



# CM 06-04

# Fluffy's Revenge 1

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Beth Wingfield

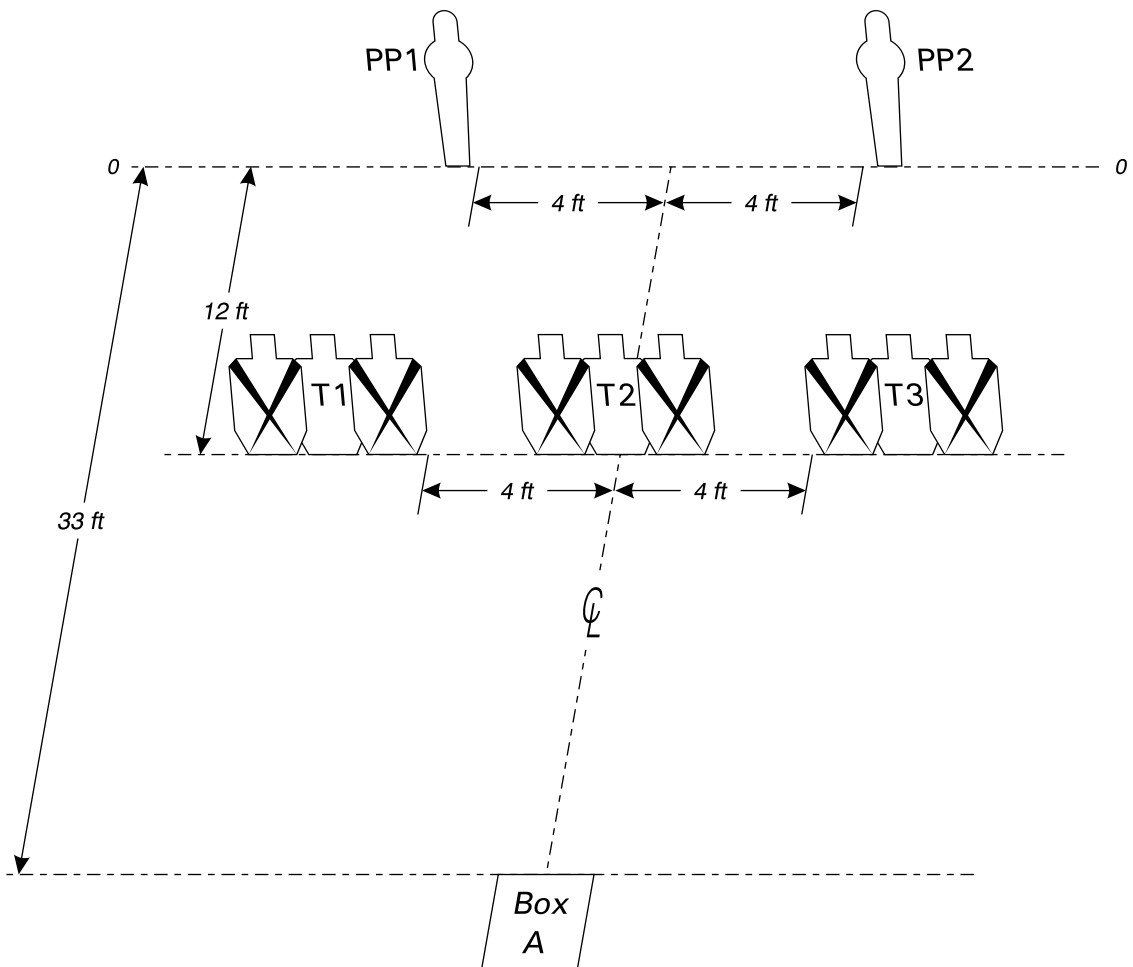
**START POSITION:** Standing erect in Box A, arms relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

On signal, engage targets from Box A only.

### SCORING

**SCORING:** Comstock, 8 rounds, 40 points  
**TARGETS:** 3 Metric, 2 Pepper poppers  
**SCORED HITS:** Best 2/paper, KD=1A  
**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. Scoring lines of no-shoots overlay C-zone scoring lines of targets. Center of T2 is center line of course. Box A is 3 feet by 3 feet.



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### Written Stage Briefing

Fluffy's Revenge 1 is an 8 round, 40 point Comstock classifier course. There are 3 Metric targets and 2 Pepper poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands relaxed at sides. 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, engage targets from within the fault lines.





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TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASHMARKS					
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
STL	<input type="text"/>				<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
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 =

(4 DECIMAL PLACES)



Shooter:

RO:

**REMARKS**

SHOOTER NUMBER  **Open** **Lim.** **Lim. 10** **Prod.** **Rev.** **Sing. St.** **MAJOR** **minor**

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