



CM 99-48

Tight Squeeze

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

START POSITION: Standing in Box A facing targets, both 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, engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A re-engage T1-T3 with only two rounds per target.

SCORING

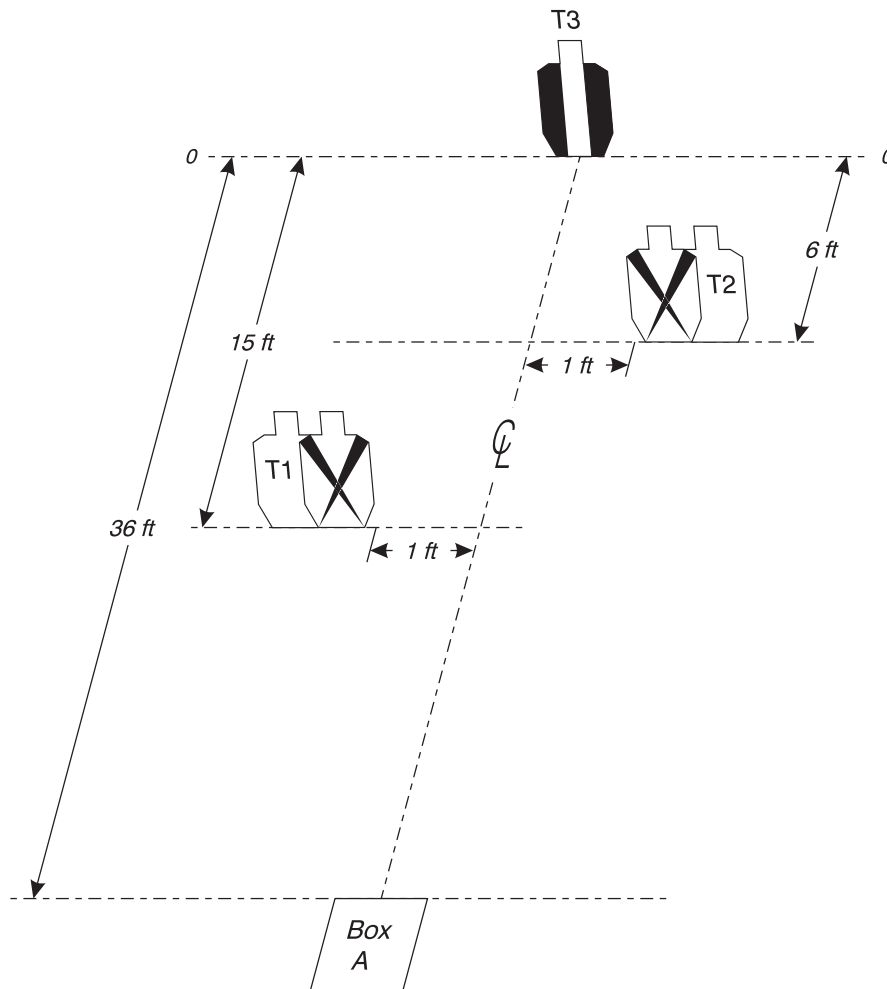
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 3 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules
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. Hard cover on T3 is even with edges of A zone. No-shoots are placed on T1 and T2 so that they



are the same height and that the perforation line of the A zone is overlapped by the perforation of the non-scoring border of the no-shoot. Box A is 3 feet by 3 feet.

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Written Stage Briefing

Tight Squeeze is a 12 round, 60 point Virginia Count classifier course. There are 3 metric targets. The best 4 hits per paper will score. The start signal is audible.

The start position is standing in Box A, facing targets, 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 audible start signal, from within the fault lines, engage T1-T3 with only two rounds per target, then make a mandatory reload and re-engage T1-T3 with only two rounds per 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

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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NAME _____ USPSA # _____