

Decisions

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

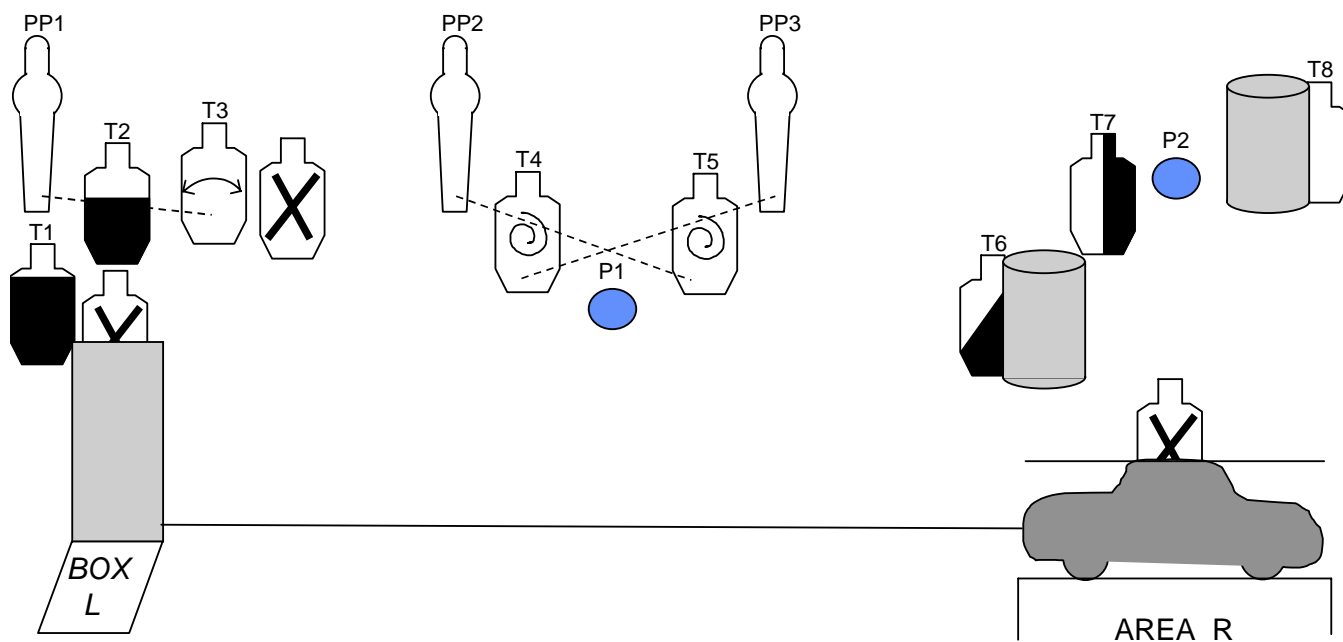
START POSITION: Standing in box S facing downrange with hands hanging relaxed at sides.

STAGE PROCEDURE

Engage T1, T2, T3, PP1 from box L only. T3 is a swinging target actuated by PP1. Engage T6, T7, T8, P1 from area R behind "car" and beneath bar only. Targets P1, PP2, PP3, T4, T5 may be engaged anywhere behind fault line. T4 & T5 are disappearing targets actuated by PP2 & PP3. There is a procedural penalty per target for engaging T4, T5 before knocking down its popper or after it has stopped moving.

SCORING

SCORING: Comstock, 21 rounds, 105 points
TARGETS: 8 IPSC, 3 PP, 2 8-inch plates
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



BOX
S

SETUP NOTES: Turn left target array about 10 degrees to left and right array about 10 degrees to right. Set all targets about 5 feet high except T6, T8. Set T6, T8 low and concealed behind barrels.

Use low target stand for P1. Use NS behind barricade and car to prevent seeing all targets in array from one spot. Use NS to cover T3 when set to ready position.

Props required: 1 car cutout and 2 wall brackets. 1 barricade, 1 3x3 box, 2 barrels, 3 PP, 2 8-inch plates (1 to be a low one), 7 target bases, 10 long 1x2, 4 short 1x2,

Decisions

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 checked="" type="checkbox"/>	2
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	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"/>	5

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

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TOTAL TIME

STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	
							MINUS PENALTIES OF	<input type="text"/>
							EQUALS TOTAL SCORE	<input type="text"/>
							DIVIDED BY TIME OF	<input type="text"/>
							HIT FACTOR =	<input type="text"/>
							(3 DECIMAL PLACES)	<input type="text"/>

REMARKS

SHOOTER NUMBER		<div style="border: 1px solid black; padding: 2px; display: inline-block;">Open</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">Limited</div>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">MAJOR</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">minor</div>
		<div style="border: 1px solid black; padding: 2px; display: inline-block;">Lim 10</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">Prod</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">Rev</div>	
	NAME _____		USPSA # _____