



**May 2025**

**Atlanta Practical Shooters (APS) USPSA**

**Match Book**

**Brought to you by Atlanta 3 Gun Enterprises (A3G)**



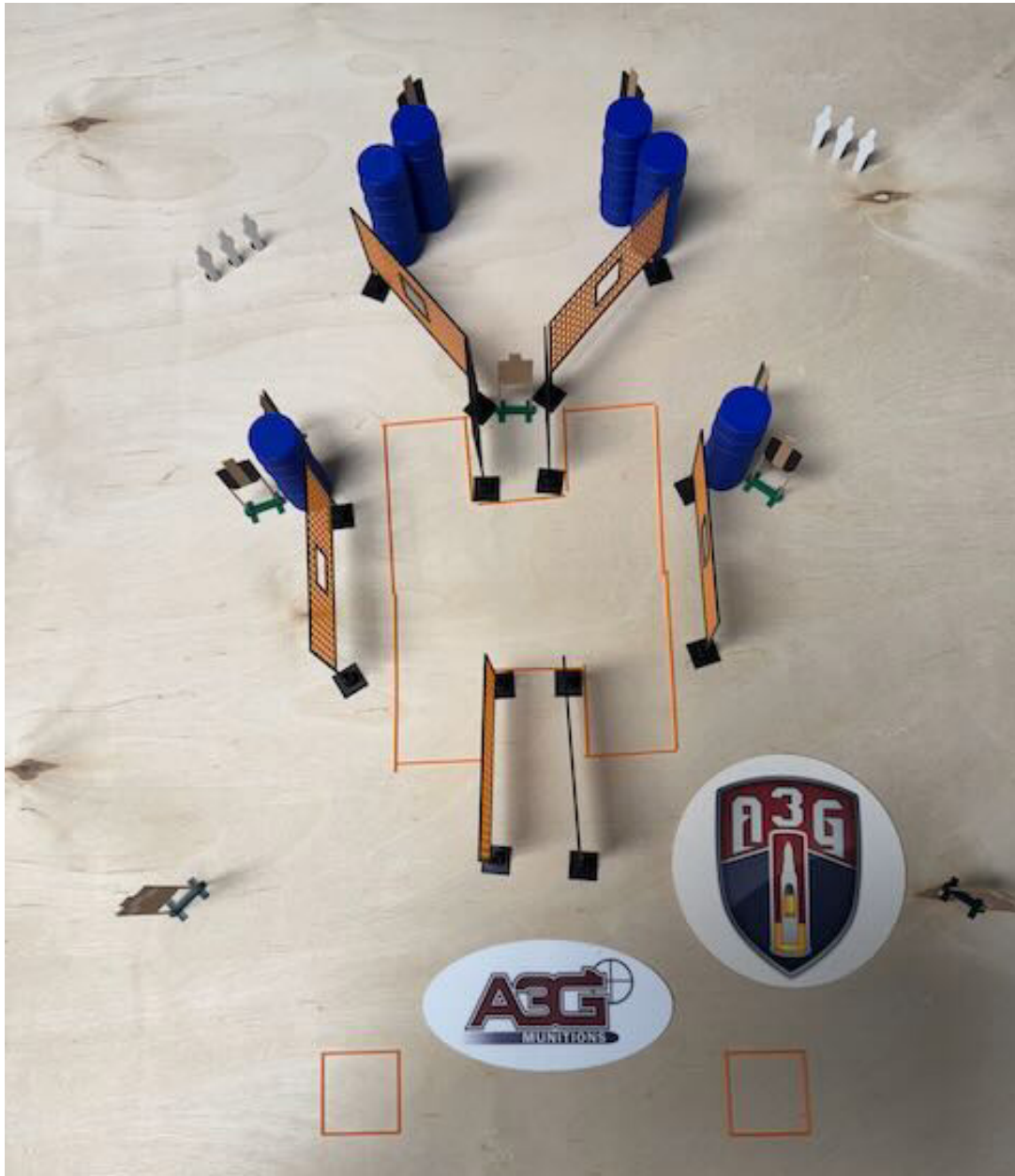


**Stage Number:** One - Bay 8 (Cowboy)

**Stage Name:** What a Mess

**Rules:** Per USPSA Rules, Latest Edition

**Stage Designer:** Leebs & The Berger



**Start Position:**

Standing In either box. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Loaded with safety engaged and aimed at purple aimpoint at leg of first wall.

**Stage Procedure:**  
**Stage Par Time: 90 sec .**

Upon start signal, engage targets as they become available from within the appropriate shooting areas. At least one target must be engaged from every box/shooting area.

**Special Stipulations:** At least one target must be engaged from every box/shooting area.

Target placement is generally depicted, actual position may vary.

**SCORING:** Hit Factor

**SCORED HITS:** Per USPSA Rules, Latest Edition

**START** – Audible

**STOP** - Last Shot

**PENALTIES:** Per USPSA Rules, Latest Edition

Steel Targets: 6

Cardboard Targets: 9

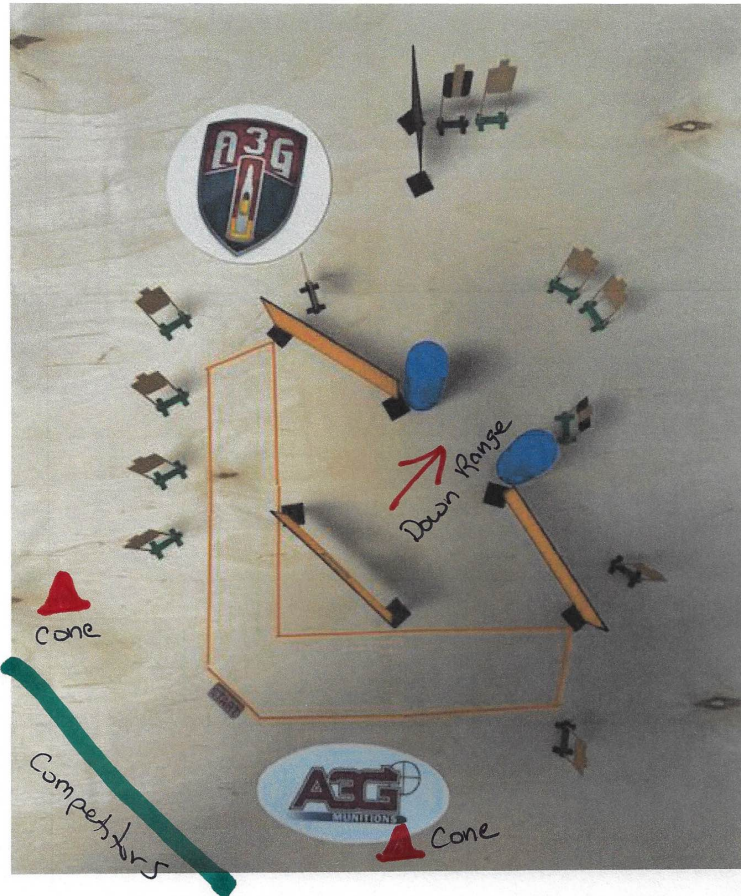


**Stage Number:** Two - Bay 9

**Stage Name:** Corner of Our World

**Rules:** Per USPSA Rules, Latest Edition

**Stage Designer:** Leebs & The Berger



**Start Position:**

Standing with toes on rear fault line at corner. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Loaded safety engaged and aimed at purple aimpoint on far right leg of wall.

**Stage Procedure:**

Upon start signal, engage targets as they become available from within the shooting area. This is a 270 degree bay, the muzzle must stay down range of the Cones in the bay. AFTER THE WALK THROUGH ALL COMPETITORS MUST STAY BEHIND THE GREEN FAULT LINE UNTIL THEY ARE CALLED TO THE LINE BY THE RO. There are no walk-thrus allowed after the initial 5-minute walk through. This is to ensure range and competitor safety.

**Special Stipulations:** This is a 270 degree bay, the muzzle must stay down range of the Cones in the bay. AFTER THE WALK

THROUGH ALL COMPETITORS MUST STAY BEHIND THE GREEN FAULT LINE UNTIL THEY ARE CALLED TO THE LINE BY THE RO. There are no walk-thrus allowed after the initial 5-minute walk through. This is to ensure range and competitor safety. Each offense incurs a procedural.

**SCORING:** Hit Factor

**SCORED HITS:** Per USPSA Rules, Latest Edition

**START** – Audible

**STOP** - Last Shot

**PENALTIES:** Per USPSA Rules, Latest Edition

Steel Targets: 0

Cardboard Targets: 12



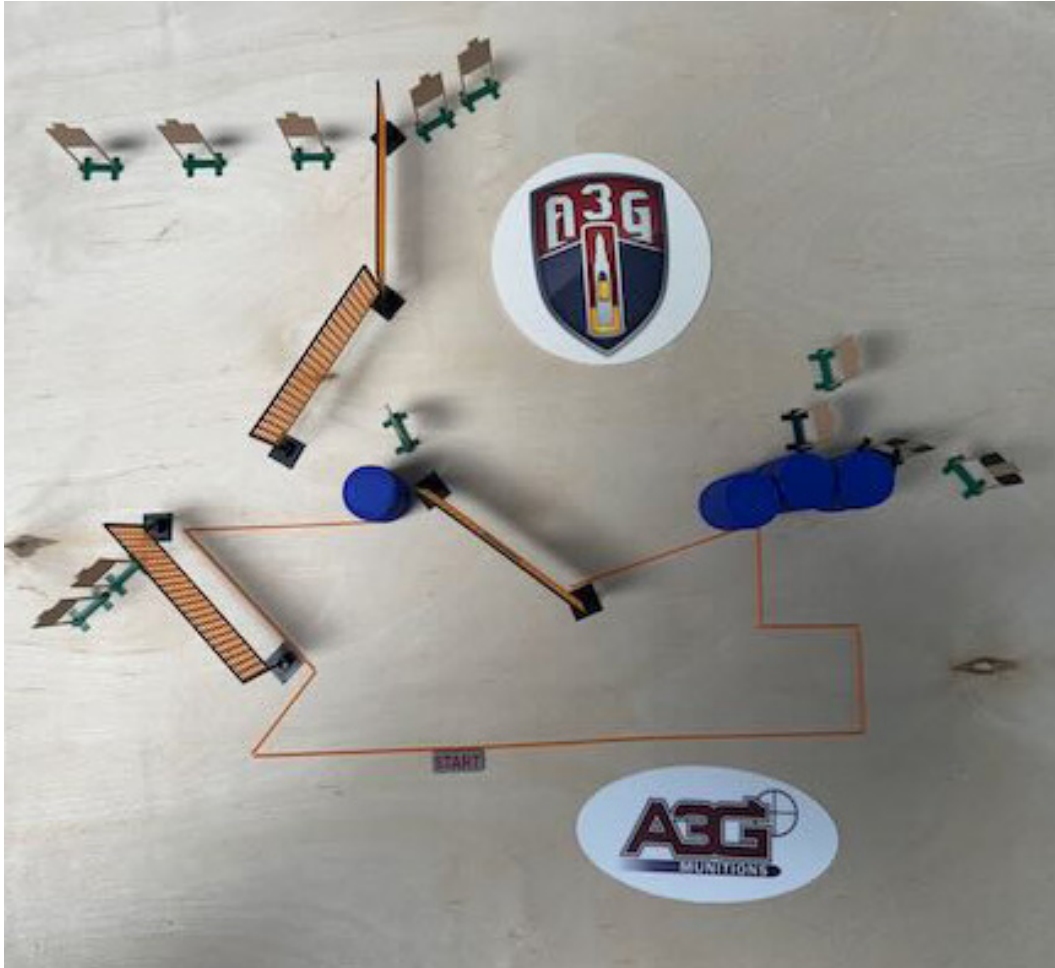


**Stage Number:** Three - Bay 15

**Stage Name:** Bueller

**Rules:** Per USPSA Rules, Latest Edition

**Stage Designer:** Leebs & The Berger



Target placement is generally depicted, actual position may vary.

**Start Position:**

Standing with toes on marks at rear fault line. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Loaded safety engaged and aimed at purple aimpoint.

**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: 0

Cardboard Targets: 12



Cash Prices, Credit Cards add 4%

#### PRIMERS:

CCI 500 OEM \$70 per 1000 (small pistol) or \$325 for 5000  
Remington 1 ½ \$70 per 1000 (small pistol) or \$325 for 5000  
CCI 200 OEM \$100 per 1000 (large rifle) or \$450 for 5000  
CCI 400 OEM \$75 per 1000 (small rifle) or \$350 for 5000

#### Bullets:

Berry's 115gr HBRNTP Bullets – Box of 1000 \$100.00

#### Loaded 9mm:

115gr RN box of 50 \$13.00  
124gr RN box of 50 \$13.00  
145gr RN Lipstick box of 50 \$22.00

#### 223:

55gr Hornady FMJ/BT Box of 20 \$10.00  
55gr Hornady FMJ/BT Box of 50 \$25.00

#### Red Dots:

Holosun SCS \$300  
Vortex Defender CCW 3MOA \$175  
Vortex Defender CCW 6MOA \$175

#### AR15 Upgrades:

Hiperfire HIPERTOUCHECLIPSE AR Trigger \$250  
Vortex Razor HD 1-10 MRAD \$2000  
Vortex SPARC Solar \$250  
Vortex Venom 3MOA \$200  
A3G 30 Round Magazines \$15.00

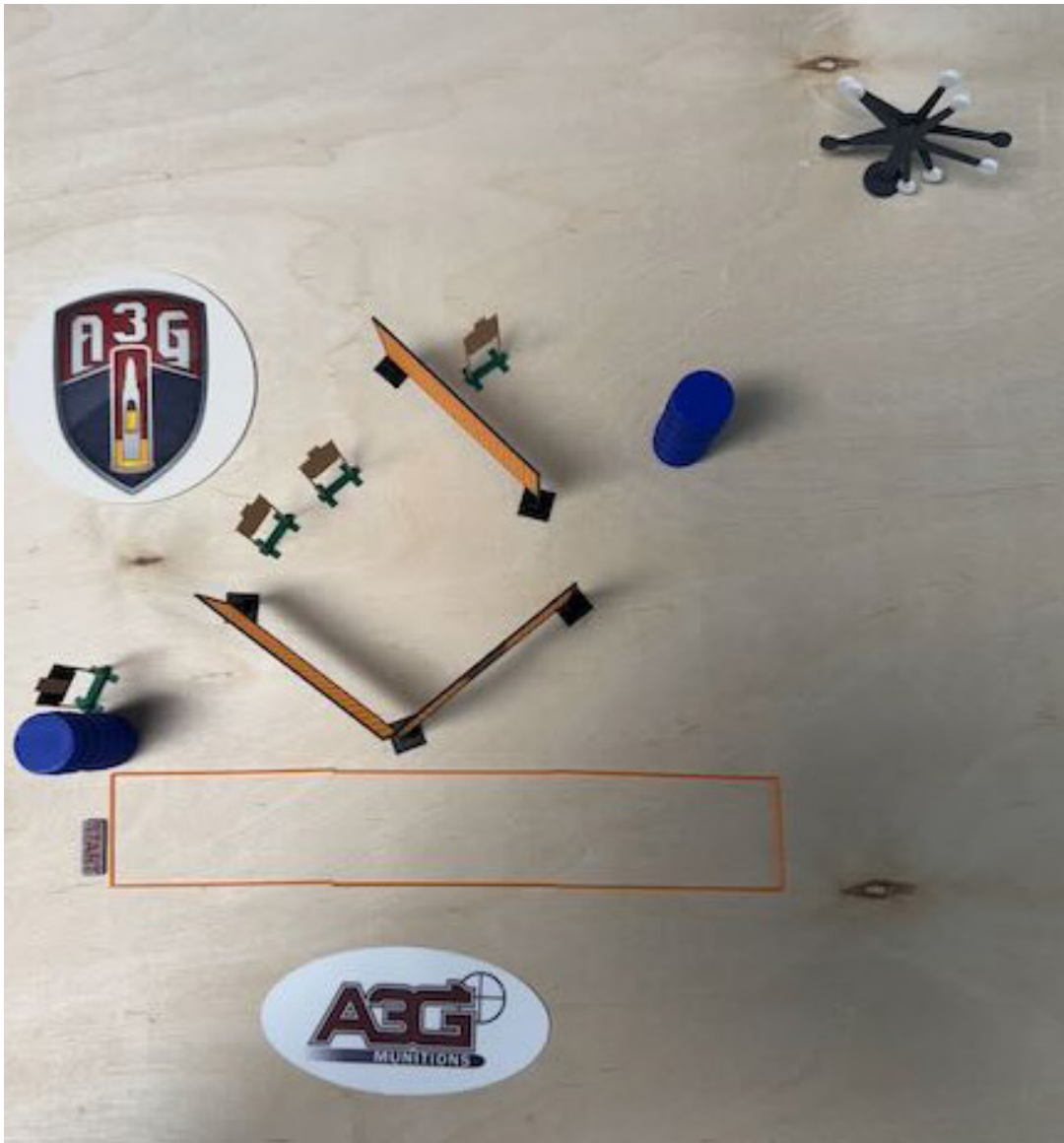


**Stage Number:** Four - Bay 16

**Stage Name:** Short and Sweet

**Rules:** Per USPSA Rules, Latest Edition

**Stage Designer:** Leebs & The Berger



**Start Position:**

Standing with toes on marks at side fault line. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Loaded safety engaged and aimed at purple aimpoint.

**Stage Procedure:**

**Stage Par Time: 90 sec.**

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

**Special Stipulations:**

Black plates on start are fixed and will not fall. I suggest you only shoot the white ones.

Target placement is generally depicted, actual position may vary.

**SCORING:** Hit Factor

**SCORED HITS:** Per USPSA Rules, Latest Edition

**START** – Audible

**STOP** - Last Shot

**PENALTIES:** Per USPSA Rules, Latest Edition

Steel Targets: 8

Cardboard Targets: 4

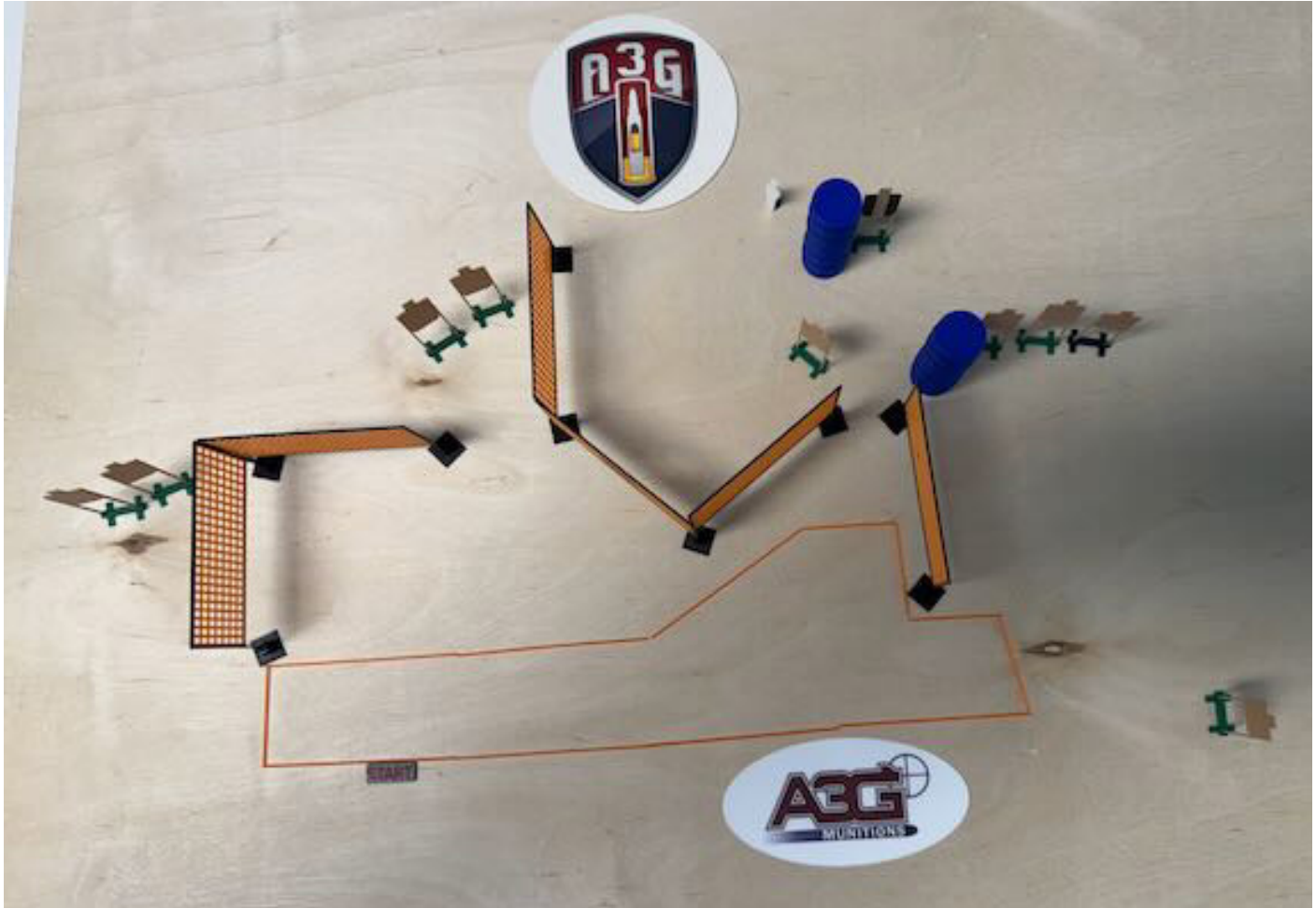


**Stage Number:** Five - Bay 17

**Stage Name:** Foot-Work

**Rules:** Per USPSA Rules, Latest Edition.

**Stage Designer:** Leebs & The Berger



Target placement is generally depicted, actual position may vary.

**Start Position:** Toes on marks at rear fault line. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Loaded safety engaged and aimed at purple aimpoint.

**Stage Procedure:**

**Stage Par Time: 90 sec.**

Upon start signal, engage targets as they become available from within the shooting area 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: 1

Cardboard Targets: 10




**Stage Number: Six- Bay 10**

**Stage Name: Can you Strong and Weak Hand?**

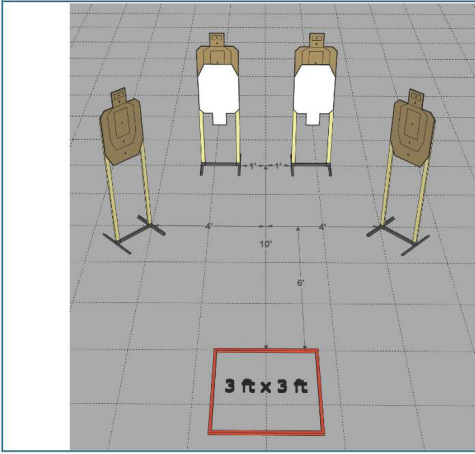
**Rules: Per USPSA Rules, Latest Edition.**

**Stage Designer: A secret person in Sedro**


**24-01**

Can you Strong and Weak Hand?

**Scoring:** Virginia Count  
**Targets:** 4 USPSA cardboard targets  
**Rounds:** 24  
**Condition:** Loaded and holstered  
**Start Position:** Inside shooting area. Handgun loaded and holstered, wrist below belt. PCC loaded, safety applied, stock on belt, held with both hands.



© 2024, United States Practical Shooting Association (USPSA). All rights reserved.

**24-01**

Can you Strong and Weak Hand?

**Written Stage Briefing**

Can You Strong or Weak Hand is a 24 round, Virginia Count Standard Exercise. There are 4 USPSA targets. The best 6 hits per target will score.

**Start Position:** Inside shooting area. Handgun loaded and holstered, wrists below belt. PCC loaded, safety applied, stock on belt, held with both hands.

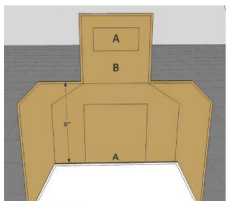
Upon audible start signal, from within the shooting area:

**String 1:** Engage each target with 2 rounds each, then perform a mandatory reload and engage each target with only 1 round each Strong Hand/Shoulder Only.

**String 2:** Engage each target with 2 rounds each, then perform a mandatory reload and engage each target with only 1 round each Weak Hand/Shoulder Only.

**Build Notes:**

- Target Height is 5 ft to top of the head
- No shoot inverted at 8" below shoulder



© 2024, United States Practical Shooting Association (USPSA). All rights reserved.

**Start Position:**

In Box. Handgun Loaded and Holstered, Long gun Loaded with stock on belt. Safety on for both.

**Stage Procedure:**

See above

**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: 0

Cardboard Targets: 4