



CM 13-01

Disaster Factor

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Robert Porter

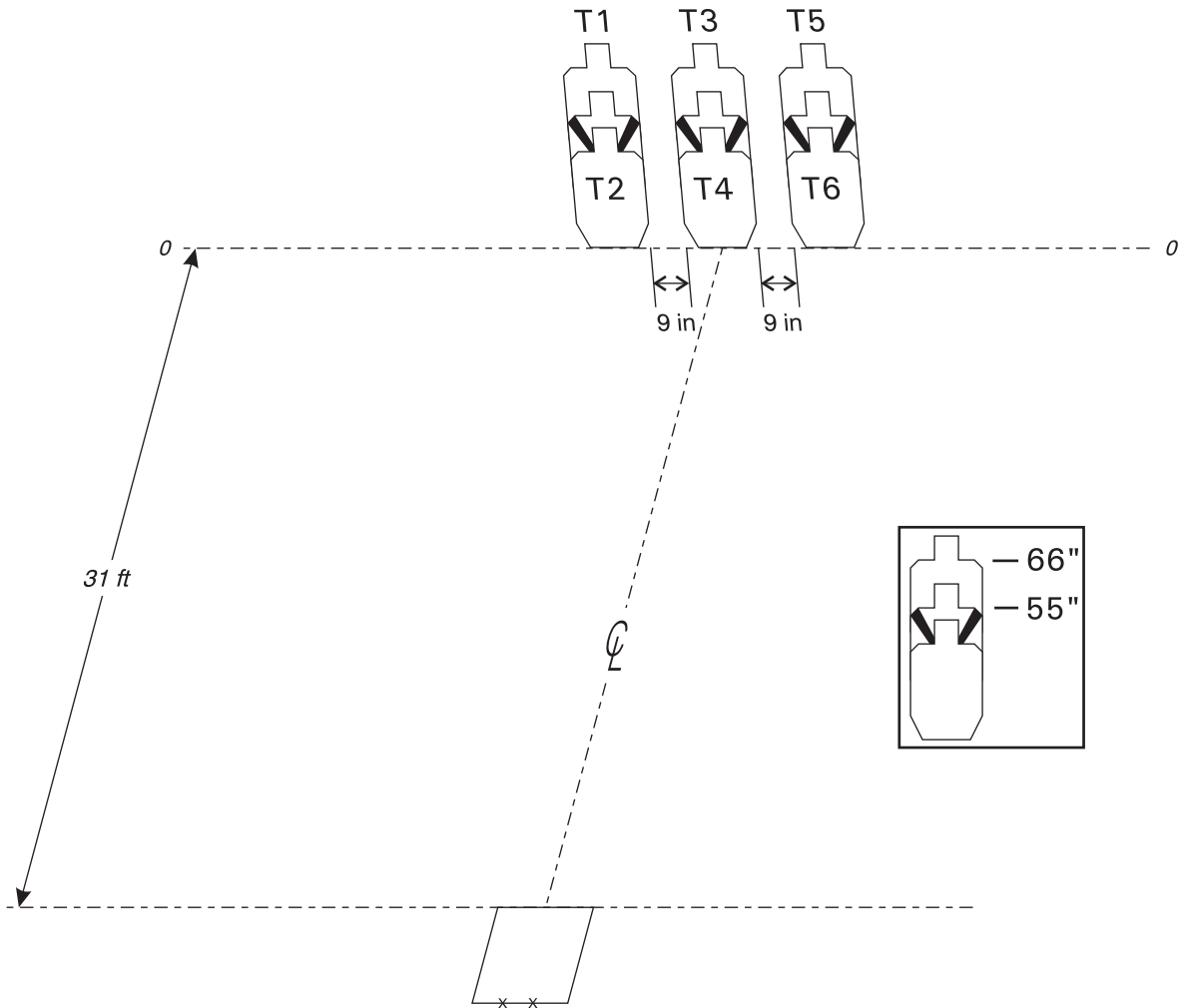
START POSITION: Standing inside the fault lines, toes touching marks, facing uprange, wrists above respective shoulders. Gun is loaded and holstered.

STAGE PROCEDURE

Upon start signal, turn, then draw and engage either the upper or lower three targets with only two rounds each, perform a mandatory reload, and engage the remaining three-target array with only two rounds each from within the box.

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 of USPSA Handgun Competition Rules



SETUP NOTES: Targets are set at 31 feet from the front of the shooting box, and are spaced 9 inches apart, edge to edge. The shoulders of T1, T3, and T5 are at 66 inches. The shoulders of the no-shoots are at 55 inches. Set the top edges of T2, T4, and T6 at 7.5 inches below



the top edge of the no-shoot.) All targets must be aligned vertically, edge to edge. The shooting box is a standard 3 foot by 3 foot box. The X marks are to be 12 inches in from each side of the box.

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Written Stage Briefing

Disaster Factor is a 12 round, 60 point Virginia Count classifier course. There are 6 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position is standing inside the fault lines, facing uprange with your wrists above your respective shoulders, toes touching the marks. Your gun will be loaded and holstered. PCC start position is standing inside the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, turn then draw and engage either the upper or lower three target array with only 2 rounds per target, make a mandatory reload and engage the other 3 target array with only 2 rounds per target while remaining in the shooting area. No turn for PCC.

You may engage the targets in each array in any order, but must make a reload before changing arrays.





CM 13-01 Disaster Factor

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
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
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)
- NO-SHOOT HIT (-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 _____