

Judge Roy Bean

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

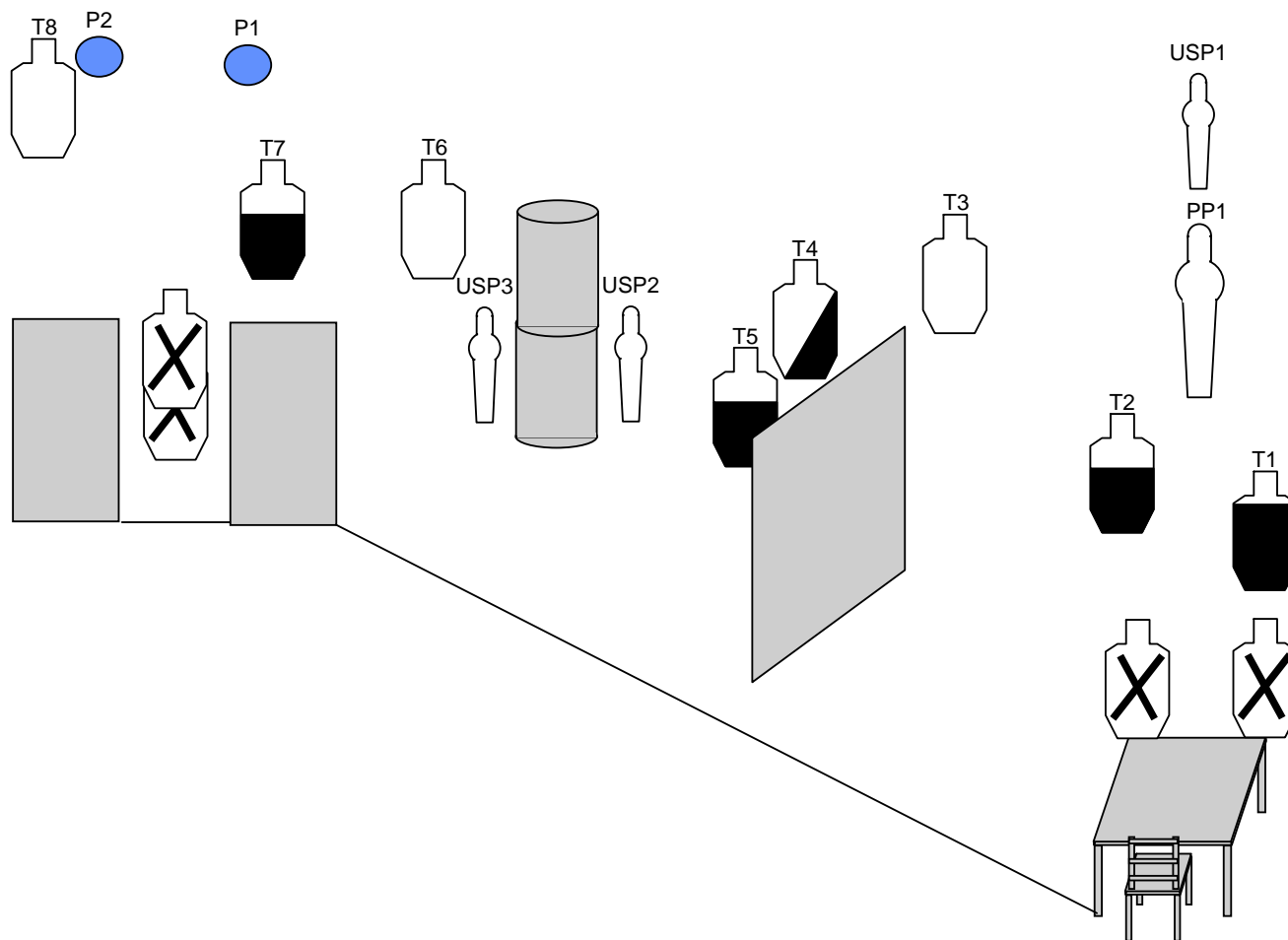
START POSITION: Seated at the bench with gavel in strong hand. Loaded pistol lying on mat in front center of bench. Pistol may not be propped up in any way.

STAGE PROCEDURE

On the command "Are you ready?" the judge begins banging the gavel on block and continues to the beeb. Targets T1, T2, PP1, USP1 must be engaged from between the two NS in front of the bench only. Targets T3, T4, T5, T6, USP2, USP3 may be engaged any where. Targets T7, T8, P1 P2 must be engaged from the "doorway" only. All targets must be engaged without crossing any fault line.

SCORING

SCORING: Comstock, 22 rounds, 110 points
TARGETS: 8 IPSC, 1 PP, 3 USP 2 8" 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: Set T1-T8 5 feet high. USP1 is to be hidden by PP1. Use wall to hide T4, T5. Use barrels to hide USP2, USP3 so that only one may be seen at a time. Set NS in doorway so that only one pair of targets may be seen at a time.

Props Required: 11 bases, 22 long 1x2, 1 wall, 2 barricades or 1 doorway, 2 barrels, 1 PP, 3 USP, 2 8" plates, 1 table, 1 chair, fasten a 4 inch piece of 2x4 to table in front of chair. Place mat or rug centered on far edge of table.

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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
STL	<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"/>	6

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"/>	22
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

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REMARKS

SHOOTER NUMBER <input style="width: 80%; 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 # _____								