



# CM 13-03

# Short Sprint Standards

**RULES:** USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Chad Rausch

**START POSITION:** Standing in Area A, facing downrange, hands naturally at sides. Gun loaded and holstered.

### STAGE PROCEDURE

String 1: Upon start signal, engage all targets with one round only, freestyle, from area A, then make a mandatory reload and engage all targets with one round only, strong hand only, from area B. Remain in area B for string two.

String 2: Upon start signal, engage all targets with one round only from area B, freestyle, then make a mandatory reload and engage all targets with one round only from area C, weak hand only.

### SCORING

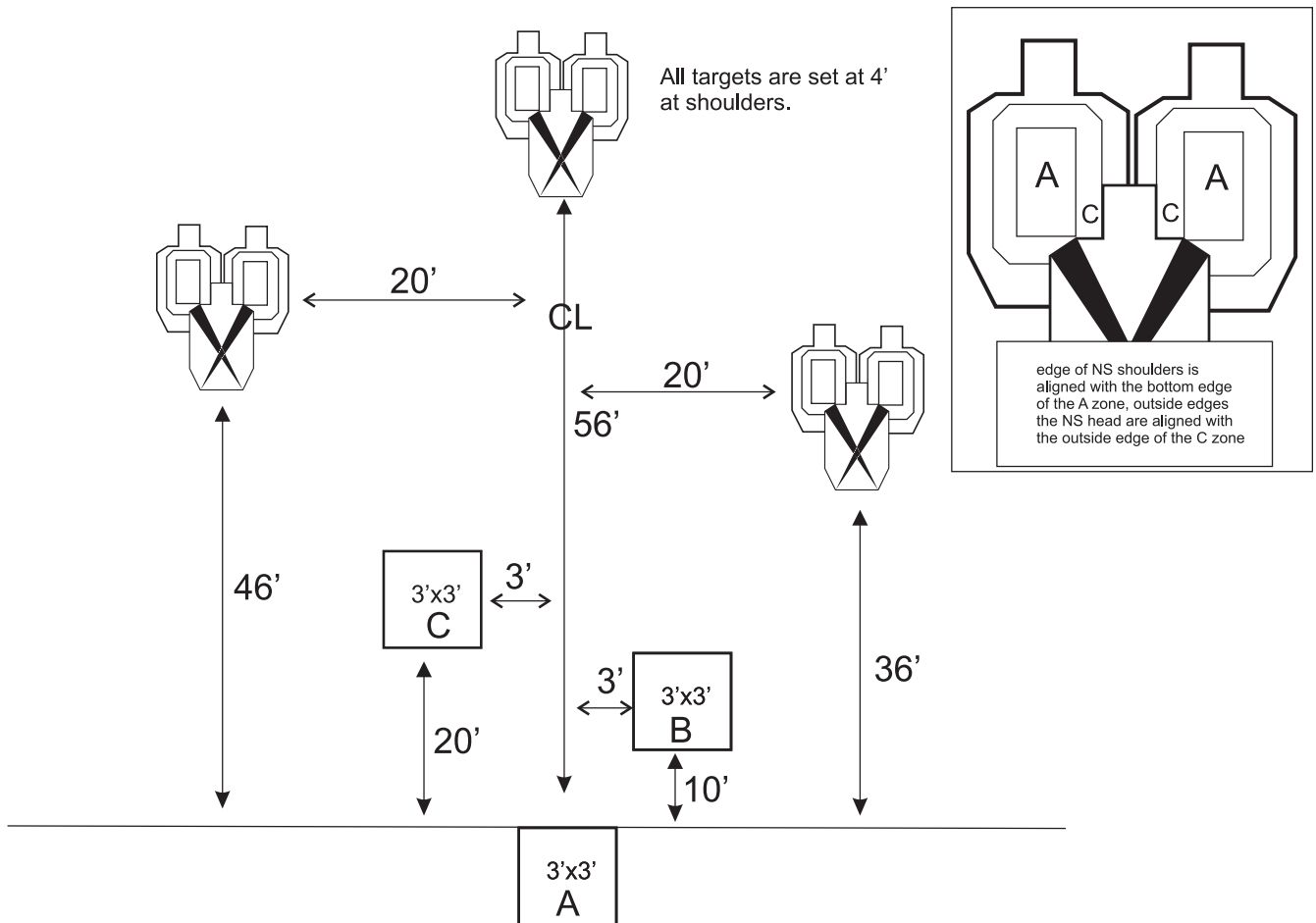
**SCORING:** Virginia Count, 24 rounds, 120 points

**TARGETS:** 6 Metric

**SCORED HITS:** Best 4/paper

**START - STOP:** Audible - Last shot

**PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** Target arrays are set at 56, 46, and 36 feet respectively, from the front of Area A. Arrays to left and right of center line are set at 20 feet to edge of inside target. No-shoots are aligned with the shoulders at the bottom of the A zone on the scoring target,



and the edges of the head touching the outside edge of the C zone. (see detail). Areas B and C are 10 and 20 feet away from the front edge of Area A, respectively, and 3 feet off the center line.

**Written Stage Briefing**

Short Sprint Standards is a 24-round, 120-point Virginia Count Classifier course. There are six Metric targets. The best four hits per target will score. The Start signal is audible.

The start position is standing in Box A or B, facing downrange, arms hanging naturally at sides. PCC start position is standing in Box A or B, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

String 1 - Upon start signal, from Box A only, engage all targets with only one round each, make a mandatory reload, then from Box B only engage all targets with only one round each, strong hand only. PCC—Strong shoulder only.

String 2 - Upon start signal, from Box B only, engage all targets with only one round each, make a mandatory reload, then from Box C only, engage all targets with only one round each, weak hand only. PCC—Weak shoulder only.





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# Short Sprint Standards

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"/>	4
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
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**

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- 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**

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