



CM 99-51

Single Tap Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bob Jones—Modifications by US Design Team

START POSITION: Standing behind 4-foot-long fault line facing targets 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

- String 1. 60 ft. Upon start signal, from behind fault line, engage T1-T6 with only one round per target while prone.
- String 2. 45 ft. Upon start signal, from behind fault line, engage T1-T6 with only one round per target while kneeling (one or both knees must be in contact with the ground).
- String 3. 30 ft. Upon start signal, from behind fault line, engage T1-T6 with only one round per target using strong hand only.
- String 4. 15 ft. Upon start signal, transfer gun to weak hand and from behind fault line, engage T1-T6 with only one round per target using weak hand only.

SCORING

SCORING: Virginia Count, 24 rounds, 120 points

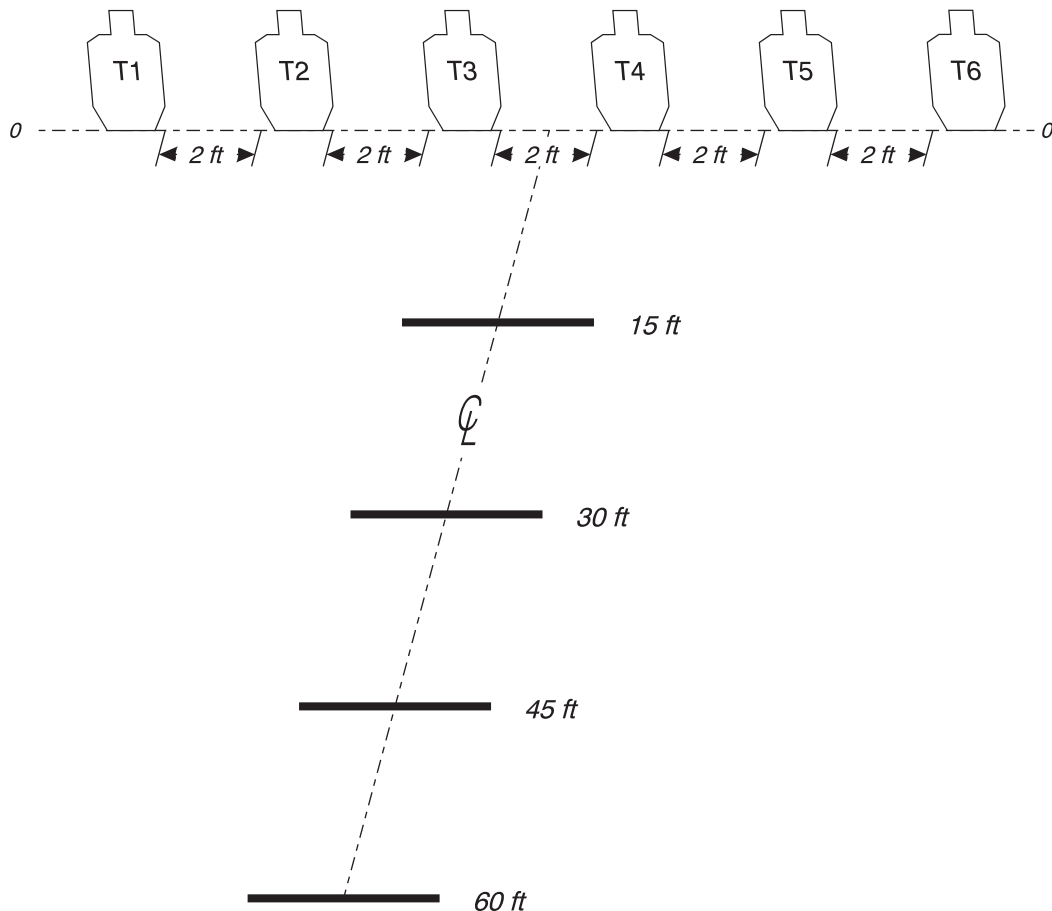
TARGETS: 6 IPSC

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

RANGE OFFICER NOTES: Jams may be cleared with both hands. When prone, arms extending over the fault line up to the elbows is not a fault.



SETUP NOTES: Set paper targets to 4 feet high at shoulders and spaced 2 feet apart edge to edge. Center 4-foot-long fault lines on center line.





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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"/>	4
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24
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"/>
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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"/>

VIRGINIA COUNT PENALTIES	
<input type="text"/>	PROCEDURAL (-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"/>
STRING 4
<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 # _____	