



CM 13-01

Disaster Factor

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Robert Porter

START POSITION: Standing inside the fault lines, toes touching marks, facing uprange, wrists above respective shoulders. Gun is loaded and holstered.

STAGE PROCEDURE

Upon start signal, turn, then draw and engage either the upper or lower three targets with only two rounds each, perform a mandatory reload, and engage the remaining three-target array with only two rounds each from within the box.

SCORING

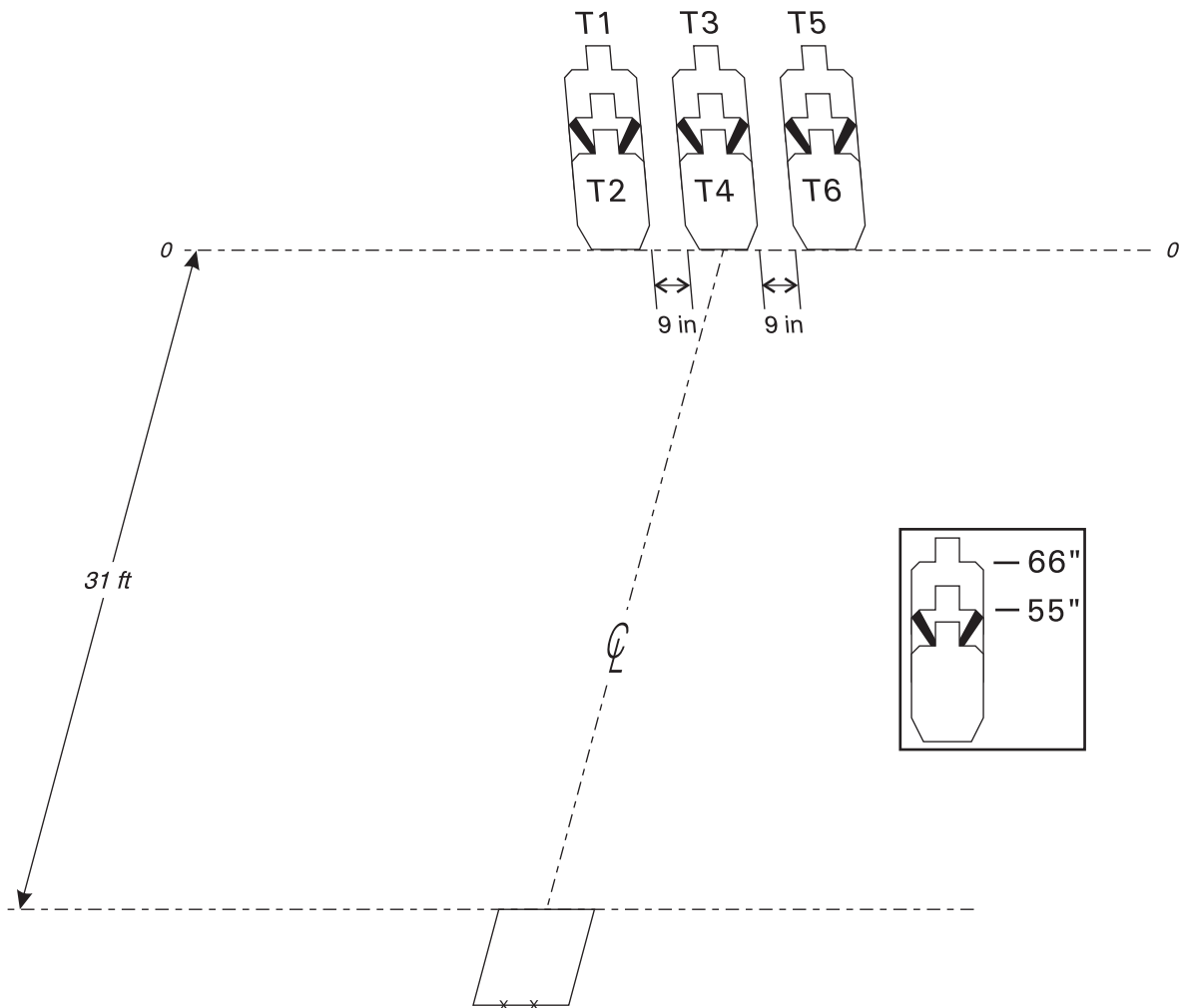
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 6 Metric

SCORED HITS: Best 2/paper

START - STOP: Audible - Last Shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Targets are set at 31 feet from the front of the shooting box, and are spaced 9 inches apart, edge to edge. The shoulders of T1, T3, and T5 are at 66 inches. The shoulders of the no-shoots are at 55 inches. Set the top edges of T2, T4, and T6 at 7.5 inches below



the top edge of the no-shoot.) All targets must be aligned vertically, edge to edge. The shooting box is a standard 3 foot by 3 foot box. The X marks are to be 12 inches in from each side of the box.

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Written Stage Briefing

Disaster Factor is a 12 round, 60 point Virginia Count classifier course. There are 6 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position is standing inside the fault lines, facing uprange with your wrists above your respective shoulders, toes touching the marks. Your gun will be loaded and holstered. PCC start position is standing inside the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, turn then draw and engage either the upper or lower three target array with only 2 rounds per target, make a mandatory reload and engage the other 3 target array with only 2 rounds per target while remaining in the shooting area. No turn for PCC.

You may engage the targets in each array in any order, but must make a reload before changing arrays.





CM 13-01

Disaster Factor

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"/>	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
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

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

STATS ONLY + + + - =

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

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