

STAGE 1 – LITTLE OF THIS / LITTLE OF THAT

Designed by David Bold

Scoring Method: Comstock, best two hits on paper, steel must fall to score

Minimum Rounds: 26 **Total Points:** 130

Targets: 10 Metric, 2 Pepper Poppers, 4 Mini Pepper Poppers

Scoring Notes: Targets T4 and T9 are not visible at rest and are therefore “Disappearing” targets. Misses will not count.

Penalties and Rules: Latest USPSA Handgun rulebook.

Time Start: Audible. **Time Stop:** Last shot fired.

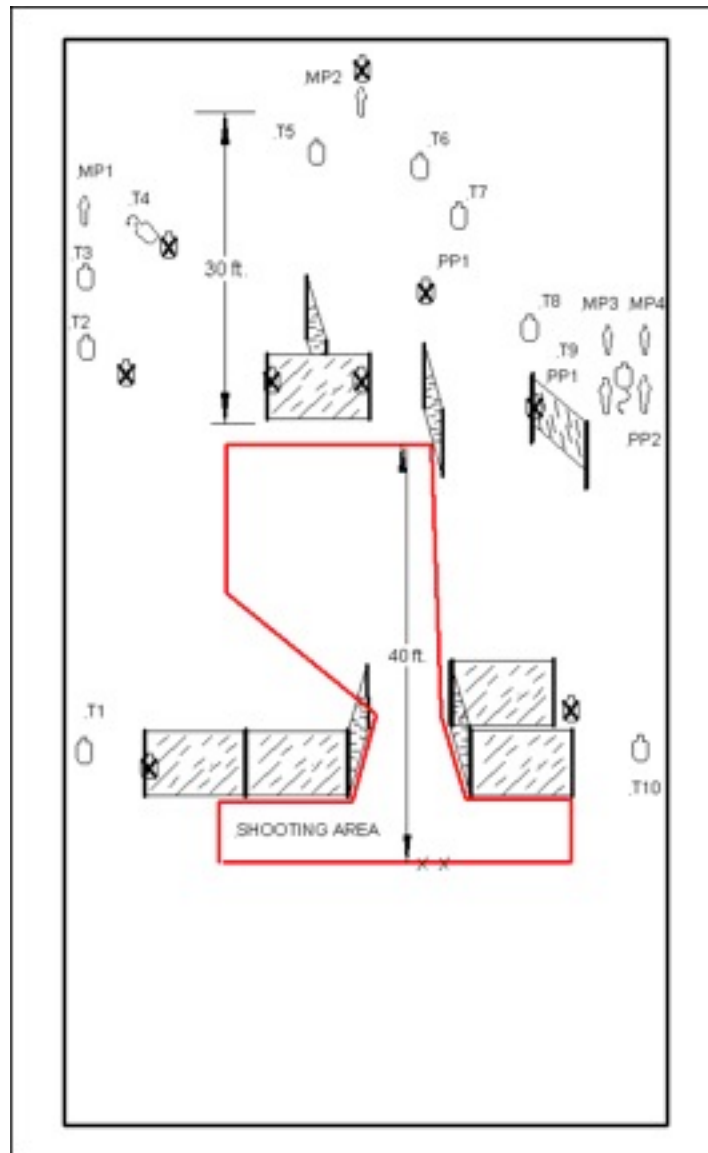
Handgun Start Condition: Loaded and holstered in the ready condition.

Start Position: Standing erect, facing downrange, arms hanging naturally at sides, heels on “Xs.”

Procedure: On start signal, engage targets from within the Shooting Area.

Notes: All walls are hard cover and extend from ground to sky.

MP1 activates “out-and-back” T4, which is not visible at rest. Either MP3 or MP4 can activate “drop-turner” T9, which is not visible at rest.



Set-up Notes: T8 will not be visible where T5 is visible. The opposite will also be true. MP2, PP1, and PP2 are all “forward falling” poppers.

STAGE 2 – THE BIG Z

Designed by Betsy Grecoe, Dan Grecoe, Ira Grossman

Scoring Method: Comstock, best two hits on paper, steel must fall to score.

Minimum Rounds: 30 **Total Points:** 150

Targets: 14 Metric, 2 Pepper Poppers

Penalties and Rules: Latest USPSA Handgun rulebook.

Time Start: Audible.

Time Stop: Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition.

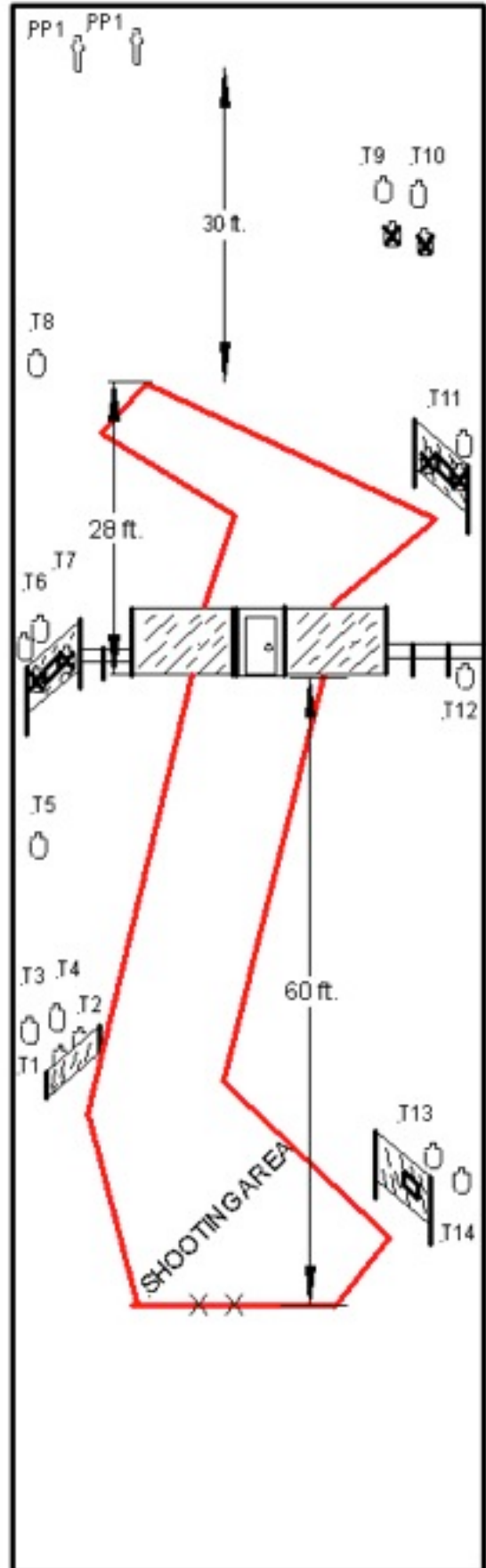
Start Position: Standing erect, facing downrange, arms hanging naturally at sides, with toes touching “Xs” on rear fault line.

Procedure: On start signal, engage targets from within the Shooting Area.

All walls are hard cover and extend from ground to sky.

Set-up Notes: Targets T1 and T2 will have painted “hard cover” from the middle of the Lower “A” Zone to the bottom of the target.

T6, T7, T11, T13, and T14 will be visible only through their respective ports.



STAGE 3 – THE MONSON TWISTER

Designed by the Monson Action Shooters

Scoring Method: Comstock, best two hits on paper, steel must fall to score.

Minimum Rounds: 31 **Total Points:** 155

Targets: 13 Metric, 1 Pepper Popper, 4 Mini Pepper Poppers

Penalties and Rules: Latest USPSA Handgun rulebook.

Time Start: Audible.

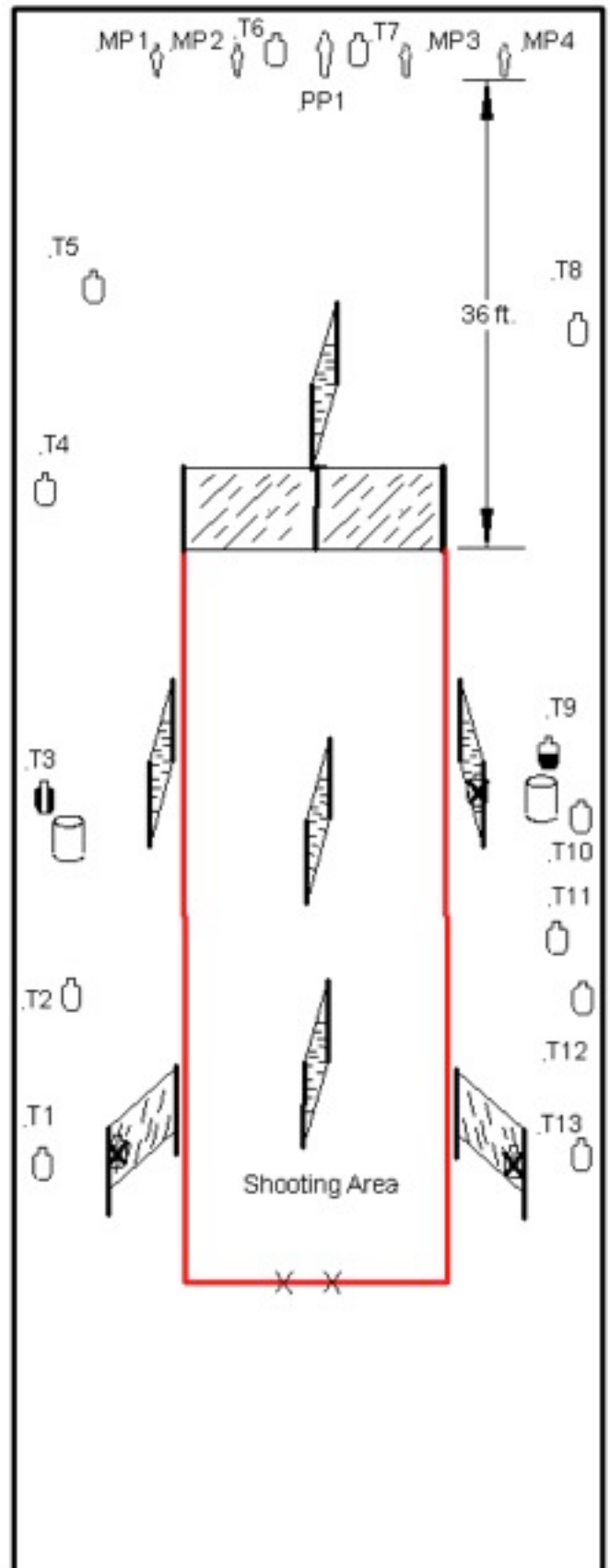
Time Stop: Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition.

Start Position: Standing erect, facing downrange, arms hanging naturally at sides, and heels touching “Xs” on rear fault line.

Procedure: On start signal, engage targets from within the Shooting Area.

All walls are hard cover and extend from ground to sky.



Set-up Notes:

STAGE 4 – FOUR SQUARE

Designed by Al Senesi

Scoring Method: Comstock, best two hits on paper, steel must fall to score.

Minimum Rounds: 28 **Total Points:** 140

Targets: 12 Metric, 4 Pepper Poppers

Penalties and Rules: Latest USPSA Handgun rulebook.

Time Start: Audible.

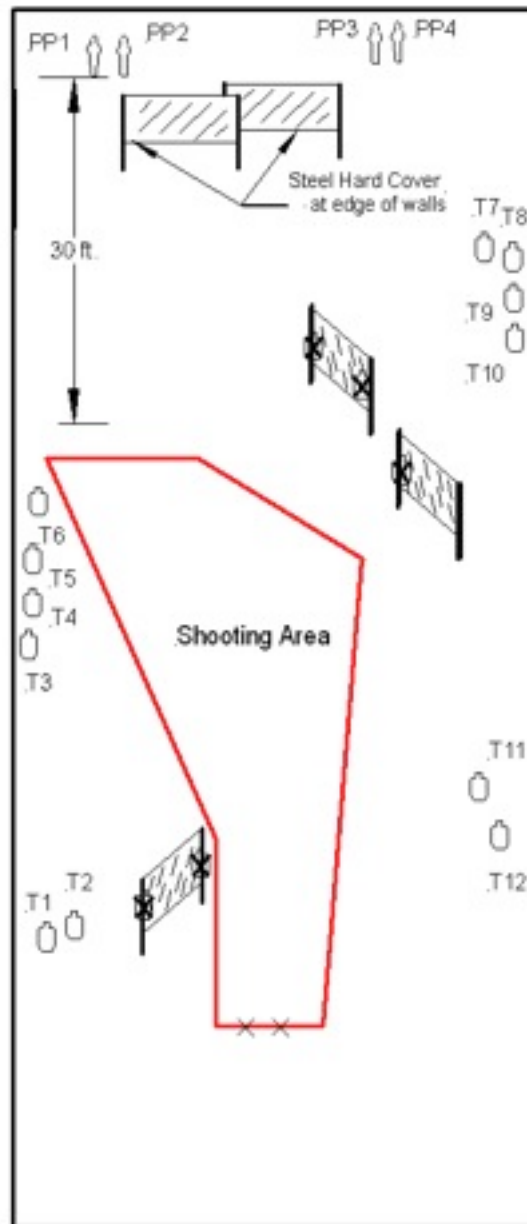
Time Stop: Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition.

Start Position: Standing erect, facing downrange, arms hanging naturally at sides, with heels on “Xs” of the rear fault line.

Procedure: On start signal, engage targets from within the Shooting Area.

All walls are hard cover and extend from ground to sky.



Set-up Notes: PP1 and PP2 will not be visible where PP3 and PP4 are visible. The opposite will also be true.

PP2 will not be visible where T3 – T6 are visible.

PP1 will not be visible until the shooter is beyond T6.

STAGE 5 – QUICK SPEED

Brought to you by THE HARVARD SPORTSMEN'S CLUB

Designed by Betsy Grecoe

Scoring Method: Comstock, best two hits on paper, steel must fall to score.

Minimum Rounds: 8 **Total Points:** 40

Targets: 3 Metric, 2 Pepper Poppers.

Penalties and Rules: Latest USPSA Handgun rulebook.

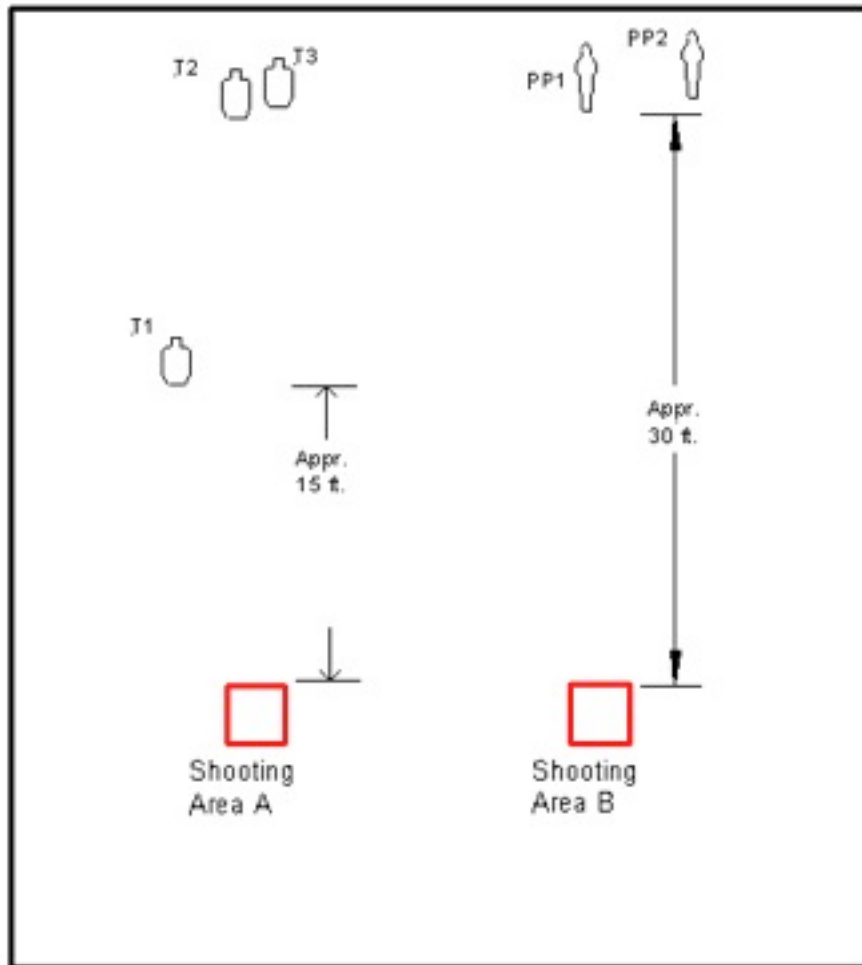
Time Start: Audible.

Time Stop: Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition.

Start Position: Standing erect, facing downrange, arms hanging naturally at sides.

Procedure: On start signal, engage targets from within Shooting Area A or Shooting Area B. Competitors may use both Shooting Areas during the course of fire.



Set-up Notes:

STAGE 6 – PICK A SIDE

Designed by Don Selesky

Scoring Method: Comstock, best two hits on paper, steel must fall to score.

Minimum Rounds: 32 **Total Points:** 160

Targets: 14 Metric, 2 Pepper Poppers, 2 Mini Pepper Poppers

Penalties and Rules: Latest USPSA Handgun rulebook.

Time Start: Audible.

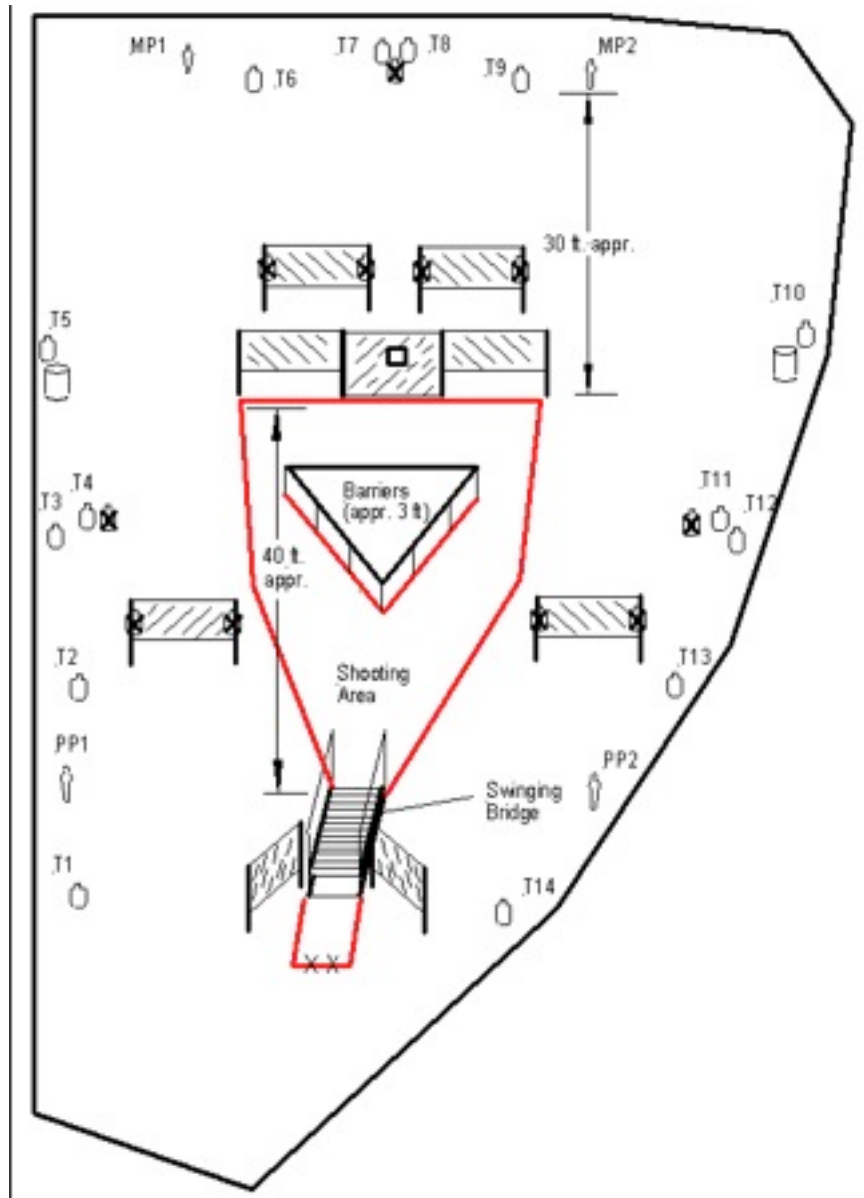
Time Stop: Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition.

Start Position: Standing erect, facing downrange, arms hanging naturally at sides, with heels on “Xs” of rear fault line.

Procedure: On start signal engage targets from within the Shooting Area.

All walls are hard cover and extend from ground to sky. Barrels are softcover.



Set-up Notes: PP1 and PP2 will be visible only from the Swinging Bridge.

STAGE 7 – WIDE OUT

Designed by Jeremy Jouette and presented by the Boston Urban Action Shooters

Scoring Method: Comstock, best two hits on paper.

Minimum Rounds: 32 **Total Points:** 160

Targets: 16 Metric

Penalties and Rules: Latest USPSA Handgun rulebook.

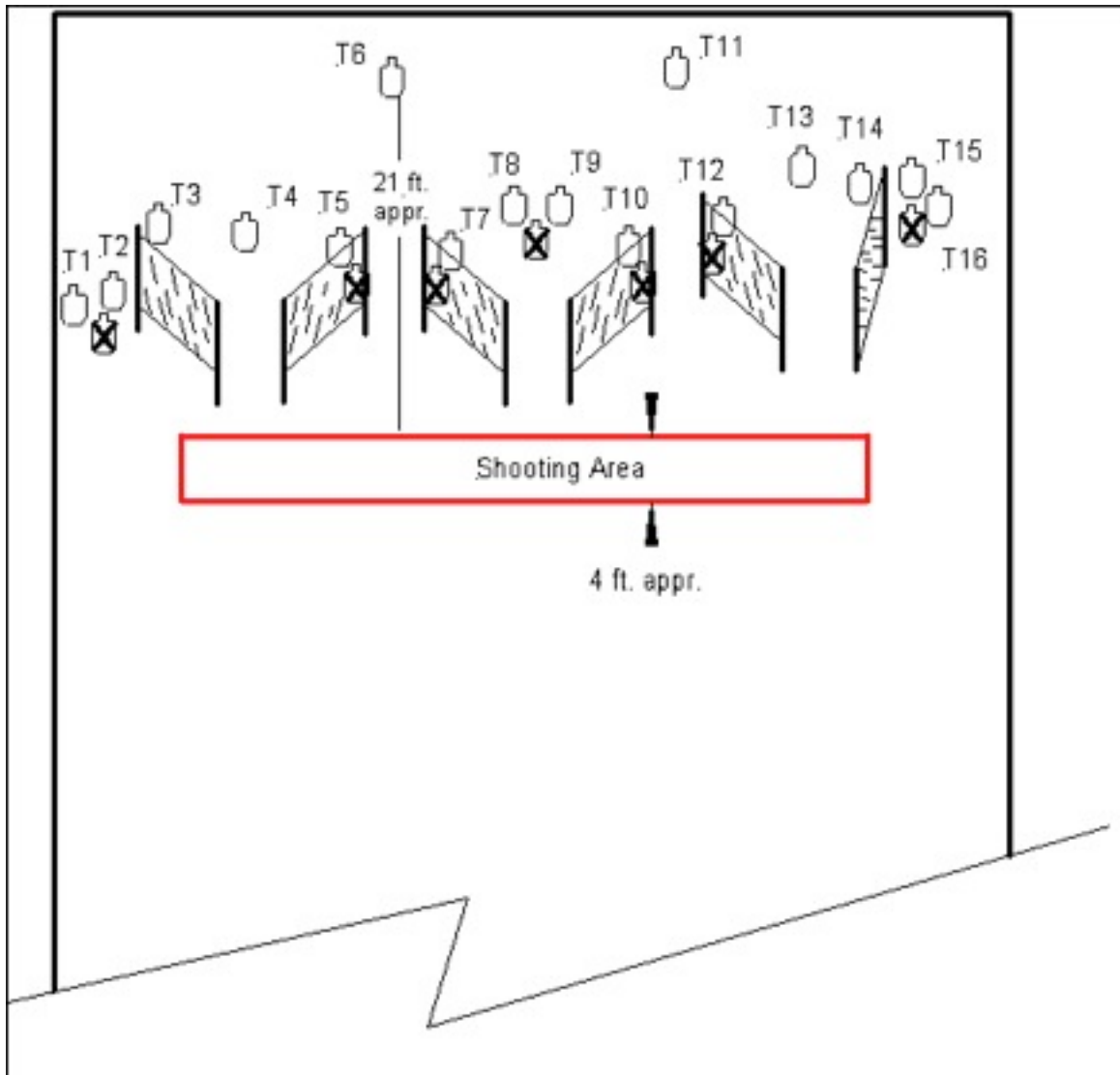
Time Start: Audible. **Time Stop:** Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition.

Start Position: Standing erect, facing downrange, arms hanging naturally at sides, toes anywhere on the rear fault line.

Procedure: On start signal, engage targets from within the Shooting Area.

All walls are hard cover extend from ground to sky.



Set-up Notes: Targets will be placed such that no bullets will impact the right side berm.

STAGE 8 – POP AND RUN

Designed by Steve Ouelette

Scoring Method: Comstock, best two hits on paper, steel must fall to score.

Minimum Rounds: 15 **Total Points:** 75

Targets: 6 Metric, 3 Pepper Poppers.

Penalties and Rules: Latest USPSA Handgun rulebook.

Time Start: Audible.

Time Stop: Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition.

Start Position: Standing erect, facing downrange, arms hanging naturally at sides, inside the Shooting Area and behind the door.

Procedure: On start signal, engage targets from within the Shooting Area.

All walls are hard cover and extend from ground to sky.



Set-up Notes:

At some location, T1, T2, T3, and T4 will be simultaneously visible.

At another location, T1, T2, T5, and T6 will be simultaneously visible.

At some location T1, T2, PP1, PP2, and PP3, will be simultaneously visible.

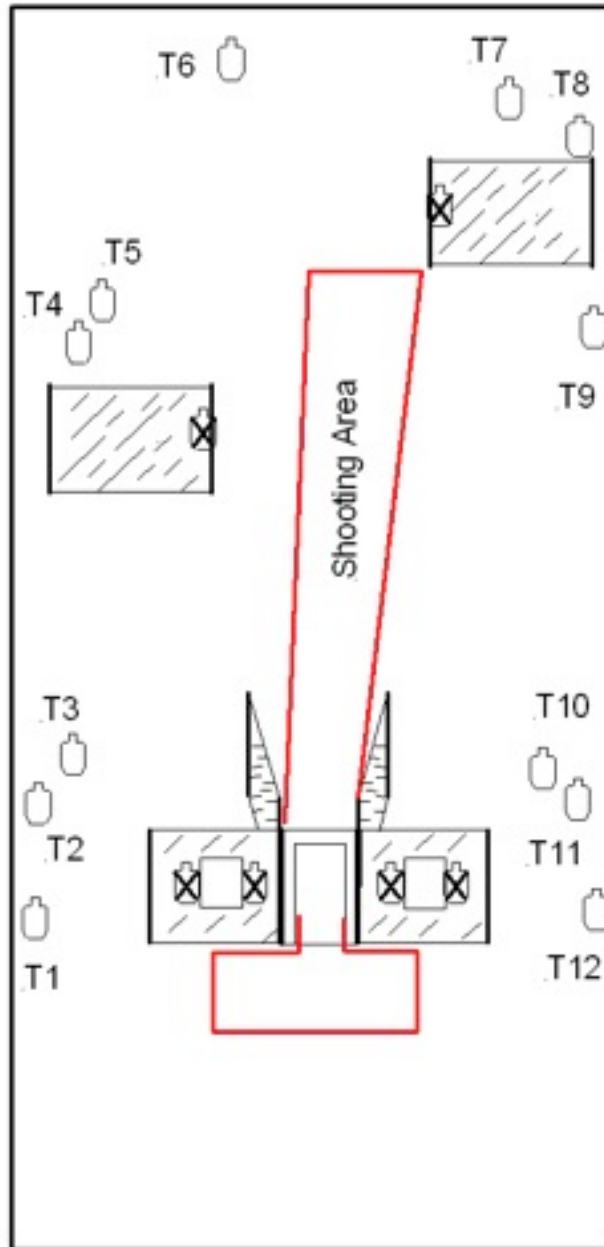
At no point will any combination of arrays PP1-3, T3/T4 and T5/T6 be simultaneously visible.

STAGE 9 – WALL SHOOT

Designed by the Harvard Action Shooters

Scoring Method: Comstock, best two hits on paper.
Minimum Rounds: 24 **Total Points:** 120
Targets: 12 Metric
Penalties and Rules: Latest USPSA Handgun rulebook.
Time Start: Audible.
Time Stop: Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition.
Start Position: Standing erect, facing downrange, arms hanging naturally at sides, anywhere behind the rear fault line.
Procedure: On start signal engage targets from within the Shooting Area.
All walls are hard cover and extend from ground to sky.



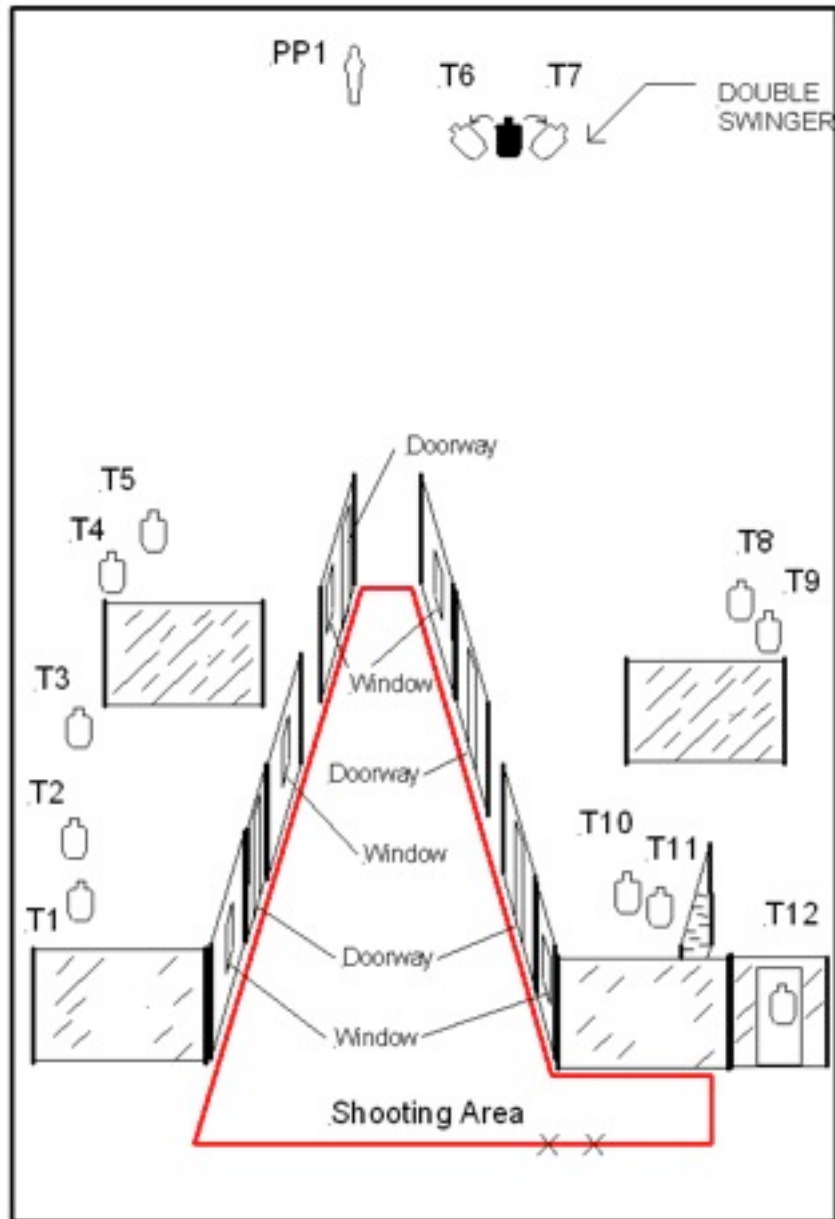
Set-up Notes:

STAGE 10 – COWBOY LEFTOVERS

Designed by the Harvard Action Shooters

Scoring Method: Comstock, best two hits on paper.
Minimum Rounds: 25 **Total Points:** 125
Targets: 12 Metric, 1 Pepper Popper.
Penalties and Rules: Latest USPSA Handgun rulebook.
Time Start: Audible.
Time Stop: Last shot fired.

Handgun Start Condition: Loaded and holstered in the ready condition..
Start Position: Standing erect, facing downrange, arms hanging naturally at sides, heels on “Xs” of rear fault line.
Procedure: On start signal, engage targets from within the Shooting Area.
All walls are hard cover and extend from ground to sky.
Popper PP1 activates double-swinger T6/T7.



Set-up Notes:.