



# CM 99-08

# Melody Line

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Mike Davis — Modifications by US Design Team

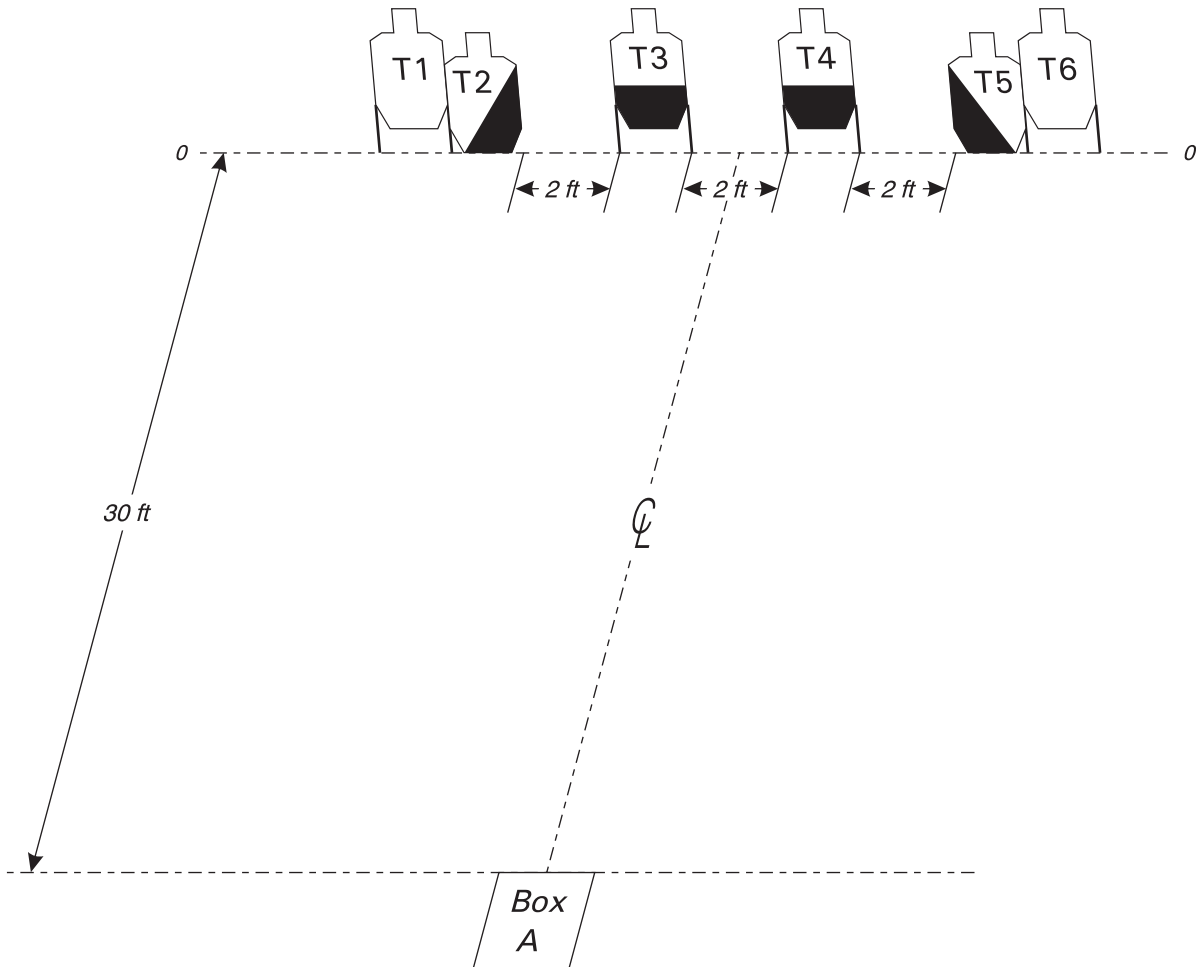
**START POSITION:** Standing in Box A, back to targets, toes of both feet against rear fault line of Box A, both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, turn, then draw and from Box A engage T1-T6 with only one round per target, then make a mandatory reload and from Box A engage T1-T6 with only one round per target.

### SCORING

**SCORING:** Virginia Count, 12 rounds, 60 points  
**TARGETS:** 6 Metric  
**SCORED HITS:** Best 2/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition USPSA Handgun Competition Rules  
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



**SETUP NOTES:** Set T1, T3, T4, and T6 to 5 feet high at shoulders. T2 and T5 are set so top of upper A zones are parallel with top of shoulder on adjacent target. Outer non-scoring edges of T1-T2 and T5-T6



butt together. Other targets are spaced two feet apart edge to edge. Shooting box is 3 feet by 3 feet. Hard cover on T3 & T4 is to bottom perforation of lower A zone. Hard cover on T2 & T5 is as shown.

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### Written Stage Briefing

Melody Line is a 12-round, 60-point Virginia Count Classifier Course of Fire. There are six Metric targets. The Start signal is audible. The best two hits per target will score.

The start position is standing in Box A, back to targets, toes of both feet against rear fault line of Box A, both wrists above respective shoulders. Your gun will be loaded and holstered.

PCC start position is standing in Box A, facing downrange, heels of both feet against the rear fault line of Box A, stock on belt, muzzle downrange, both hands on the loaded carbine, safety on.

On the start signal, from within the fault lines only, turn, then draw and engage T1-T6 with only one round per target, then make a mandatory reload, and engage T1-T6 with only one round per target.

PCC: No turn





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TGT	A	B	C	D	M	
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

USE NUMBERS - NOT HASHMARKS

**VIRGINIA COUNT PENALTIES**

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

**TIME**

TOTAL TIME

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	

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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