



CM 03-09

On The Move

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Bill Chunn — Modifications by US Design Team

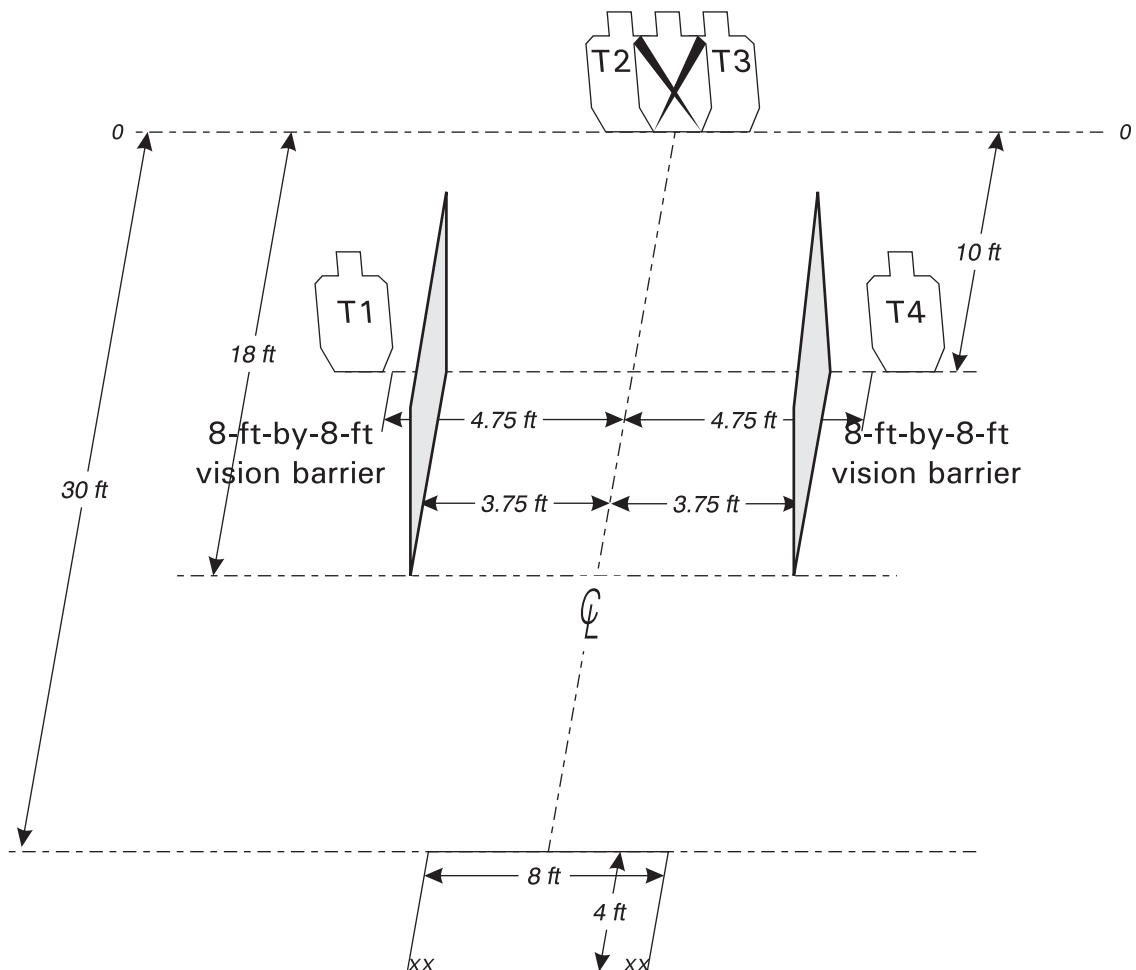
START POSITION: String 1 - Standing at either end of shooting area with heels touching X marks, hands hanging naturally at sides. String 2 - Standing at opposite end with heels touching X marks, hands hanging at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 Metric
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules



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.



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Written Stage Briefing

On the Move is a 16 round, 80 point Virginia Count classifier course. There are 4 metric targets. The best 4 hits per target will score. The start signal is audible.

The start position for string 1 is standing at either end of the shooting area with heels on Xs, facing down range with hands relaxed at sides. The start position for string 2 is standing at the opposite end of the shooting area from string 1 with heels on Xs, facing down range with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position for string one is standing at either end of the box with heels on Xs, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on. Start position for string two is standing at the opposite end of the box with heels on Xs, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For strings 1 and 2, on the audible start signal, engage each target with two rounds each from within the fault lines.





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On The Move

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
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	16
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)

VIRGINIA COUNT PENALTIES

<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)
<input type="text"/>	EXTRA SHOT (-10 EACH)
<input type="text"/>	EXTRA HIT (-10 EACH)

TIME
STRING 1
<input type="text"/>
STRING 2
<input type="text"/>
TOTAL TIME
<input type="text"/>

Shooter:

RO:

REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
<input type="text"/>	NAME _____ USPSA _____							