



# TEXAS PAPER & IRON “DOUBLE TO GO”



**Course Designer:** AMPC  
**Guidelines:** USPSA Handgun Competition Rules, latest edition.

**Start Position:** Handgun is loaded and holstered per rule 8.1.  
Standing in BOX A facing downrange, wrists above shoulders.

**Stage procedure:**

From Box A, upon start signal, engage and hit P1-P8 in any order.

A **MANDATORY** reload is required between the first and last plate hit.

Repeat for STRINGS 2 & 3

**SCORING:** Comstock

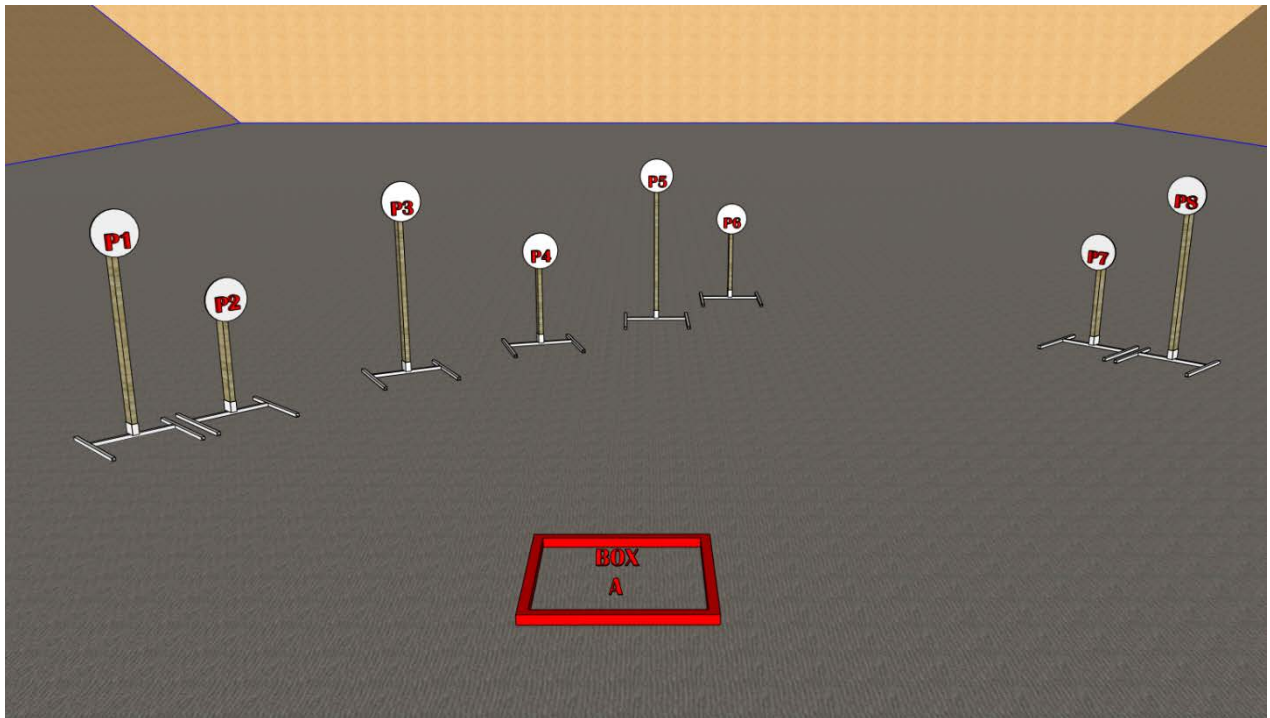
**ROUNDS:** 24

**TARGETS:** 8 Steel

**START-STOP:** Audible – Last shot fired

**PENALTIES:** 3 seconds for each miss.

A procedural equals 5 seconds for each shot fired.



**Notes:**



# TEXAS PAPER & IRON "HUNG OVER & STRUNG OUT"



**Course Designer:** AMPC

**Guidelines:** USPSA Handgun Competition Rules, latest edition.

**Start Position:** Handgun is loaded and holstered per rule 8.1.  
Standing in START BOX facing downrange, hands at side.

**Stage procedure:**

On start signal, move into BOX A and engage **ONLY T1** with 6 rounds. Move to BOX B and engage **ONLY T2** with six rounds. Move into BOX C and engage **ONLY T4** with six rounds. Engage T3 with six rounds from either BOX A, BOX B or BOX C.

T1 may **ONLY** be engaged from BOX A  
T2 may **ONLY** be engaged from BOX B  
T4 may **ONLY** be engaged from BOX C  
T3 may be engaged from either BOX A, Box B or BOX C

**SCORING:** Comstock

**ROUNDS:** 24

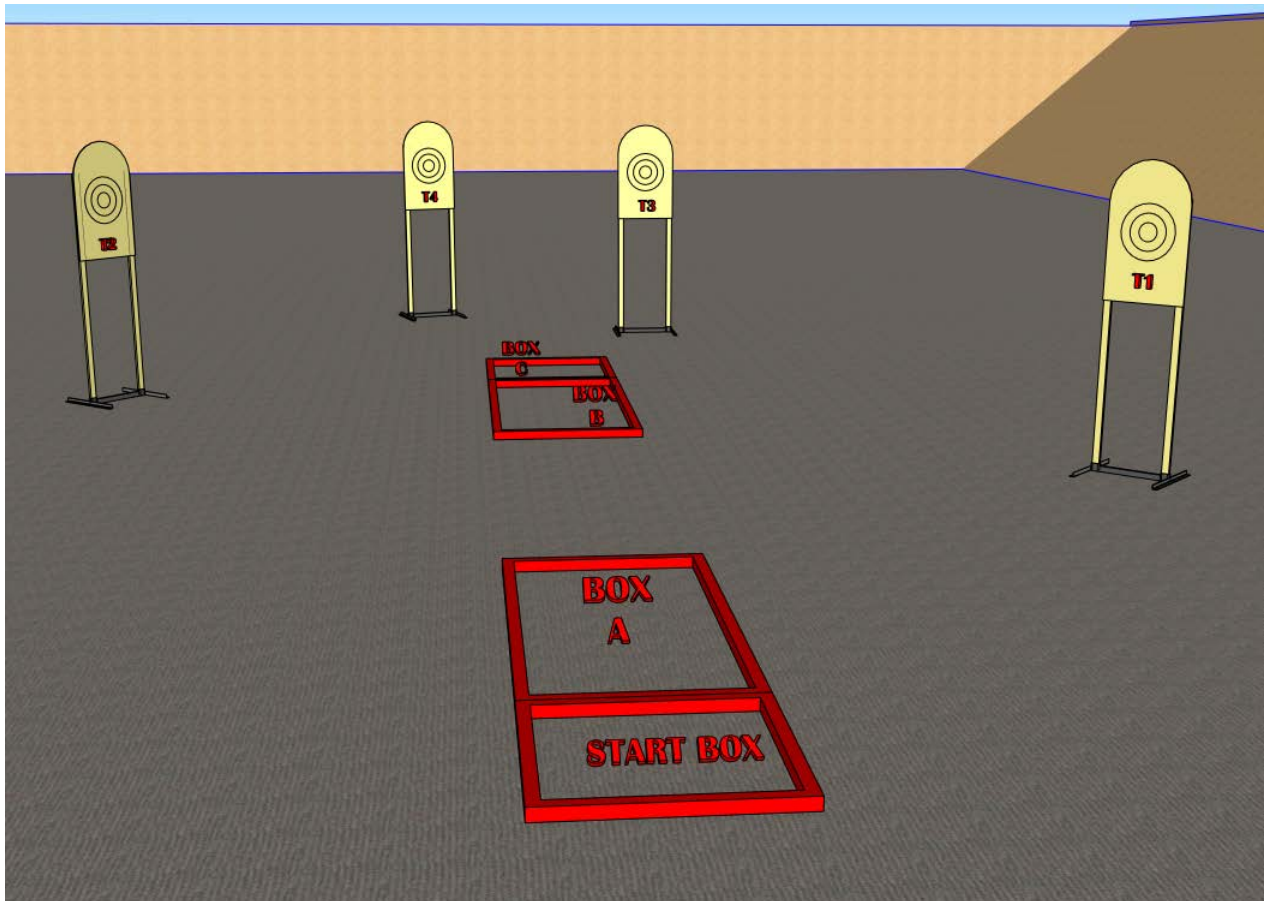
**TARGETS:** 4 Tombstone

**SCORED HITS:** Best 6 per target

**START-STOP:** Audible – Last shot fired

**PENALTIES:** 3 seconds for each miss.

A procedural equals 5 seconds for each shot fired.



**Notes**



# TEXAS PAPER & IRON “PACK’EM & STACK’EM”



Course Designer: AMPC

Guidelines: USPSA Handgun Competition Rules, latest edition.

**Start Position:** Handgun is loaded and holstered per rule 8.1.  
Standing in box “A” facing downrange, hands at sides.

**Stage procedure:**

### STRING 1

On signal, engage T1-T6 with 1 round each, in any order, perform a **MANDATORY** reload and engage T4-T6 with 2 rounds each in any order.

### STRING 2

On signal, engage T1-T6 with 1 round each in any order, perform a **MANDATORY** reload and engage T1-T3 with 2 rounds each in any order.

**SCORING:** Virginia Count

**ROUNDS:** 24

**TARGETS:** 6 Tombstone

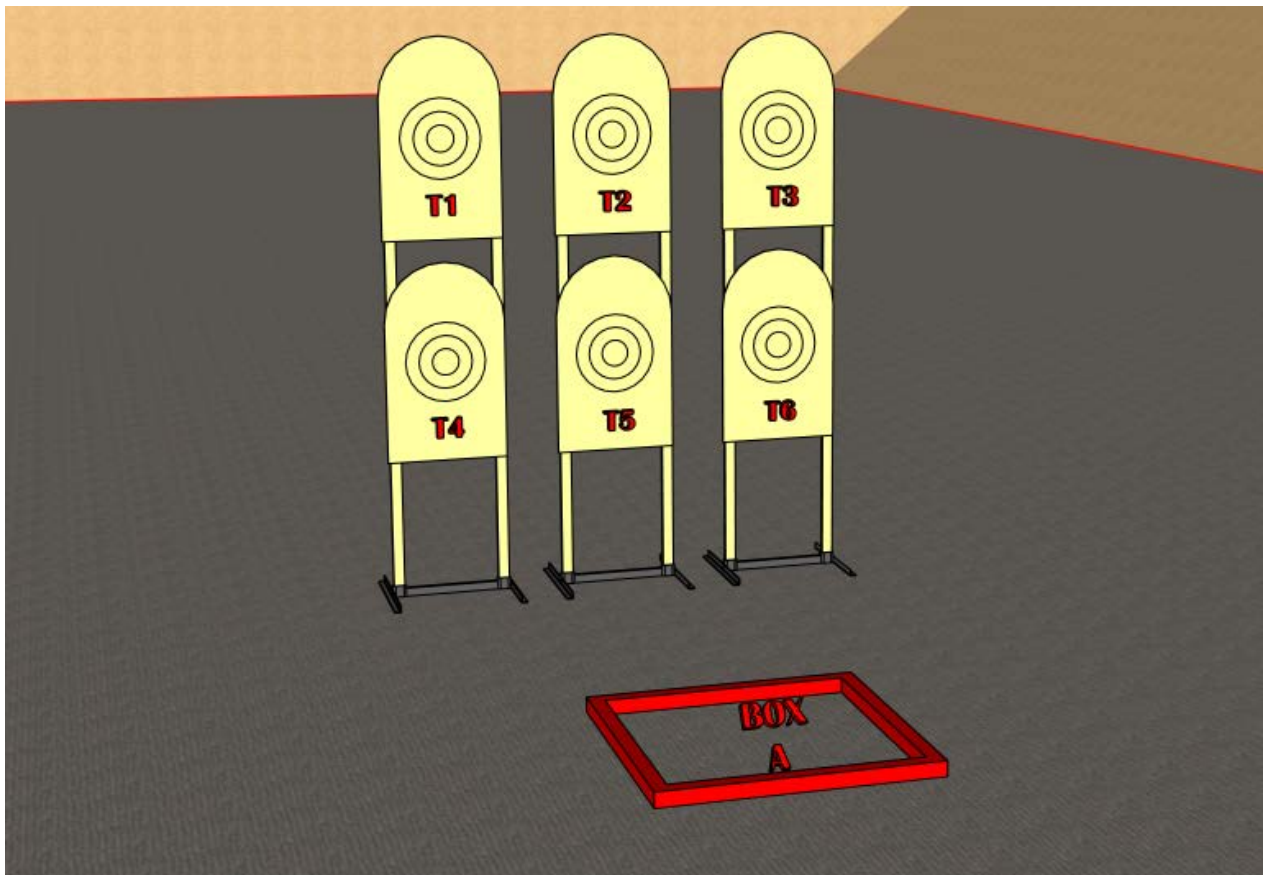
**SCORE HITS:** 4 Per Target

**START-STOP:** Audible – Last shot fired

**PENALTIES:** 3 seconds for each miss.

A procedural equals 5 seconds for each shot fired.

If target array is shot out the specified order, one procedural penalty per string fired on that array will be assessed.



**Notes**



# TEXAS PAPER & IRON "POPPIN' W"



Course Designer: AMPC

Guidelines: USPSA Handgun Competition Rules, latest edition.

**Start Position:** Handgun is loaded and holstered per rule 8.1.  
Standing in box "A" facing downrange, wrists above shoulders.

**Stage procedure:**

**STRING 1:**

From Box A, upon start signal, engage and hit **ONLY** P1-P5, in any order. P1-P5 **MUST** be hit before engaging PP1-PP2, and G1.

There is a **MANDATORY** reload between the first and last target hit.

Repeat for STRINGS 2 & 3

**SCORING:** Comstock

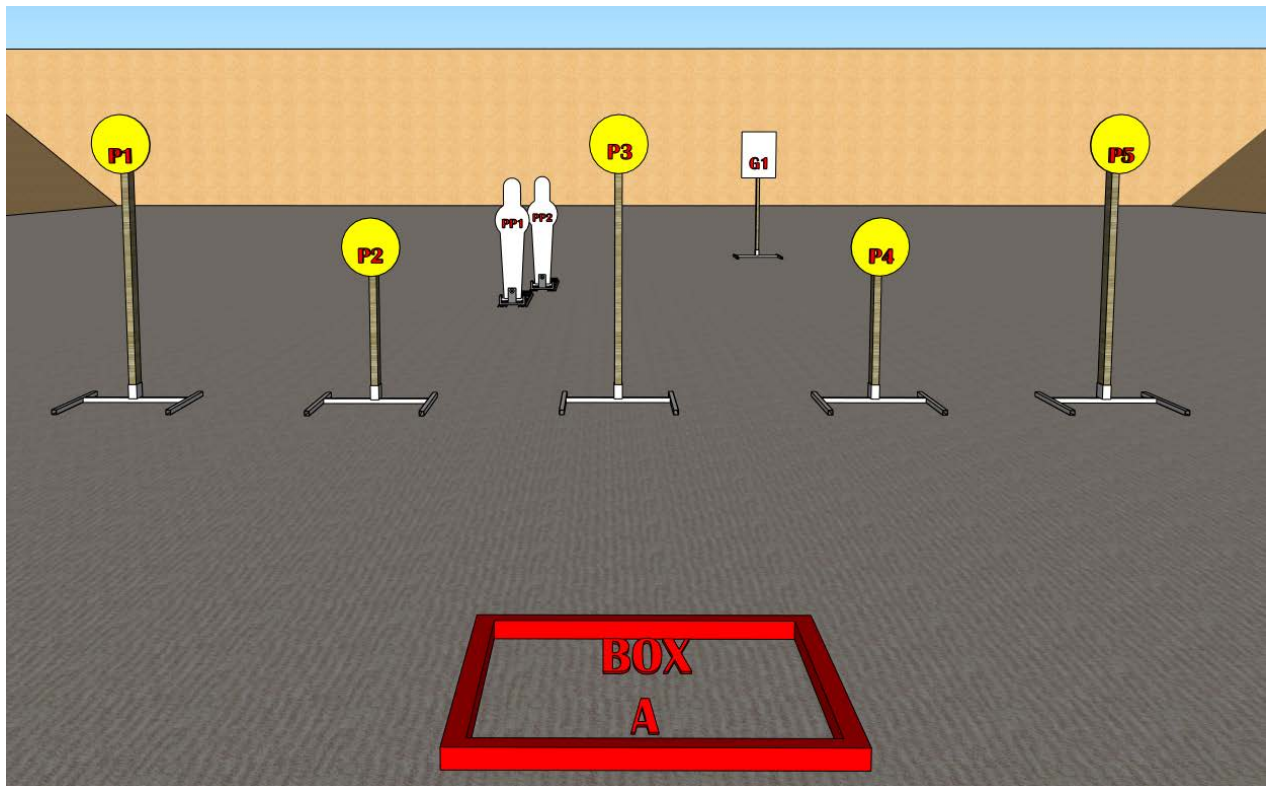
**ROUNDS:** 24

**TARGETS:** 8 Steel

**START-STOP:** Audible – Last shot fired

**PENALTIES:** 3 seconds for each miss.

A procedural equals 5 seconds for each shot fired.



**Notes:** Hitting PP1-PP2, or G1 **PRIOR** to hitting P1-P5 will incur 1 procedural per target hit. Shooter may return to P1-P5, but if PP1-PP2 is knocked down (Or is falling) it is a "Lost" target, in addition to the procedural. If P1-P5 is re-engaged, G1 may also be re-engaged without incurring penalties.



# TEXAS PAPER & IRON "SGT. YORK'S WAY"



Course Designer: AMPC

Guidelines: USPSA Handgun Competition Rules, latest edition.

**Start Position:** Handgun is loaded and holstered per rule 8.1.  
Standing in box facing downrange, hands at side.

**Stage procedure:**

**STRING 1:** Standing in Box "A", on start signal, engage in tactical order, near to far, T1-T6 with 1 round each.

**STRING 2:** Standing in Box "A", on start signal, engage in tactical order, far to near, T6-T1 with 1 round each.

**STRING 3:** Standing in Box "B", on start signal, engage in tactical order, near to far, T1-T6 with 1 round each.

**STRING 4:** Standing in Box "B", on start signal, engage in tactical order, far to near, T6-T1 with 1 round each.

**SCORING:** Virginia Count

**ROUNDS:** 24

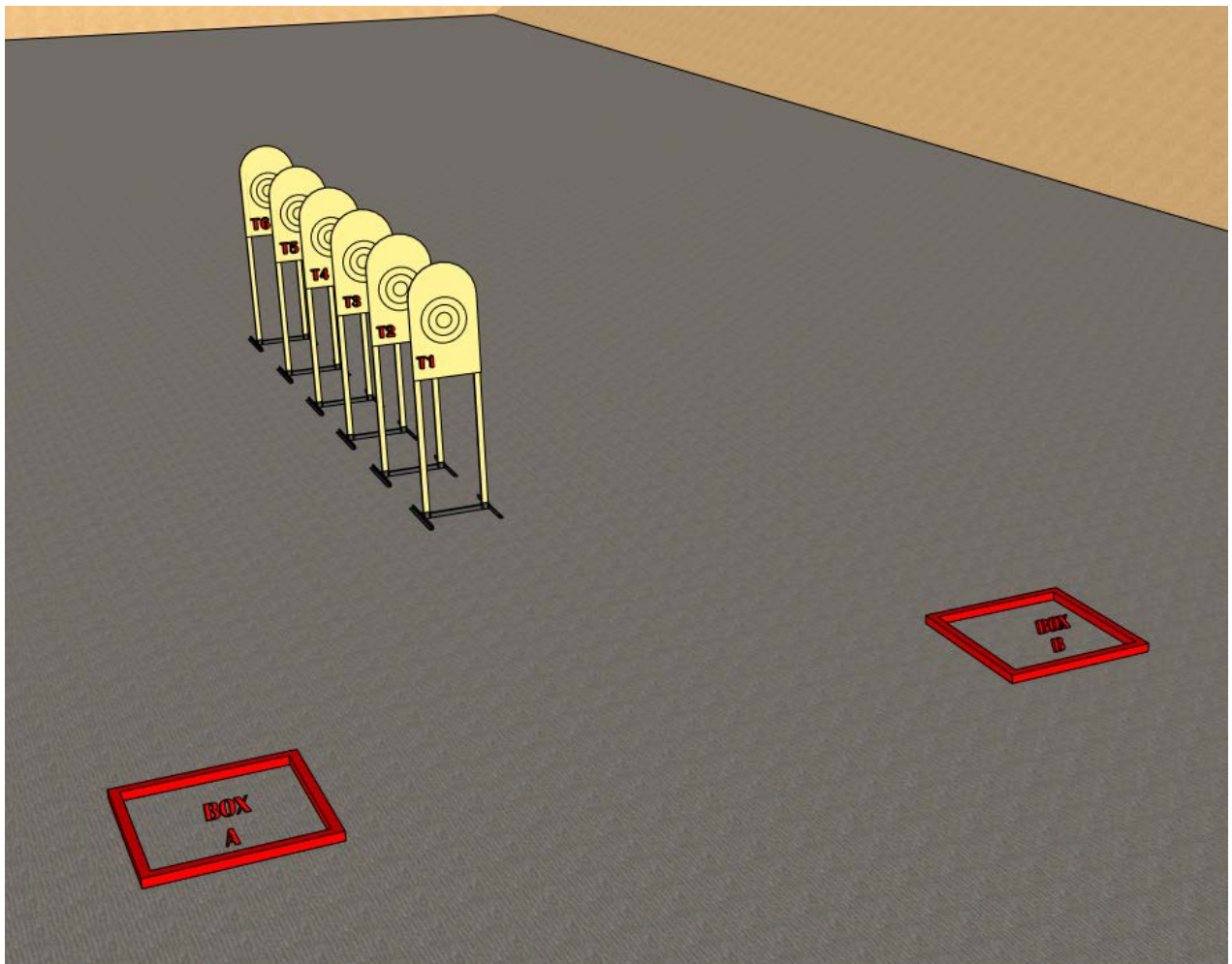
**TARGETS:** 6 Tombstone

**START-STOP:** Audible – Last shot fired

**PENALTIES:** 3 seconds for each miss.

A procedural equals 5 seconds for each shot fired.

A procedural penalty will be assessed for each extra shot fired and each extra hit on target.



**Notes:**



# TEXAS PAPER & IRON "THE GAUNTLET"



**Course Designer:** AMPC  
**Guidelines:** USPSA Handgun Competition Rules, latest edition.

**Start Position:** Handgun is loaded and holstered per rule 8.1.  
Standing in BOX A OR BOX C facing downrange, wrists above shoulders.

**Stage procedure:**

On start signal, from BOX A, engage and knock down BP1 **BEFORE** engaging PP1 and P1-P4, in any order. After leaving BOX A and **BEFORE** entering BOX B, engage G1 with 2 rounds.  
From BOX B, engage **ONLY** PP2, PP3, P4-P6 in any order. After leaving BOX B and **BEFORE** entering BOX C, engage G2 with 2 rounds.  
From BOX C, engage **ONLY** PP4-PP8 and G3, then knock down BP2 last. G3 **MUST** be shot with 2 rounds. **IF STARTING FROM BOX C, REVERSE SHOOTING ORDER.** BP2 will act as the start plate, and BP1 will act as the **STOP** plate.  
**ALL PLATES MUST HAVE VISIBLE HITS AND ALL REACTIVE TARGETS MUST FALL TO SCORE.**

**SCORING:** Comstock

**ROUNDS:** 22

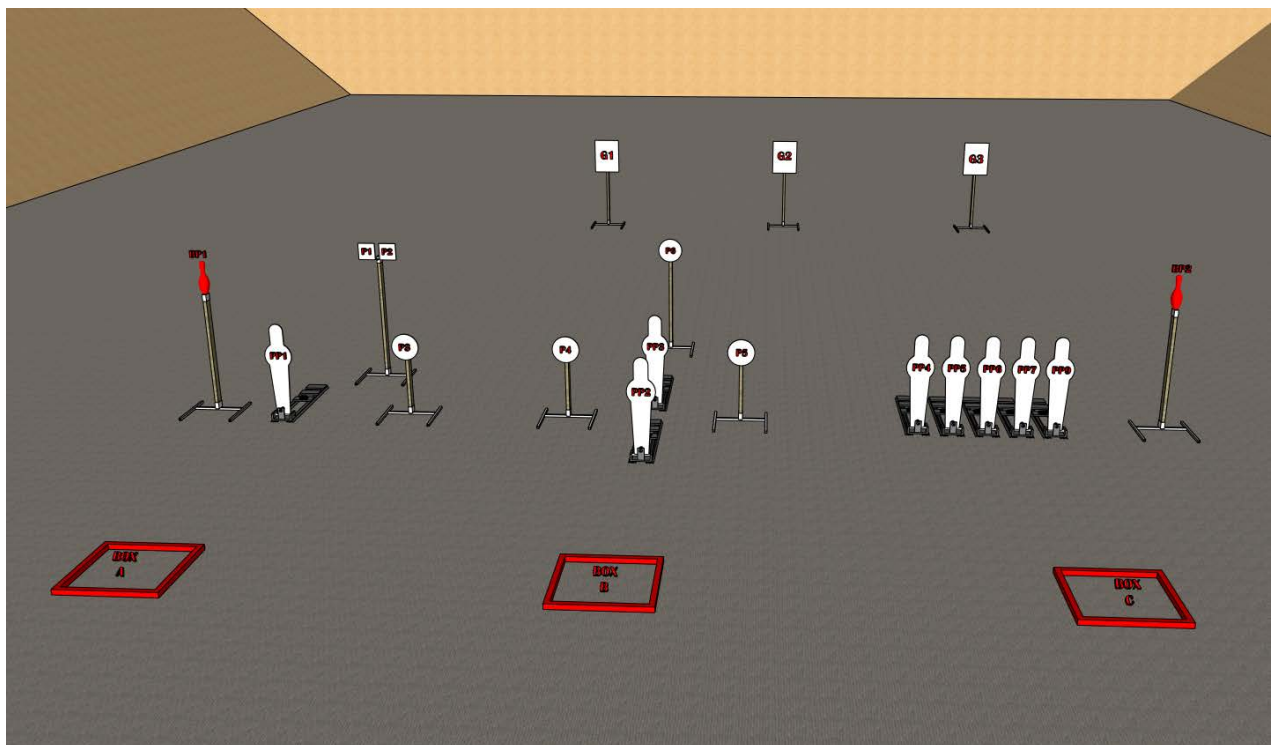
**TARGETS:** 19 Steel

**START-STOP:** Audible – Last shot fired

**PENALTIES:** 3 seconds for each miss.

A procedural equals 5 seconds for each shot fired.

Once a shooter enters and fires from a box, regardless whether the target was hit or not, the shooter may not exit the box to engage or re-engage previous targets.



**Notes:** Start plate (BP1 OR BP2) must be knocked down prior to engaging the target array. If a falling target is knocked down or is falling prior to knocking down the start plate, it is a **"LOST"** target. Any shots fired after hitting the stop plate are left on the timer and any targets hit **WILL NOT BE SCORED.**



# TEXAS PAPER & IRON

## “TIMES’ A’ WASTIN’”



Course Designer: AMPC

Guidelines: USPSA Handgun Competition Rules, latest edition.

**Start Position:** Handgun is loaded and holstered per rule 8.1.  
Standing in box “A” facing downrange, hands at sides.

**Stage procedure:**

**STRING 1:** From Box “A”. Engage T1- T6 with 2 rounds each, in any order.

There is a **MANDATORY** reload between the first and last shot fired.

Repeat for STRING 2.

**SCORING:** Virginia Count

**ROUNDS:** 24

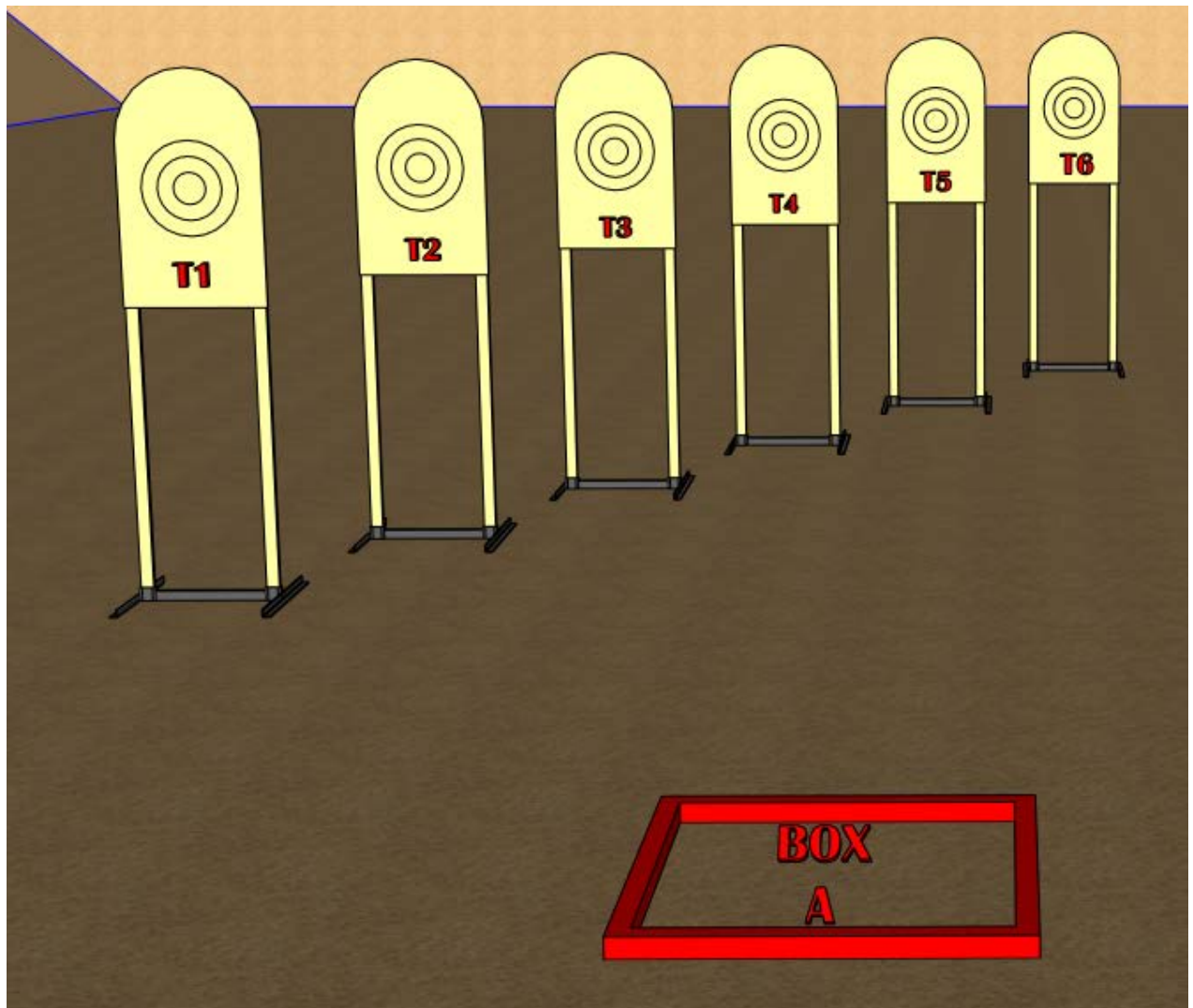
**TARGETS:** 6 Tombstone

**SCORED HITS:** 4 Per Target

**START-STOP:** Audible – Last shot fired

**PENALTIES:** 3 seconds for each miss.

A procedural equals 5 seconds for each shot fired.



Notes



# TEXAS PAPER & IRON "TRIPLE ROUND ABOUT"



Course Designer: AMPC

Guidelines: USPSA Handgun Competition Rules, latest edition.

**Start Position:** Handgun is loaded and holstered per rule 8.1.  
Standing in box "A" facing downrange, wrists above shoulders.

**Stage procedure:**

**STRING 1:**

From Box A, on start signal, **FIRST** engage and hit **ONLY** P1-P3, in any order before engaging P4-P7 in any order, then engage SP to stop time.

There is a **MANDATORY** reload between the 1<sup>st</sup> and last target hit.

Repeat for STRINGS 2 & 3

**SCORING:** Comstock

**ROUNDS:** 24

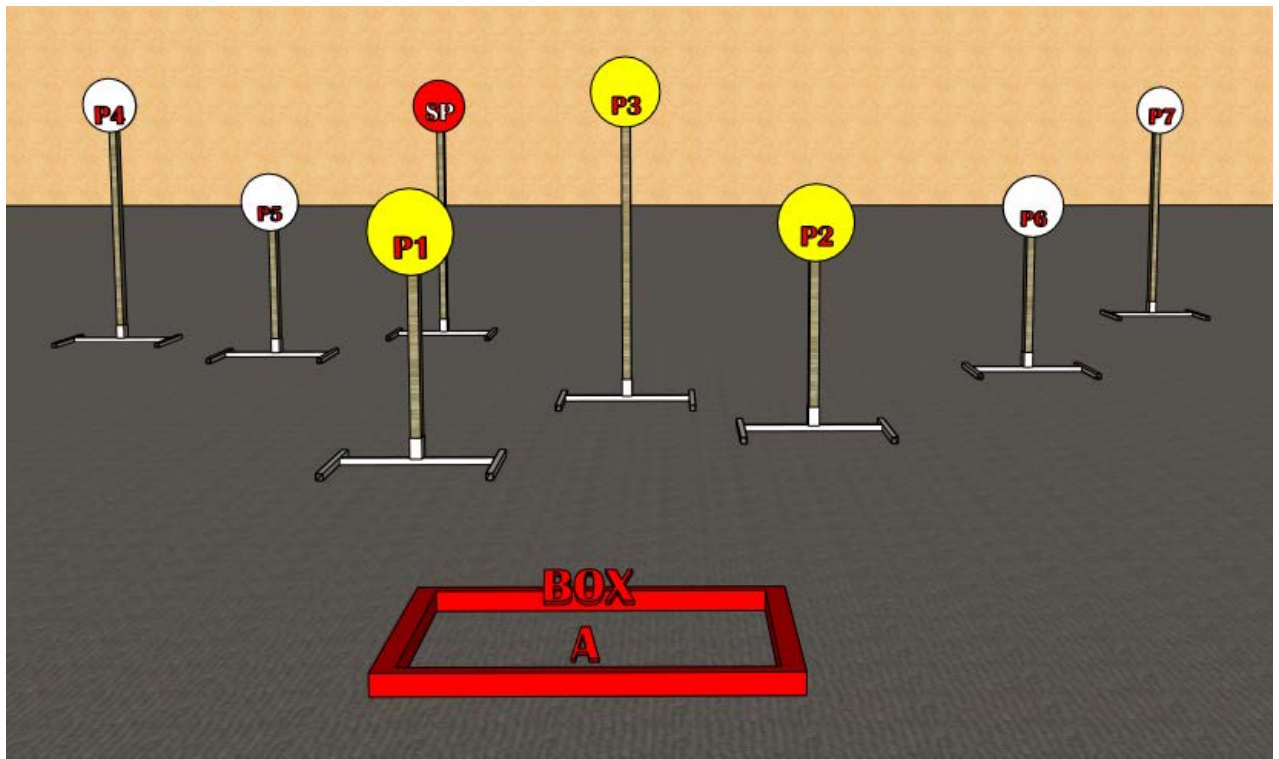
**TARGETS:** 8 Steel

**START-STOP:** Audible – Last shot fired

**PENALTIES:** 3 seconds for each miss.

A procedural equals 5 seconds for each shot fired.

**ANY TARGET(S) HIT AFTER HITTING STOP PLATE (SP) WILL NOT BE SCORED AND ANY TIME ACCRUED WILL REMAIN ON THE CLOCK.**



**Notes:** Hitting P4-P7 **BEFORE** hitting P1-P3 will incur 1 procedural penalty per target hit. Shooter may re-engage P1-P3 to restart the shooting sequence. If at any time the Stop Plate is hit **PRIOR** to correctly shooting the array, time will stop and any targets not hit will incur a miss penalty. Any shots made **AFTER** the Stop Plate has been hit will incur the time displayed on the timer and any hits made after the Stop Plate will not be scored.