



# CM 99-21

# Mini-Mart

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Mike Knupp—Modifications by US Design Team

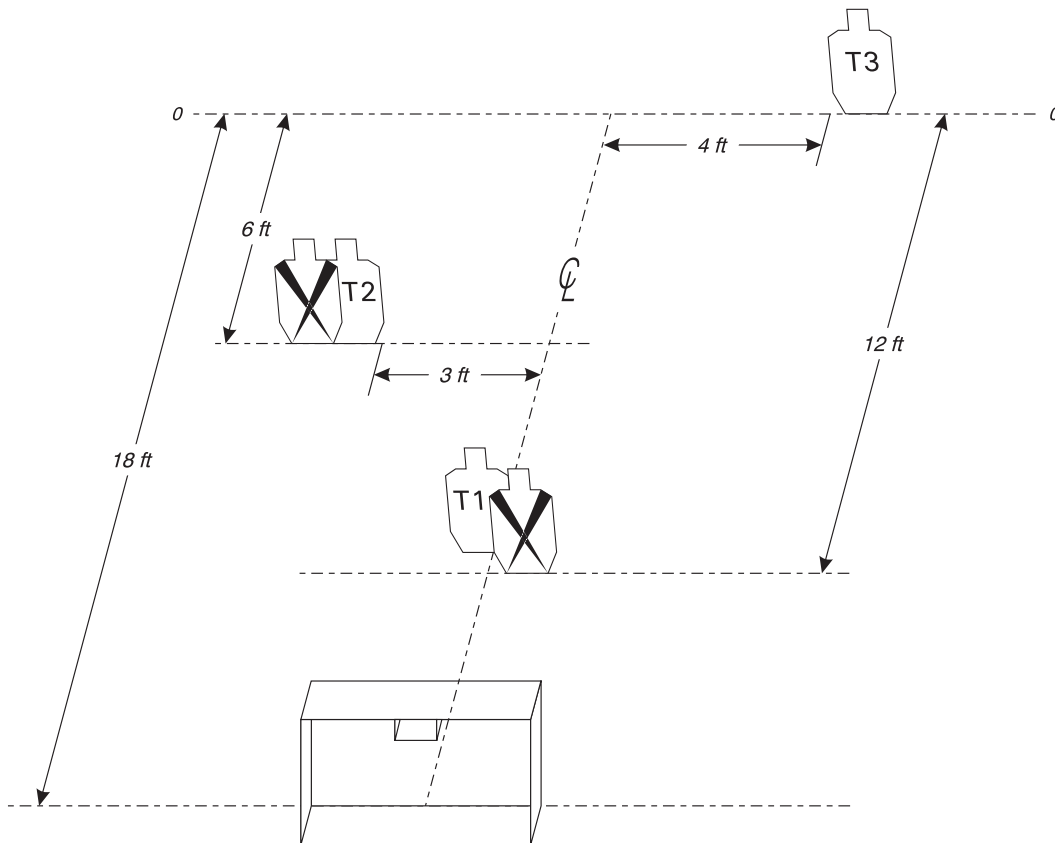
**START POSITION:** Standing behind counter, both wrists above respective shoulders, loaded gun and magazines to be used on the shelf under the counter as per ready condition in rule 8.1.1 and 8.1.2. Gun must be on its side - not propped up by any artificial means. Magazines may be flat or on edge on the shelf. Neither the gun nor the magazines may extend beyond the open edge of the shelf.

### STAGE PROCEDURE

Upon start signal, from behind the counter engage T1-T3 with only two rounds per target. Then make a mandatory reload with a magazine taken from the shelf and from behind the counter engage T1-T3 with only two rounds per target.

### SCORING

**SCORING:** Virginia Count, 12 rounds, 60 points  
**TARGETS:** 3 IPSC  
**SCORED HITS:** Best 4/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Practical Shooting Handbook.  
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. The “counter” can consist of saw horses. The shelf can be an opened cardboard box nailed to the underside of planking or boards. Have a replacement handy. Counter is 4 feet high by 8 feet wide by 2 feet deep.



Shelf is 12 inches wide by 12 inches deep by 6 inches high. The edge of the no-shoot's non-scoring border is touching the A-zone perforation of T1. This edge is also used to center the target array on center line. The top of the no-shoot is even with the shoulder of the target.



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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
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	
<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)
<input type="text"/>	EXTRA SHOT (-10 EACH)
<input type="text"/>	EXTRA HIT (-10 EACH)

TIME
TOTAL TIME
<input style="width: 100%; height: 30px;" type="text"/>

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 # \_\_\_\_\_