

WSB

Stage 1 of the Go Fast Don't Suck Postal Match, For The Poores!, is a 26 rounds, 130 point, Comstock course of fire. There are 11 USPSA Targets, 2 Poppers, and 2 Mini-Poppers. Scoring will be the best 2 hits per cardboard and the steel must fall.

The start position is standing, straddling either the left most or right most fault line.

Pistol: Handgun loaded and holstered with your wrists below belt.

PCC: Loaded Carbine held in both hands with stock touching belt and muzzle pointing in a safe direction.

Upon the start signal engage the targets as visible from within the fault lines.

*notes:

- The fault lines indicated are the 4' fault lines left and right along the uprange fault line.
- PCC pointing in ANY safe direction including indexed on a target.



Go Fast Don't Suck Postal Match
Stage 2 - Sponsored Shooter
Designed by: Go Fast Don't Suck

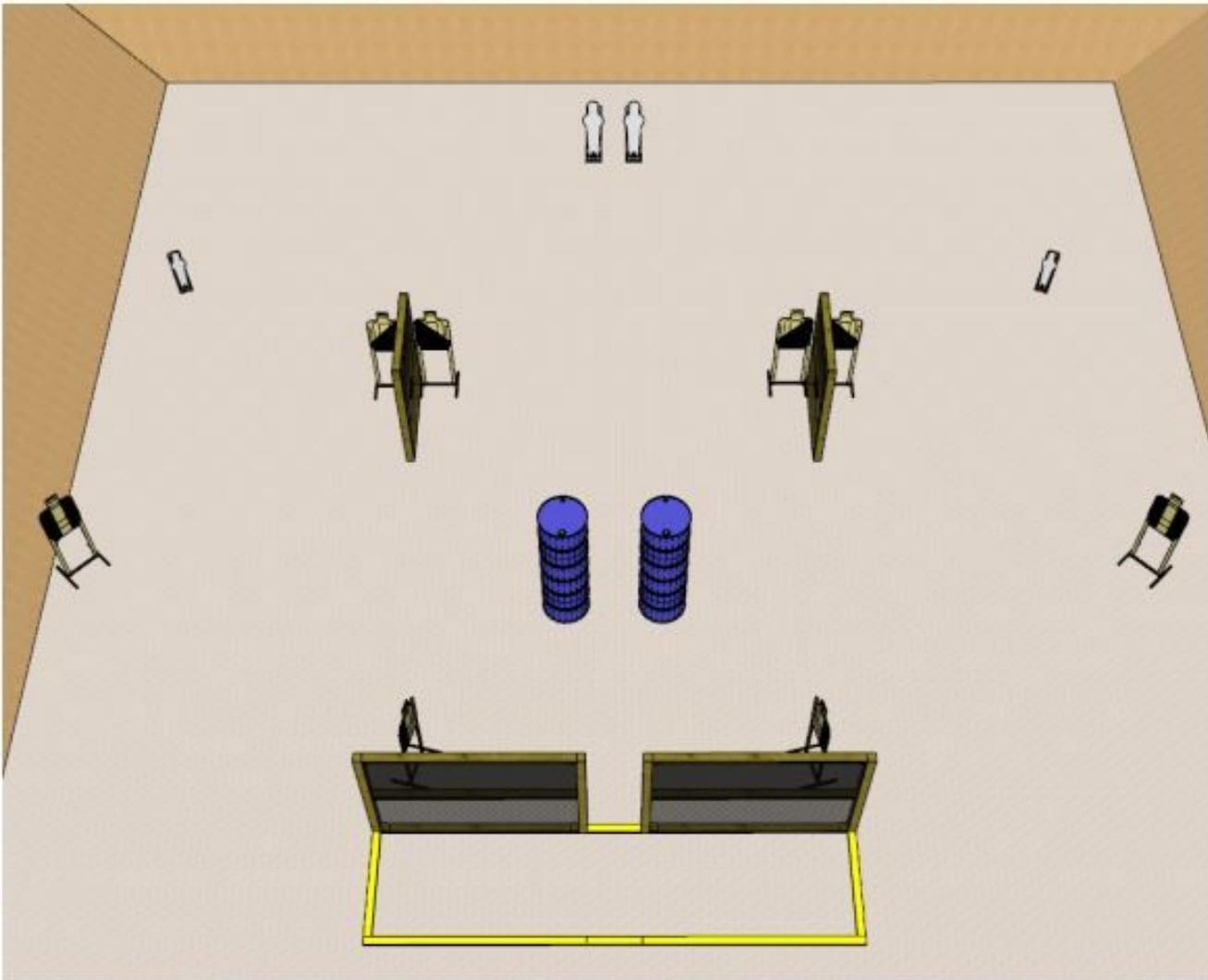
Start Position: Standing within the fault lines with toes touching the center fault line in between the walls.
Handgun: Handgun loaded and holstered, wrists above shoulders.
PCC: Loaded carbine held in both hands with stock touching belt and any part of the carbine touching either wall.

STAGE PROCEDURE

Upon start signal, engage the targets from within the fault lines.

SCORING

- SCORING:** Comstock, 28 rounds, 140 points
- TARGETS:** 8 USPSA, 2 Poppers, 2 Mini-poppers
- SCORED HITS:** Best 3/cardboard, Steel Must Fall
- START – STOP:** Audible – Last shot



WSB

Stage 2 of the Go Fast Don't Suck Postal Match, "Sponsored Shooter", is a 28 round, 140 point, Comstock course of fire. There are 8 USPSA targets, 2 Poppers, and 2 Mini-Poppers. The scoring will be the best 3 hits per cardboard and the steel must fall.

The start position is standing within the fault lines with toes touching the center fault line between the walls.

Pistol: Handgun loaded and holstered with wrists above shoulders.

PCC: Loaded carbine held in both hands with stock touching belt and any part of the carbine touching either wall.

Upon the start signal engage the targets as visible from within the fault lines.

*notes:

- The shooter is not required to face down range.



Go Fast Don't Suck Postal Match

Stage 5 - Stop Sucking

Designed by: Go Fast Don't Suck

Start Position: Standing inside the fault lines with heels touching the most up range fault lines.

Pistol: Handgun loaded and holstered, wrists below belt.

PCC: Loaded carbine held in both hands with muzzle pointing directly downrange.

STAGE PROCEDURE

Upon start signal, engage the targets from within the fault lines.

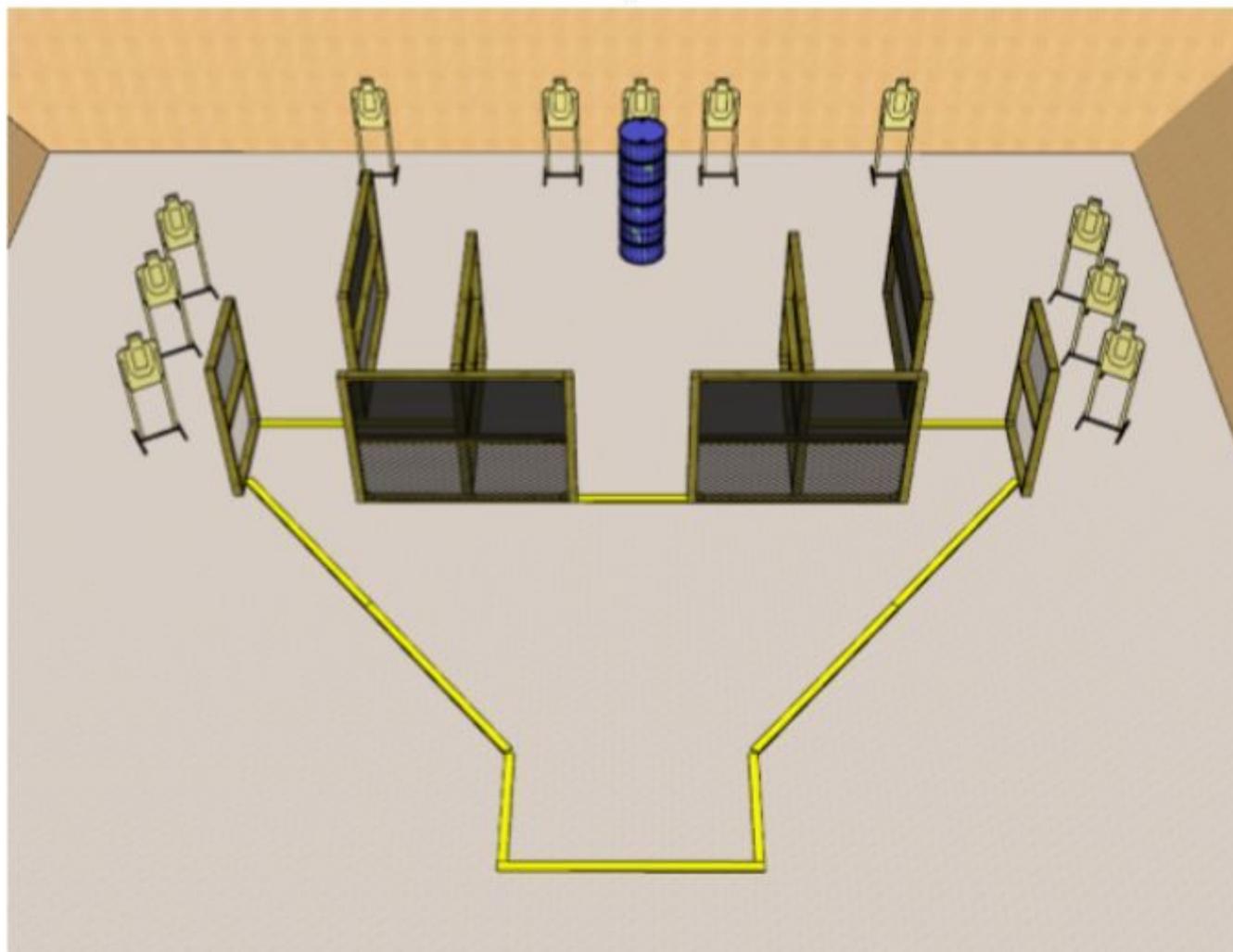
SCORING

SCORING: Comstock, 22 rounds, 110 points

TARGETS: 11 USPSA

SCORED HITS: Best 2/Cardboard

START – STOP: Audible – Last shot



WSB

Stage 5 of the Go Fast Don't Suck Postal Match, Stop Sucking, is a 22 round, 110 point, Comstock course of fire. There are 11 USPSA targets. The scoring will be the best 2 hits per cardboard.

The start position is standing within the fault lines with your heels touching the most uprange fault line.

Pistol: Handgun loaded and holstered with wrists below belt.

PCC: Loaded carbine held in both hands with stock touching belt and muzzle pointing directly down range.

Upon the start signal engage the targets as they become visible from within the fault lines.

*notes:

- PCC start position is with the carbine perpendicular to the back berm “directly down range”
- There should be nothing stopping a competitor from going around the front of the walls if they choose.



Go Fast Don't Suck Postal Match

Stage 3 - Stendo Down!

Designed by: Go Fast Don't Suck

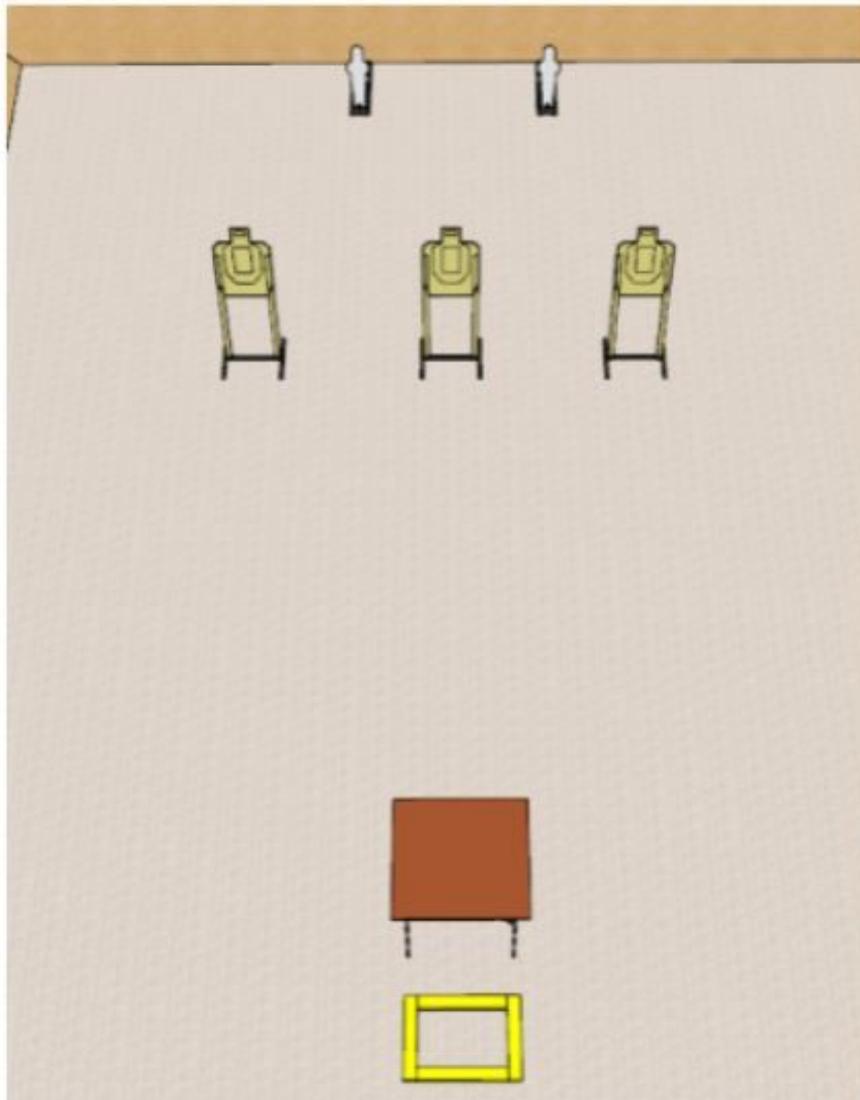
Start Position: Standing within the fault lines, loaded firearm lying anywhere on the table pointing in a safe direction. All magazines and loading devices to be used during the course of fire start from the table. Both hands touching respective thighs.

STAGE PROCEDURE

Upon start signal, engage each cardboard target with 2 rounds each, conduct a mandatory reload and reengage each cardboard with two rounds each. The steel can be shot at any time in any order.

SCORING

SCORING: Comstock, 14 rounds, 70 points
TARGETS: 3 USPSA, 2 Mini-Poppers
SCORED HITS: Best 4/Cardboard, Steel Must Fall
START – STOP: Audible – Last shot



WSB

Stage 3 of the Go Fast Don't Suck Postal Match, Stendo Down!, is a 14 round, 70 point, Comstock course of fire. There are 3 USPSA Targets and 2 Mini-Poppers. The Scoring will be the best 4 hits per cardboard and the steel must fall.

The start position is standing within the fault lines, loaded firearm lying anywhere on the table pointing in a safe direction. Both hands touching respective thighs. All Magazines and reloading devices used for this course must start from the table.

Upon the start signal engage each cardboard target with 2 rounds each, conduct a mandatory reload, reengage each cardboard with 2 rounds each. The steel can be shot at any time in any order.

*note:

- Rules prohibit the competitor touching the firearm or magazines before the start signal.

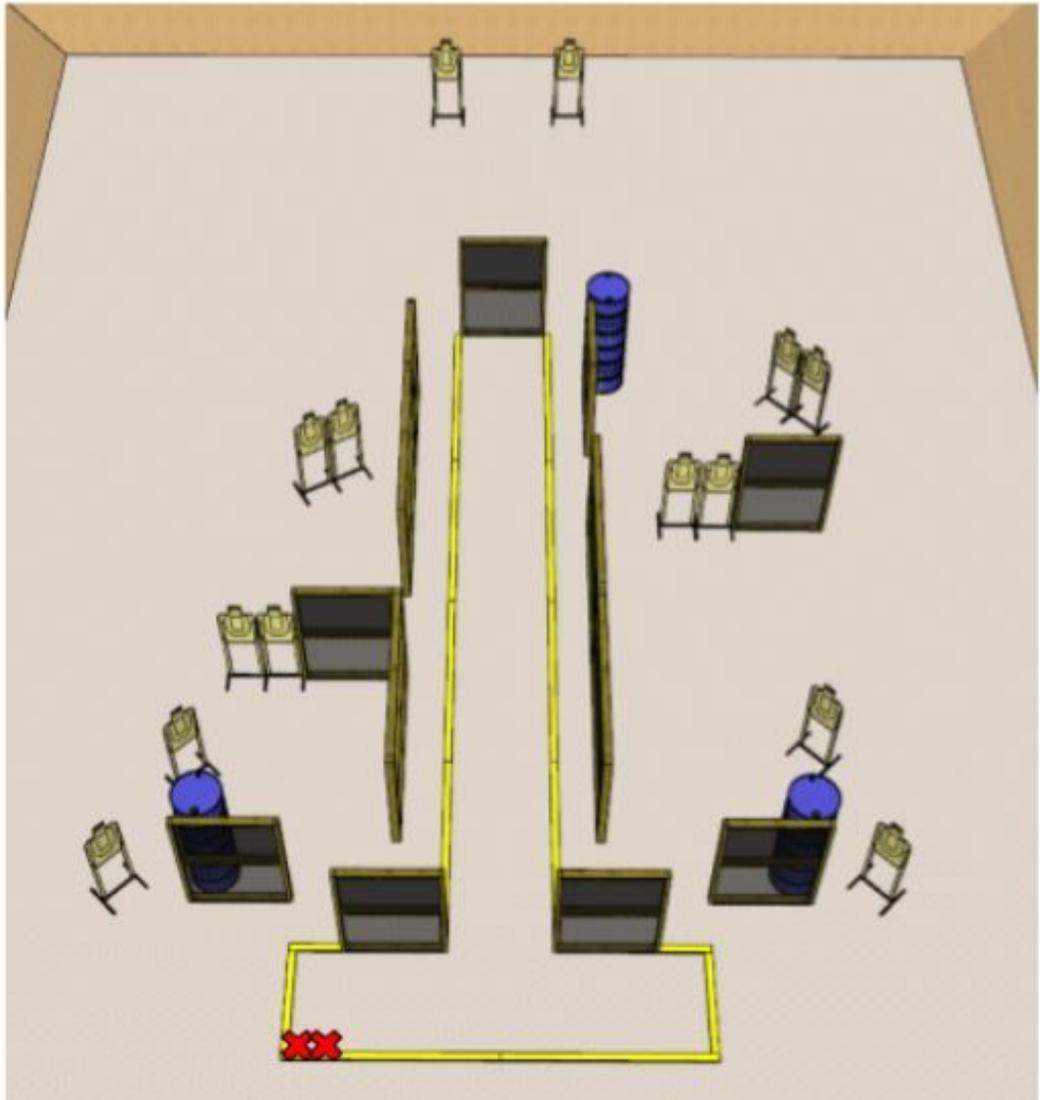


Go Fast Don't Suck Postal Match
Stage 4 - Try Me, Peasant
Designed by: Go Fast Don't Suck

Start Position: Standing outside of the fault lines with toes touching marks.
Pistol: Handgun loaded and holstered, wrists below belt.
PCC: Loaded Carbine held in both hands with stock touching belt with muzzle pointing in a safe direction.

STAGE PROCEDURE
Upon start signal, engage the targets from within the fault lines.

SCORING
SCORING: Comstock, 28 rounds, 140 points
TARGETS: 14 USPSA
SCORED HITS: Best 2/Cardboard
START – STOP: Audible – Last shot



WSB

Stage 4 of the Go Fast Don't Suck Postal Match, Try Me, Peasant, is a 28 round, 140 point, Comstock course of fire. There are 14 USPSA Targets. The scoring will be the best 2 hits per cardboard.

The start position is standing outside of the fault lines with toes touching marks.

Pistol: Handgun loaded and holstered with wrists below belt.

PCC: Loaded carbine held in both hands with muzzle pointing in a safe direction.

Upon the start signal engage the targets as they become visible from within the fault lines.

*notes:

- PCC start position can include indexing on a target. There is no requirement for stock position.



CM 13-05

Tick-Tock

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** US Nationals Design Team

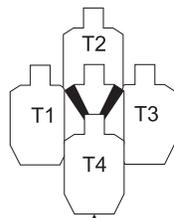
START POSITION: Standing outside the fault lines, toes touching marks, facing downrange, wrists above respective shoulders. Gun is unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark. All magazines to be used on the stage must be on the table.

STAGE PROCEDURE

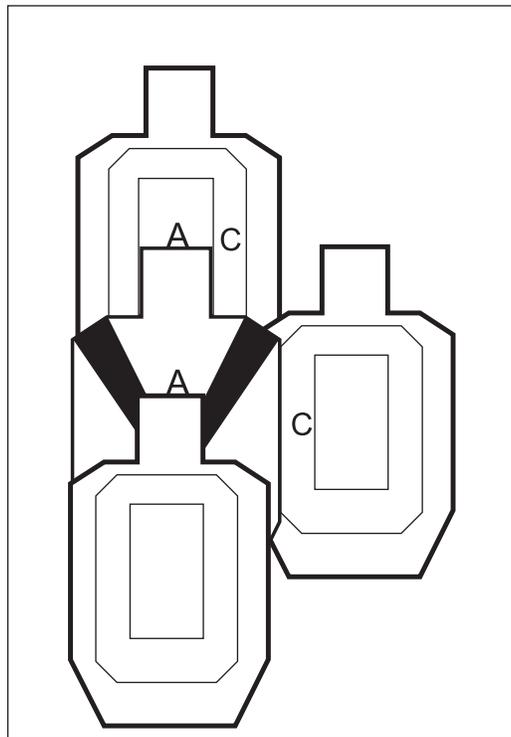
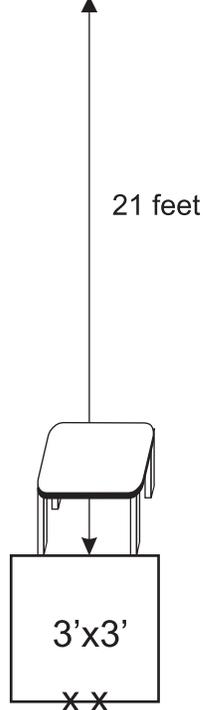
Upon start signal, engage each target with only two rounds, perform a mandatory reload using the magazines/ammo on the table, and then engage each target with only two rounds, from within the fault lines.

SCORING

SCORING: Virginia Count, 16 rounds, 80 points
TARGETS: 4 Metric
SCORED HITS: Best 4/paper
START - STOP: Audible - Last Shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



4' at shoulders of T1&T3



SETUP NOTES: Targets are set at 21 feet from the front fault line. No-shoot is positioned with the edge of the target touching the C scoring line on T1 and T3, and the top of the target 18 inches up from the bottom edge of T2, non-scoring border covering the A zone perforations.



T4 is positioned with the top of the scoring target 18 inches up from the bottom edge of the no-shoot. (A mark must be made from the scoring side of the no-shoot to ensure proper alignment.) The table is a standard height table and can be of any size.

CM 13-05

Tick-Tock

Written Stage Briefing

Tick-Tock is a 16 round, 80 point Virginia Count Classifier course. There are four Metric targets. The best four hits per target will score. The Start signal is audible

The start position is standing outside the fault lines, toes touching marks, facing downrange, wrists above respective shoulders. Your gun will be unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark.

All magazines to be used on the stage must be placed on the table.

PCC: No change.

Upon start signal, from within the fault lines, engage T1-T4 with only two rounds each, make a mandatory reload using a magazine from the table only, then engage T1-T4 with only two rounds each. All reloads must be made using a magazine from the table only. Using magazines from mag pouches is not allowed.





CM 06-03

Can You Count

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Mark Ramsey and John Golson

START POSITION: Standing erect in Box A, arms hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, from Box A only:

String 1: Engage T1 with five rounds only. Perform a mandatory reload and engage T2 with five rounds only.

String 2: Engage T3 with five rounds only. Perform a mandatory reload and engage T4 with five rounds only.

Targets within a string may be engaged in any order without penalty

SCORING

SCORING: Virginia Count, 20 rounds, 100 points

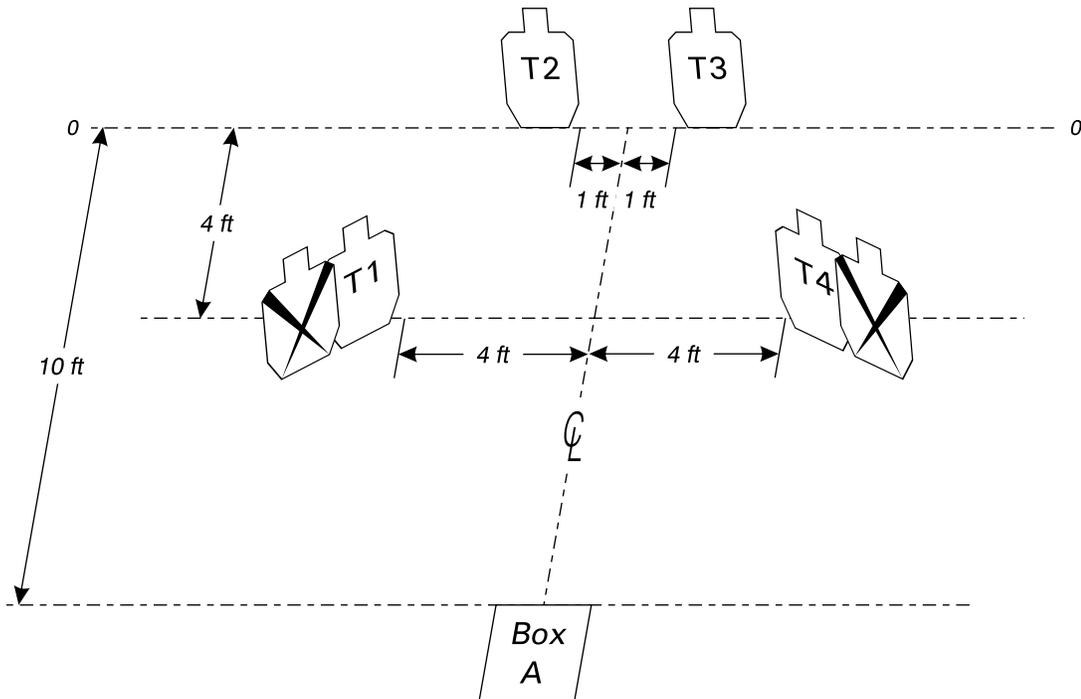
TARGETS: 4 Metric

SCORED HITS: Best 5/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

Failure to perform reload is per-shot-fired penalty.



SETUP NOTES: Set targets T1 and T4 to 4 feet high at shoulders and angled at 45 degrees from the center line. Set targets T2 and T3 to 5 feet at shoulders. Scoring lines of no-shoots overlay C-zone scoring lines



of targets. Bottom of no-shoot is even with bottom of target. Box A is 3 feet by 3 feet.

CM 06-03, Can You Count

Written Stage Briefing

Can You Count is a 20 round, 100 point Virginia count classifier course. There are 4 metric targets. The best 5 hits per paper will score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands naturally at your side. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal from within the fault lines:

String 1: Engage T1 with 5 rounds only, perform a mandatory reload and engage T2 with 5 rounds only.

String 2: Engage T3 with 5 rounds only, perform a mandatory reload and engage T4 with 5 rounds only.





CM 09-14

Eye Of The Tiger

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver

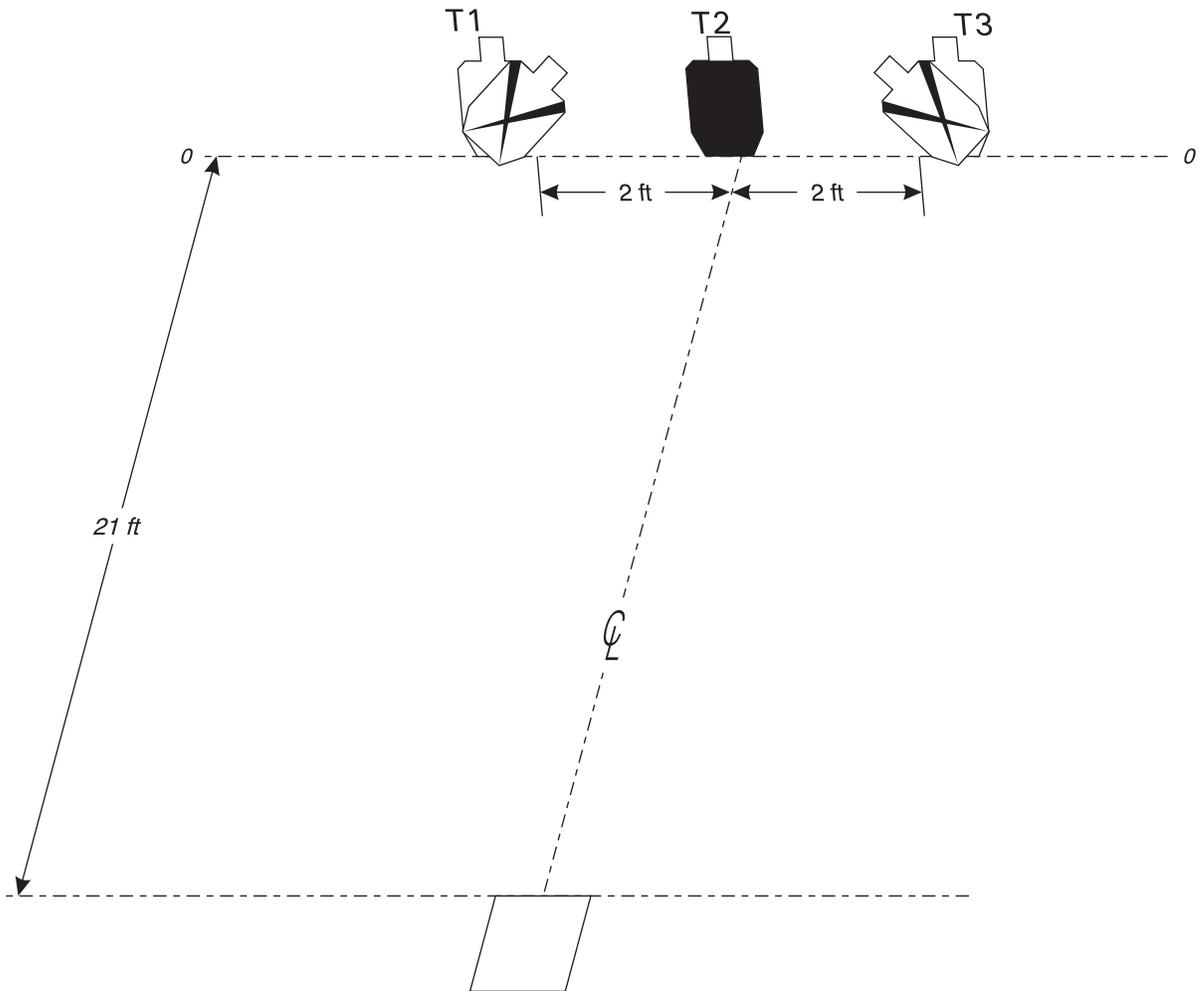
START POSITION: Standing in shooting area facing directly uprange, toes against the back of the box, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, turn, then draw and engage targets with only two rounds each from the shooting area.

SCORING

SCORING: Virginia Count, 6 rounds, 30 points
TARGETS: 3 Metric
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. No-shoots are angled at 45 degrees to shoot targets. Overlay the top shoulder point of the no-shoots with the top shoulder-



der point of each target. The 45-degree shoulder angle should be parallel with the top horizontal edge of each target.

09-14 Eye of the Tiger

Written Stage Briefing

Eye of the Tiger is a 6 round, 30 point Virginia Count Classifier Course. There are 3 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position is standing within the fault lines facing directly uprange, toes against the back of the box. Your hands will be hanging relaxed at your sides. Your gun will be loaded and holstered.

PCC start position is standing within the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, turn then draw and engage each target with only 2 rounds each while remaining in shooting area. No turn for PCC.





CM 03-11

EI Strong & Weak Pres

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Jim Paxon -- Modifications by US Design Team

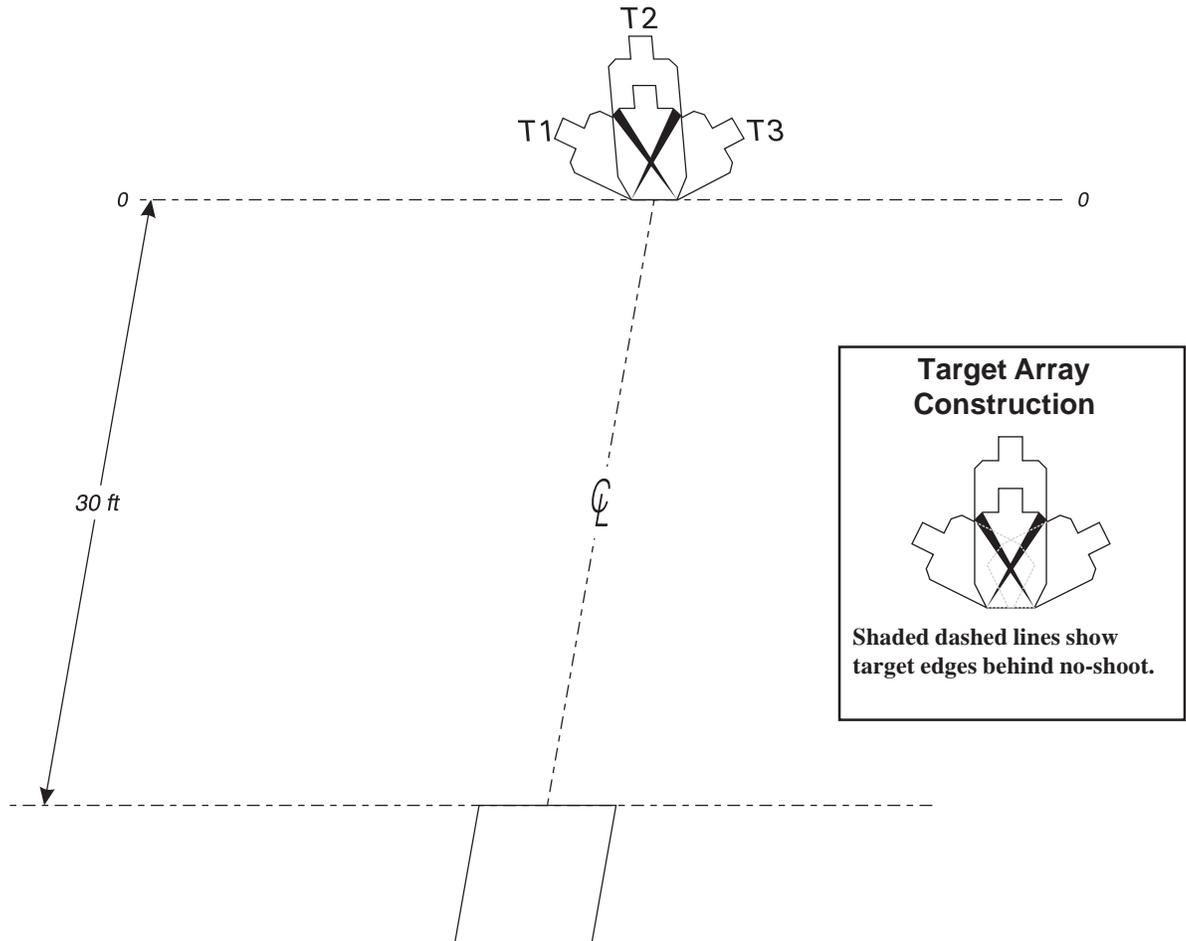
START POSITION: Standing in shooting box, facing uprange, toes of both feet against rear of shooting box, shoulders square with box, and hands on ears or hearing protection. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1: Upon start signal, turn, then draw and engage T1-T3 with only two rounds each **FREESTYLE**, then perform a mandatory reload and re-engage T1-T3 with two rounds each **STRONG HAND ONLY**.
- String 2: Upon start signal, turn, then draw and engage T1-T3 with two rounds each, perform a mandatory reload and re-engage T1-T3 with two rounds each **WEAK HAND ONLY**.

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: Set T2 to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. Top of no-shoot touches bottom of A imprinted in center A zone.



CM 03-11 El Strong & Weak Pres

Written Stage Briefing

El Strong & Weak Pres is a 24 round, 120 point, Virginia Count classifier. There are 3 metric targets. The best 8 hits per target will score. The start signal is audible.

The start position is standing inside the shooting box, facing uprange with toes of both feet against the rear of the shooting box, shoulders square with box, and hands on ears or hearing protection. Handgun is loaded and holstered.

PCC start position is standing inside the shooting box, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For string 1, on the audible start signal, turn, then draw and engage each target, freestyle, with two rounds each, make a mandatory reload, and engage each target with only two rounds each strong hand only. PCC—strong shoulder only.

For string 2, on the audible start signal, turn, then draw and engage each target, freestyle, with two rounds each, make a mandatory reload, and engage each target with only two rounds each weak hand only. PCC—weak shoulder only.

Note: No turn for PCC division.

