

# Barrels of Fun

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

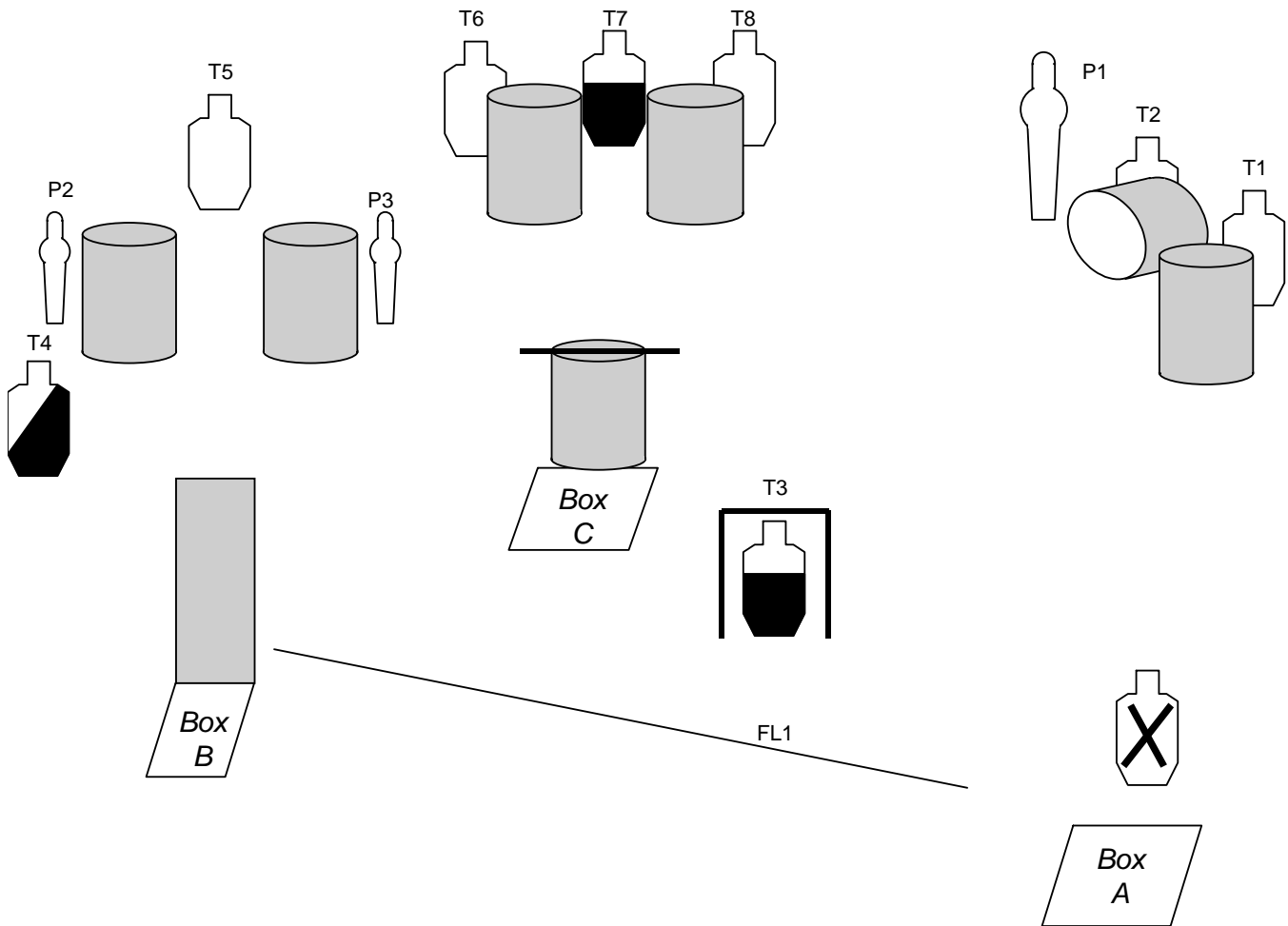
**START POSITION:** Standing in box A facing down range with hands naturally at sides.

### 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"/>	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	

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 # \_\_\_\_\_