



CM 99-19

Payne's Pain

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Brazos Valley Practical Shooters

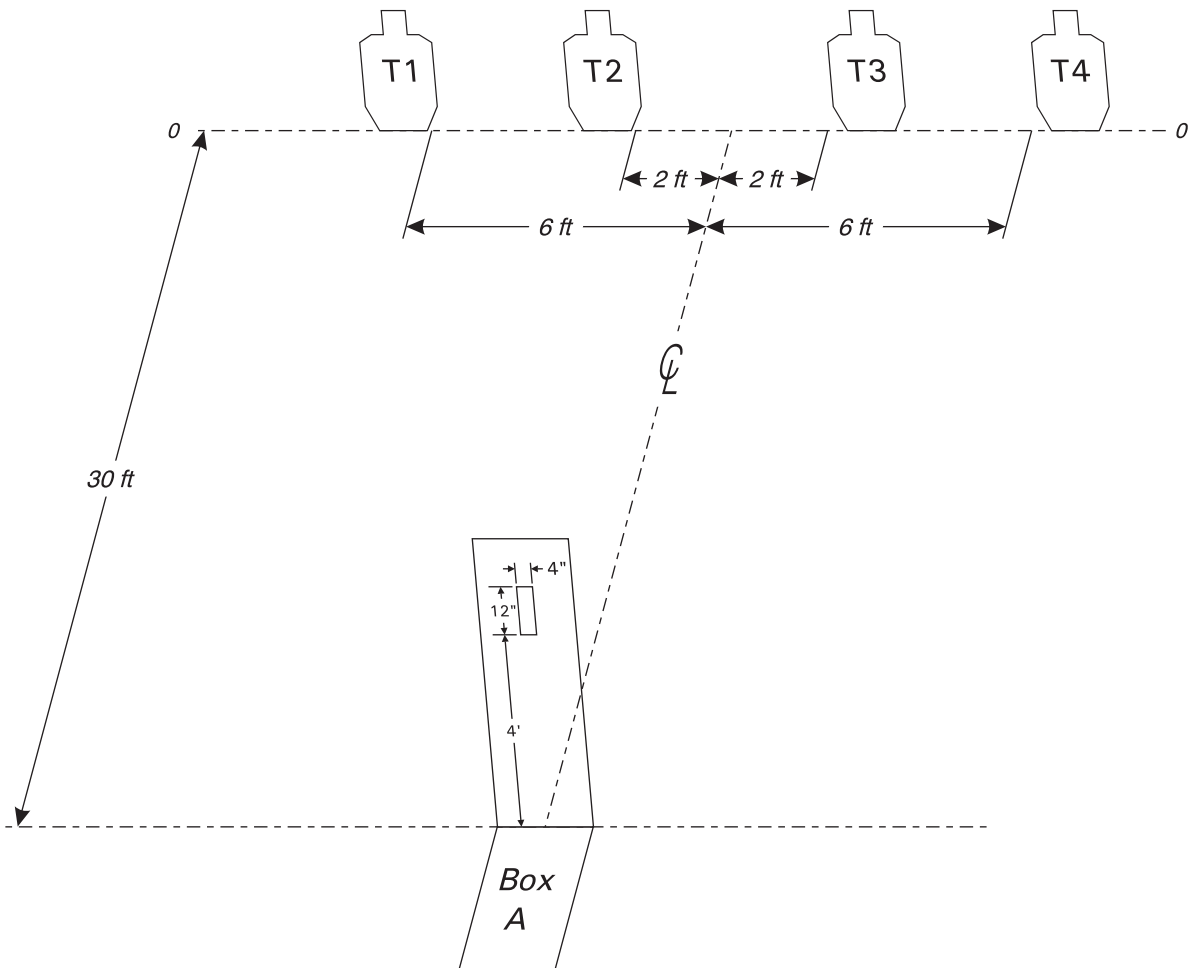
START POSITION: Standing in Box A, palms of both hands flat against the respective sides of the barricade. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A engage T1-T4 with only one round per target around either side of the barricade. Then make a mandatory reload and from Box A engage T1-T4 with only one round per target through Port B, then make a mandatory reload and from Box A, engage T1-T4 with only one round per target from the remaining side of the barricade.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points
TARGETS: 4 Metric
SCORED HITS: Best 3/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 paper targets to 5 feet high at shoulders. Barricade is 2 feet wide by 6 feet high. Box is 2 feet wide by 3 feet long. Port B is 4 inches wide and 12 inches high. Bottom of port is 4 feet above ground.



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Written Stage Briefing

Payne's Pain is a 12 round, 60 point, Virginia Count Classifier course. There are 4 metric targets. The best 3 hits per target will score. The start signal is audible.

The start position is standing in box A, facing down range with both hands flat against the respective sides of the barricade. Handgun is loaded and holstered. PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, from within the fault lines, engage T1-T4 with only one round each from one side of the barricade. Make a mandatory reload and engage T1-T4 with only one round each through the port. Make a mandatory reload and engage T1-T4 with only one round each from the opposite/remaining side of the barricade. You may shoot around the sides or through the port in any order.





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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"/>	3
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
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	

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

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**

NAME _____ USPSA _____