



CM 99-61

Sit Or Get Off The Shot

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Silver Sage PC—Modifications by US Design Team

START POSITION: Sitting in chair, back fully against rest with both palms flat on table and knees under table. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

All strings: Upon start signal, from behind the fault line, engage T1-T4 with only one round per target.

String 1. Freestyle.

String 2. Strong hand only.

String 3. Weak hand only. Draw with strong hand and transfer to weak hand.

Jams may be cleared with both hands.

SCORING

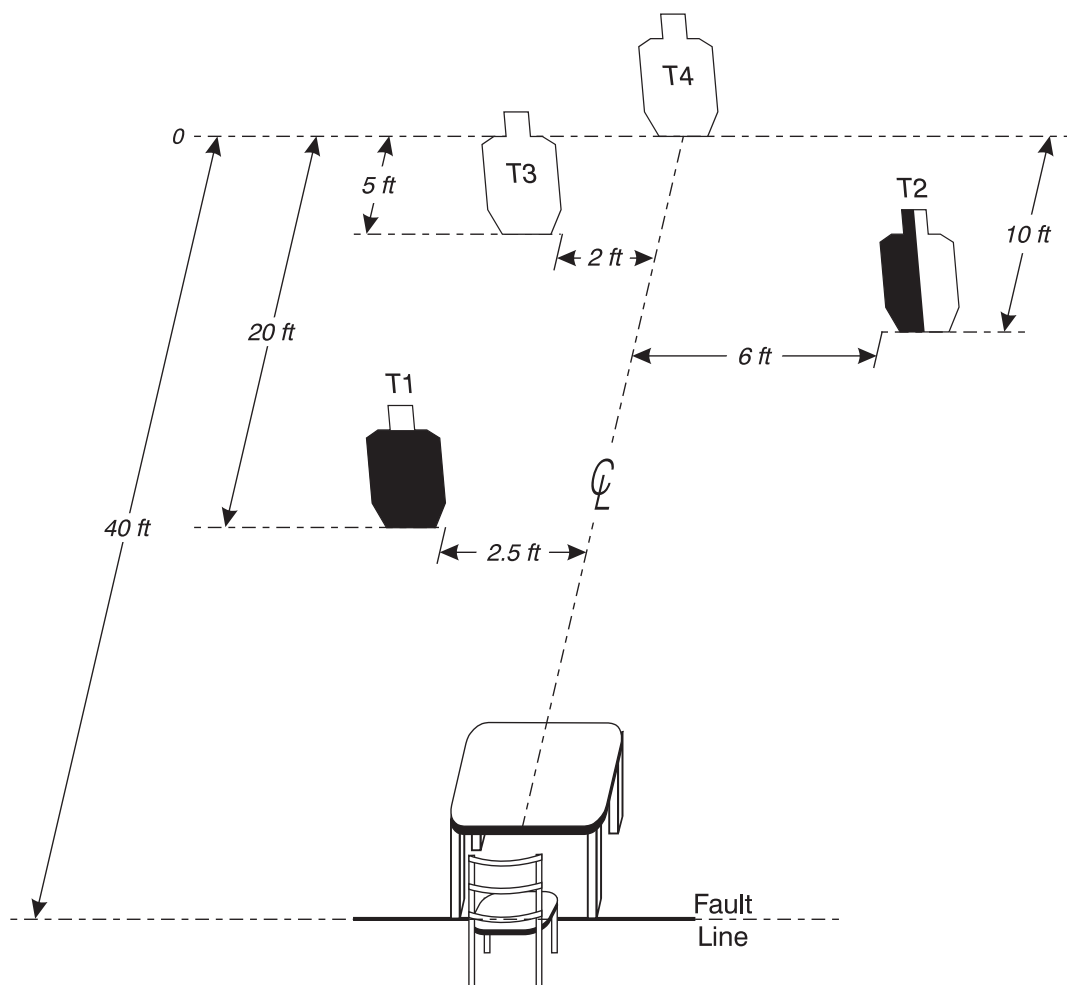
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 4 Metric

SCORED HITS: Best 3/paper

START-STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. T1 is hard cover below B zone. T2 is hard cover to vertical center of target. Table is standard card table size.



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Written Stage Briefing

Sit or Get off the Shot is a 12 round, 60 point, Virginia Count, classifier course. There are 4 metric targets. The best 3 hits per target will score. The start signal is audible.

The start position is sitting in the chair, back fully against the back of the chair with both palms flat on table and knees under the table. Handgun is loaded and holstered.

PCC start position is the same, with the loaded carbine on the table, muzzle downrange, safety on. The carbine may not extend past the rear edge of the table, but may extend downrange.

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

String 2: On the start signal, from behind the fault line, engage each target with only one round each, *strong* hand only. PCC—strong shoulder only.

String 3: On the start signal, from behind the fault line, engage each target with only one round each, *weak* hand only. PCC—weak shoulder only.





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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"/>	3
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
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	

STATS ONLY + + + - =



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

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

STRING 1

STRING 2

STRING 3

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
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NAME _____ USPSA # _____