

Barrels of fun 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** John Kimball

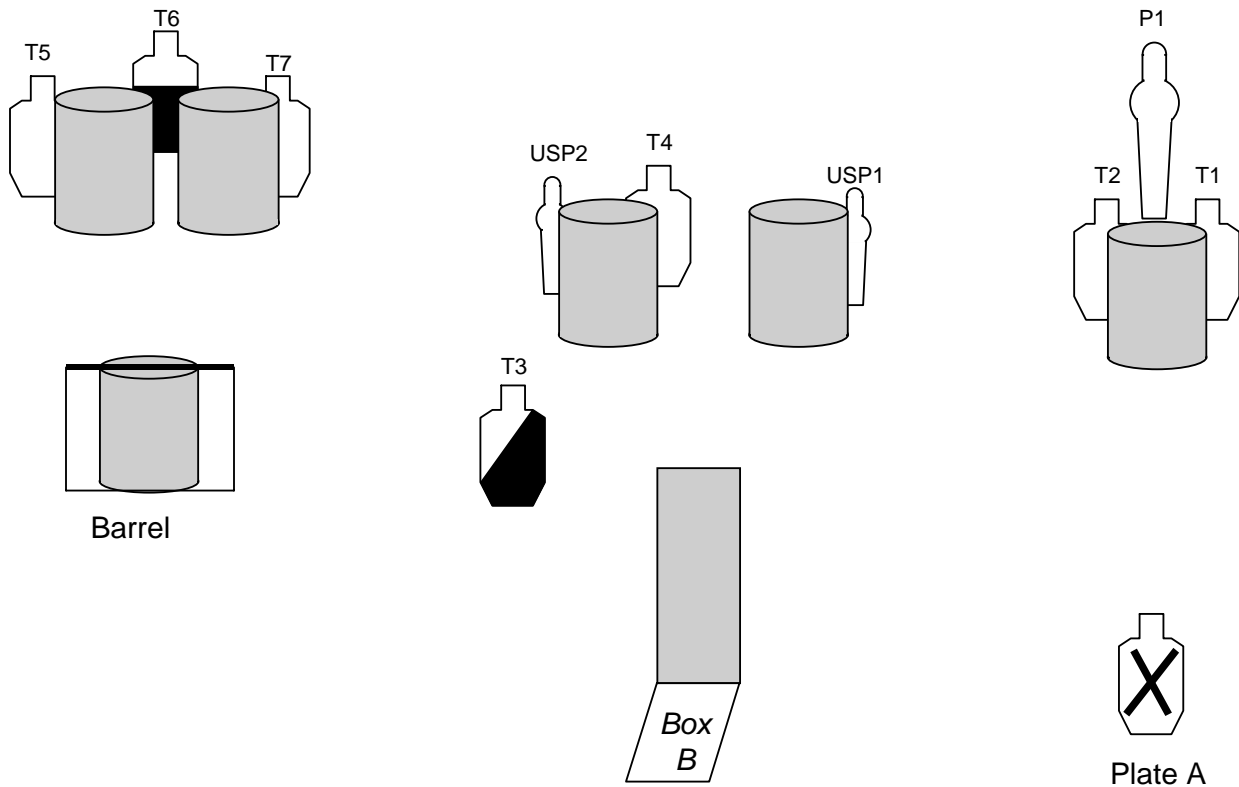
START POSITION: Standing with both feet on plate A and facing down range with tip of trigger finger touching nose.

STAGE PROCEDURE

On signal and with both feet on plate A engage only T1, T2 & P1. Then move to box B and engage only T3, T4, USP1 & USP2. Move to barrel C and engage T5, T6 & T7 only from below bar on either side of barrel.
One procedural for each shot with either **whole** foot touching ground beyond plate A or box B.

SCORING

SCORING: Comstock, 17 rounds, 85 points
TARGETS: 7 IPSC, 1 PP, 2 USP
SCORED HITS: Best per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: Use "Classic" targets.

Set steel 30-35 feet down range from box. Set T1, T2 10-12 feet up range from P1. Set targets T1, T2, T4, T5 & T7 low behind barrels so that shooter must shoot around both sides of box obstruction.

Mount wooden bar across top of barrel C so the shooter has 12-18 inches of space on either side of barrel.

Required: 8 target bases & sticks, 1 PP, 2 USP, 1 barricade, 6 barrels, plate A is wooden IPSC cutout behind shed

Barrels of fun 2

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
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

STL 3

TOTAL HITS 17

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 =
(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

REMARKS

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____