



# CM 99-53

# Triple Play

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

**START POSITION:** Standing in Box A facing barricade with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

## STAGE PROCEDURE

Upon start signal, from Box A, engage only T1, PP1 and P1 from the left side of the barricade, perform a mandatory reload and engage only T2, PP2, and P2 through Port B, perform another mandatory reload and engage only T3, PP3 and P3 from the right side of the barricade. Arrays may be engaged in any order.

## SCORING

**SCORING:** Comstock, 12 rounds, 60 points

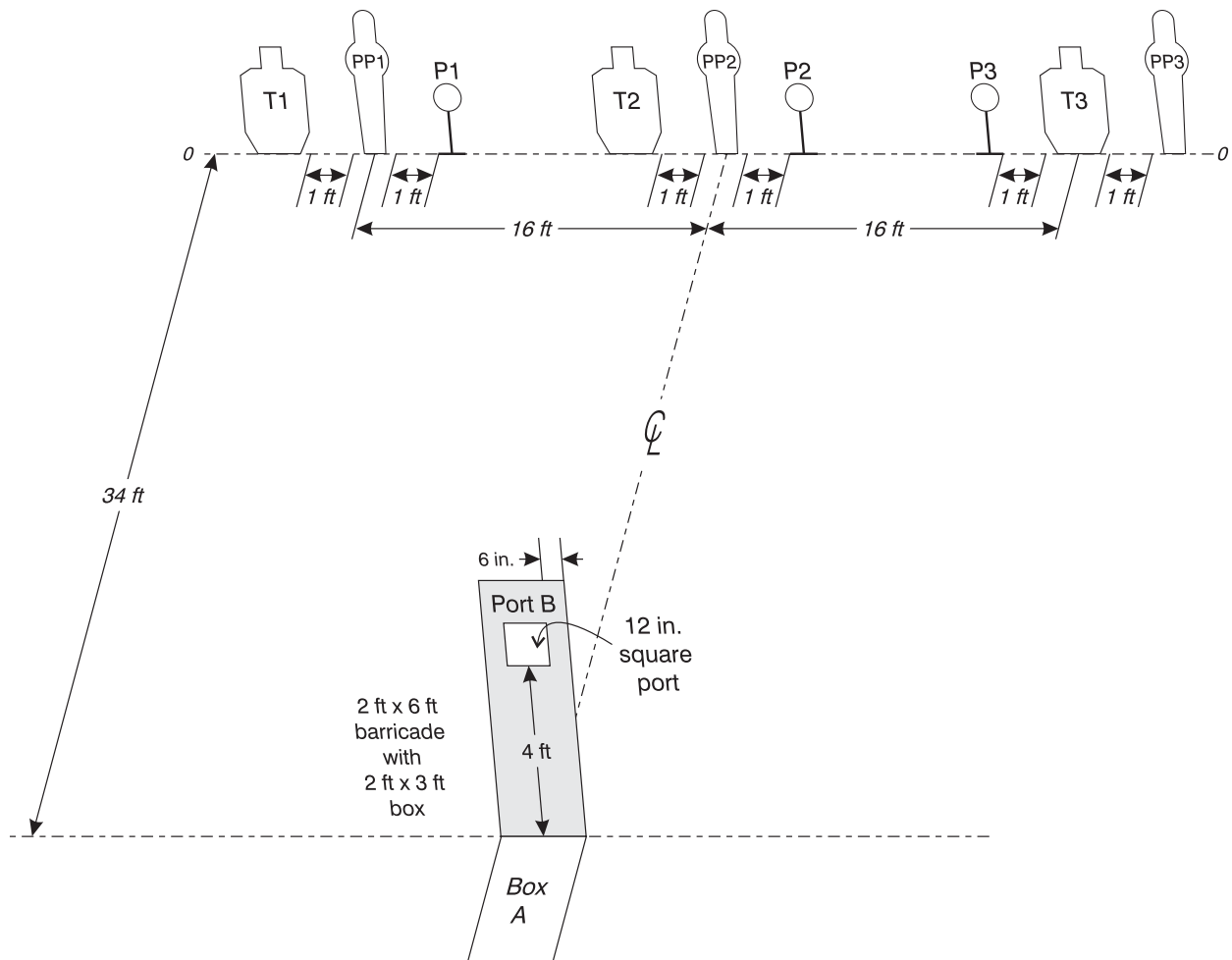
**TARGETS:** 3 Metric, 3 Pepper poppers, 3 8" plates

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

**START-STOP:** Audible - Last shot

**PENALTIES:** Per current edition of USPSA Handgun Competition Rules

Failure to perform mandatory reload will result in one procedural penalty per shot fired.



**SETUP NOTES:** Set targets so they are at right angles to the shooter. Paper targets are 5 feet high at shoulders. Plates are set at 2 feet above ground on standard plate stand.



## CM 99-53 Triple Play

### Written Stage Briefing

Triple Play is a 12 round, 60 point Comstock classifier course. There are 3 metric targets, 3 pepper poppers, and 3 8" plates. Best 2 hits per paper will score and steel must fall to score. The start signal is audible.

The start position is standing in Box A facing barricade with arms relaxed at sides. Handgun is loaded and holstered.

PCC: Start position is stock on belt, muzzle touching the mark, both hands on loaded carbine, safety on.

On the start signal, from within the fault lines, engage only T1, PP1 and P1 from the left side of the barricade, make a mandatory reload and engage only T2, PP2, and P2 through Port, make a mandatory reload and engage only T3, PP3 and P3 from the right side of the barricade. Arrays may be engaged in any order.

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





# CM 99-53

# Triple Play

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
STL	<input type="text"/>				<input type="text"/>	6
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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>



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"/>

COMSTOCK PENALTIES
<input type="text"/> PROCEDURAL (-10 EACH)

TIME
<input type="text"/>
TOTAL TIME
<input type="text"/>

Shooter:
RO:

REMARKS
<input type="text"/>

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
----------------	------	------	---------	-------	------	-----------	-------	-------

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

NAME \_\_\_\_\_ USPSA # \_\_\_\_\_