



## CM 99-40

## Partial People Eaters

**RULES:** USPSA Handgun Competition Rules, current 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 Metric

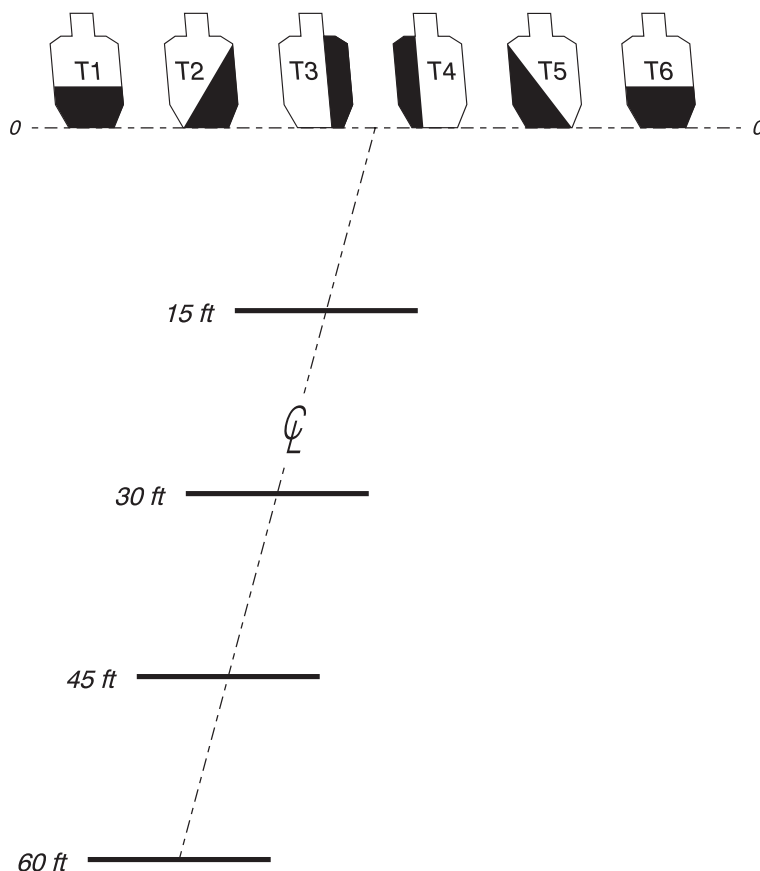
**SCORED HITS:** Best 4/paper

**START - STOP:** Audible - Audible

**PENALTIES:** Per current edition USPSA Handgun Competition Rules

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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### **Written Stage Briefing**

Partial People Eaters is a 24 round, 120 point, Fixed Time Classifier course. There are 6 metric targets. The best 4 hits per target will score. The start signal is audible, and the stop signal is audible. The time allowed for each string is 4 seconds.

The start position for all strings is standing behind the fault lines, facing downrange, hands naturally at your sides. Your gun is loaded and holstered. PCC start position for all strings is standing behind the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1: On the start signal, from behind the fault line, engage T1-T6 with only one round per target, freestyle.

String 2: On the start signal, from behind the fault line, engage T1-T6 with only one round, strong hand only. PCC: Strong shoulder only.

String 3: On the start signal, from behind the fault line, engage T1-T6 with only one round, weak hand only. PCC: Weak shoulder only.

String 4: On the start signal, from behind the fault line, engage T1-T6 with only one round, freestyle.





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# Partial People Eaters

**TGT A B C D M**

USE NUMBERS - NOT HASHMARKS

<b>T1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>4</b>
<b>T2</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>4</b>
<b>T3</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>4</b>
<b>T4</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>4</b>
<b>T5</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>4</b>
<b>T6</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>4</b>

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

<b>STATS ONLY</b>	<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

<input type="text"/>
<input type="text"/>

## FIXED TIME PENALTIES

<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	EXTRA SHOT (-10 EACH)
<input type="text"/>	EXTRA HIT (-10 EACH)
<input type="text"/>	LATE SHOT (-5 EACH)

Shooter:

RO:

REMARKS

SHOOTER  
NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

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