



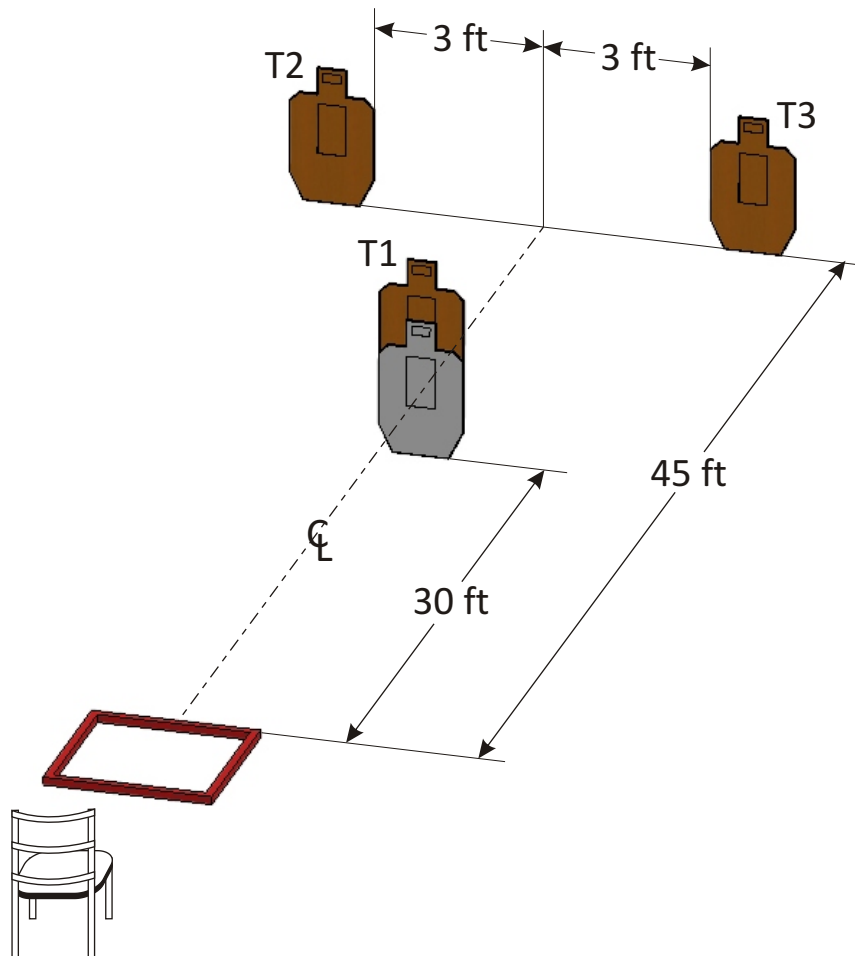
# CM 18-04 Didn't You Send The Mailman

RULES: USPSA Handgun Competition Rules, current edition. Course Designer: Nationals Design Team

## STAGE PROCEDURE

From within box engage T1 with only 2 rounds then perform a mandatory reload and engage remaining targets with only 2 rounds.

**Scoring:** Virginia, 6 rounds, 30 points  
**Targets:** 3 USPSA Targets  
**Scored Hits:** Best 2/paper  
**Start - Stop:** Audible - Last Shot  
**Penalties:** Per current edition of USPSA Handgun Competition Rules.



**SETUP NOTES:** Set targets 5 feet to top. Box is 3 feet by 3 feet.

Left edge of no-shoot is lined up with left edge of A-zone, top of no-shoot (not the scoring zone line) is lined up with bottom of target lettering.



## CM 18-04 Didn't You Send The Mailman

Didn't You Send The Mailman is a 6 round, 30-point, Virginia Count Speed Shoot. There are 3 USPSA targets. The best 2 hits per paper will score.

The handgun start position is seated in chair, hands on knees, with handgun loaded and holstered. Chair and feet are completely outside shooting area with toes touching rear fault line.

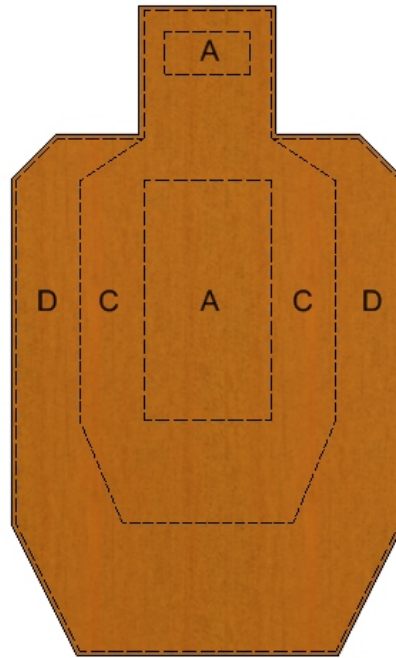
The PCC start position is seated in chair, holding loaded and shouldered PCC, and muzzle pointing downrange. Chair and feet are completely outside shooting area with toes touching rear fault line.

On the audible start signal from within shooting area, engage T1 with only 2 rounds, perform a mandatory reload, and engage remaining targets with only 2 rounds each. T1 is the center target.

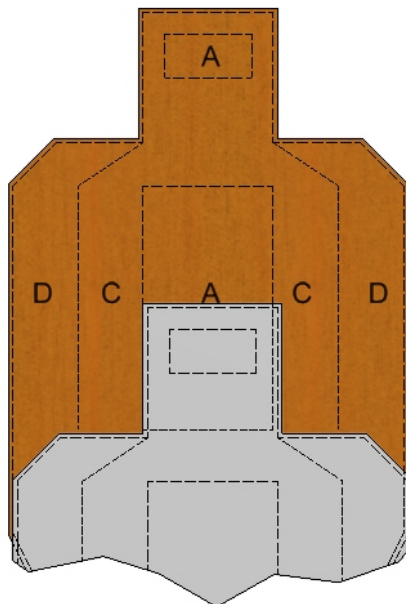




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All Targets are USPSA



NO-SHOOT DETAIL

