

# Beyond Walls

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

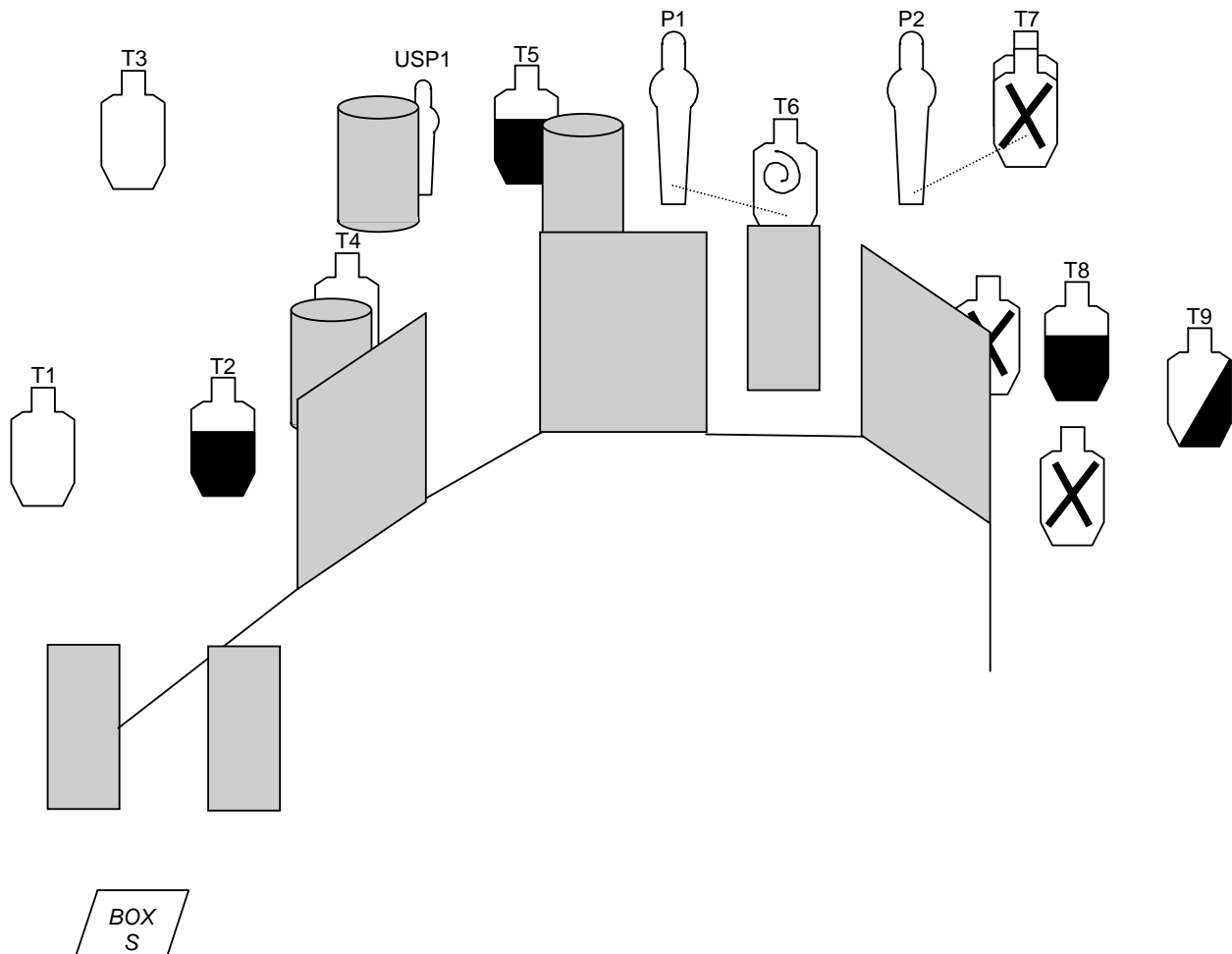
**START POSITION:** Standing relaxed in box S facing the side berm (90 % from targets) with strong side (holster) downrange and strong hand on back of head.

## STAGE PROCEDURE

On signal move through “doorway” and engage targets as they become visible without crossing any fault line. No targets may be engaged from starting box.  
T6 is a disappearing target activated by P1. T7 is a swinging target activated by P2 and P2 must be knocked down before engaging T7.

## SCORING

**SCORING:** Comstock, 21 rounds, 105 points  
**TARGETS:** 9 IPSC, 2 PP, 1 USP  
**SCORED HITS:** Best 2 per IPSC, KD = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:** Use 2 barricades to form doorway. Set T1,T2 about 15 ft. and T3 about 35 ft. beyond doorway. Set T2 about 4 ft. high and T3 about 6 ft. high. Check T2 for shoot thru with T3,T4,T5. Use barrels and wall to limit view of T4,T5,USP1 from doorway. Use barricade to limit view of T6 from between walls and to prevent engaging P1 & P2 from same position if possible. Use NS to limit view of P2, T7 from right of third wall. Use NS to limit view of T8 & T9. Set steel NS in front of T7 to block it as much as possible when T7 is stationary.

**Props required:** 3 wall sections, 3 barricades, 3 barrels, 9 target stands, 1 US popper, 2 poppers with target actuators, 1 turning target stand, 1 swinging target stand, 1 steel NS with stand

# Beyond Walls

TGT	A	B	C	D	M	
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
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>				<input type="text"/>	3

USE NUMBERS - NOT HASH MARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	21
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

Open Limited

MAJOR minor

NAME \_\_\_\_\_ USPSA # \_\_\_\_\_