



CM 99-40

Partial People Eaters

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** David Seibert

START POSITION: Standing behind fault lines facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Set timer to 4 seconds for all strings.

- String 1. 60 ft. Upon start signal, from behind the fault line, engage T1-T6 with only one round per target freestyle.
- String 2. 45 ft. Upon start signal, from behind the fault line, engage T1-T6 with only one round per target using strong hand only.
- String 3. 30 ft. Upon start signal, transfer gun to weak hand, and from behind the fault line, engage T1-T6 with only one round per target using weak hand only.
- String 4. 15 ft. Upon start signal, from behind the fault line, engage T1-T6 with only one round per target freestyle.

SCORING

SCORING: Fixed Time, 24 rounds, 120 points

TARGETS: 6 IPSC

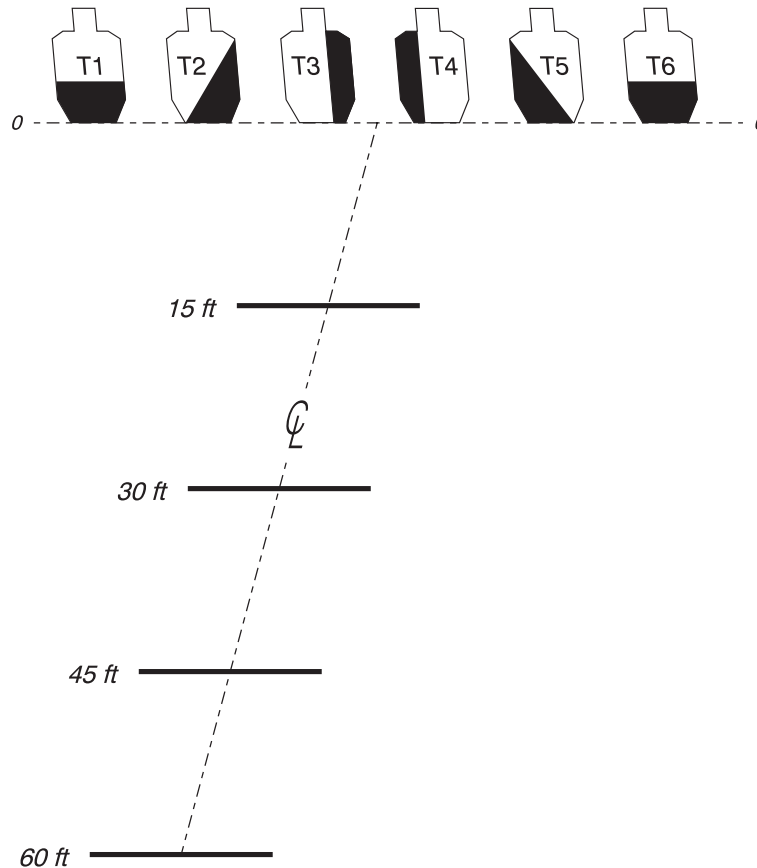
SCORED HITS: Best 4/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition USPSA Practical Shooting Handbook.

RANGE OFFICER NOTES: Set timer on Time Fire with ending tone to sound at 4 seconds. 4.30 seconds is not a late shot; 4.31 seconds is a late shot. Record no penalty misses on scoresheet for scoring program.

Jams may be cleared with both hands.



SETUP NOTES: Set paper targets to 4 feet 6 inches high at shoulders with one foot edge-to-edge spacing. Place four-foot-long fault lines at distances indicated. Hard cover for targets are as follows: T1 and T6 hard



cover up to bottom of A zone. T2 from lower notch of right shoulder to lower notch of left bottom. T5 is reverse of T2. T3 has right side blacked out to right side of A zone. T4 is opposite of T3.



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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"/>	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

USE NUMBERS - NOT HASHMARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24
MAJ	X5	X4	X4	X2	No Miss	
MIN	X5	X3	X3	X1	Penalties	

TIMED FIRE PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

LATE SHOT (-5 EACH)

STATS ONLY	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
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MINUS PENALTIES OF

EQUALS TOTAL SCORE



Shooter: _____

RO: _____

REMARKS

SHOOTER NUMBER	<input type="checkbox"/> Open <input type="checkbox"/> Limited <input type="checkbox"/> Limited 10 <input type="checkbox"/> Production <input type="checkbox"/> Revolver	<input type="checkbox"/> MAJOR <input type="checkbox"/> minor
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NAME _____ USPSA # _____