



CM 99-28

Hillbillton Drill

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

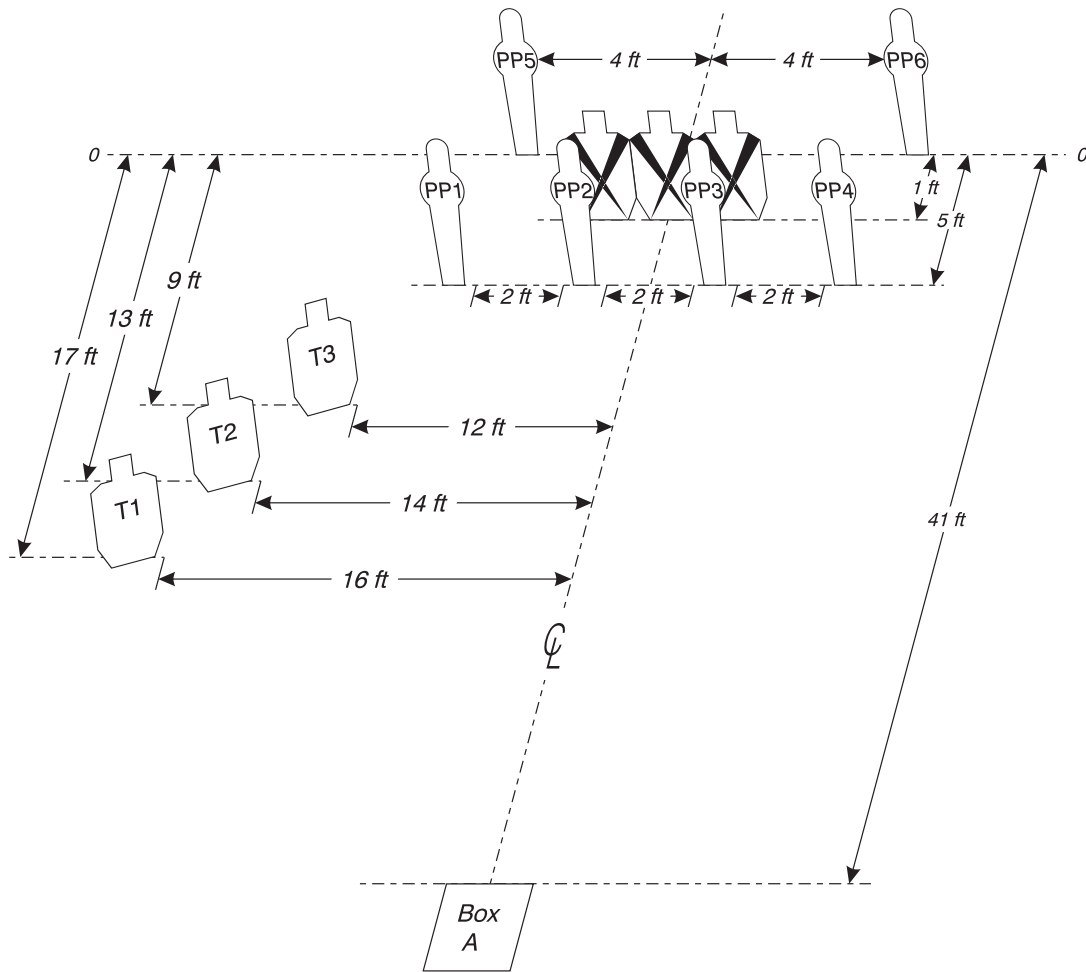
START POSITION: Standing in Box A facing targets with both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1-T3, perform a mandatory reload, and from Box A engage PP1-PP6.

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 3 Metric, 6 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules
Failure to perform the mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Angle T1-T3 toward shooting Box A with right edge of each target placed at distances indicated. Box A is 3 feet by 3 feet. Set paper targets and no-shoots to 5 feet high at shoulders. No-shoots



are set with edges touching the next no-shoot. The array is then centered with the middle no-shoot centered on the center line.

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Written Stage Briefing

Hillbillton Drill is a 12 round, 60 point, Comstock Classifier course. There are 3 metric targets and 6 pepper poppers. The best two hits per paper target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing the targets with your wrists above your respective shoulders. Your gun 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-T3, make a mandatory reload and engage PP1-PP6. Targets and poppers may be engaged in any order. Only one mandatory reload is required.





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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"/>	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
STL	<input type="text"/>				<input type="text"/>	6
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	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT 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 # _____