



# 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

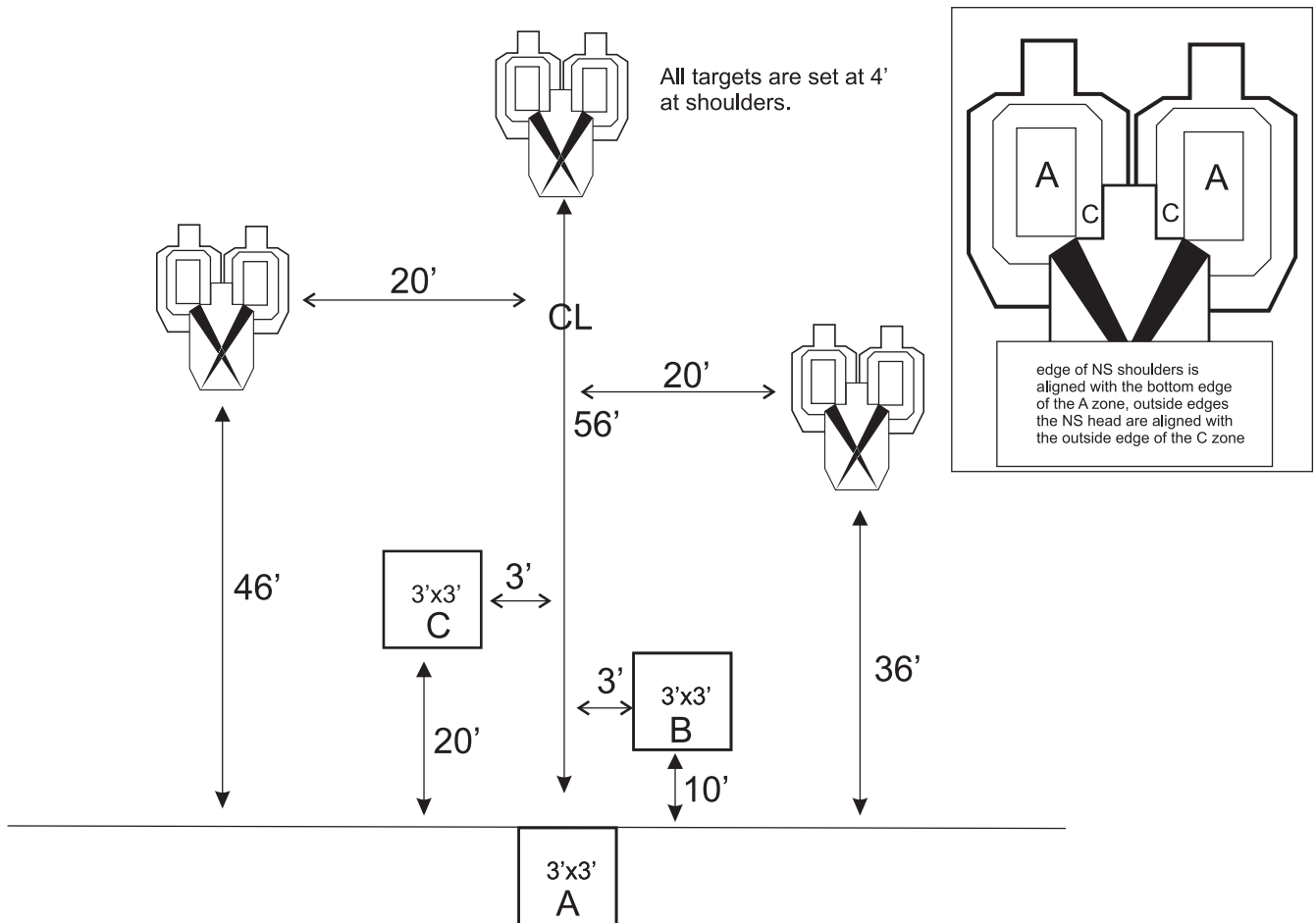
**SCORING:** Virginia Count, 24 rounds, 120 points

**TARGETS:** 6 Metric

**SCORED HITS:** Best 4/paper

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

**PENALTIES:** Per current edition of USPSA Handgun 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.



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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"/>	4
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**VIRGINIA COUNT PENALTIES**

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

**TIME**

STRING 1

■

STRING 2

■

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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