



CM 09-09

Lightning And Thunder

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Nationals Design Team

START POSITION: Standing behind the line, facing down range, hands relaxed at sides. Handgun is loaded and holstered.

STAGE PROCEDURE

Set timer to five seconds for all strings.

String 1: 75 ft. On signal, draw and engage targets with only two rounds each.

String 2: 45 ft. On signal, draw and engage targets with only one round each, make a mandatory reload, and reengage targets with only one round each.

String 3: 30 ft. On signal, draw and engage targets with only two rounds each strong hand only.

SCORING

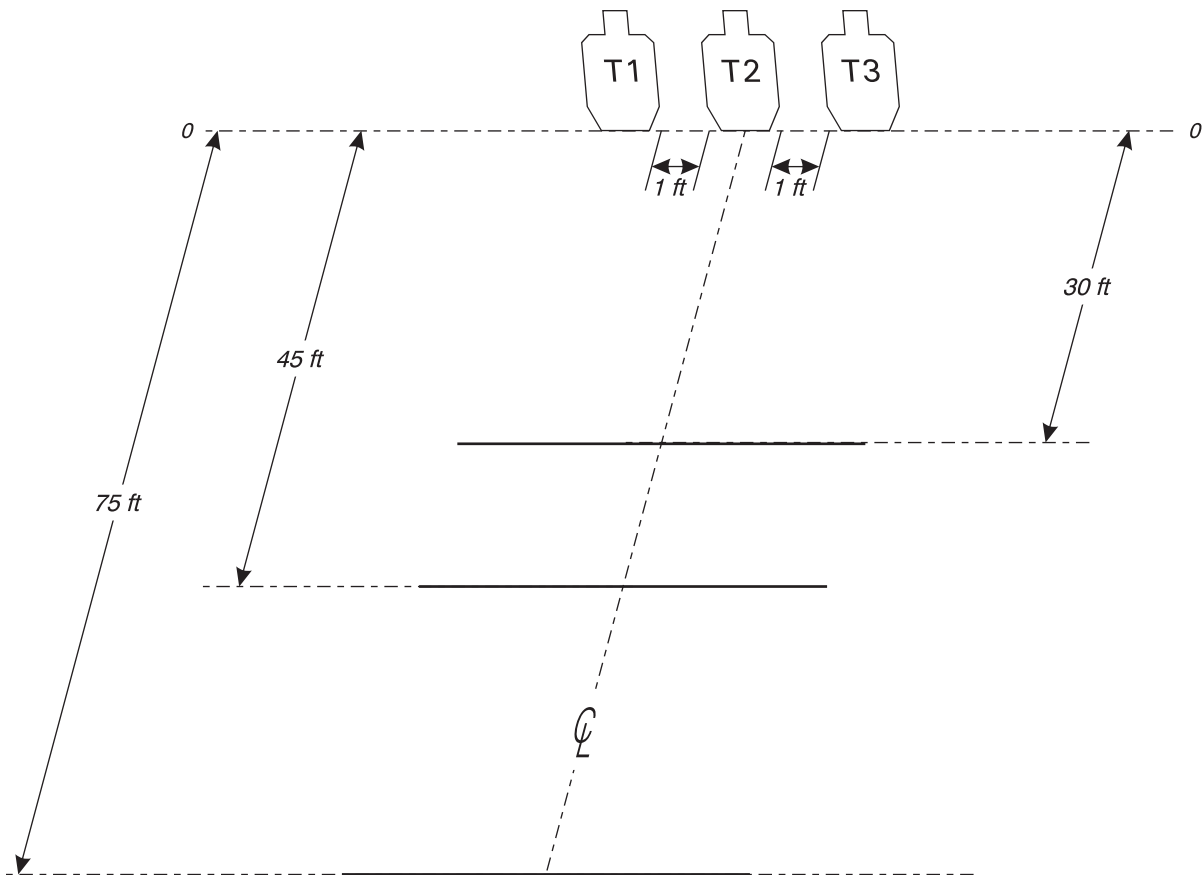
SCORING: Fixed Time, 18 rounds, 90 points

TARGETS: 3 Metric

SCORED HITS: Best 6/paper

START - STOP: Audible - Audible

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Targets are 12 inches edge to edge. T2 is at the center of the array.



Set timer according to rule 9.4.6.2.

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Written Stage Briefing

Lightning and Thunder is an 18 round, 90 point Fixed Time Standards shot in three strings. There are 3 Metric targets. The best 6 rounds per target will score. The start signal is audible, the stop signal is audible. (Or, can be visual.) **All strings will be 5 seconds.**

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

String 1, 25 yards: On the start signal, engage each target with only two rounds each freestyle.

String 2, 15 yards: On the start signal, engage each target with only one round each make a mandatory reload and reengage each target with only one round each, freestyle.

String 3, 10 yards: On the start signal, engage each target with only two rounds each strong hand only. PCC—Strong shoulder only.





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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"/>	6
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	18
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

FIXED TIME PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

LATE SHOT (-5 EACH)

STATS ONLY + + + - =

MINUS PENALTIES OF
 EQUALS TOTAL SCORE



Shooter: _____

RO: _____

REMARKS

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

NAME _____ USPSA _____