



CM 09-08

Crackerjack

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

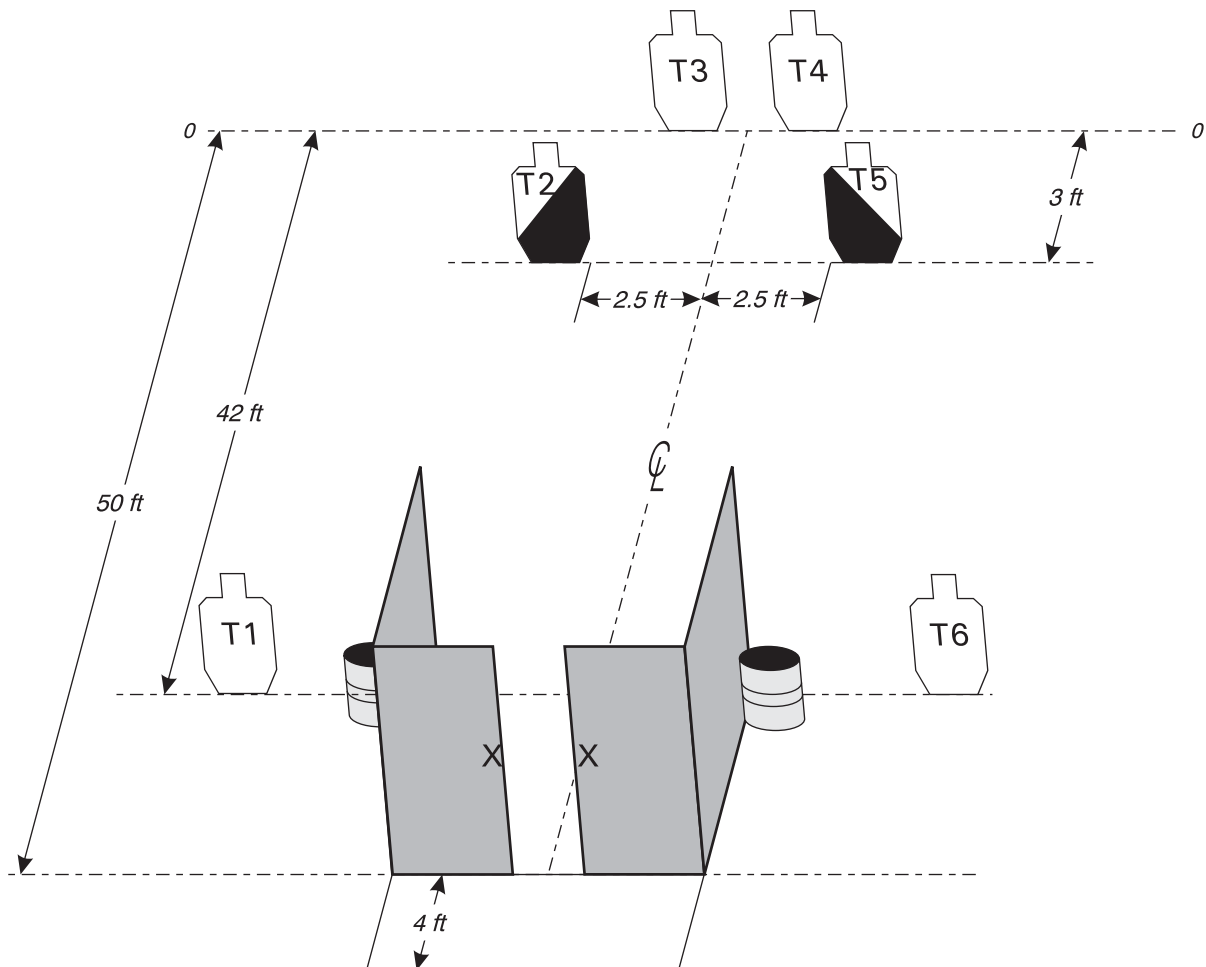
START POSITION: Standing centered in the shooting area, hands on the marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, draw and engage targets while remaining in the shooting area.

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 6 Metric
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: T2, T3, T4, and T5 are 5 feet high at shoulders. T1 and T6 are 4 feet high at shoulders. T3 and T4 are 12 inches apart edge to edge (6 inches left and right of centerline). T1 and T6 are 66 inches left and right of the barricade walls. The side walls of the barricade are 8 feet by



8 feet. The front walls are 4 feet by 8 feet with a 19-inch wide gap between them. Place the barrels so they are against the walls with the back of the barrels even with the back edge of the walls. X marks for hand positions are 4 feet up on the wall at the edge of the port. Barrels are plastic blue water barrels.

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Written Stage Briefing

Crackerjack is a 12 round, 60-point Comstock Classifier course. There are 6 Metric targets. The best two hits per target will score. The start signal is audible.

The start position will be centered within the fault lines. Your hands will be on the marks on the wall. Your gun will be loaded and holstered. PCC start position is standing centered behind the wall, facing downrange, stock on belt, muzzle touching one of the marks, loaded carbine held in both hands with safety on.

On the start signal, engage targets while remaining in shooting area.





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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
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T6	<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"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

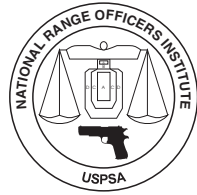
COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

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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NAME _____ USPSA _____

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