

# Figgie's Cottage 3

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

**START POSITION:** Standing in Box A, hands relaxed at sides.

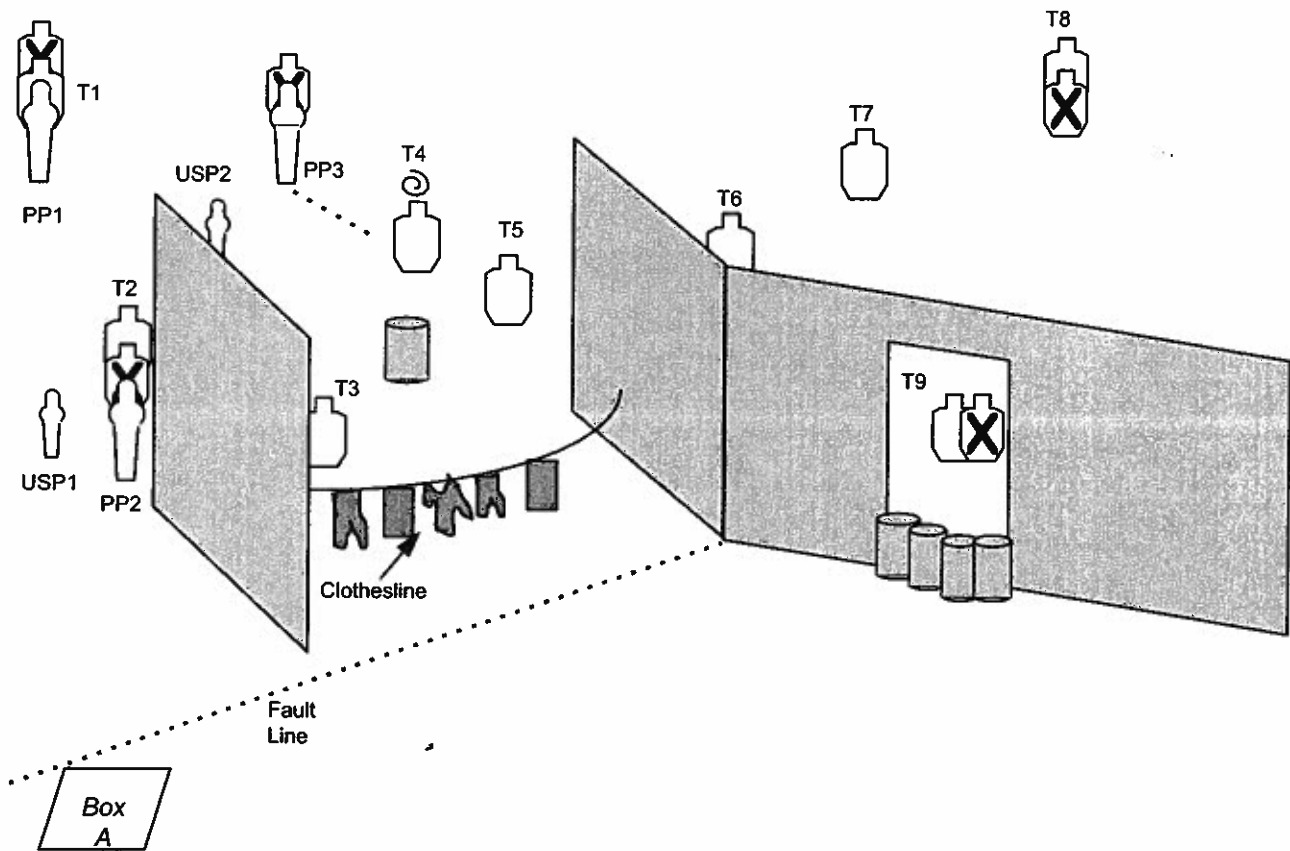
## STAGE PROCEDURE

On signal, engage all targets as they become visible.

The clothing is soft cover. PP3 triggers gravity twister T4, which is *not* a disappearing target: misses *will* be penalized. Threshold of the doorway is a fault line.

## SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 9 IPSC, 3 PP, 2 USP  
**SCORED HITS:** Best 2 per IPSC, KD = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:** Vision barriers are all 7' tall. Targets T1, T3, T5, and T9 are mounted close to the ground. T2 is mounted as shown in relation to PP2 and the no-shoot. All other targets are mounted 5' at the shoulder. Clothing on clothesline should be *firmly* affixed so as to remain the same for all shooters and not to fall if fired through.

**RO SAFETY NOTE:** Because of limited visibility, extreme care must be exercised to guarantee that the range is clear prior to starting each shooter!

jam 980319c

# Figgie's Cottage 3

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T4	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T5	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T6	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T7	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T8	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T9	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
STL	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	5
TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	23
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 =   
(3 DECIMAL PLACES)

SHOOTER NUMBER	<input type="checkbox"/> Open <input type="checkbox"/> Limited	<input type="checkbox"/> MAJOR <input type="checkbox"/> minor	
	NAME _____		USPSA # _____

# Zap Xenu

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

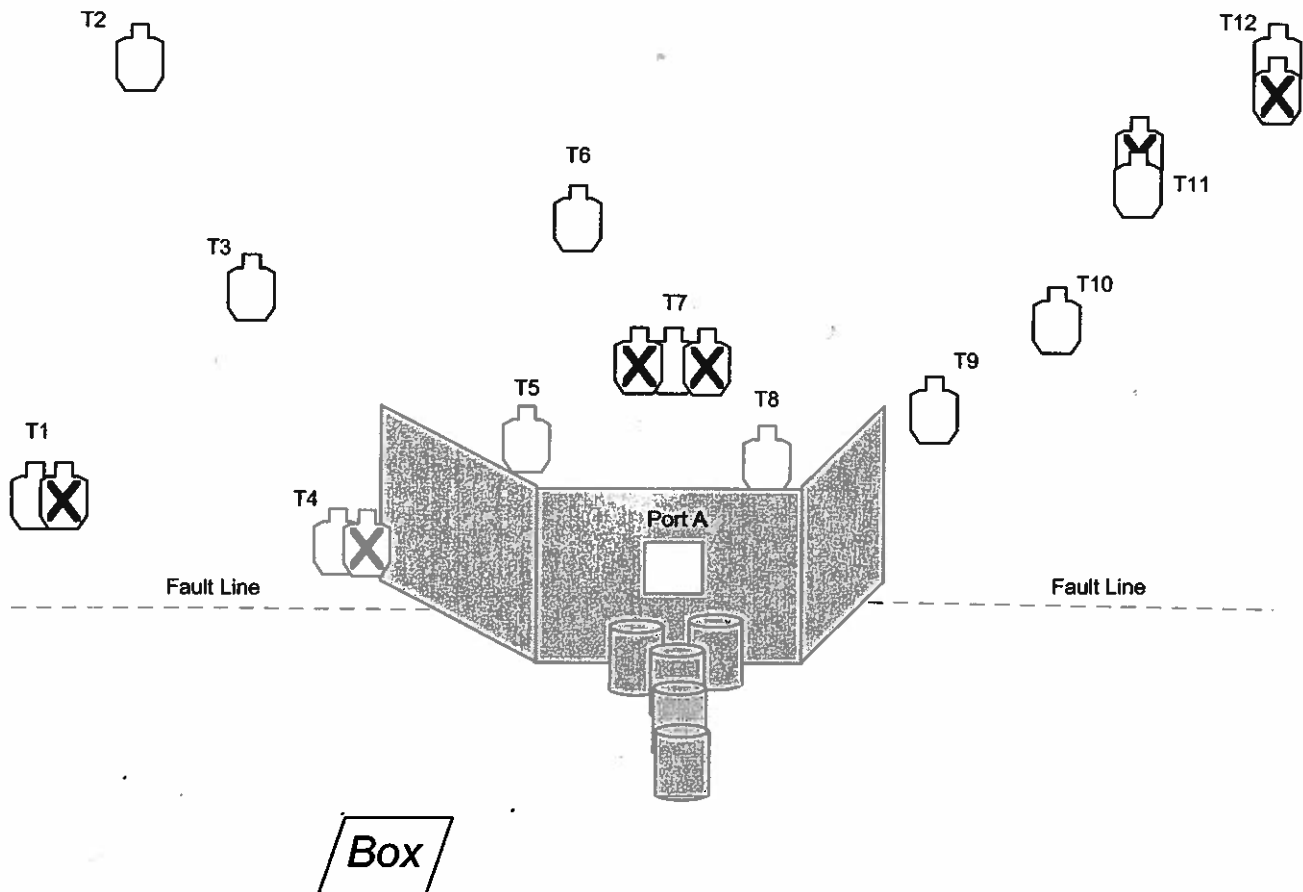
**START POSITION:** Standing in Box, facing uprange, both hands on top of head.

### STAGE PROCEDURE

On signal, turn, draw and engage all targets as they are visible.

### SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 12 IPSC  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:** Walls are 7-feet high. Port A is 2-foot square and begins 4-feet from ground. Targets T4, T5, and T8 are mounted close to the ground. All other targets are mounted 5' at the shoulder. Targets T5 - T8 are visible only through Port A: T5 is visible only from the right side of the barrels through Port A; T8 is visible only from the left side of the barrels through Port A. Place barrels under Port A to prevent shooter from approaching close to the port.

**RO SAFETY NOTE:** Because of limited visibility, extreme care must be exercised to guarantee that the range is clear prior to starting each shooter!

jam 980320f

# Zap Xenu

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
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

USE NUMBERS - NOT HASH MARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME

USPSA #

Open Limited MAJOR minor

# Morning Dance

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

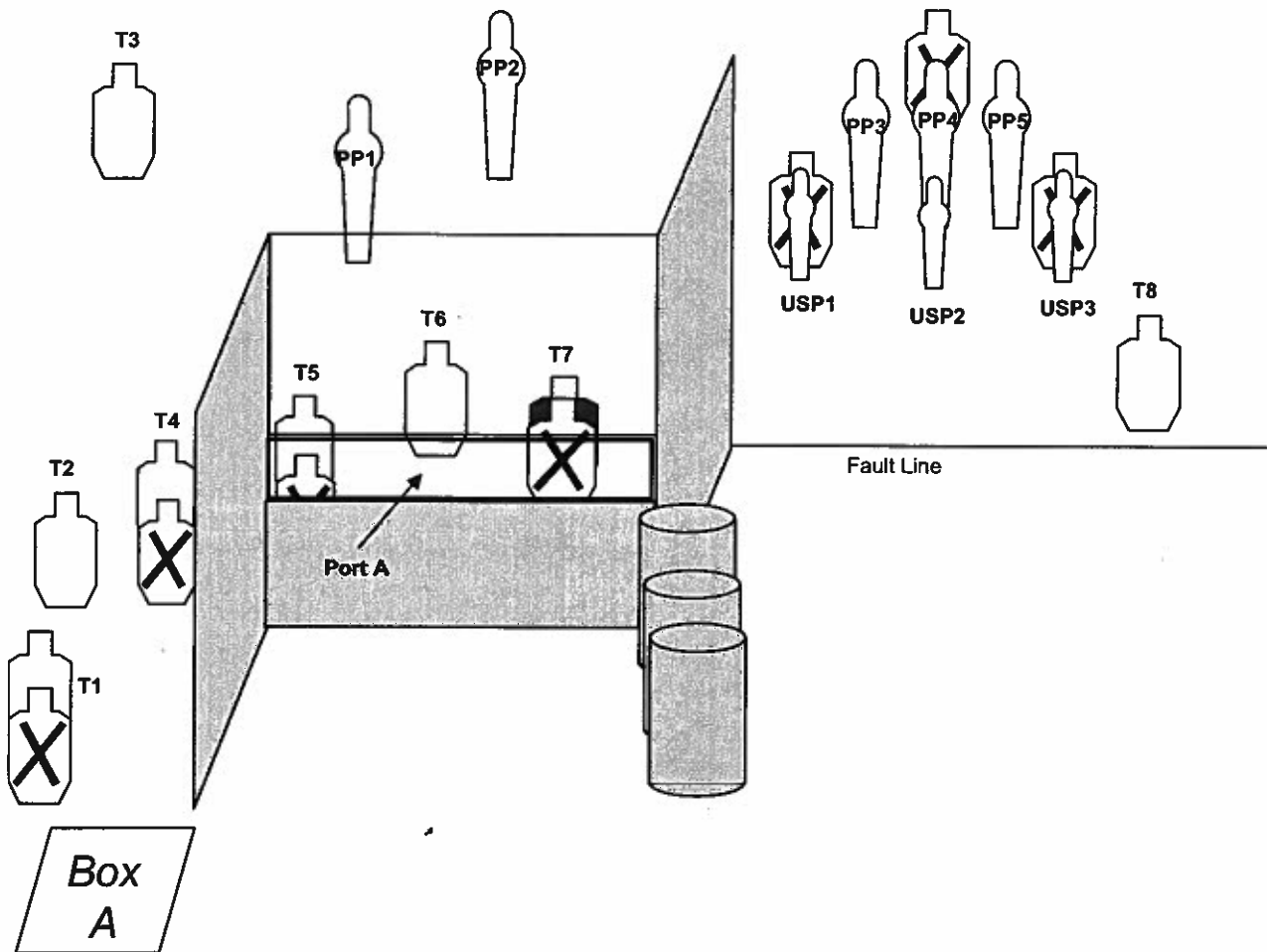
**START POSITION:** Standing in Box A, hands relaxed at sides.

### STAGE PROCEDURE

On signal, engage T1 - T4 from Box A only, then engage other targets as they are visible.

### SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 8 IPSC, 5 PP, 3 USP  
**SCORED HITS:** Best 2 per IPSC, KD = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:** Port A is 1-foot high by 8-feet long. The space above Port A should be covered with black plastic (not shown). PP1, PP2, T5, T6, and T7 should be visible only through Port A. T5, T6, and T7 are mounted low. All other targets are 5-feet at shoulders.

jam 980320g

# Morning Dance

**TGT    A    B    C    D    M**

USE NUMBERS - NOT HASH MARKS

<b>T1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T2</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T3</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T4</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T5</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T6</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T7</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T8</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>STL</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>8</b>

<b>TOTAL HITS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>24</b>
<b>MAJ</b>	X5	X4	X4	X2	X-10	
<b>MIN</b>	X5	X3	X3	X1	X-10	

**STATS ONLY**

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	---	----------------------

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**

SHOOTER NUMBER

**Open    Limited**

**MAJOR    minor**

NAME

USPSA #

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Will Hendrix A-25644  
**Modifications by Jeff Maass L-1192**

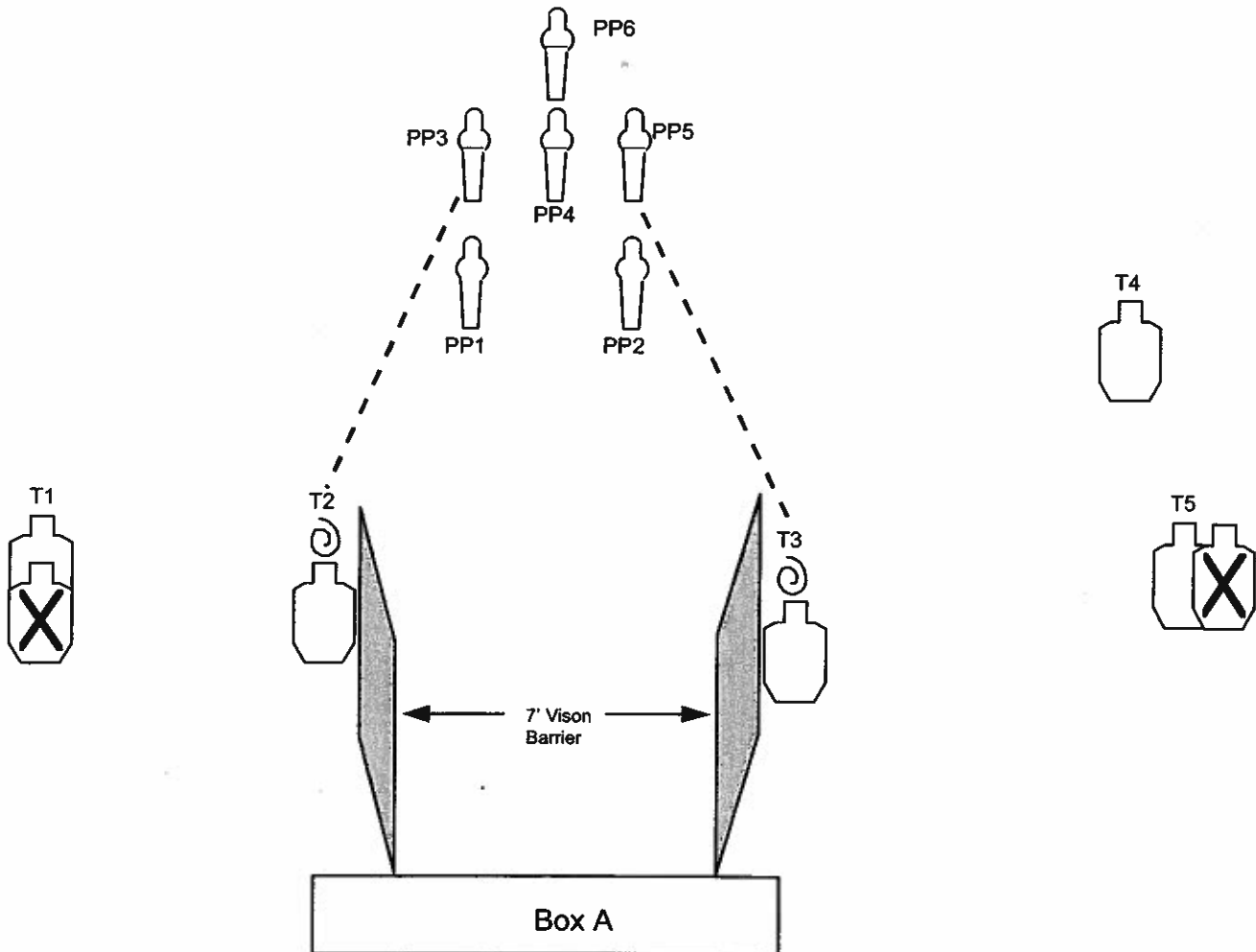
**START POSITION:** Standing in Box A, both hands touching either vision barrier.

### STAGE PROCEDURE

On signal, engage each target in any order. PP3 triggers twisting target T2. PP5 triggers twisting target T3. T2 and T3 are disappearing targets: misses will not be penalized.

### SCORING

**SCORING:** Comstock, 16 rounds, 80 points  
**TARGETS:** 5 IPSC, 6 PP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



### SETUP NOTES:

Set steel at least 30 feet from Box A. Box A is long and narrow: 3-feet deep and at least 20 feet wide. Vision barriers are 7 feet tall, and are positioned so that shooter can only see Pepper Poppers from between the two barriers. Position T1 - T5 to force shooter to move around horizontally in Box A to see/engage all targets.

### RO NOTES:

jam 980403a

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
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	16
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 =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME \_\_\_\_\_ USPSA # \_\_\_\_\_

# Stretch Limo (Modified)

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Nationals 87 Design Team  
 Modifications by Jeff Maass L-1192

**START POSITION:** Sitting (centered) on bench in limo, hands folded in lap. Loaded gun and one magazine are in briefcase, with gun pointed downrange.

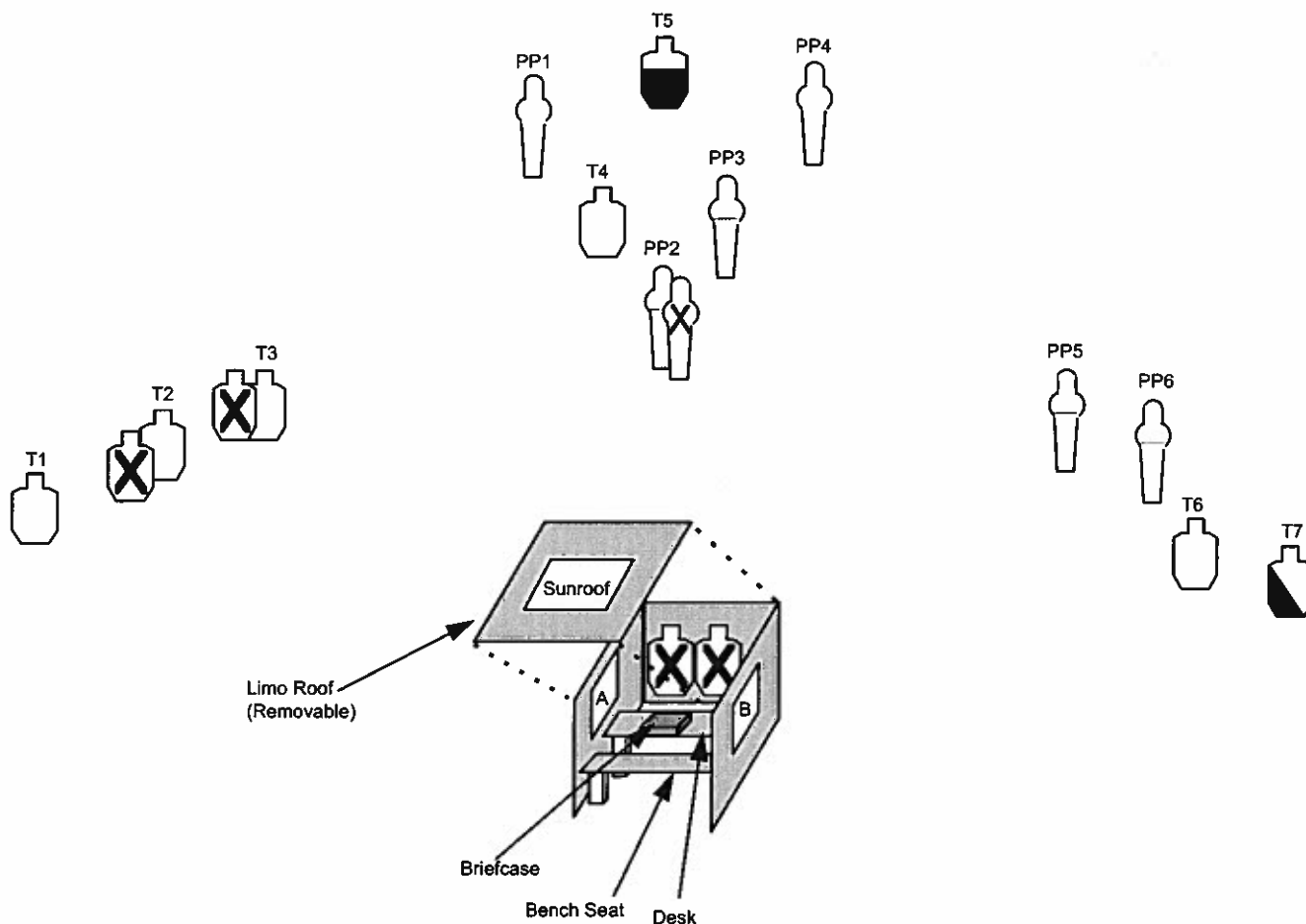
## STAGE PROCEDURE

On start signal, retrieve gun and engage T1, T2, and T3 only through Port A only; PP5, PP6, T6, and T7 only through Port B only; PP1, PP2, PP3, PP4, T4, and T5 only by standing in the 'sunroof' only. Shooter must perform a mandatory reload whenever changing ports/target groups. Shooter must use spare magazine from briefcase before using any from belt.

One procedural penalty per shot fired following missed reload.

## SCORING

**SCORING:** Comstock, 20 rounds, 100 points  
**TARGETS:** 7 IPSC, 6 PP  
**SCORED HITS:** Best 2 per IPSC, KD = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



From 1987 USPSA Nationals

**SETUP NOTES:** Limo must be wide enough to accommodate access by Range Officer behind shooter. Roof of limo may be made removable to allow easy access in shooter preparations.

jam 980419a

# Stretch Limo (Modified)

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
<b>T1</b>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<b>2</b>
<b>T2</b>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<b>2</b>
<b>T3</b>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<b>2</b>
<b>T4</b>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<b>2</b>
<b>T5</b>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<b>2</b>
<b>T6</b>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<b>2</b>
<b>T7</b>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<b>2</b>
<b>STL</b>	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	<b>6</b>

TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<b>20</b>
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY      =

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

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**

.

SHOOTER NUMBER	<div style="display: flex; justify-content: space-around;"> <span>Open</span> <span>Limited</span> </div>	<div style="display: flex; justify-content: space-around;"> <span>MAJOR</span> <span>minor</span> </div>	NAME _____	USPSA # _____