

Barrels of Fun

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

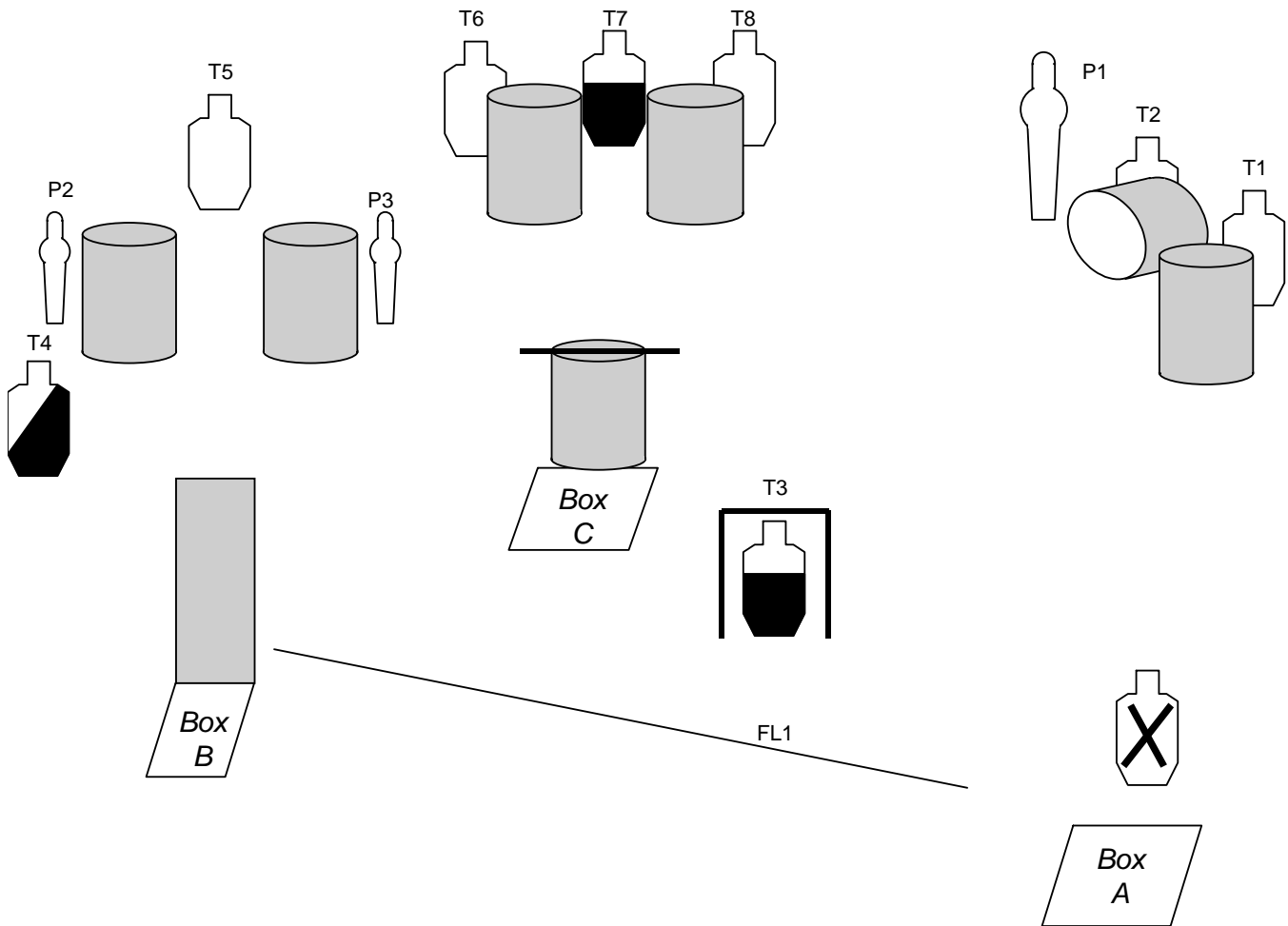
START POSITION: Standing in box A facing down range with hands naturally at sides.

STAGE PROCEDURE

From box A engage T1, T2, & P1 only. Then while moving to box B engage T3 only with out stopping or crossing fault line. From box B engage T4, T5, P2 & P3 only. From box C engage T6, T7 & T8 only from beneath bar on barrel. One foot may extend beyond sides or rear of box C with no penalty.

SCORING

SCORING: Comstock, 19 rounds, 95 points
TARGETS: 8 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: Box A is 2 ft square. T3 is in a shelter and located to avoid shoot throughs. Shield P2 & P3 with barrels so that shooter uses both sides of barricade. T6 & T8 are located so that only upper A zone hits are visible above barrel.

Barrels of Fun

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
T8	<input type="text"/>	<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"/>	<input type="text"/>	3

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	19
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	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)

REMARKS

SHOOTER NUMBER

NAME _____ USPSA # _____