



# CM 09-07

# It's Not Brain Surgery

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

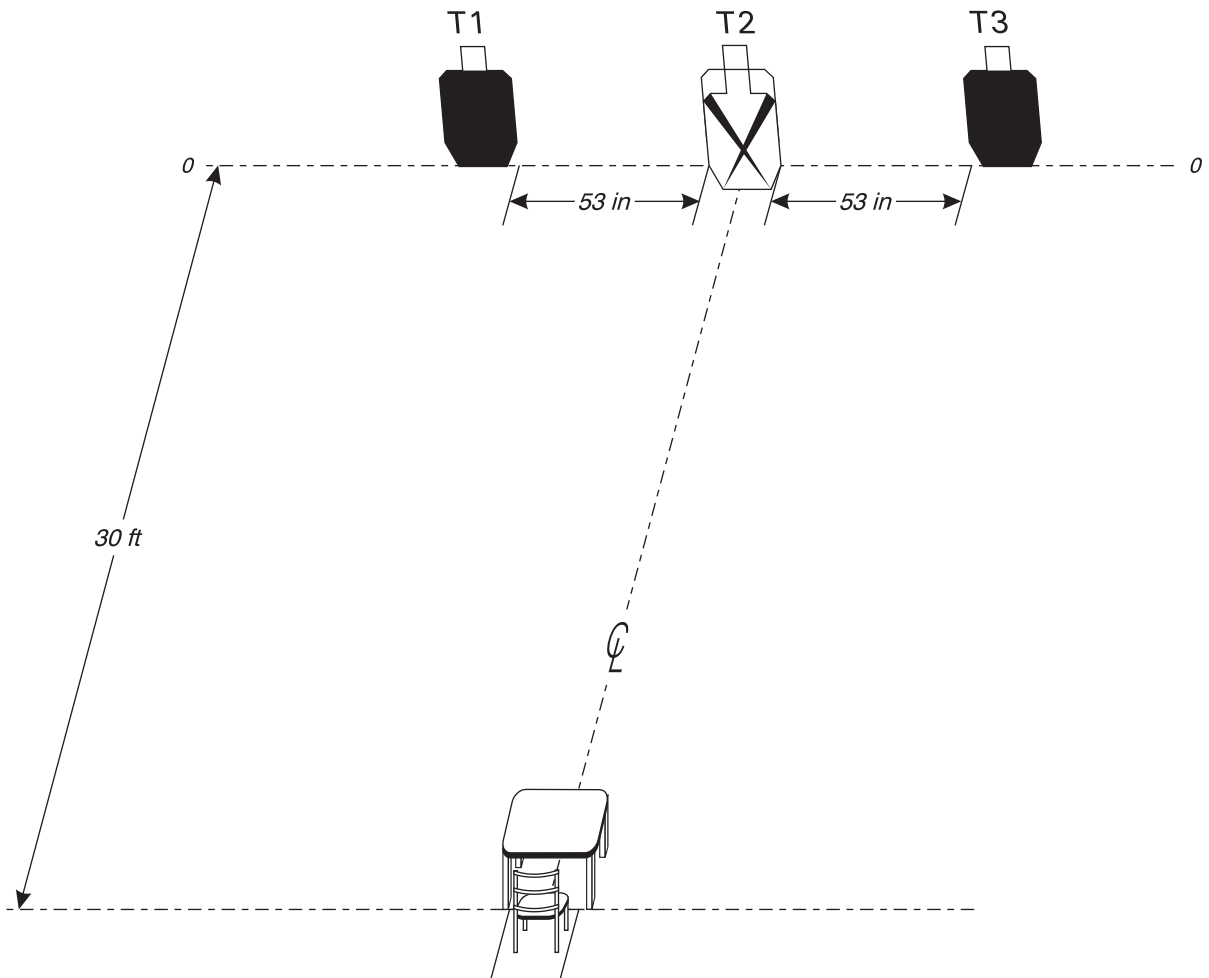
**START POSITION:** Sitting fully in chair, hands behind head, fingers interlaced. Handgun will be loaded and on table with muzzle pointing downrange.

### STAGE PROCEDURE

On signal, draw and engage targets with two rounds each while remaining in the shooting area.

### SCORING

**SCORING:** Comstock, 6 rounds, 30 points  
**TARGETS:** 3 Metric  
**SCORED HITS:** Best 2/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** T1 and T3 are 53 inches edge to edge from the center array. All targets are 5 feet high at shoulders. Table is standard card table size. Shooting area is 3 ft by 3 ft, centered behind table.



Gun may not be propped up in any way.

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### Written Stage Briefing

It's Not Brain Surgery is a 6 round, 30-point Comstock Short Course. There are 3 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position will be seated on the chair, back against chair back, with your fingers laced behind your head. Your gun will be loaded and placed completely on the table, muzzle downrange. The gun must be lying flat and not propped up in any manner.

PCC: Same start position, loaded carbine—may extend past front of table, (i.e., downrange) but may not extend beyond the rear edge of the table.

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





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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"/>	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
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

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**

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