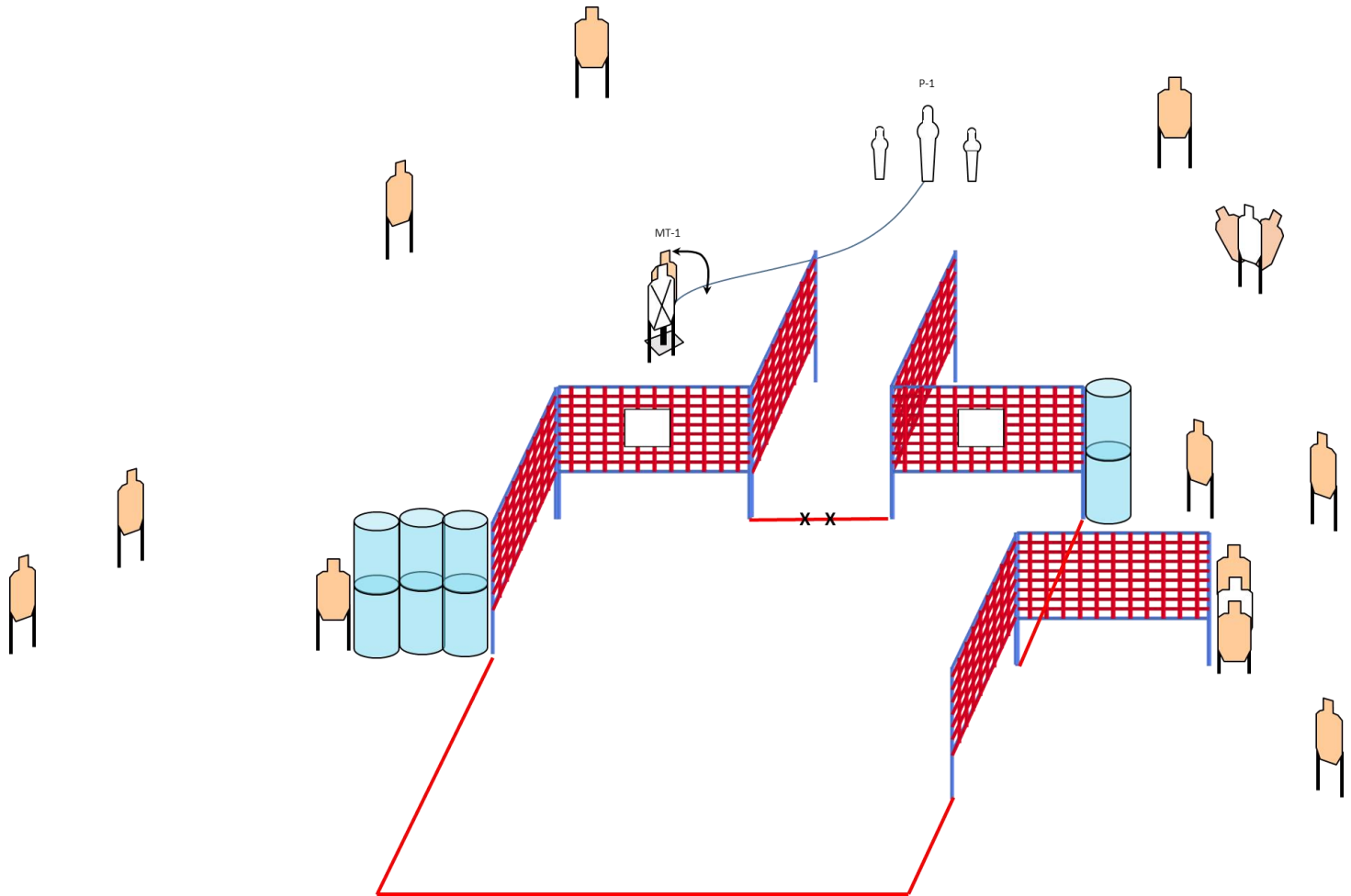
Stage #

1

START POSITION: Facing downrange with toes on marks and wrists above respective shoulders. 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. All walls extend to ground and upwards to infinity. All walls and barrels are hard cover. P-1 activates MT-1. Mt-1 remains visible when at rest.

SCORING: Comstock, 31 rounds, 155 points
TARGETS: 14 Metric, 1 PP, 2 MP
SCORED HITS: Best 2 per paper, KD Steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition





NEO SHOOTERS USPSA

Stage: Scream

Course Designer: D.S.B.

Date: 10/8/2016

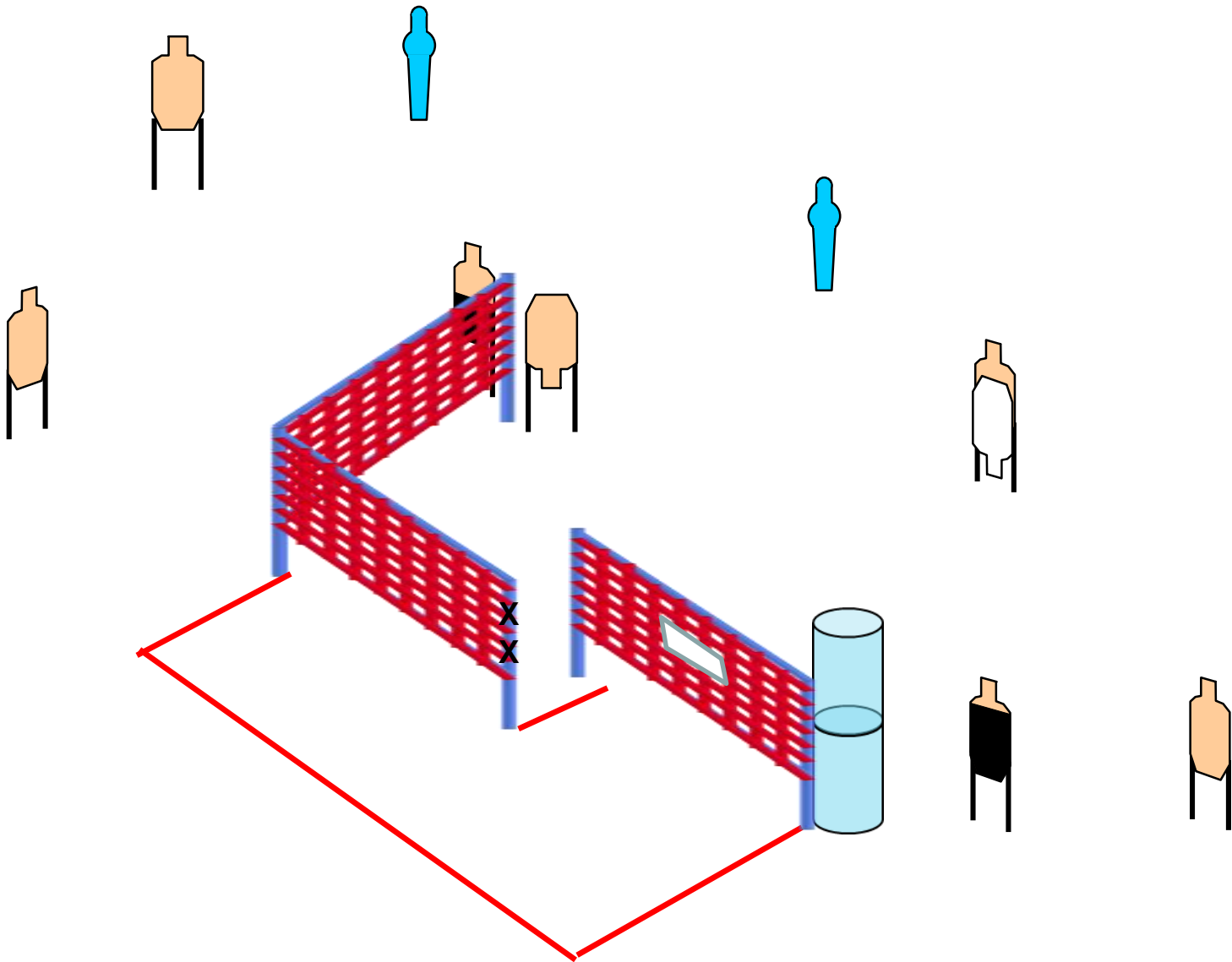
Stage #

2

START POSITION: Standing inside shooting area, facing downrange, with hands touching marks. 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, 16 rounds, 80 points
TARGETS: 7 Metric, 2 PP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition





NEO SHOOTERS USPSA

Stage: Blair Witch

Course Designer: D.S.B.

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Stage #

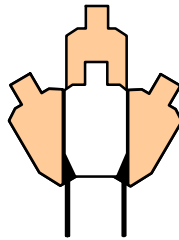
3

START POSITION: Facing downrange with hands on sides of barricade. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE: **String 1** – At start signal, engage all targets with one round each, perform a mandatory reload and engage all target with 1 round each with strong hand only.
String 2 - At start signal, engage all targets with one round each, perform a mandatory reload and engage all target with 1 round each with weak hand only.

Notes: Malfunctions may be cleared using both hands at all times. Fault lines are not part of the shooting area.

SCORING: Virginia, 12 rounds, 60 points
TARGETS: 3 Metric
SCORED HITS: Best 4 per paper
START-STOP: Audible - Last shot
RULES: USPSA current edition





NEO SHOOTERS USPSA Stage: Nightmare on Elm Street

Course Designer: D.S.B.

Date: 10/8/2016

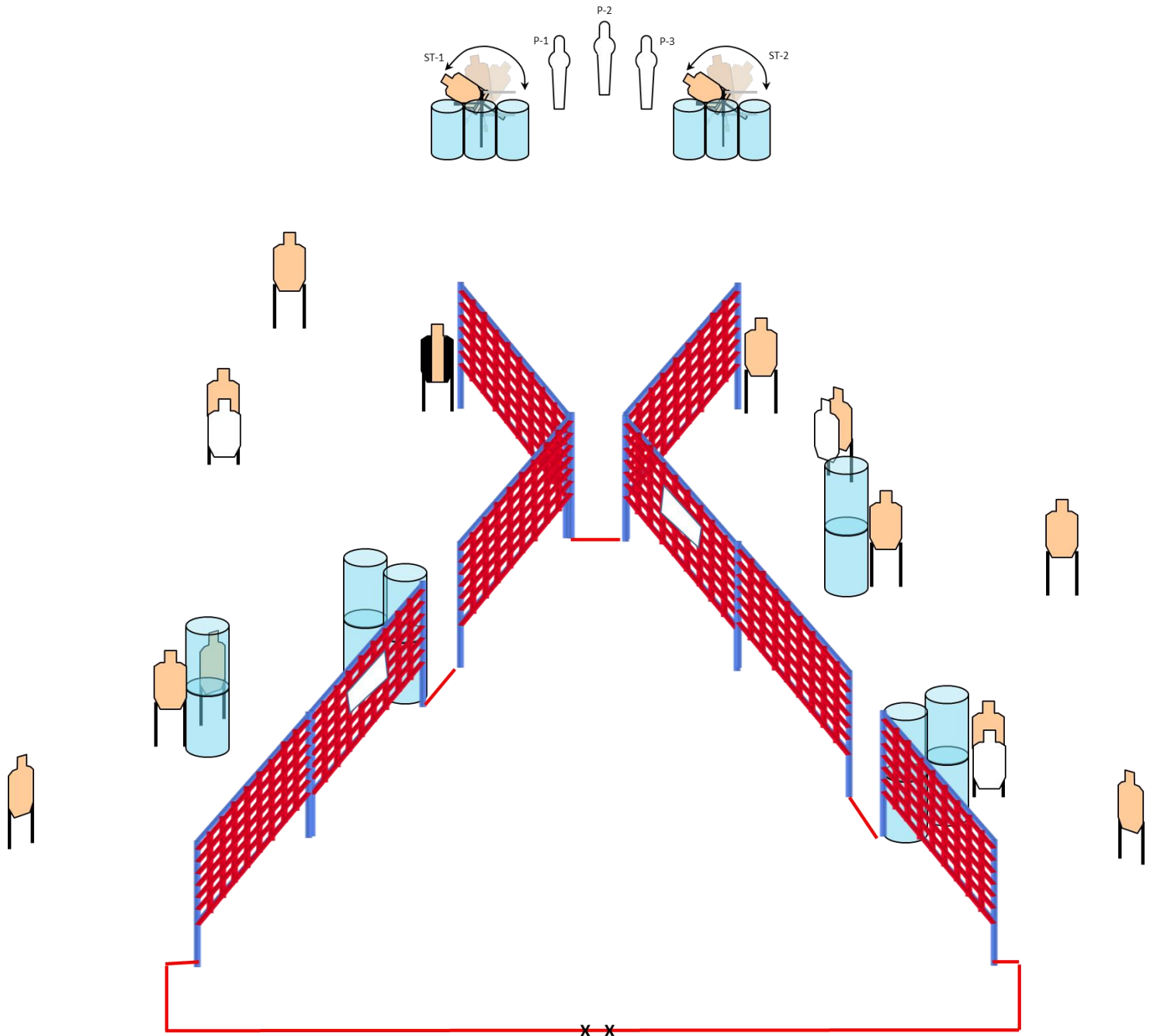
Stage

4

START POSITION: Feet touching marks 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-1 activate ST-1 and must be knocked down before engaging ST-1. P-3 activates ST-2 and must be knocked before engaging ST-2. ST-1 and ST-2 remain visible when at rest.

SCORING: Comstock, 31 rounds, 155 points
TARGETS: 14 Metric, 3 PP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition





CM 03-18

High Standards

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Dave Miller — Modifications by US Design Team

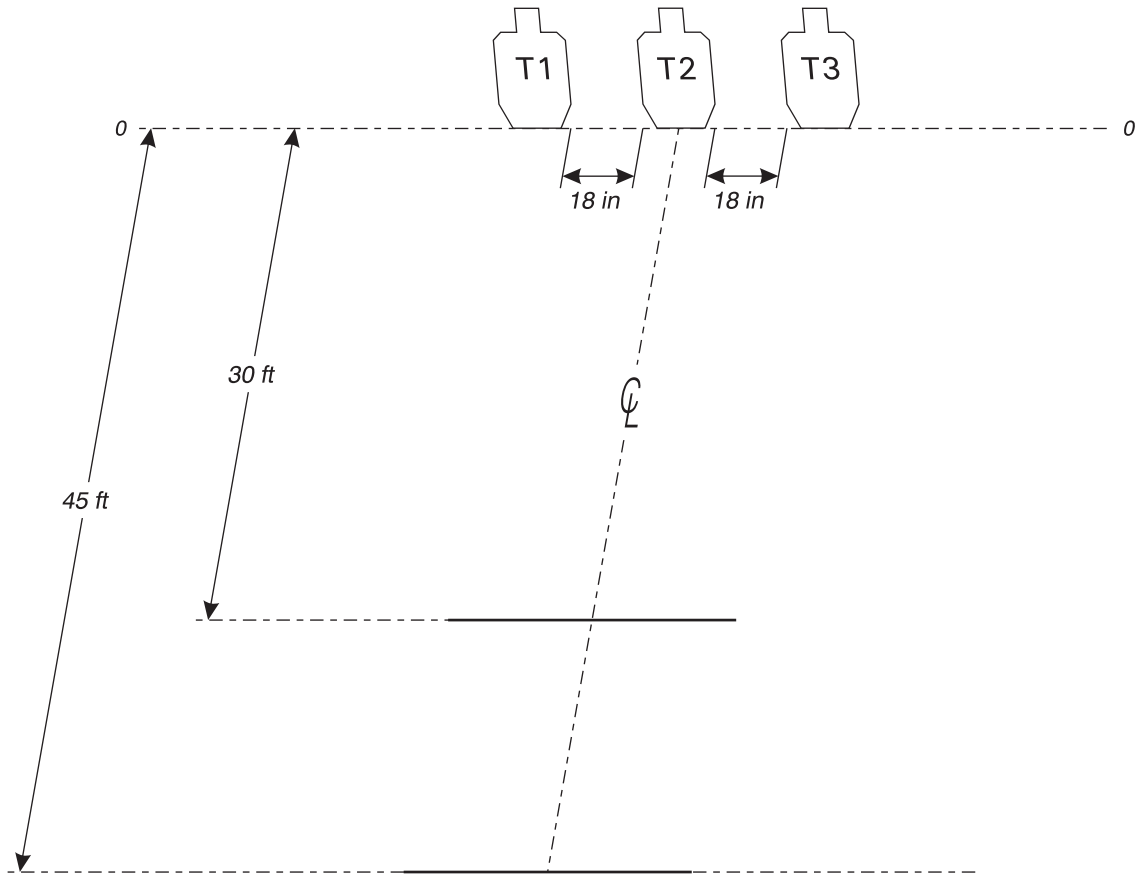
START POSITION: Standing naturally behind fault line, facing downrange, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. On signal, from behind 15-yard fault line, engage T1-T3 with only two rounds each freestyle, perform a mandatory reload and re-engage T1-T3 with only two rounds each, strong hand only.
 - String 2. On signal, from behind 10-yard fault line, engage T1-T3 with only two rounds each freestyle, perform a mandatory reload and re-engage T1-T3 with only two rounds each, weak hand only.
- Stacking of shots is not allowed.

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



SETUP NOTES: Targets are set to 5 feet high at shoulder.





NEO SHOOTERS USPSA

Stage: Saw

Course Designer: D.S.B.

Date: 10/8/2016

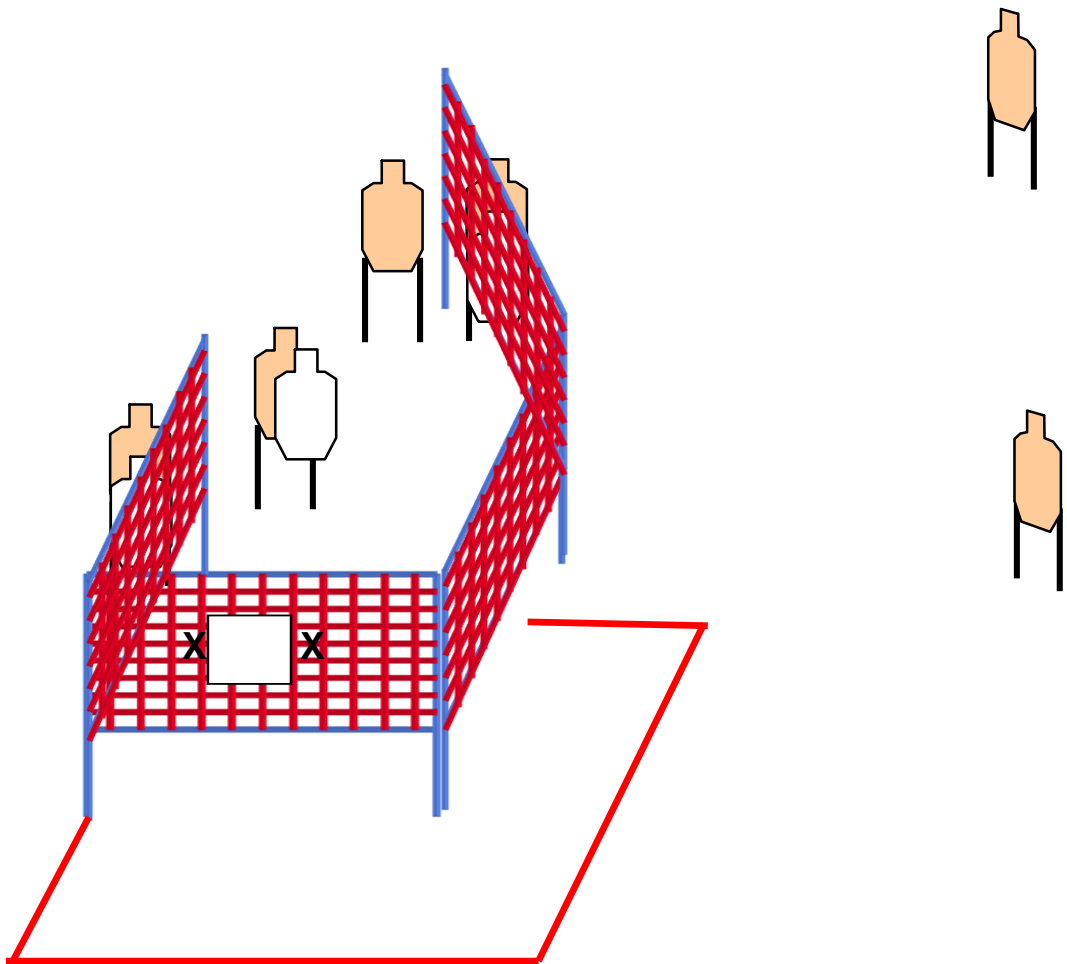
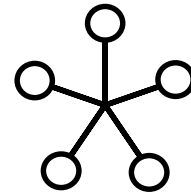
Stage #

6

START POSITION: Standing inside shooting area, facing downrange, hands touching X's with head centered in window. 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, 17 rounds, 85 points
TARGETS: 6 Metric, 5 Steel
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition





NEO SHOOTERS USPSA
Stage: Night of the Living Dead

Course Designer: D.S.B.

Date:10/8/2016

Stage #

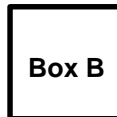
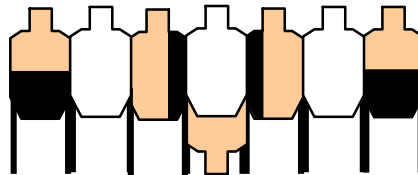
7

START POSITION: Facing downrange with heels touching back of respective box and 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 – From Box A: at start signal, turn and engage each target with 1 shot each, perform a mandatory reload and re-engage each target with 1 shot each using strong hand only. **String 2** – From box B: at start signal, turn and transfer gun to weak hand and engage all targets with 1 shot each using weak hand only.

Note – All Malfunctions may be cleared using both hands.

SCORING: Virginia, 15 rounds, 75 points
TARGETS: 3 Metric
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: USPSA current edition



Front of Box A is 10 yards from targets.
Front of Box B is 7 yards from targets.
Targets are 4 feet at shoulders.