



CM 13-05

Tick-Tock

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** US Nationals Design Team

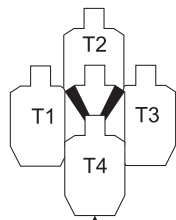
START POSITION: Standing outside the fault lines, toes touching marks, facing downrange, wrists above respective shoulders. Gun is unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark. All magazines to be used on the stage must be on the table.

STAGE PROCEDURE

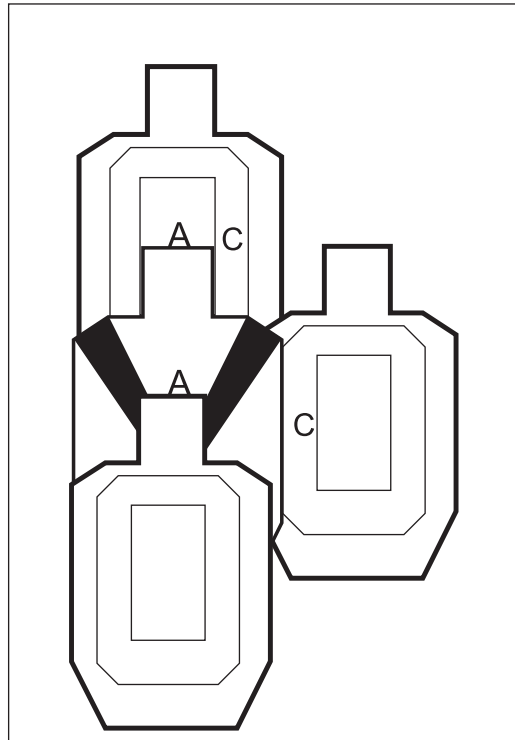
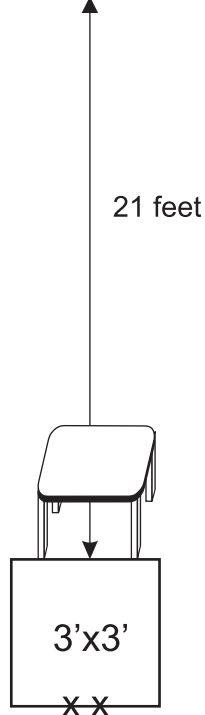
Upon start signal, engage each target with only two rounds, perform a mandatory reload using the magazines/ammo on the table, and then engage each target with only two rounds, from within the fault lines.

SCORING

SCORING: Virginia Count, 16 rounds, 80 points
TARGETS: 4 Metric
SCORED HITS: Best 4/paper
START - STOP: Audible - Last Shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



4' at shoulders of T1&T3



SETUP NOTES: Targets are set at 21 feet from the front fault line. No-shoot is positioned with the edge of the target touching the C scoring line on T1 and T3, and the top of the target 18 inches up from the bottom edge of T2, non-scoring border covering the A zone perforations.



T4 is positioned with the top of the scoring target 18 inches up from the bottom edge of the no-shoot. (A mark must be made from the scoring side of the no-shoot to ensure proper alignment.) The table is a standard height table and can be of any size.

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Written Stage Briefing

Tick-Tock is a 16 round, 80 point Virginia Count Classifier course. There are four Metric targets. The best four hits per target will score. The Start signal is audible

The start position is standing outside the fault lines, toes touching marks, facing downrange, wrists above respective shoulders. Your gun will be unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark.

All magazines to be used on the stage must be placed on the table.

PCC: No change.

Upon start signal, from within the fault lines, engage T1-T4 with only two rounds each, make a mandatory reload using a magazine from the table only, then engage T1-T4 with only two rounds each. All reloads must be made using a magazine from the table only. Using magazines from mag pouches is not allowed.





CM 13-05 Tick-Tock

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"/>	4
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"/>	4
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"/>	4
T4	<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"/>	4
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"/>	16
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES	
<input style="width: 30px; height: 25px;" type="text"/>	PROCEDURAL (-10 EACH)
<input style="width: 30px; height: 25px;" type="text"/>	NO-SHOOT HIT (-10 EACH)
<input style="width: 30px; height: 25px;" type="text"/>	EXTRA SHOT (-10 EACH)
<input style="width: 30px; height: 25px;" type="text"/>	EXTRA HIT (-10 EACH)

TIME
TOTAL TIME
<input style="width: 80%; height: 25px;" type="text"/>

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)

<input style="width: 90%; height: 25px;" type="text"/>	←	<input style="width: 90%; height: 25px;" type="text"/>
<input style="width: 90%; height: 25px;" type="text"/>	←	<input style="width: 90%; height: 25px;" type="text"/>
<input style="width: 90%; height: 25px;" type="text"/>	←	<input style="width: 90%; height: 25px;" type="text"/>
<input style="width: 90%; height: 25px;" type="text"/>	←	<input style="width: 90%; height: 25px;" type="text"/>



Shooter: RO:	
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REMARKS

SHOOTER NUMBER	Open	Lim.	Lim. 10	Prod.	Rev.	Sing. St.	MAJOR	minor
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<input style="width: 80%; height: 60px;" type="text"/>	NAME _____	USPSA _____
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