



March 2025
A3G/APS USPSA
Match Book





Stage Number: One -Bay 8 (Cowboy)

Stage Name: Through the Tunnel

Rules: Per USPSA Rules, Latest Edition

Stage Designer: Mark Leeber.



Start Position:

Standing with toes on Shooting box 1. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Held at Port Arms.

Stage Procedure:

Stage Par Time: 90 sec .

Upon start signal, engage targets as they become available from within the appropriate shooting areas.

Special Stipulations: 4 Targets in top left corner must be engaged through the green barrel.

SCORING: Hit Factor

SCORED HITS: Per USPSA Rules, Latest Edition

START – Audible

STOP - Last Shot

PENALTIES: Per USPSA Rules, Latest Edition

Steel Targets: 10

Classic Targets: 11

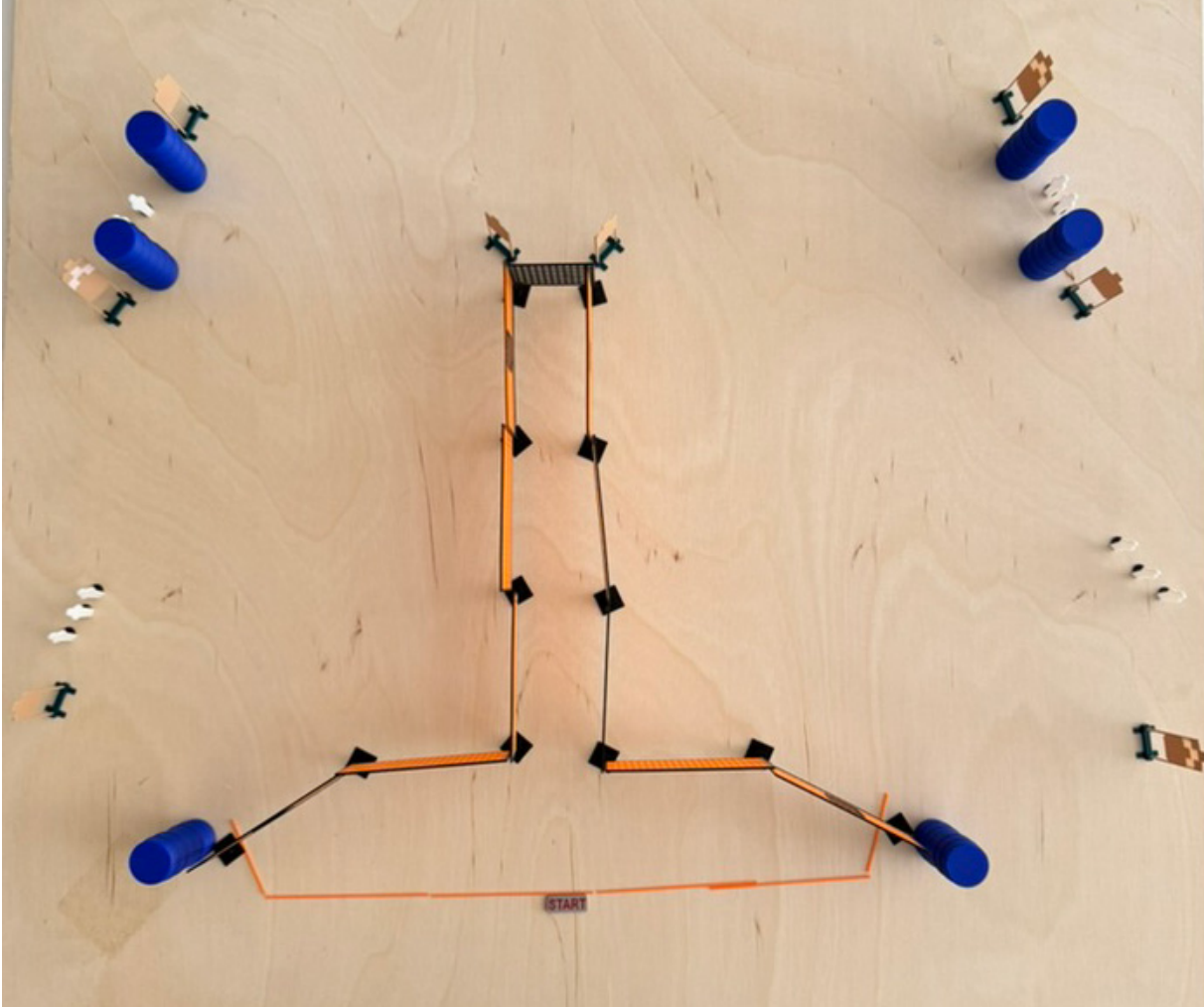


Stage Number: Two -Bay 9

Stage Name: Crossfire Corridor

Rules: Per USPSA Rules, Latest Edition

Stage Designer: Mark Leeber.



Start Position:

Standing with toes on rear fault line. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Held at Port Arms.

Stage Procedure:

Stage Par Time: 90 sec .

Upon start signal, engage targets as they become available from within the shooting area.

Special Stipulations:

SCORING: Hit Factor

SCORED HITS: Per USPSA Rules, Latest Edition

START – Audible

STOP - Last Shot

PENALTIES: Per USPSA Rules, Latest Edition

Steel Targets: 10

Classic Targets: 11



Stage Number: Three -Bay 14

Stage Name: Star Time

Rules: Per USPSA Rules, Latest Edition

Stage Designer: Mark Leeber.



Start Position:

Standing with toes on marks at rear fault line. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Held at Port Arms with safety engaged.

Stage Procedure:

Stage Par Time: 90 sec .

Upon start signal, engage targets as they become available from within the shooting areas.

Special Stipulations:

SCORING: Hit Factor

SCORED HITS: Per USPSA Rules, Latest Edition

START – Audible

STOP - Last Shot

PENALTIES: Per USPSA Rules, Latest Edition

Steel Targets: 14

Classic Targets: 10



Stage Number: Four- Bay 15

Stage Name: Long Way Around

Rules: Per USPSA Rules, Latest Edition.

Stage Designer: Mark Leeber.



Start Position:

Standing outside shooting area with toes on fault line. Handgun: Loaded and Holstered, Long gun: Loaded and held at port arms.

Stage Procedure:

Stage Par Time: 90 sec.

Upon start signal, engage targets as they become available from within the shooting areas only.

Special Stipulations: Do Not shot the walls!

SCORING: Hit Factor

SCORED HITS: Per USPSA Rules, Latest Edition

START – Audible

STOP - Last Shot

PENALTIES: Per USPSA Rules, Latest Edition

TARGETS:

Steel Targets: 4

Classic Targets: 11



Stage Number: Five - Bay 16

Stage Name: TBD

Rules: Per USPSA Rules, Latest Edition.

Stage Designer: Classifier.

TBD

Start Position:

Stage Procedure:

Stage Par Time: 90 sec.

Upon start signal, engage targets as they become available from within the shooting areas only.

Special Stipulations:

SCORING: Hit Factor

SCORED HITS: Per USPSA Rules, Latest Edition

START – Audible

STOP - Last Shot

PENALTIES: Per USPSA Rules, Latest Edition

TARGETS:

Steel Targets: ?

Classic Targets: ?

Metric Targets: ?



Stage Number: Six-Bay 17

Stage Name: Concentration

Rules: Per USPSA Rules, Latest Edition.

Stage Designer: Mark Leeber.



Start Position:

Standing anywhere outside fault line. Handgun: Loaded and Holstered, Long gun: Loaded and held at port arms.

Stage Procedure:

Stage Par Time: 90 sec.

Upon start signal, engage targets as they become available from within the shooting area only.

Special Stipulations: Do Not shot the walls!

SCORING: Hit Factor

SCORED HITS: Per USPSA Rules, Latest Edition

START – Audible

STOP - Last Shot

PENALTIES: Per USPSA Rules, Latest Edition

TARGETS:

Steel Targets: 0

Classic Targets: 17