



# CM 03-08

# Madness

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Andy Hollar — Modifications by US Design Team

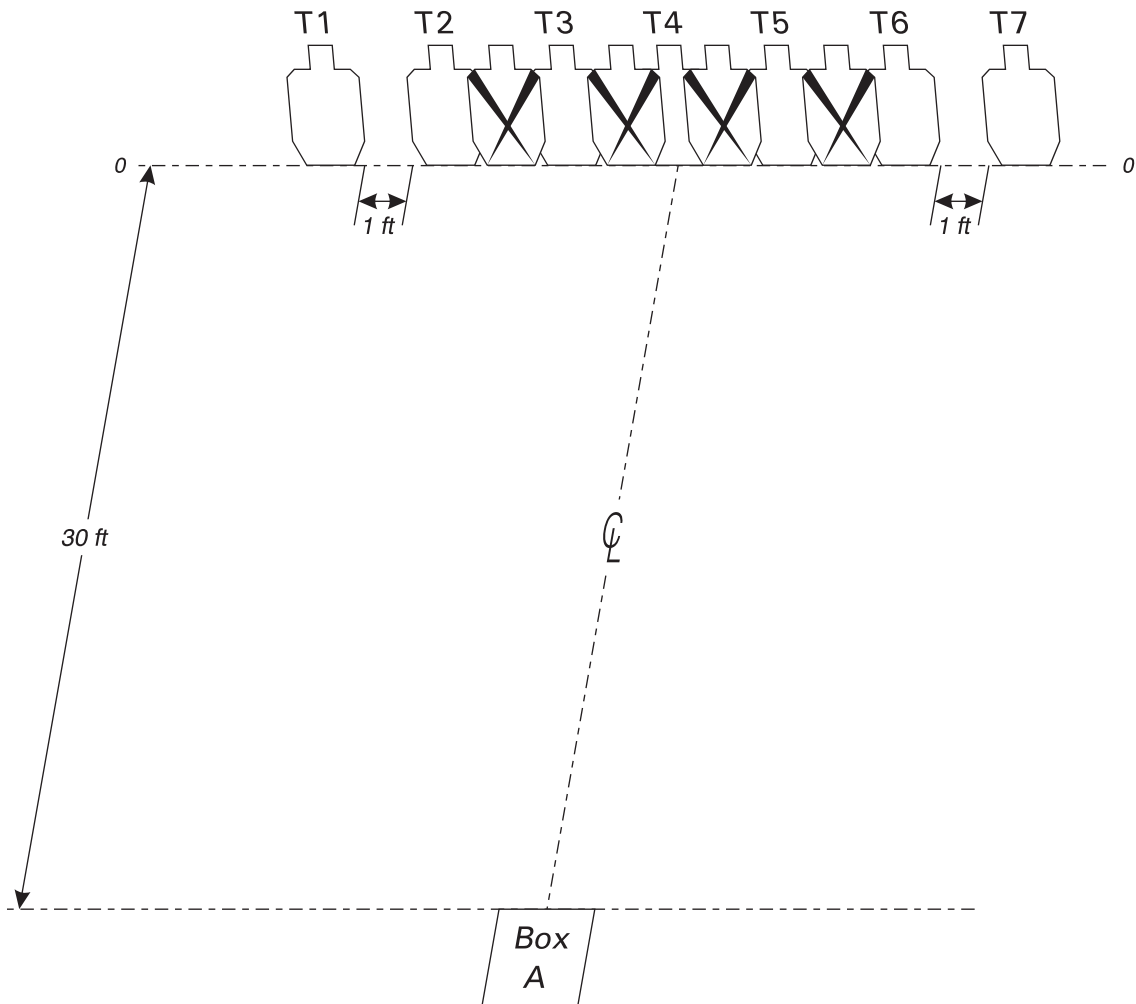
**START POSITION:** Standing in Box A facing targets, wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, from Box A only, engage T1-T7 with only one round per target, perform a mandatory reload and reengage T1-T7 with only one round per target.

### SCORING

**SCORING:** Virginia Count, 14 rounds, 70 points  
**TARGETS:** 7 IPSC  
**SCORED HITS:** Best 2/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition USPSA Practical Shooting Handbook.  
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



**SETUP NOTES:** Targets are set to 5 feet high at shoulders. T4 is centered on centerline. T1 is one foot left of T2 non-scoring edge. T7 is one foot right of T6 non-scoring edge. No-shoot between T2 and T3 is set so perforation overlays the C zone perforation on T2 and T3. No-shoot



between T5 and T6 is set so perforation overlays the C zone perforation on T5 and T6. No-shoots between T3 and T4 and between T4 and T5 are set so the perforation overlays the A zone perforations on T4 and C zone perforations on T3 and T5. Shooting box is 3 feet by 3 feet.



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TGT	A	B	C	D	M	
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
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

USE NUMBERS - NOT HASHMARKS

**VIRGINIA COUNT PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

**TIME**

TOTAL TIME

.

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	14
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY  +  +  +  -  =



MINUS PENALTIES OF  
EQUALS TOTAL SCORE  
DIVIDED BY TIME OF  
HIT FACTOR =  
(4 DECIMAL PLACES)

Shooter: \_\_\_\_\_

RO: \_\_\_\_\_

**REMARKS**

SHOOTER NUMBER  **Open Limited Limited 10 Production Revolver** **MAJOR minor**

NAME \_\_\_\_\_ USPSA \_\_\_\_\_



# CM 03-09

# On The Move

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bill Chunn — Modifications by US Design Team

**START POSITION:** String 1 - Standing at either end of shooting area with heels touching X marks, hands hanging naturally at sides. String 2 - Standing at opposite end with heels touching X marks, hands hanging at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

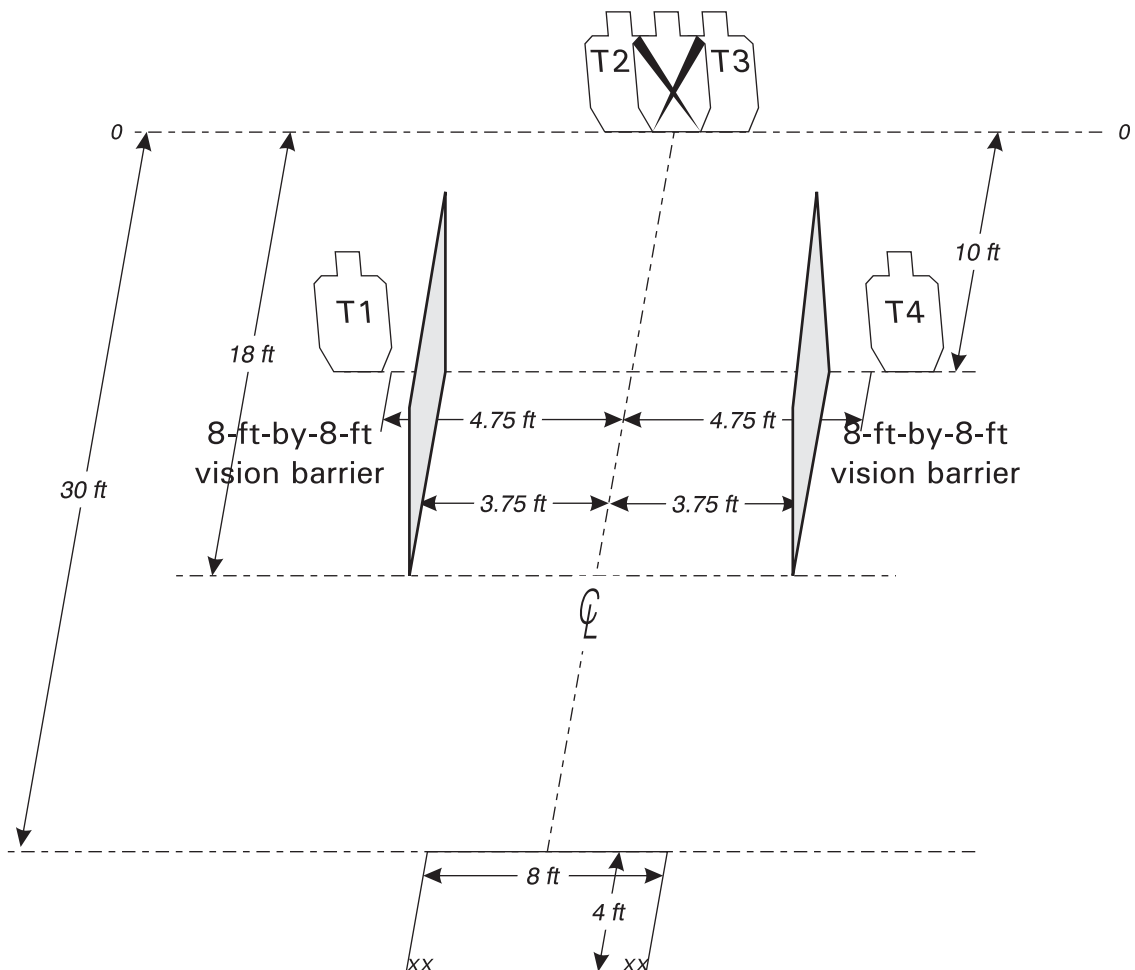
### STAGE PROCEDURE

- String 1. Upon start signal, engage T1-T4 with two rounds each as they become visible.
- String 2. Upon start signal, engage T1-T4 with two rounds each as they become visible.

### SCORING

- SCORING:** Virginia Count, 16 rounds, 80 points
- TARGETS:** 4 IPSC
- SCORED HITS:** Best 4/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition USPSA Practical Shooting Handbook.

Targets and no-shoots are to be scored and taped between strings.



**SETUP NOTES:** Set paper targets to 5 feet at shoulders. The perforations of the no-shoot borders overlay the perforations of the lower A zones on T2 and T3.

