

Corner Lot

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

START POSITION: Standing in box S facing down range with tip of trigger finger touching nose.

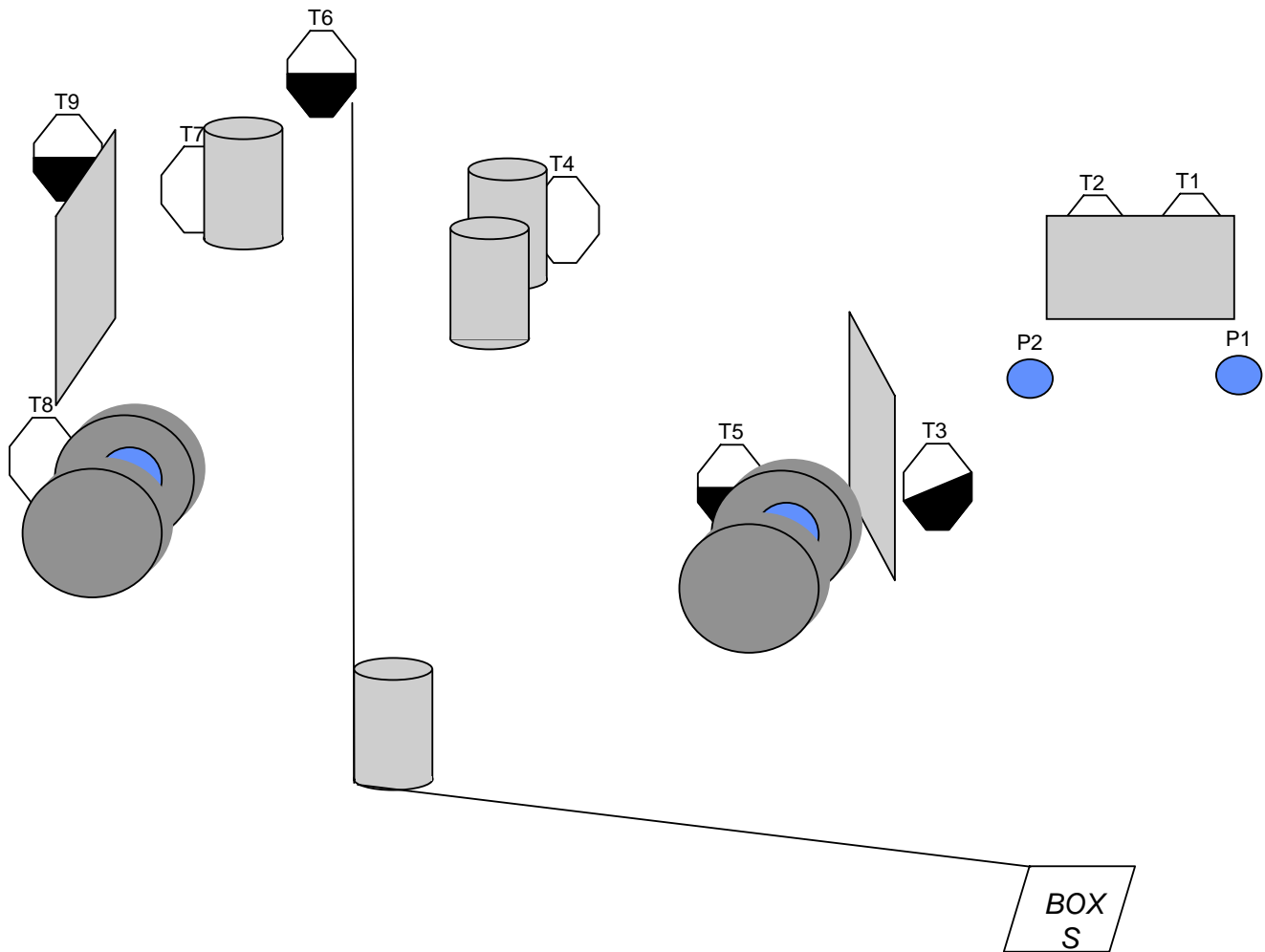
STAGE PROCEDURE

Engage P1 and P2 from box S only. Then engage remaining targets as they are visible without crossing the fault line. Targets T1 and T2 are hidden by soft cover.

Beware the 180 rule!

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 9 IPSC, 2 8-inch plates
SCORED HITS: Best per 2 IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Use 1x2 & black plastic to conceal T1 & T2; use 3 wall supports to hold concealment. Set T1 & T2 low with about 6 inches showing. Use a barricade to hide T3 after shooter turns the corner. Set T4, T5, T7, T8 low, about 30 inches, and hidden by cable reels and barrels. Set T6 at least 30 feet beyond any other target. Use yellow tape and spikes for fault line.

Props required: 1 3x3 box, 2 barricades, 4 barrels, 2 cable reels, 2 8-inch plates with stands, 9 target bases, 6 long 1x2, 12 short 1x2, roll of yellow tape, 6-7 spikes, 4 8-foot 1x2 and black plastic sheet, 3 wall supports

Corner Lot

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T4	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T5	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T6	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T7	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T8	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T9	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
STL	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	2

TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	20
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY

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MINUS PENALTIES OF						<input style="width: 30px; height: 20px;" type="text"/>
EQUALS TOTAL SCORE						<input style="width: 30px; height: 20px;" type="text"/>
DIVIDED BY TIME OF						<input style="width: 30px; height: 20px;" type="text"/>
HIT FACTOR =						<input style="width: 30px; height: 20px;" type="text"/>
(3 DECIMAL PLACES)						<input style="width: 30px; height: 20px;" type="text"/>

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

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REMARKS

SHOOTER NUMBER <input style="width: 60px; height: 40px;" type="text"/>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">Open</td> <td style="padding: 2px;">Limited</td> </tr> <tr> <td style="padding: 2px;">Lim 10</td> <td style="padding: 2px;">Prod Rev</td> </tr> </table>	Open	Limited	Lim 10	Prod Rev	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">MAJOR</td> <td style="padding: 2px;">minor</td> </tr> </table>	MAJOR	minor
Open	Limited							
Lim 10	Prod Rev							
MAJOR	minor							
NAME _____ USPSA # _____								