

# Right Turn

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

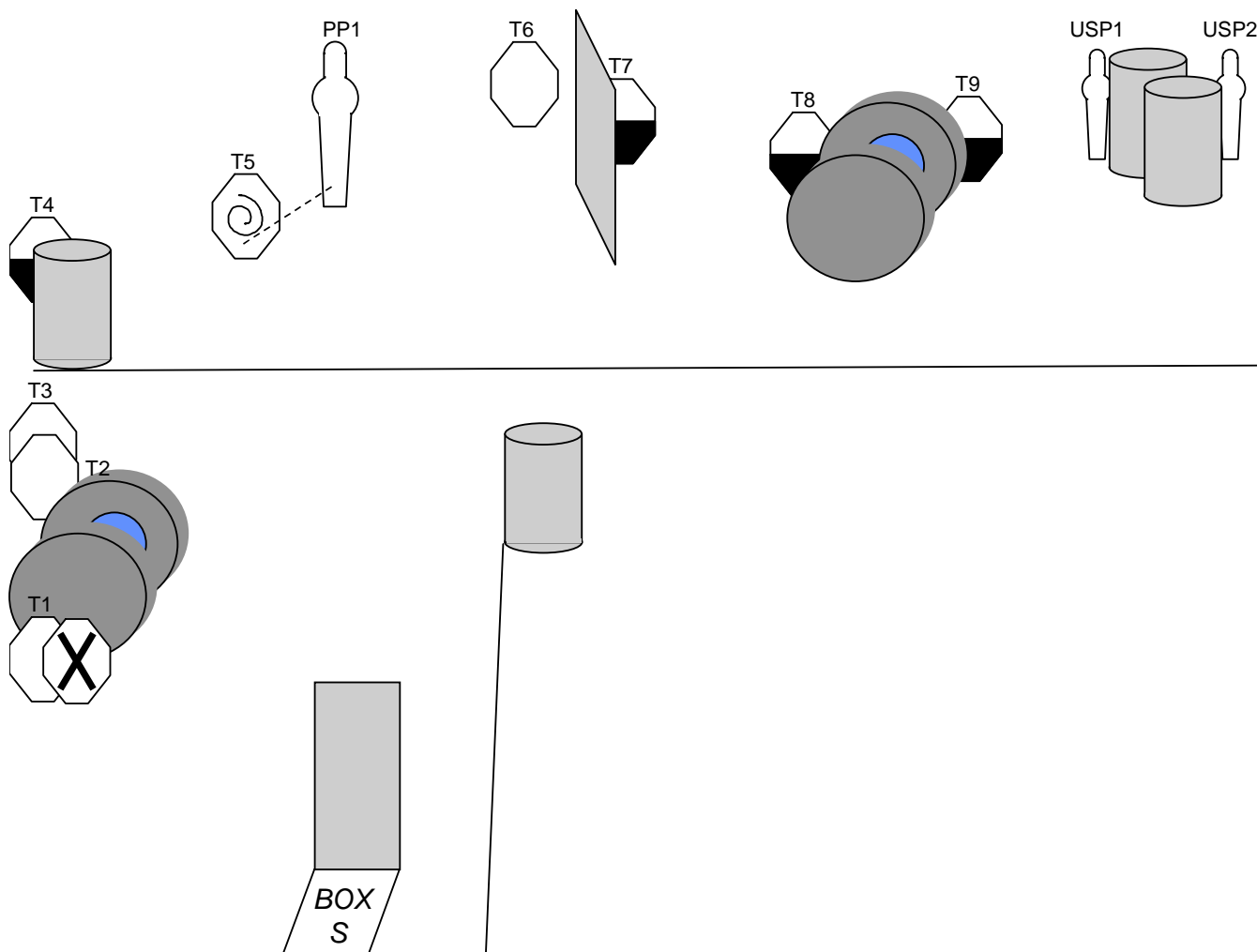
**START POSITION:** Assume the position. Standing in center of box S facing barricade with hands shoulder high and arms extended. Left hand on left edge of barricade, right hand on right edge. Left foot touching left edge of box, right foot touching right edge.

## STAGE PROCEDURE

Engage targets as they are visible without crossing either fault line. Target T5 is a disappearing target actuated by PP1. There is a procedural penalty for engaging T5 before it has started moving and after it has completed its movement. Targets (T2) are impenetrable. Beware the 180 rule!

## SCORING

**SCORING:** Comstock, 21 rounds, 105 points  
**TARGETS:** 9 IPSC, 1 PP, 2 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:** Set T1, T2, T3, T4 along left edge of bay and box S 20-25 feet to right of targets. Vertical fault line about 4 feet right of box. T1, T2 about 2 feet high and T3 about 3 feet high. T4, T8, T9 about 30 inches high, all others at 5 feet.

**Props required:** Set up in bay 4. 1 PP w/actuator, 1 turning target stand, 2 USP, 7 target bases, 10 short 1x2, 4 long 1x2, 2 extra barrels.

# Right Turn

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 style="width: 100%; height: 100%;" 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
T9	<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"/>	3

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>21</b>
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 <input style="width: 100%; height: 40px;" type="text"/>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; padding: 2px;">Open</td> <td style="border: 1px solid black; padding: 2px;">Limited</td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">Lim 10</td> <td style="border: 1px solid black; padding: 2px;">Prod Rev</td> </tr> </table>	Open	Limited	Lim 10	Prod Rev	MAJOR minor
Open	Limited					
Lim 10	Prod Rev					
NAME _____ USPSA # _____						