



# CM 06-06

# Golden Bullet Standards

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** NorCal Section

**START POSITION:** Standing in Box A, facing targets, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

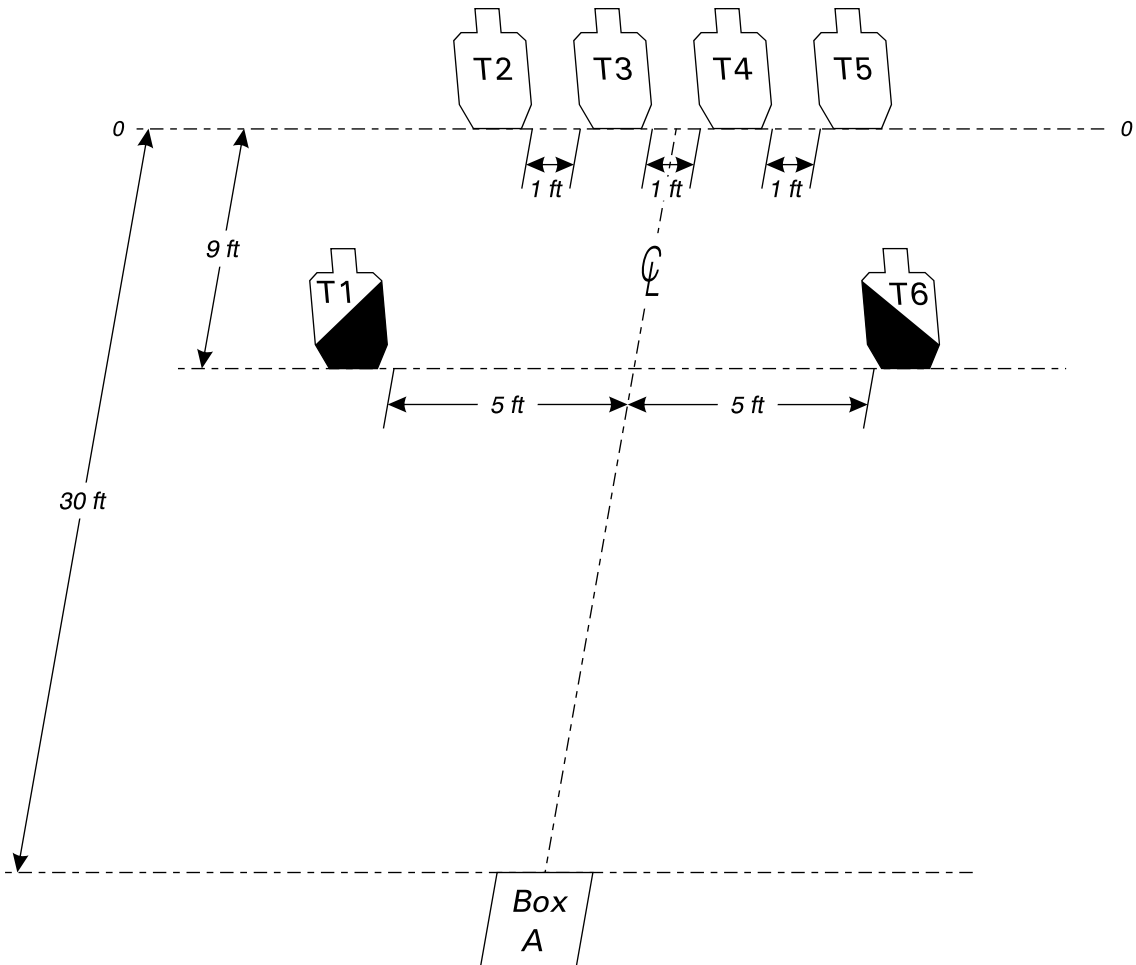
### STAGE PROCEDURE

- String 1 On signal, engage targets with one round each, perform a mandatory reload and re-engage each target with one round each strong hand only.
- String 2 On signal, engage each target with one round each, perform a mandatory reload and re-engage each target with one round each weak hand only.

For both strings, all rounds fired must be from within Box A.

### SCORING

- SCORING:** Virginia Count, 24 rounds, 120 points
- TARGETS:** 6 Metric
- SCORED HITS:** Best 4/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition of USPSA Handgun Competition Rules  
One procedural per shot fired for failing to reload when specified.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. Hard cover on T1 and T6 runs diagonally from lower shoulder to top of angled cut at the bottom.



## CM 06-06, Golden Bullet Standards

### Written Stage Briefing

Golden Bullet Standards is a 24 round, 120 point Virginia count classifier course. There are 6 metric targets. The best 4 hits per paper will score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands naturally at your side. Your 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 audible start signal, from within the fault lines:

String 1: Engage T1-6 with 1 round only Freestyle, perform a mandatory reload and re-engage T1-6 with 1 round only strong hand only. PCC—strong shoulder only.

String 2: Engage T1-6 with 1 round only Freestyle, perform a mandatory reload and re-engage T1-6 with 1 round only Weak hand only. PCC—weak shoulder only.





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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"/>	4
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input 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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