



CM 99-63

Merle's Standards

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** John Amidon

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

- String 1. Upon start signal, from Box A, engage only T3 with six rounds, perform a mandatory reload and engage only T2 with six rounds, strong hand only.
- String 2. Upon start signal, from Box A, engage only T3 with six rounds, perform a mandatory reload and engage only T1 with six rounds, weak hand only.

Jams may be cleared with both hands.

SCORING

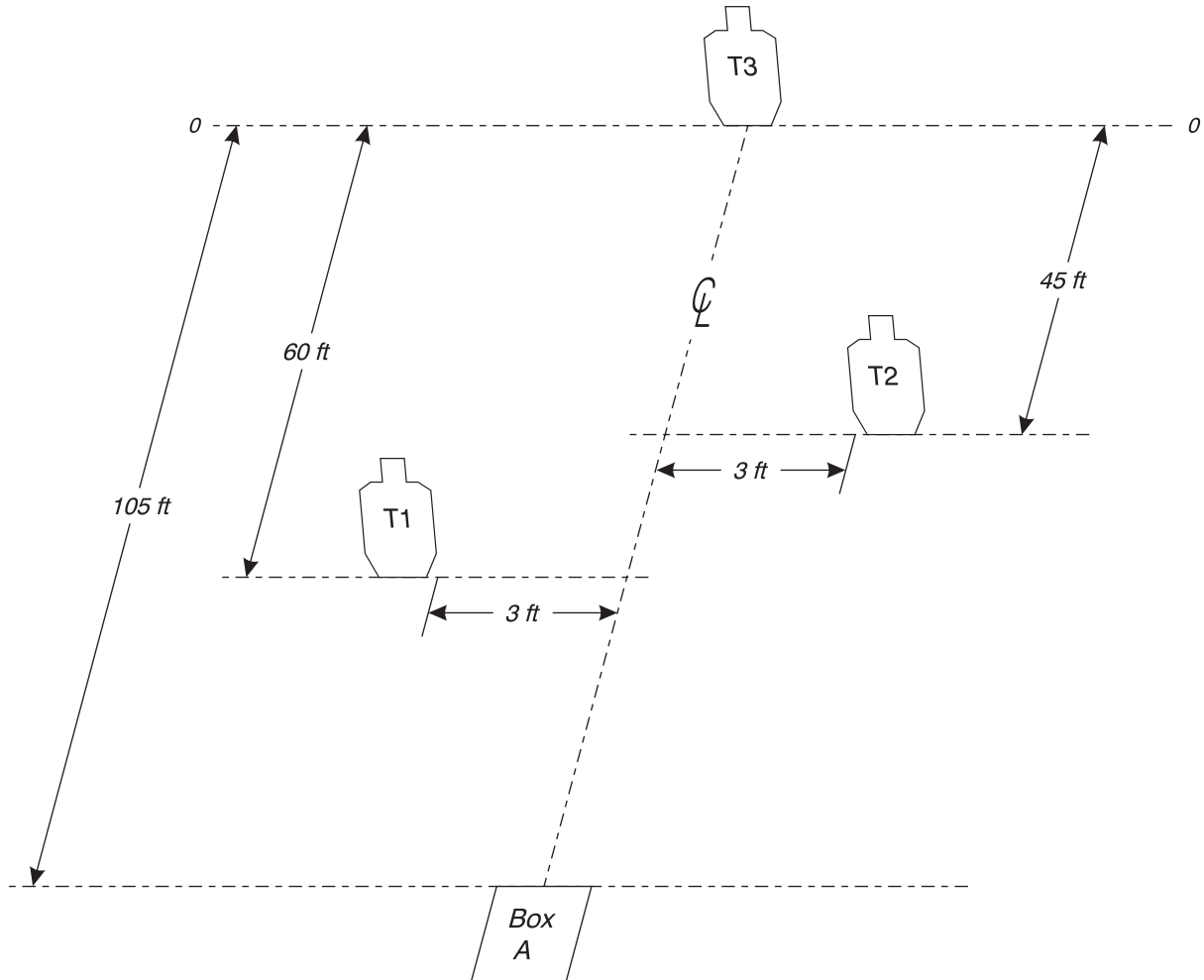
SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 3 Metric

SCORED HITS: Best 6 on T1-T2, best 12 on T3

START-STOP: Audible - Last shot

PENALTIES: Per current edition of 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. Box A is 3 feet by 3 feet.



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Written Stage Briefing

Merle's Standards is a 24 round, 120 point Virginia Count classifier course. There are 3 metric targets. The best 6 hits on T1 and T2 will score. The best 12 hits on T3 will score. The start signal is audible.

Start position is standing in Box A, facing the targets with both 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.

String 1: On the start signal, from Box A, engage only T3 with 6 rounds, freestyle, make a mandatory reload and engage only T2 with 6 rounds, strong hand only. PCC—strong shoulder only.

String 2: On the audible start signal, from Box A, engage only T3 with 6 rounds, freestyle, make a mandatory reload, and engage only T1 with six rounds, weak hand only. PCC—weak shoulder only.





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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"/>	6
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"/>	6
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"/>	12
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"/>	24
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

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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NAME _____ USPSA # _____