

CM 13-03

Short Sprint Standards

RULES: USPSA Handgun Competition Rules, Current Edition COURSE DESIGNER: Chad Rausch

START POSITION: Standing in Area A, facing downrange, hands naturally at sides. Gun loaded and holstered.

STAGE PROCEDURE

String 1: Upon start signal, engage all targets with one round only, freestyle, from area A, then make a mandatory reload and engage all targets with one round only, strong hand only, from area B. Remain in area B for string two.

String 2: Upon start signal, engage all targets with one round only from area B, freestyle, then make a mandatory reload and engage all targets with one round only from area C, weak hand only.

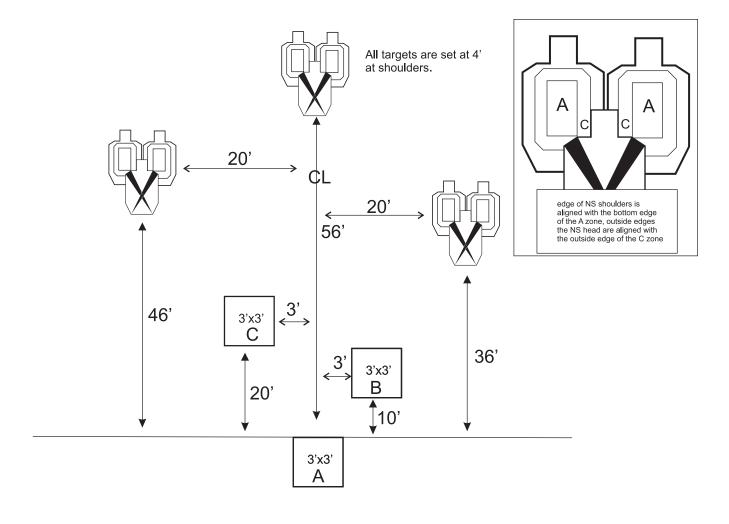
SCORING

SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 6 Metric SCORED HITS: Best 4/paper START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSAHandgun

Competition Rules



SETUP NOTES: Target arrays are set at 56, 46, and 36 feet respectively, from the front of Area A. Arrays to left and right of center line are set at 20 feet to edge of inside target. No-shoots are aligned with the shoulders at the bottom of the A zone on the scoring target,



and the edges of the head touching the outside edge of the C zone. (see detail). Areas B and C are 10 and 20 feet away from the front edge of Area A, respectively, and 3 feet off the center line.

New 10/24/2013 1777

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Written Stage Briefing

Short Sprint Standards is a 24-round, 120-point Virginia Count Classifier course. There are six Metric targets. The best four hits per target will score. The Start signal is audible.

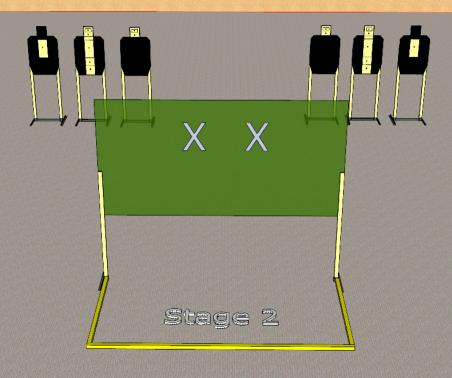
The start position is standing in Box A or B, facing downrange, arms hanging naturally at sides. PCC start position is standing in Box A or B, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1 - Upon start signal, from Box A only, engage all targets with only one round each, make a mandatory reload, then from Box B only engage all targets with only one round each, strong hand only. PCC—Strong shoulder only.

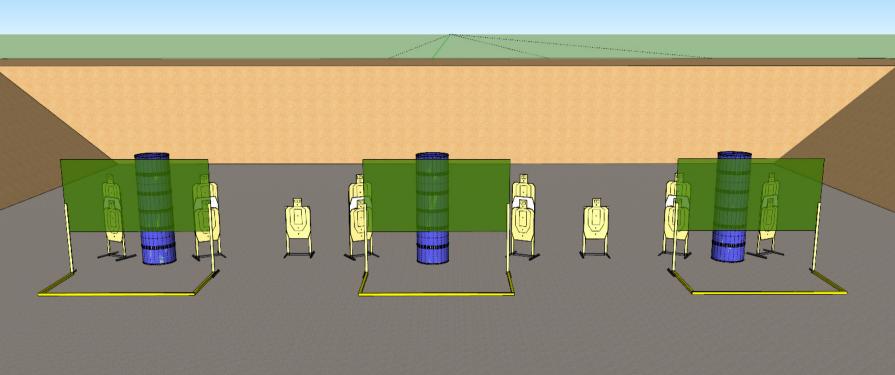
String 2 - Upon start signal, from Box B only, engage all targets with only one round each, make a mandatory reload, then from Box C only, engage all targets with only one round each, weak hand only. PCC—Weak shoulder only.



Stage No. 2	Decisions, Decisions		
	Standing behind wall with both palms flat on X marks, with feet between X marks on wall, handgun loaded and holstered.		
	Standing with feet between X marks on wall with muzzle touching one of the X marks, PCC loaded and on safe.		
	Scoring:		
☑ Comstock	Strings:	1	
☐ Virginia Count	Rounds:	12	
☐ Fixed Time	Paper Targets:	6 Metric	
	Steel Targets:	0	
	Scored Hits:	Best 2 hits/paper	
	Stage Procedure	•	
Upon start signal, engage targets as they become visible from within the fault lines.			
Walls are part of the shooting area and may be used for support.			

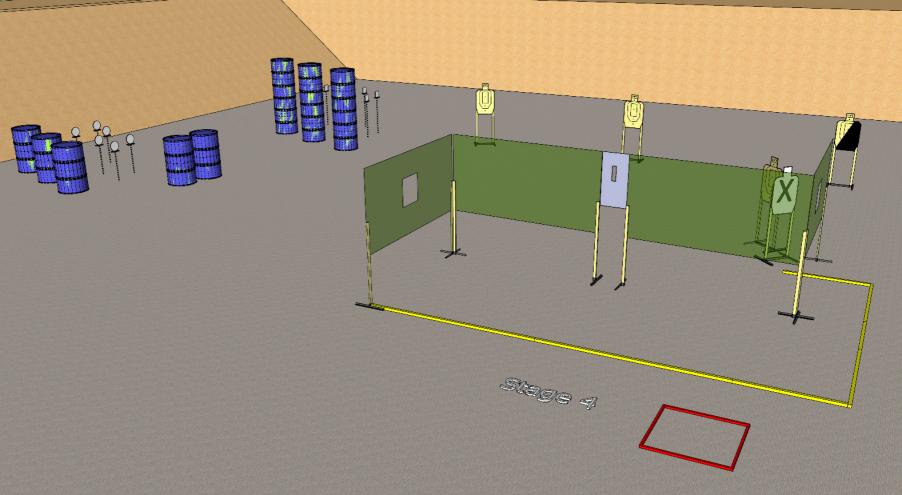


Stage No. 3	Inside and Out		
Start Position Handgun:	Standing in PVC box, hands relaxed at sides, handgun loaded and holstered.		
Start Position PCC:	Standing in PVC box, weak hand on carbine, strong hand relaxed at side, PCC loaded and on safe.		
		Scoring:	
☑ Comstock		Strings:	1
☐ Virginia Count		Rounds:	28
☐ Fixed Time		Paper Targets:	14 Metric
		Steel Targets:	0
		Scored Hits:	Best 2 hits/paper
	Sta	age Procedure	:
Upon start signal, engage targets on tall sticks from anywhere within any box directly behind any wall. Engage targets on short sticks from anywhere OUTSIDE boxes behind walls. Start box is not part of shooting area.			
One procedure penalty per shot fired at a target from the wrong shooting area.			

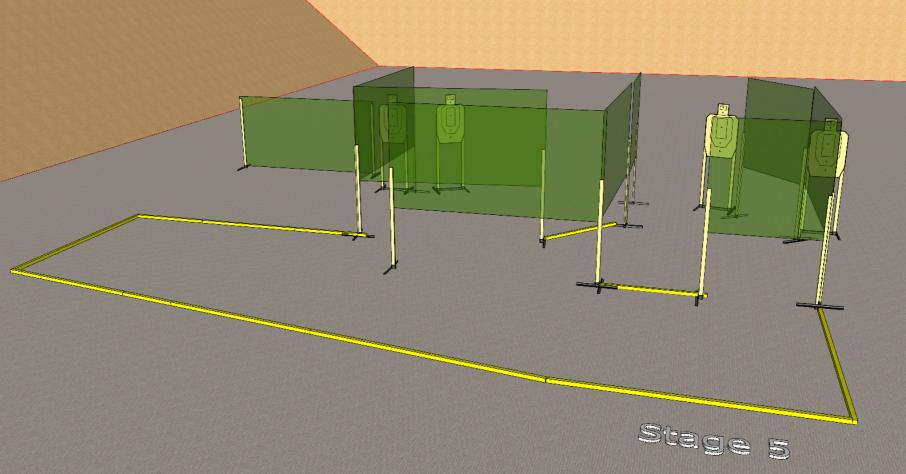




Stage No. 4	Open Sesame		
Start Position Handgun:	Standing in PVC box, handgun loaded and holstered.		
	Standing in PVC box, PCC held in weak hand, strong hand relaxed at side, PCC loaded on safe.		
		Scoring:	
☑ Comstock	S	Strings:	1
☐ Virginia Count	F	Rounds:	20
☐ Fixed Time	F	Paper Targets:	4 Metric
	S	Steel Targets:	8
	S	Scored Hits:	Best 2 hits/paper
	Stag	ge Procedure	
Upon start signal, engage targets as they become visible from within the fault lines.			
Steel must fall to score.			
RO NOTE: Make sure all ports are closed before shooter begins stage.			



Stage No. 5	Move It!		
	Standing anywhere OUTSIDE shooting area, with handgun loaded and holstered.		
	Standing anywhere OUTSIDE shooting area, PCC held with weak hand, strong hand relaxed at side, loaded and on safe.		
	Scoring:		
☑ Comstock	Strings:	1	
☐ Virginia Count	Rounds:	8	
☐ Fixed Time	Paper Targets:	4 Metric	
	Steel Targets:	0	
	Scored Hits:	Best 2 hits/paper	
	Stage Procedure	:	
Upon start signal, engage fault lines.	targets as they become	ne visible from within the	



Stage No. 6	What Do I Do?		
	Standing with hands touching left and right orange marks and toes touching orange mark of either wall, handgun is loaded and holstered.		
	Standing with toes touching orange mark of either wall, with muzzle of PCC touching either left or right mark on wall, PCC loaded and on safe.		
		Scoring:	
☑ Comstock		Strings:	1
☐ Virginia Count		Rounds:	26
☐ Fixed Time		Paper Targets:	13 Classic
		Steel Targets:	0
		Scored Hits:	Best 2 hits/paper
Stage Procedure:			
Upon start signal, engage targets as they become visible from within the fault lines.			
Walls are outside of shooting area and may not be used for stability or support during the course of fire. Doing so will incur on procedure penalty per shot fired while using wall for support. Incidental hand contact with wall does not count as support or stability. Using wall to brace PCC is a procedure penalty per shot.			

