



CM 03-11

EI Strong & Weak Pres

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Jim Paxon -- Modifications by US Design Team

START POSITION: Standing in shooting box, facing uprange, toes of both feet against rear of shooting box, shoulders square with box, and hands on ears or hearing protection. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

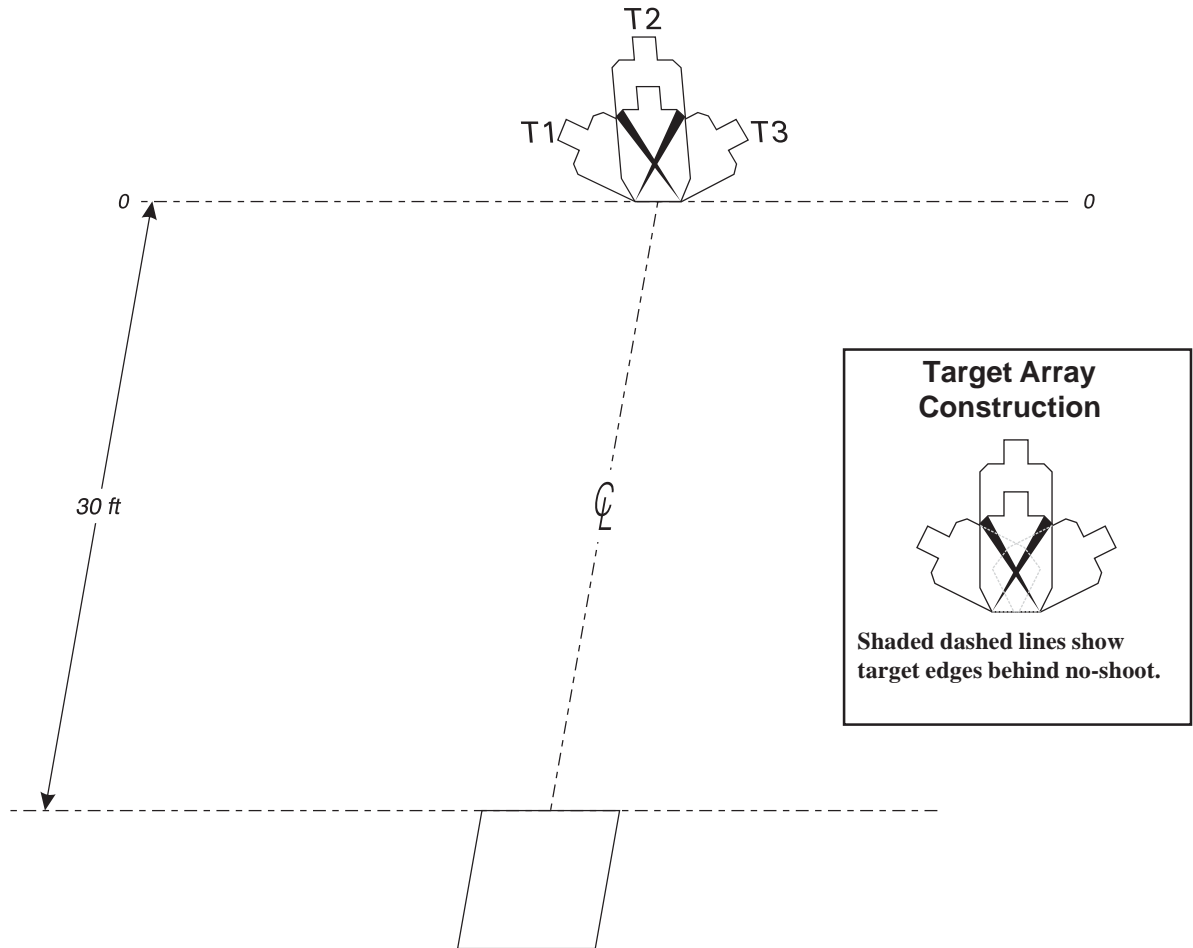
STAGE PROCEDURE

String 1: Upon start signal, turn, then draw and engage T1-T3 with only two rounds each **FREESTYLE**, then perform a mandatory reload and re-engage T1-T3 with two rounds each **STRONG HAND ONLY**.

String 2: Upon start signal, turn, then draw and engage T1-T3 with two rounds each, perform a mandatory reload and re-engage T1-T3 with two rounds each **WEAK HAND ONLY**.

SCORING

SCORING: Virginia Count, 24 rounds, 120 points
TARGETS: 3 Metric
SCORED HITS: Best 8/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set T2 to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. Top of no-shoot touches bottom of A imprinted in center A zone.



CM 03-11 El Strong & Weak Pres

Written Stage Briefing

El Strong & Weak Pres is a 24 round, 120 point, Virginia Count classifier. There are 3 metric targets. The best 8 hits per target will score. The start signal is audible.

The start position is standing inside the shooting box, facing uprange with toes of both feet against the rear of the shooting box, shoulders square with box, and hands on ears or hearing protection. Handgun is loaded and holstered.

PCC start position is standing inside the shooting box, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For string 1, on the audible start signal, turn, then draw and engage each target, freestyle, with two rounds each, make a mandatory reload, and engage each target with only two rounds each strong hand only. PCC—strong shoulder only.

For string 2, on the audible start signal, turn, then draw and engage each target, freestyle, with two rounds each, make a mandatory reload, and engage each target with only two rounds each weak hand only. PCC—weak shoulder only.

Note: No turn for PCC division.





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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"/>	8
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
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	

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
.
STRING 2
.
TOTAL TIME
.

STATS ONLY + + + - =



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

Shooter:

RO:

REMARKS

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

NAME _____ USPSA _____