



CM 13-01

Disaster Factor

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Robert Porter

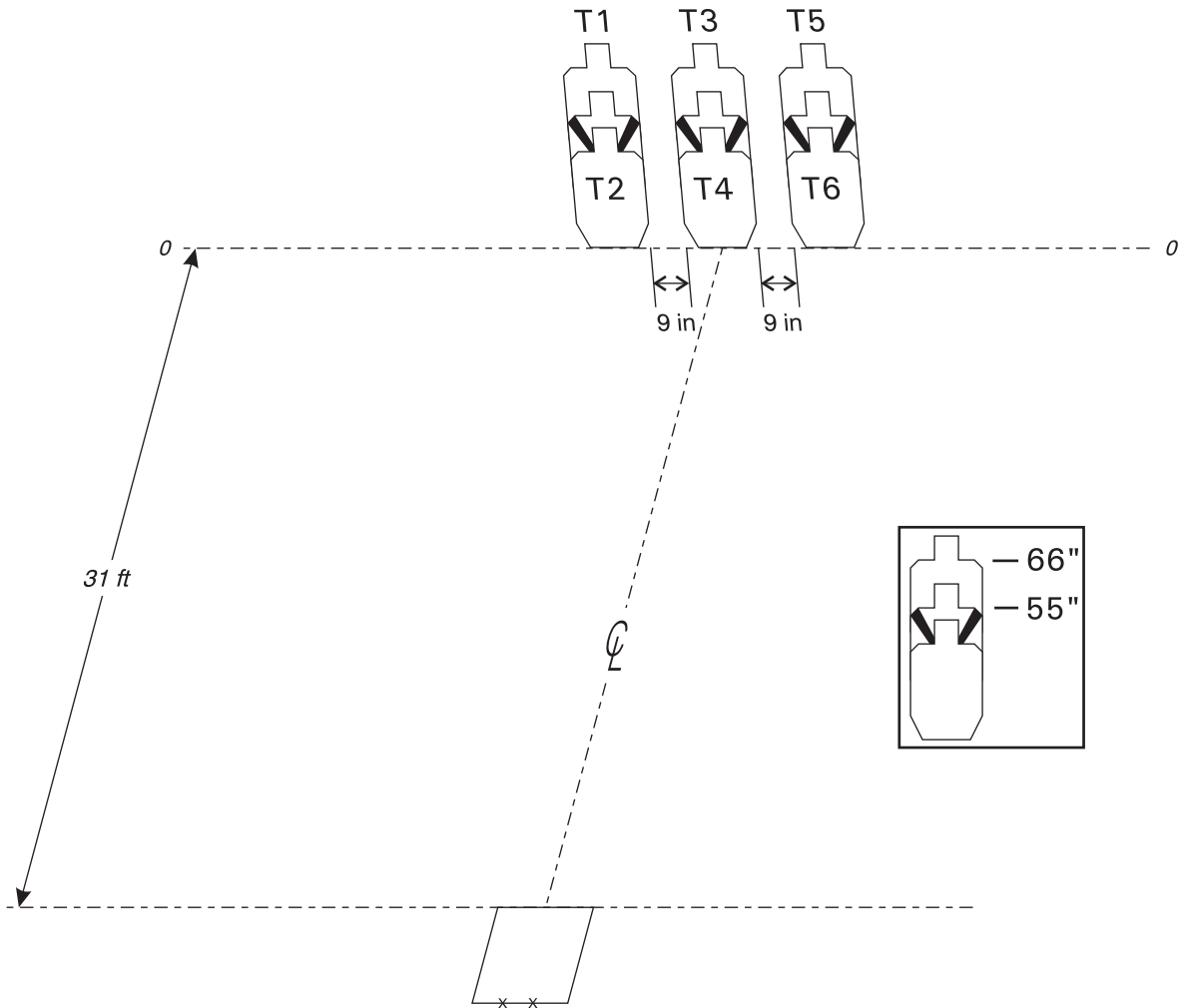
START POSITION: Standing inside the fault lines, toes touching marks, facing uprange, wrists above respective shoulders. Gun is loaded and holstered.

STAGE PROCEDURE

Upon start signal, turn, then draw and engage either the upper or lower three targets with only two rounds each, perform a mandatory reload, and engage the remaining three-target array with only two rounds each from within the box.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points
TARGETS: 6 Metric
SCORED HITS: Best 2/paper
START - STOP: Audible - Last Shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Targets are set at 31 feet from the front of the shooting box, and are spaced 9 inches apart, edge to edge. The shoulders of T1, T3, and T5 are at 66 inches. The shoulders of the no-shoots are at 55 inches. Set the top edges of T2, T4, and T6 at 7.5 inches below



the top edge of the no-shoot.) All targets must be aligned vertically, edge to edge. The shooting box is a standard 3 foot by 3 foot box. The X marks are to be 12 inches in from each side of the box.

13- 01 Disaster Factor

Written Stage Briefing

Disaster Factor is a 12 round, 60 point Virginia Count classifier course. There are 6 Metric targets. The best 2 hits per target will score. The start signal is audible.

The start position is standing inside the fault lines, facing uprange with your wrists above your respective shoulders, toes touching the marks. Your gun will be loaded and holstered. PCC start position is standing inside the fault lines, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the start signal, turn then draw and engage either the upper or lower three target array with only 2 rounds per target, make a mandatory reload and engage the other 3 target array with only 2 rounds per target while remaining in the shooting area. No turn for PCC.

You may engage the targets in each array in any order, but must make a reload before changing arrays.





CM 13-01 Disaster Factor

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"/>	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
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

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- 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**

NAME _____ USPSA _____

Stage 2

Ed's Idea?

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

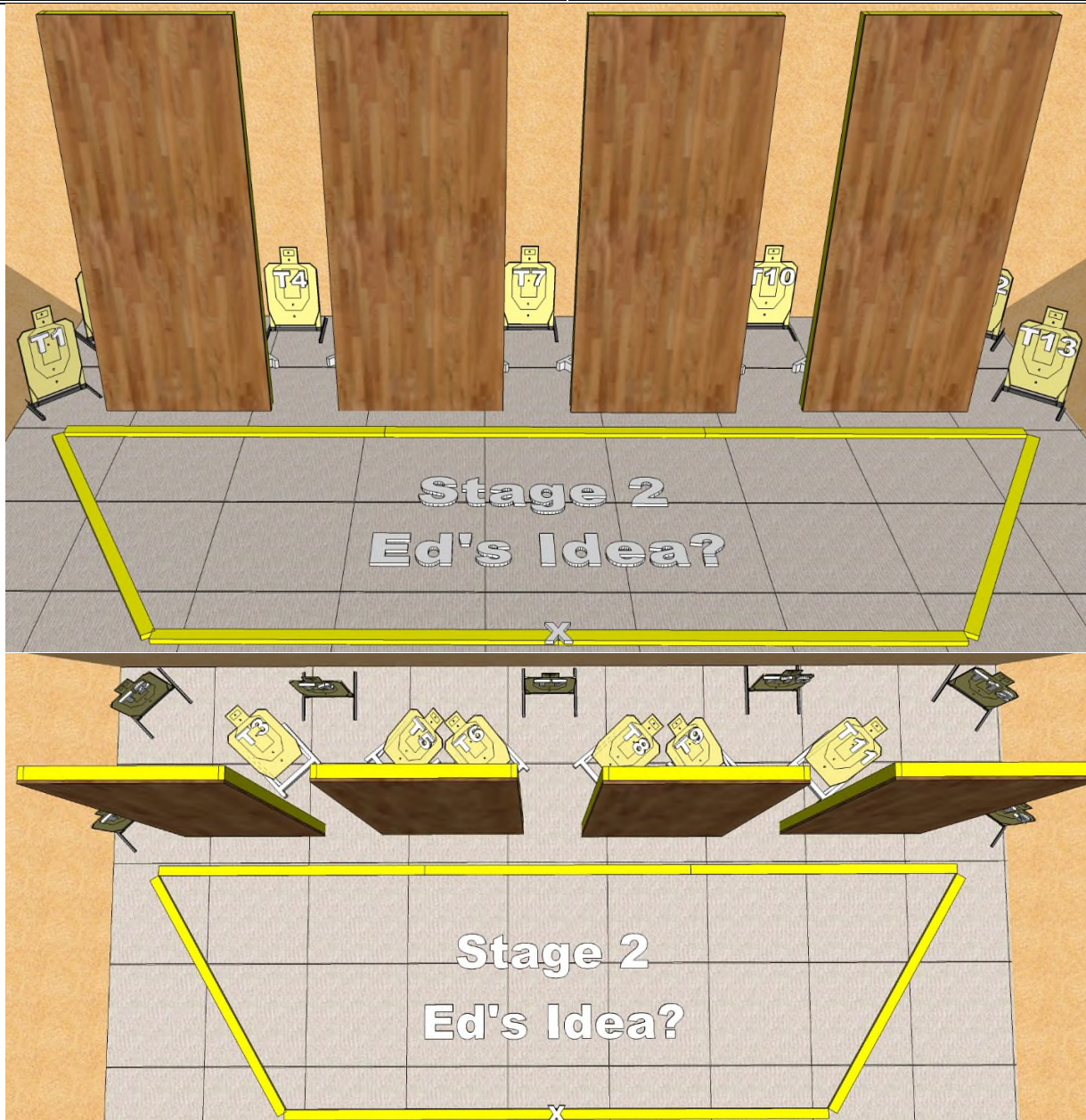
START POSITION: Standing with heels touching rear fault line on opposite sides of mark. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC is loaded, held in both hands with safety on and butt on belt with muzzle pointed safely downrange.

STAGE PROCEDURE

On start signal, engage T1-T13 with two (2) rounds each from within the shooting area.
All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 13 Metric
SCORED HITS: Best 2 per Metric
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES: Watch for Shoot Throughs!

RO NOTES: None.

Stage 2

Ed's Idea?

TGT A C D M
 USE NUMBERS - NOT HASH MARKS

T1					2
T2					2
T3					2
T4					2
T5					2
T6					2
T7					2
T8					2
T9					2
T10					2
T11					2
T12					2
T13					2

TOTAL HITS					26
MAJ	X5	X4	X2	X-10	
MIN	X5	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

•

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER MAJOR minor

NAME _____ USPSA # _____

Stage 3

Gold Rush

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Greg Platt & Bretton Rebol

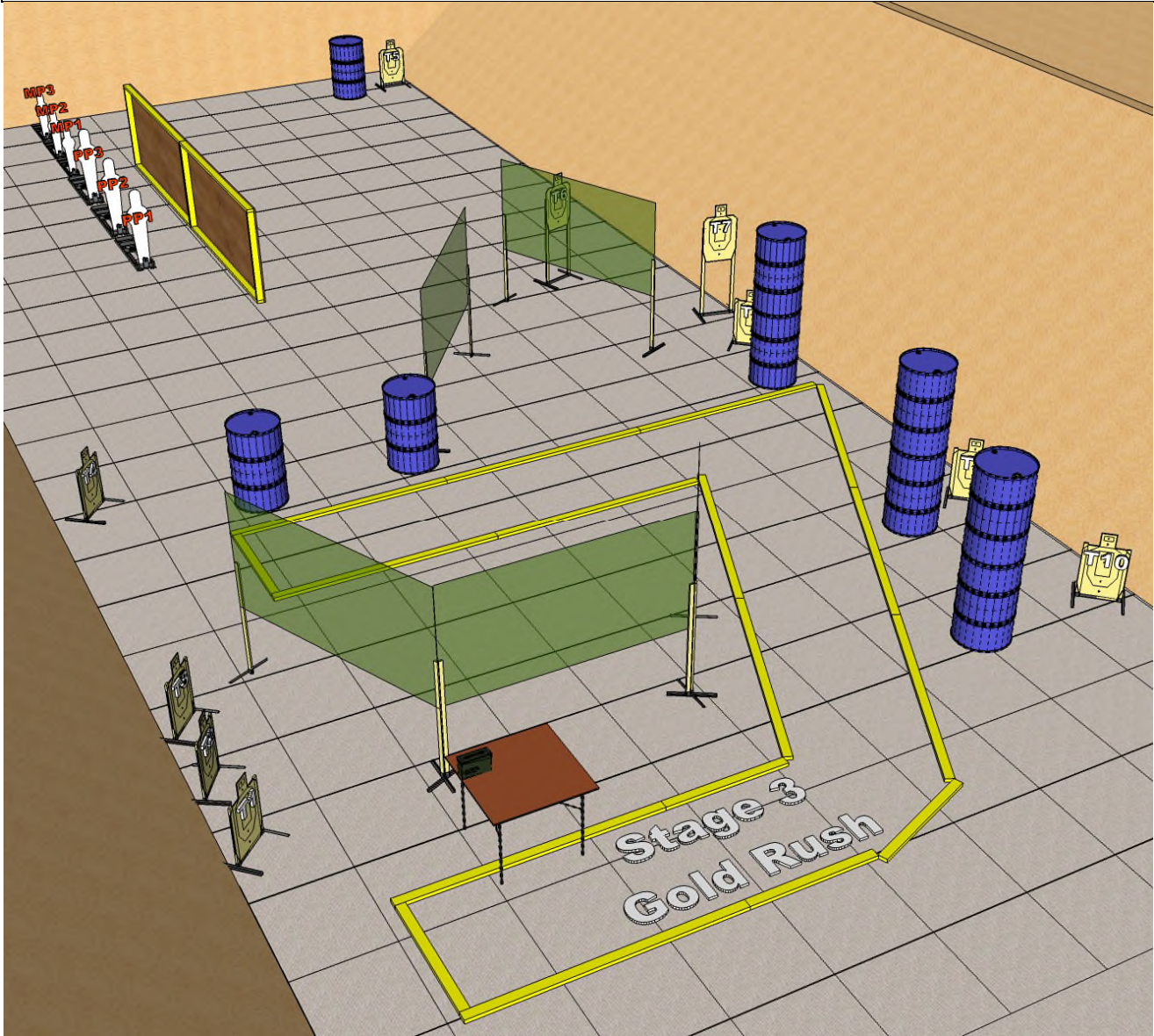
START POSITION: Standing behind table with unloaded pistol or PCC on table with the muzzle pointed safely downrange. First magazine may be on the table or on the belt. Pistol or PCC may not be propped up by any means. Bag is held in weak hand.

STAGE PROCEDURE

On start signal, engage T1-T10 with two (2) rounds each and knock down PP1-PP3 & MP1-MP3. Bag must be carried to either barrel and placed in the barrel before the last shot or incur two (2) Procedural Penalties.
All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 10 Metric, 3 PP, 3 MP
SCORED HITS: Best 2 per Metric, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES: Start with MP3 ~3 yards from left berm and as close to back berm as possible. In a straight line, place the remaining poppers as close together as possible without causing failure when a popper falls. Then place the front Fault Line 8 yards from PP1. Place barrel next to T5 to prevent splatter damage only. Do not block T5 from any shooting location.

RO NOTES: None

Stage 3

Gold Rush

TGT A C D M
USE NUMBERS - NOT HASH MARKS

T1					2
T2					2
T3					2
T4					2
T5					2
T6					2
T7					2
T8					2
T9					2
T10					2
STL					6
TOTAL HITS					26
MAJ	X5	X4	X2	X-10	
MIN	X5	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER MAJOR minor

NAME _____ USPSA # _____

Stage 4

Blocked Star Again?

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

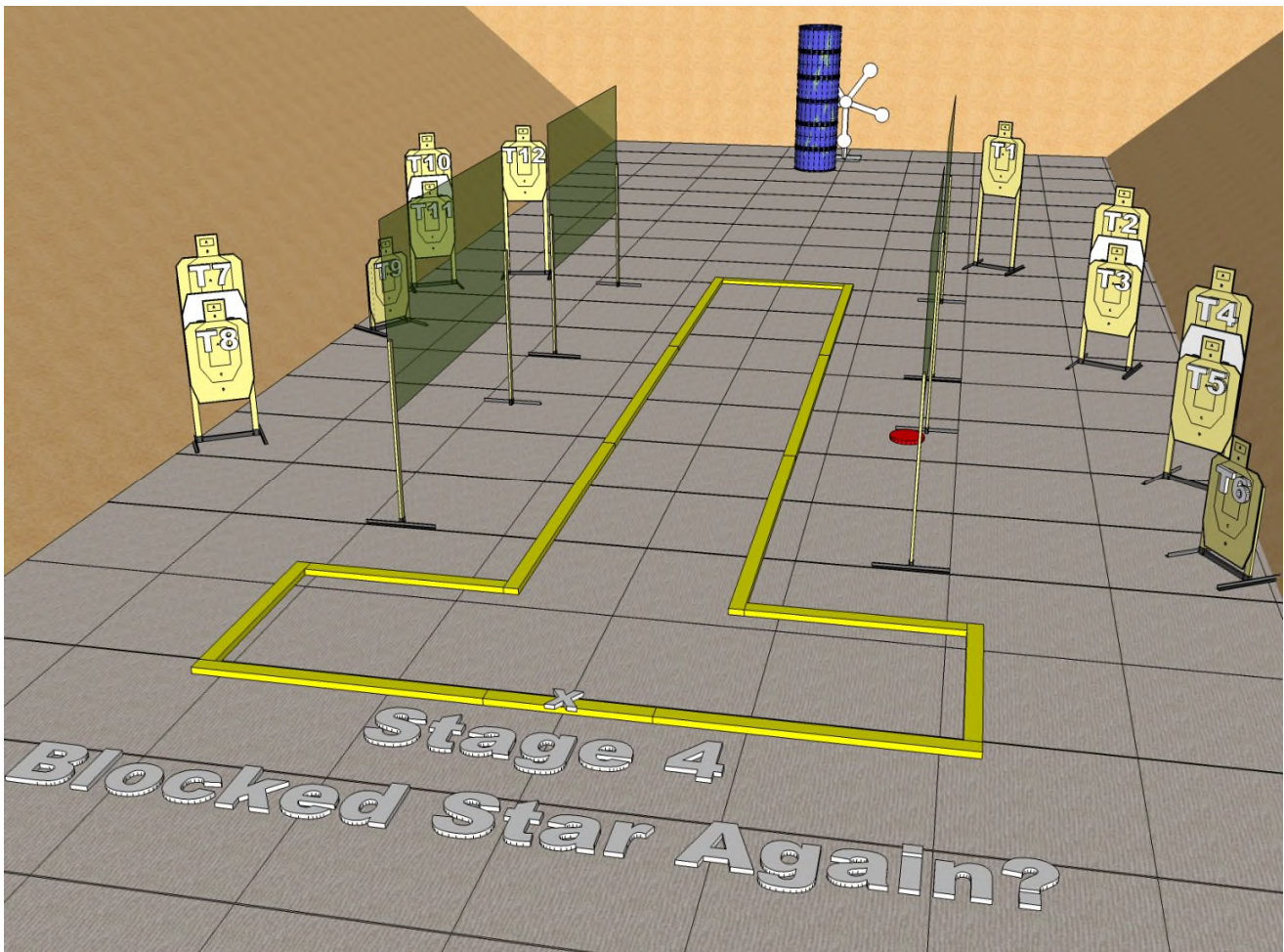
START POSITION: Standing with heels touching rear fault line on opposite sides of mark. Handgun is loaded and holstered as per ready condition in rule 8.1.
PCC is loaded, held in both hands with safety on and butt on belt with muzzle pointed at cone.

STAGE PROCEDURE

On start signal, engage T1-T12 with two (2) rounds each and knock down plates P1-P5 from within the shooting area. All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 29 rounds, 145 points
TARGETS: 12 Metric, 5 Plates
SCORED HITS: Best 2 per Metric, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: Place Texas Star at the center of the bay as far back as possible. Make sure star is placed on a flat location and that both bolts are tightened on the support post. Front of shooting area is 8 yards from the star.

RO NOTES: Watch for Foot Faults.

Stage 4

Blocked Star Again?

TGT	A	C	D	M	
T1	<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"/>	2
T3	<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"/>	2
T5	<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"/>	2
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5

USE NUMBERS - NOT HASH MARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	29
MAJ	X5	X4	X2	X-10	
MIN	X5	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

.

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER MAJOR minor

NAME _____ USPSA # _____

Stage 5

Another Memory Stage

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

START POSITION: Standing Facing Downrange. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC is loaded, held in both hands with butt on belt and muzzle pointed at cone.

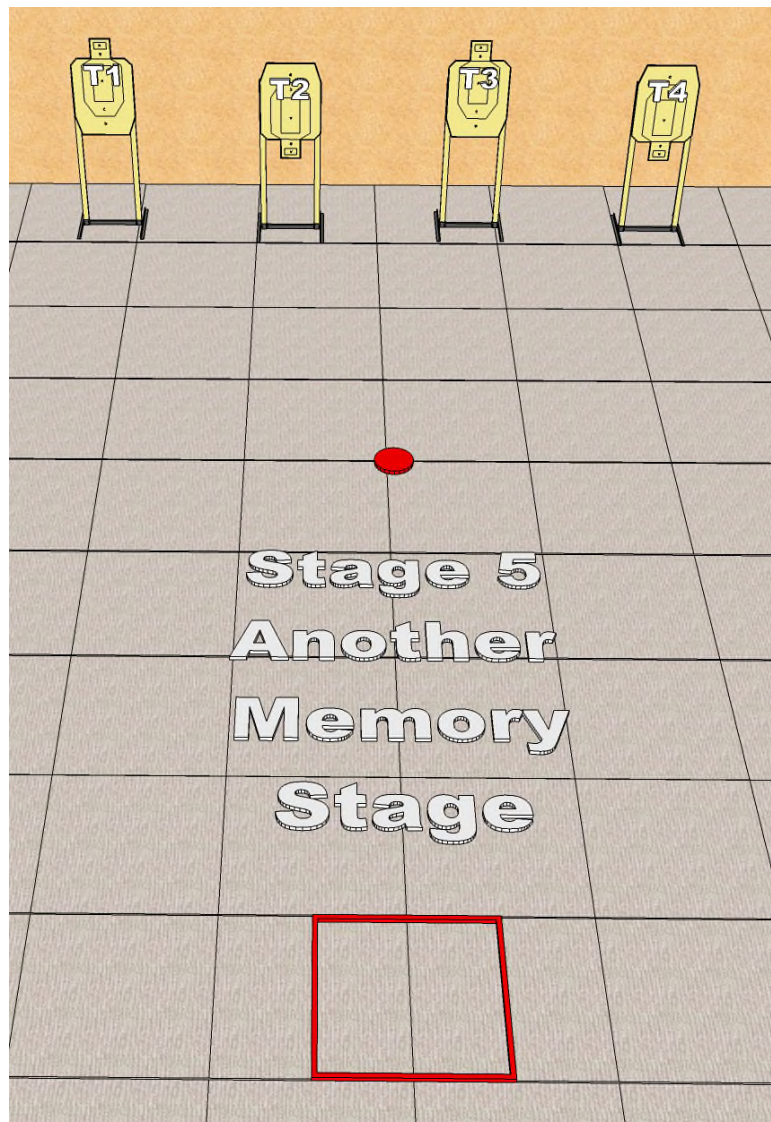
STAGE PROCEDURE

String 1: On start signal, engage T1-T4 with two (2) rounds each Freestyle. Perform a mandatory reload and engage T1-T4 with one (1) round each Strong Hand ONLY.

String 2: On start signal, engage T1-T4 with one (1) round each Freestyle. Perform a mandatory reload and engage T1-T4 with two (2) rounds each Weak Hand ONLY (PCC is weak shoulder only).

SCORING

SCORING: Virginia count, 24 rounds, 120 points
TARGETS: 4 Metric
SCORED HITS: Best 6 per Metric
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES: Box is 7 yards from targets. Set targets ~3' apart. Set cone ~3 yards in front of targets.

RO NOTES: None.

Stage 5

Another Memory Stage

TGT	A	C	D	M	
USE NUMBERS - NOT HASH MARKS					
T1	<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"/>	2
T3	<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"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	28
MAJ	X5	X4	X2	X-10	
MIN	X5	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
<div style="border: 1px solid black; width: 100%; height: 100%; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px;">TOTAL TIME</div> </div>

STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR = (3 DECIMAL PLACES)

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

SHOOTER NUMBER	Open Limited L-10 SS Prod Carry Optics PCC Revolver	MAJOR minor
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NAME _____ USPSA # _____

Stage 6

July Blazer

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

START POSITION: Standing with both hands touching marks. Handgun is loaded and holstered as per ready condition in rule 8.1.
PCC is unloaded, held in both hands with muzzle touching either mark.

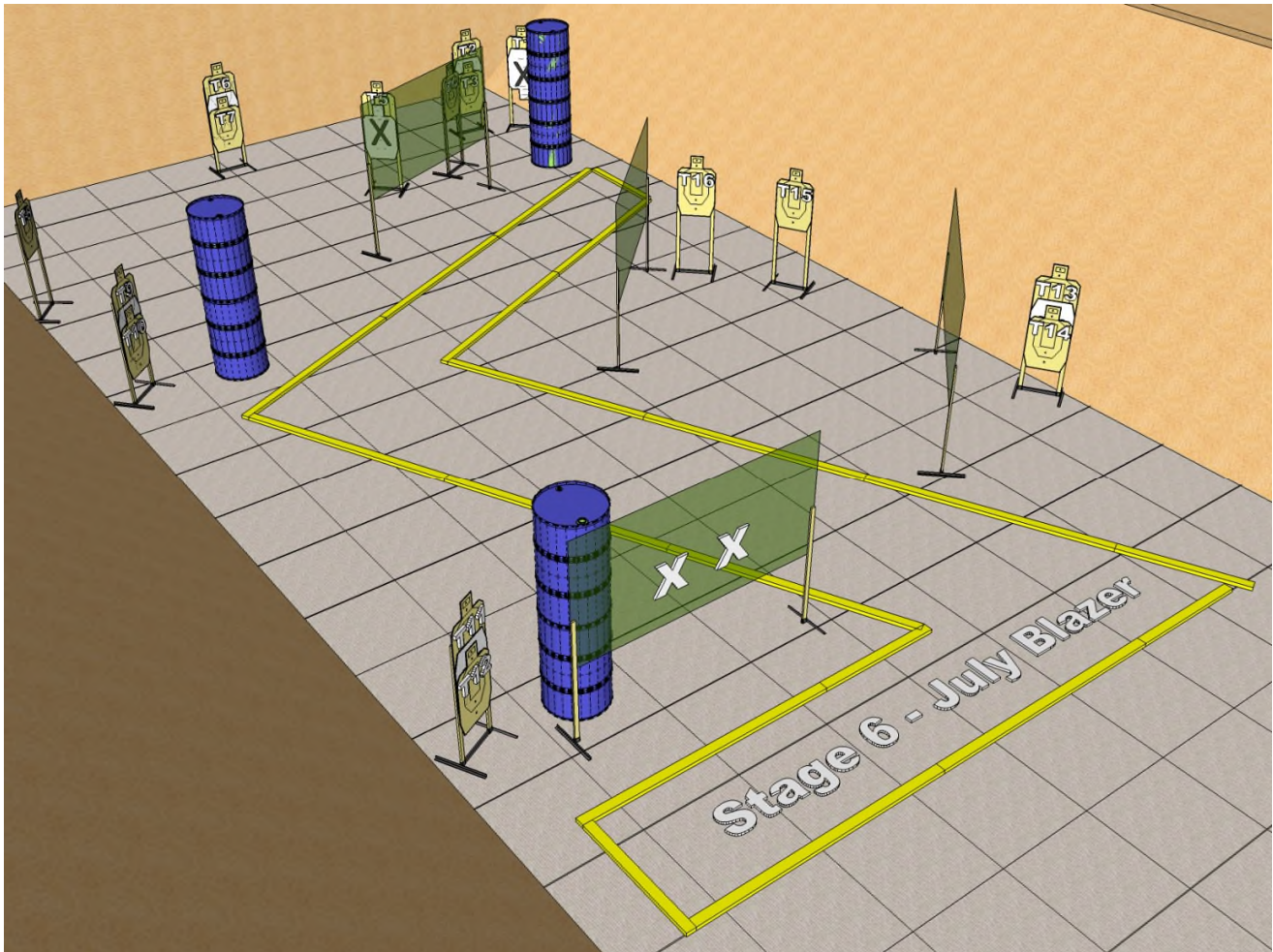
STAGE PROCEDURE

On start signal, engage T1-T16 with two (2) rounds each.

All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 Metric
SCORED HITS: Best 2 per Metric, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: Start at the back of the stage and work out.
Do NOT compress the stage! Use the 3'x3' grid as a guide.
This stage will use at least 2/3 of the bay.
The Fault Lines are either 8' or 4' long as shown.

RO NOTES: Watch for Foot Faults.

Stage 6

July Blazer

TGT A C D M
USE NUMBERS - NOT HASH MARKS

T1					2
T2					2
T3					2
T4					2
T5					2
T6					2
T7					2
T8					2
T9					2
T10					2
T11					2
T12					2
T13					2
T14					2
T15					2
T16					2
TOTAL HITS					26

MAJ X5 X4 X2 X-10
MIN X5 X3 X1 X-10

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =
(3 DECIMAL PLACES)

SHOOTER NUMBER **Open Limited L-10 SS Prod Carry Optics PCC Revolver** MAJOR minor

NAME _____ USPSA # _____