



CM 99-02

Night Moves

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

START POSITION: Sitting behind table with knees under edge, fingers of hands interlaced in lap, back touching the back rest of chair, feet flat on ground. 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, from behind the table engage T1 with only two rounds and T2-T5 with only one round per target.
- String 2. Upon start signal, from behind the table engage T1 with only two rounds and T2-T5 with only one round per target, strong hand only.
- String 3. Upon start signal, transfer gun to weak hand and from behind table using weak hand only, engage T1 with only two rounds and T2-T5 with only one round per target.

Jams may be cleared with both hands.

SCORING

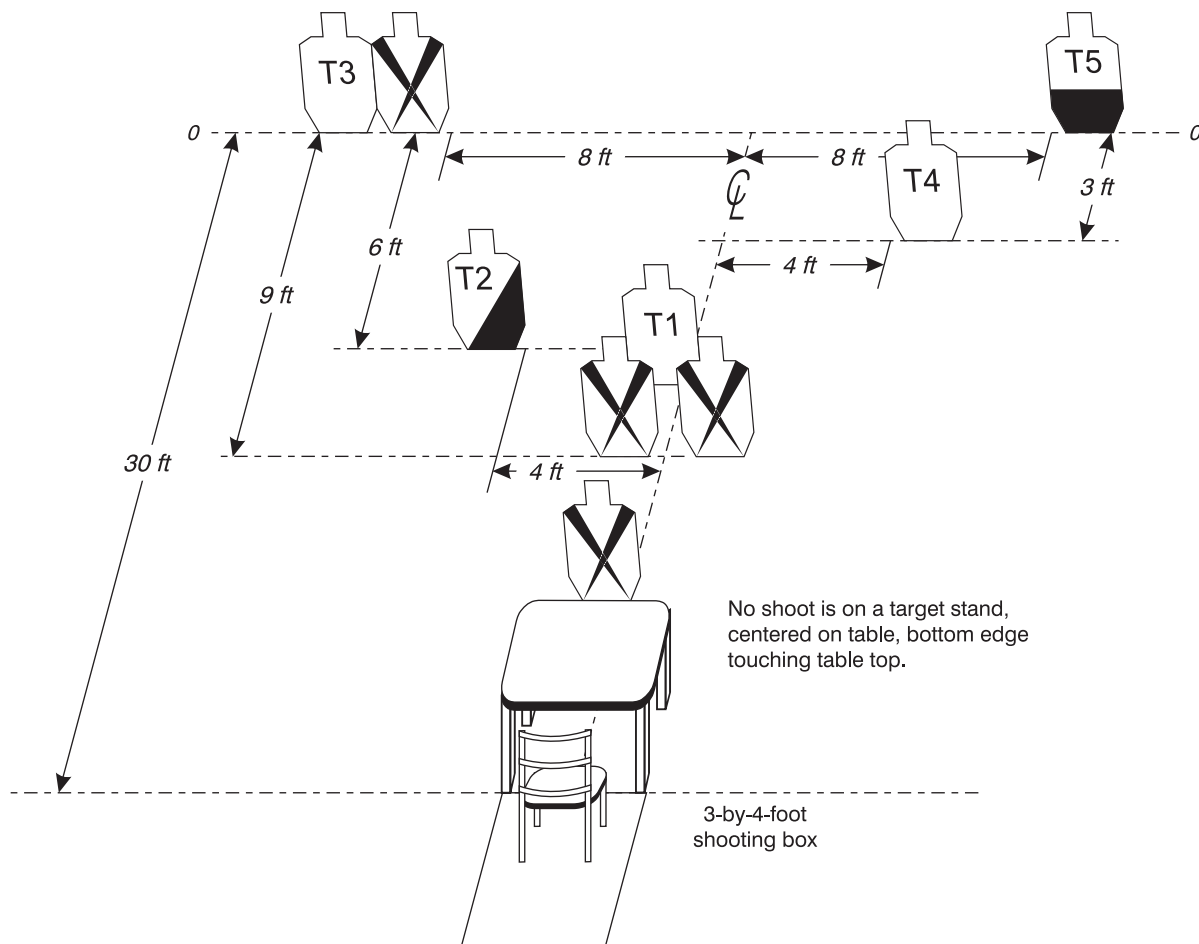
SCORING: Virginia Count, 18 rounds, 90 points

TARGETS: 5 Metric

SCORED HITS: Best 6 on T1, Best 3 T2-T5

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 centered on range centerline, T2 is 4 feet left of centerline. Hard cover on T5 comes to bottom of A zone. The shoulders of the no-shoots at T1 are even with the bottom of the A zone. The table is 3



feet by 3 feet with a 3-foot-wide-by-4-foot deep shooting box for the chair. Top of table should be no higher than 28 inches. Hard cover on T2 runs diagonal from lower right shoulder to lower left bottom straight edge.

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Written Stage Briefing

Night Moves is an 18 round, 90 point Virginia Count Classifier course. There are 5 metric targets. The best 6 hits on T1 will score, the best 3 hits on T2-T5 will score. The start signal is audible.

The start position is sitting behind the table with knees under the table edge, fingers interlaced in lap, back touching the chair and feet flat on ground. Handgun is loaded and holstered.

PCC: Carbine will be placed on table, loaded, muzzle downrange, safety on. All other start position requirements are the same.

String 1: on the start signal engage T1 with 2 rounds and T2-T5 with one round each from behind the table within the shooting area.

For string 2, on the start signal engage T1 with 2 rounds and T2-T5 with one round each from behind the table within the shooting area, **strong hand only**.

PCC: Strong Shoulder Only

For string 3, on the start signal engage T1 with 2 rounds and T2-T5 with one round each from behind the table within the shooting area, **weak hand only**.

PCC: Weak Shoulder Only





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Night Moves

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"/>	6
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
T5	<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"/>	18
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"/>
STRING 3 <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 _____							