



# CM 99-07

# Both Sides Now #1

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

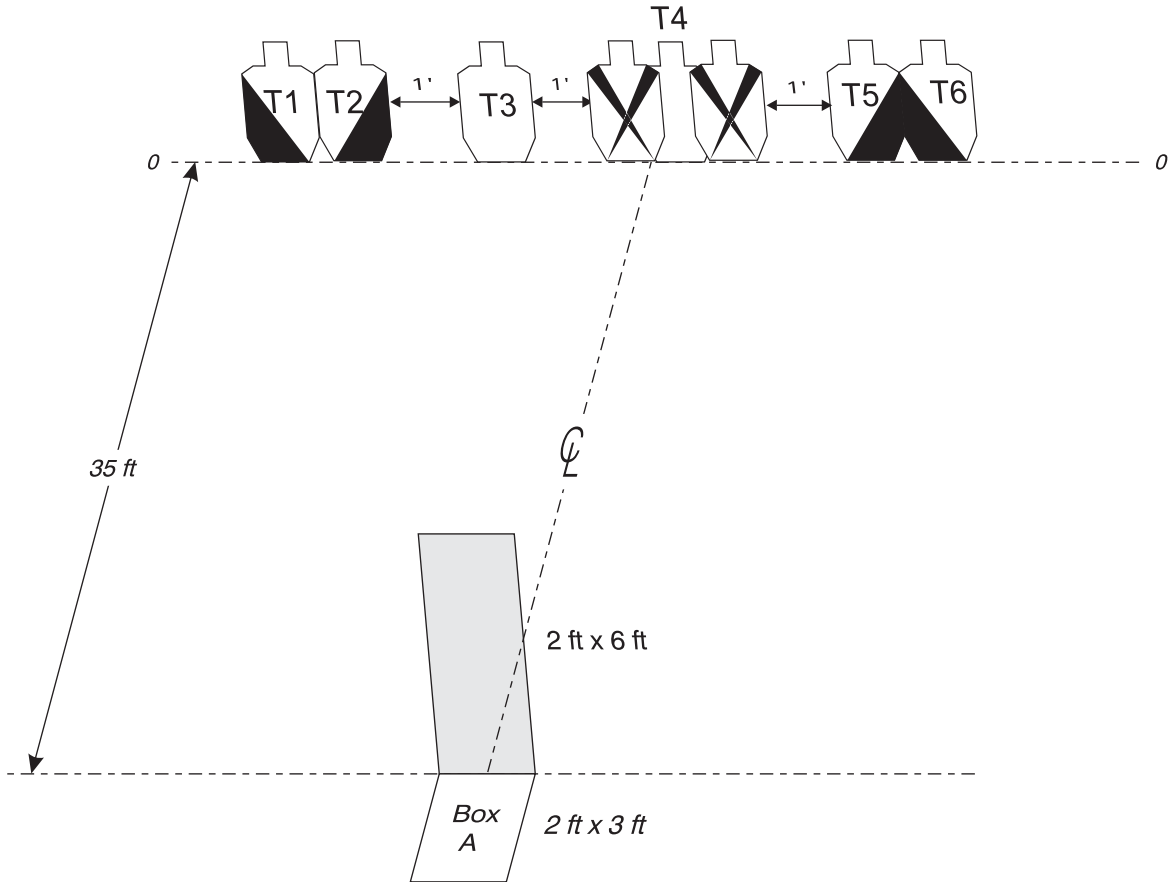
**START POSITION:** Standing in Box A, both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

- String 1. Upon start signal, from Box A engage T1-T6 from right side of the barricade with only one round per target.
- String 2. Upon start signal, from Box A engage T1-T6 from left side of the barricade with only one round per target.
- String 3. Upon start signal, from Box A engage T1-T6 from either side of the barricade with only one round per target.

### SCORING

- SCORING:** Virginia Count, 18 rounds, 90 points
- TARGETS:** 6 Metric
- SCORED HITS:** Best 3/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition USPSA Handgun Competition Rules



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Space paper targets 1 foot apart. Barricade is 2 feet wide and 6 feet high with a 2-feet-by-3-feet



shooting box behind it. T4 has no-shoots placed so that the non-scoring perforation of the no-shoots are lined up on each side of the lower A-zone perforation.

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### Written Stage Briefing

Both Sides Now #1 is an 18 round, 90 point, Virginia Count, classifier course. There are 6 metric targets. The best 3 hits per target will score. The start signal is audible.

The start position is standing inside the shooting area, facing downrange with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching the mark, loaded carbine held in both hands with safety on.

String 1: On the audible start signal, engage each target from the *right* side of the barricade with only one round each from within the fault lines.

String 2: On the audible start signal, engage each target from the *left* side of the barricade with only one round each from within the fault lines.

String 3: On the audible start signal, engage each target from the *either* side of the barricade with only one round each from within the fault lines.

NOTE: Mark for PCC muzzle is 3 feet above ground, centered on the barricade.





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TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASHMARKS					
T1	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>3</b>
T2	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>3</b>
T3	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>3</b>
T4	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>3</b>
T5	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>3</b>
T6	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>3</b>
TOTAL HITS	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>18</b>
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

VIRGINIA COUNT PENALTIES	
<input style="width: 30px; height: 20px;" type="text"/>	PROCEDURAL (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	NO-SHOOT HIT (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	EXTRA SHOT (-10 EACH)
<input style="width: 30px; height: 20px;" type="text"/>	EXTRA HIT (-10 EACH)

TIME
STRING 1
.
STRING 2
.
STRING 3
.
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 \_\_\_\_\_