



CM 03-08

Madness

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Andy Hollar — Modifications by US Design Team

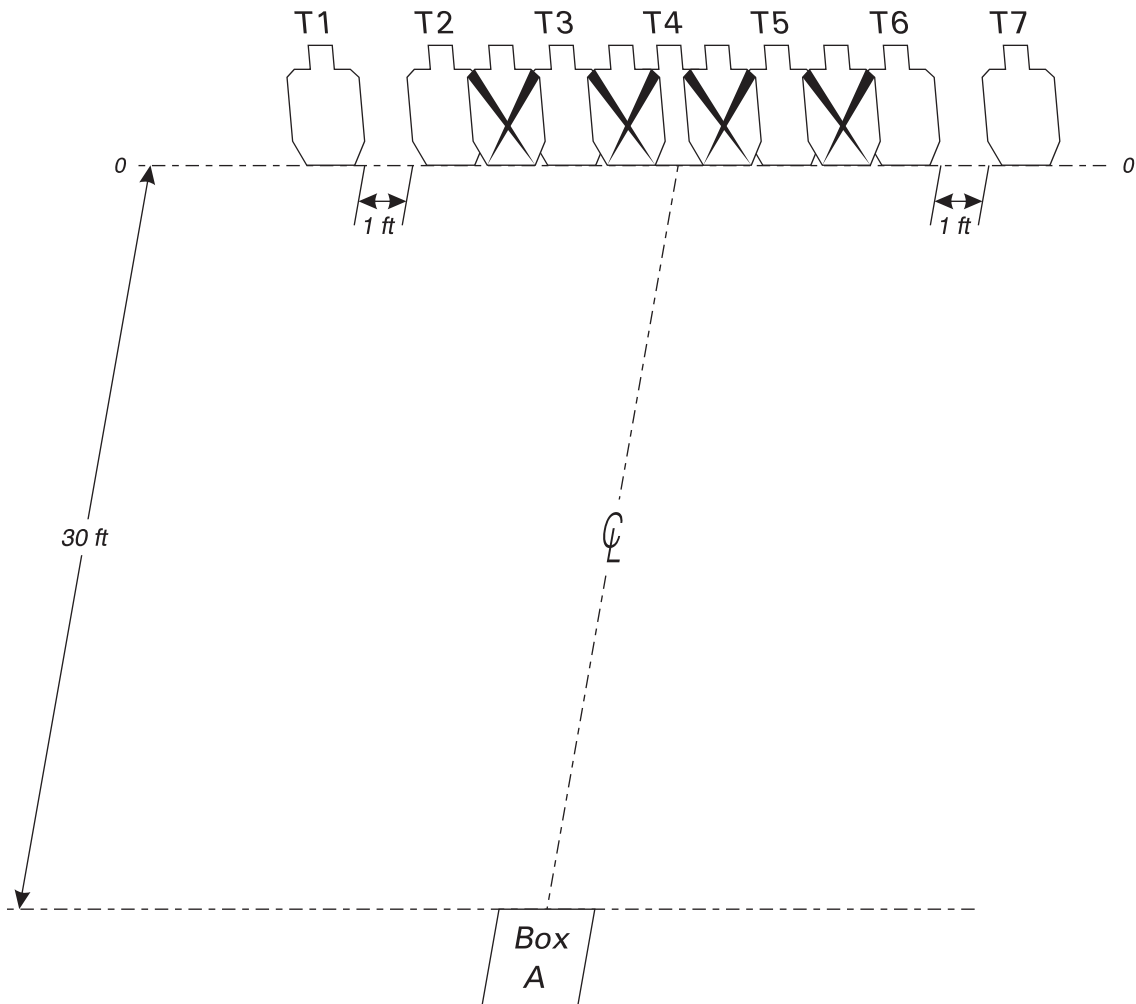
START POSITION: Standing in Box A facing targets, wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A only, engage T1-T7 with only one round per target, perform a mandatory reload and reengage T1-T7 with only one round per target.

SCORING

SCORING: Virginia Count, 14 rounds, 70 points
TARGETS: 7 Metric
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Targets are set to 5 feet high at shoulders. T4 is centered on centerline. T1 is one foot left of T2 non-scoring edge. T7 is one foot right of T6 non-scoring edge. No-shoot between T2 and T3 is set so perforation overlays the C zone perforation on T2 and T3. No-shoot



between T5 and T6 is set so perforation overlays the C zone perforation on T5 and T6. No-shoots between T3 and T4 and between T4 and T5 are set so the perforation overlays the A zone perforations on T4 and C zone perforations on T3 and T5. Shooting box is 3 feet by 3 feet.

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Written Stage Briefing

Madness is a 14 round, 70 point, Virginia Count Classifier course. There are 7 metric targets. The best two hits per target will score. The start signal is audible.

The start position is standing in box A, facing down range with wrists above respective shoulders. 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 start signal, from within the fault lines, engage each target with only one round, make a mandatory reload, and engage each target with only one round.





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TGT	A	B	C	D	M	
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
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

USE NUMBERS - NOT HASHMARKS

VIRGINIA COUNT PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

EXTRA SHOT (-10 EACH)

EXTRA HIT (-10 EACH)

TIME

TOTAL TIME

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	14
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

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 _____