



CM 06-02

Big Barricade II

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Nationals Design Team

START POSITION: Standing behind barricade, hands on X's. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines.

SCORING

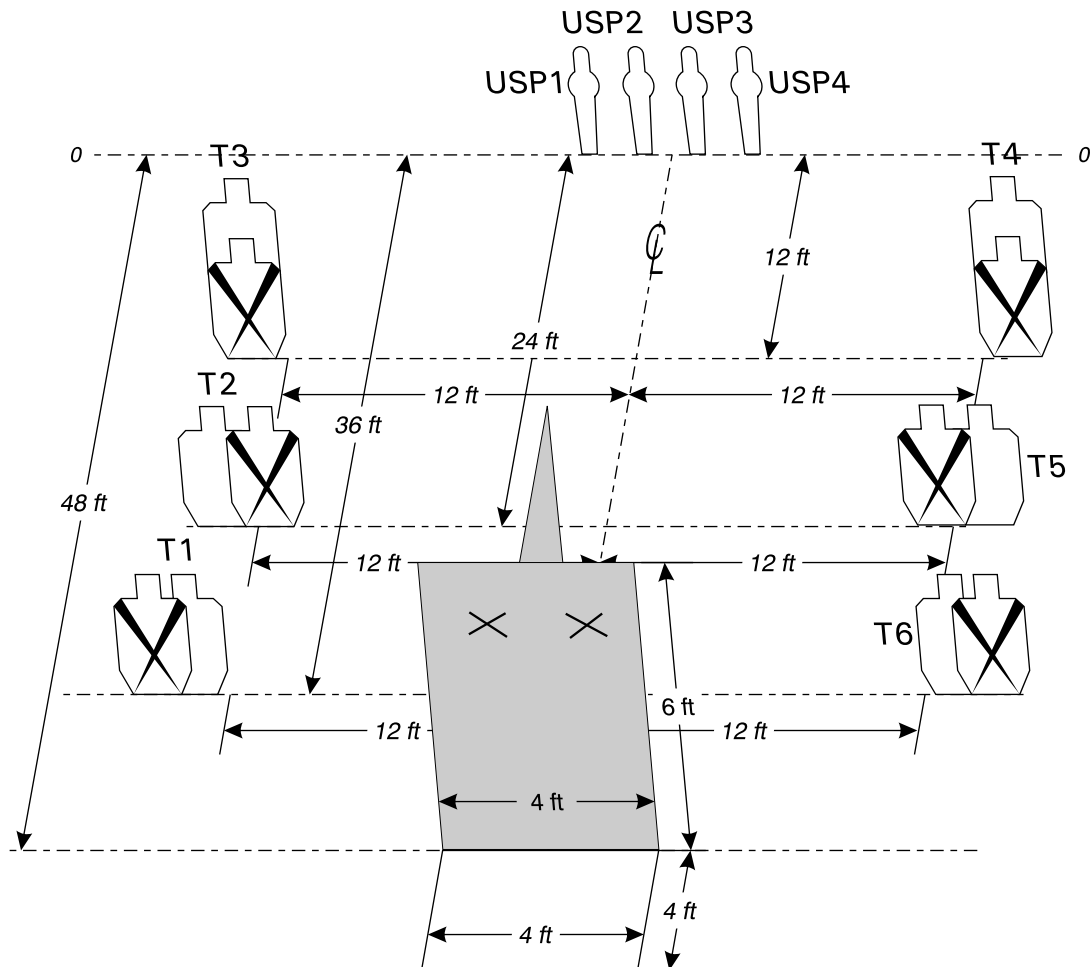
SCORING: Comstock, 16 rounds, 80 points

TARGETS: 6 Metric, 4 Mini-poppers

SCORED HITS: Best 2/paper, KD = 1A

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. X's on barricade are 64 inches up from bottom, centered on barricade and 12 inches apart. No-shoots on T1 and T6 cover half the A zone. Perfs of non-scoring borders of no-shoots on T2 and T5 overlay perfs of A zones. Tops of no-shoots on T3 and T4 are 5 1/2 inches down from top



perforation of the lower A zones. The measurement of 12 feet on T2 and T5 is from the center line to the inner edge of target, not no-shoot. The four US Poppers are centered on the barricade with one foot spacing edge-to-edge between them. The vision barrier extending down range from the center of the barricade is 6 feet long and 6 feet high.

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Written Stage Briefing

Big Barricade II is a 16 round, 80 point Comstock classifier course. There are 6 metric targets and 4 Mini poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing behind the barricade, facing downrange, hands on X's. Your handgun is loaded and holstered.

PCC: Start position is standing in Box A, facing downrange, loaded carbine held in both hands with stock on belt, muzzle touching mark, safety on.

On the audible start signal, engage targets from within the fault lines.

Note: The mark for PCC is 3 feet above ground, centered on the barricade.





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Big Barricade II

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
STL	<input type="text"/>				<input type="text"/>	4
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	16
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)

COMSTOCK PENALTIES

PROCEDURAL
(-10 EACH)
 NO-SHOOT HIT
(-10 EACH)

TIME

TOTAL TIME

REMARKS

Shooter:

RO:

SHOOTER
NUMBER

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

MAJOR minor

NAME _____ USPSA _____