



CM 09-04

Pucker Factor

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver

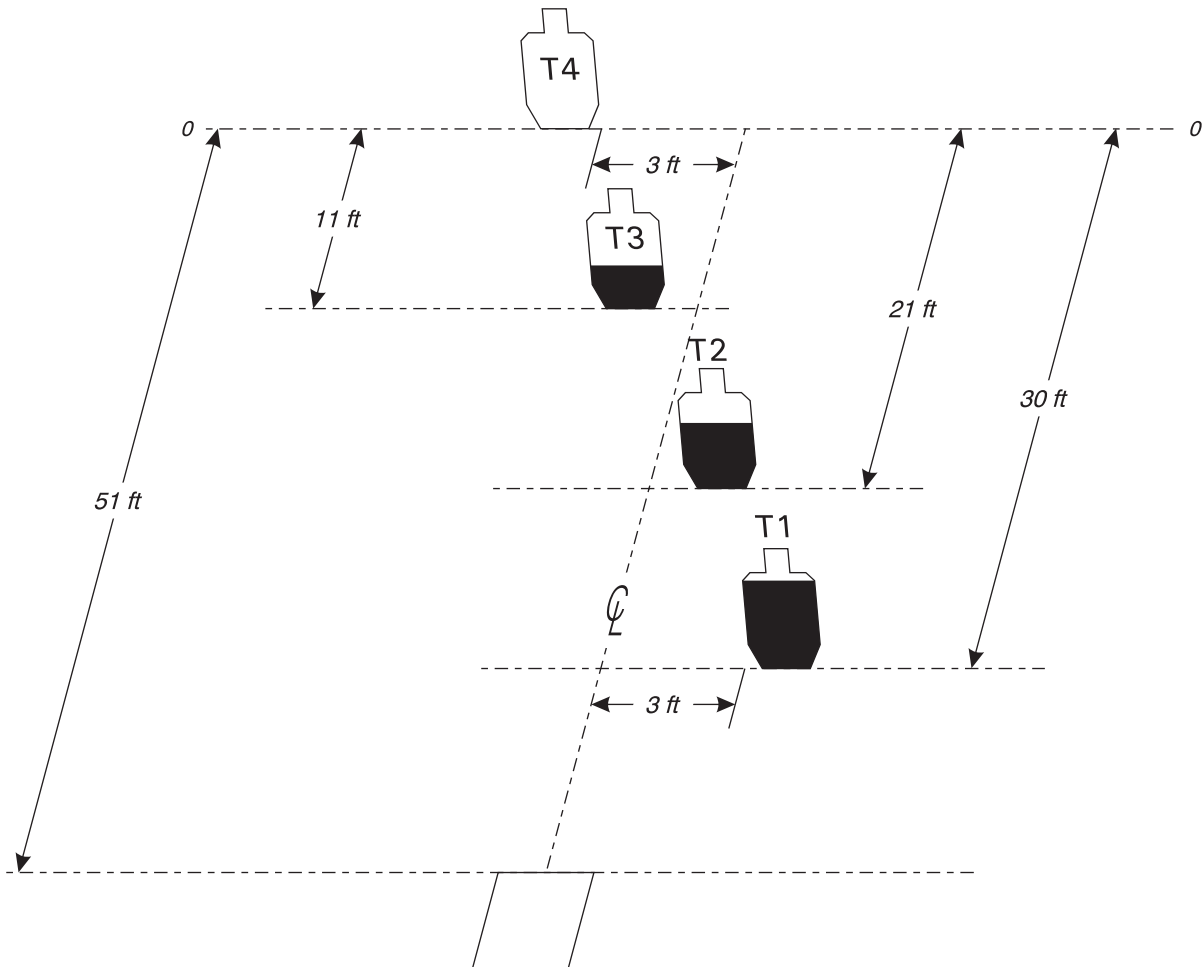
START POSITION: Standing in shooting area facing downrange, hands naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, engage targets with only two rounds each from the shooting area.

SCORING

SCORING: Virginia Count, 8 rounds, 40 points
TARGETS: 4 Metric
SCORED HITS: Best 2/paper
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. Inside edges of T2 and T3 are six inches from the center line. Hard cover on T1 covers to top of A-zone. Hard cover on T2 covers to center of A-zone. Hard cover on T3 covers to bottom of A-zone.



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Written Stage Briefing

Pucker Factor is an 8 round, 40 point Virginia Count Short classifier course. There are 4 Metric targets. The best 2 hits per target will score. The start signal is audible.

Your start position is standing within the fault lines, facing downrange, your hands relaxed at your sides. Your gun will be loaded and holstered. PCC start position is standing within the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, draw and engage each target with only 2 rounds each, freestyle, while remaining within the fault lines.





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TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASHMARKS					
T1	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T2	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T3	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T4	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
TOTAL HITS	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	8
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

STATS ONLY

<input style="width: 40px; height: 25px;" type="text"/>	+	<input style="width: 40px; height: 25px;" type="text"/>	+	<input style="width: 40px; height: 25px;" type="text"/>	+	<input style="width: 40px; height: 25px;" type="text"/>	-	<input style="width: 40px; height: 25px;" type="text"/>	=	<input style="width: 40px; height: 25px;" type="text"/>
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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
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NAME _____ USPSA _____