



CM 13-07

Double Deal 2

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Russell Cluver

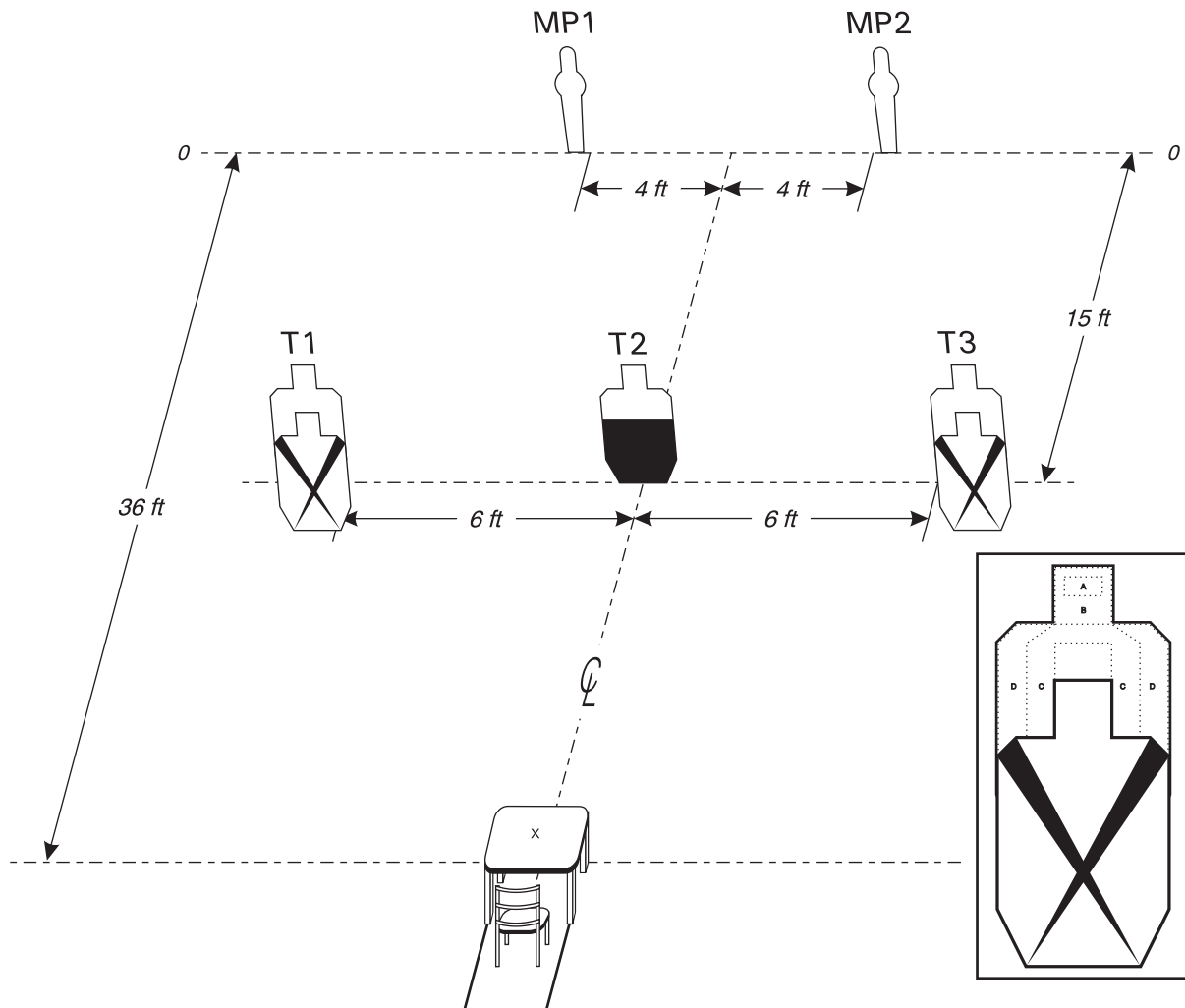
START POSITION: Seated at table facing downrange holding playing cards with both hands and elbows on the table. Loaded firearm is placed on X in center of table with the muzzle pointing down range.

STAGE PROCEDURE

Upon start signal, retrieve handgun and engage T1-T3 and Mini-poppers 1 and 2 from behind table and within the fault lines.

SCORING

SCORING: Comstock, 8 rounds, 40 points
TARGETS: 3 Metric, 2 Mini-poppers
SCORED HITS: Best 2/paper, KD = 1A
START - STOP: Audible - Last Shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set targets to five feet high at the shoulders. Set the top edge of the no-shoots five inches below the top scoring perforation of the lower A zone. Hard cover on T2 covers half of lower A zone. Use a standard card table with an X in the exact center of the



table. The chair is centered behind the table with the front edge of the chair 12 inches behind the table. Stake the chair in place so it cannot be moved. Left and right fault lines are four feet long. Use a single upper B-zone panel for the "playing cards."

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Stage Briefing

Double Deal 2 is an 8 round, 40-point Comstock Classifier course. There are 3 metric targets and 2 mini-poppers. The best 2 hits per target will score, steel must fall to score. The start signal is audible.

The start position is sitting at the table. You will be holding a set of playing cards using both hands, with your elbows resting on the table. Your gun will be loaded and on the table, muzzle downrange. The gun may not be propped up in any way. PCC: No change

On the start signal, engage targets 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
STL	<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	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT 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 _____
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