

# Straight Ahead

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

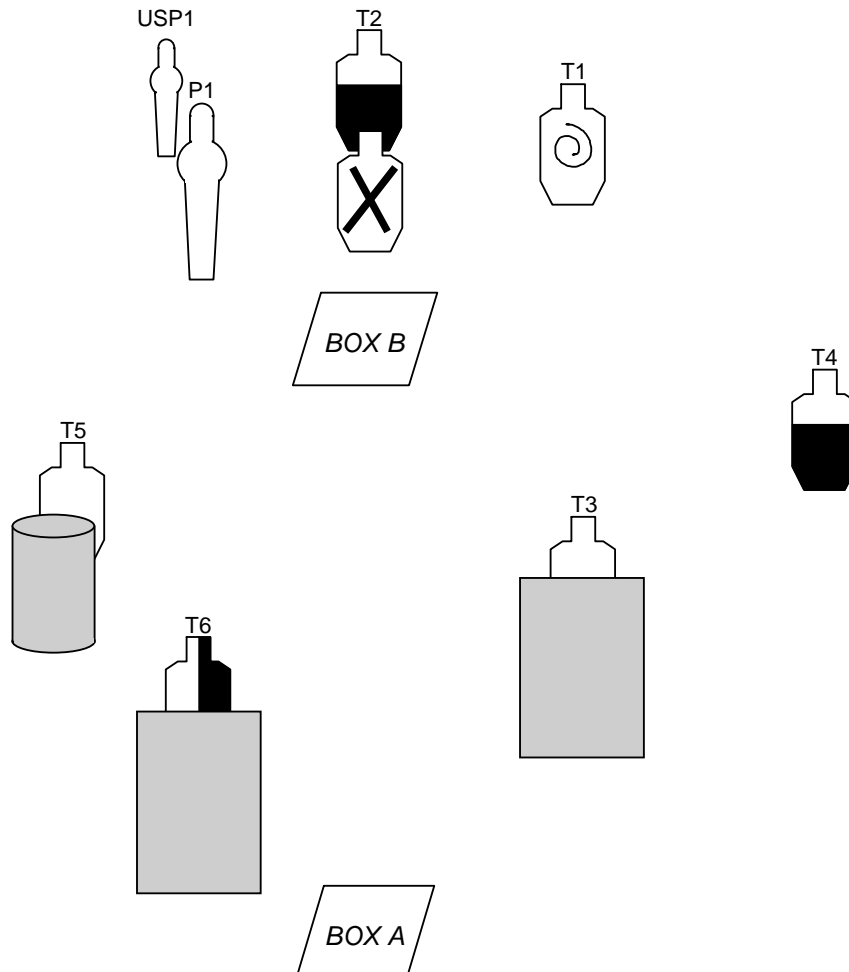
**START POSITION:** In box A facing down range with hands hanging relaxed at sides.

### STAGE PROCEDURE

On signal move toward box B and engage only T3, T4, T5, & T6 before entering box B. (Beware of 180 rule.)  
From box B engage only T1, T2, P1 & USP1.  
T1 is a disappearing target actuated by P1.  
One procedural for each shot fired at wrong target.

### SCORING

**SCORING:** Comstock, 14 rounds, 70 points  
**TARGETS:** 6 IPSC, 1 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:** Set P1 30-35 feet beyond box B with USP1 hidden behind P1. Set NS about 3 ft beyond box B and T2 4-6 feet behind NS. Set T1 & P1 about 45° to left & right of center line.

Set box A 20-25 feet up range from box B. Set targets T3-T6 up range to allow enough distance for shooter to reload after engaging last target.

Use barricades to hide T3 & T6, set barricades about 8-10 feet to left and right of centerline. Use barrel to partially hide T5.

**Check targets for shoot through.**

Required: 2 boxes, 6 target bases and sticks, 1 turning target, 1 PP with actuator wire, 1 USP, 1 barrel, 2 barricades

# Straight Ahead

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASH MARKS						
<b>T1</b>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input checked="" type="checkbox"/>	<b>2</b>
<b>T2</b>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>2</b>
<b>T3</b>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>2</b>
<b>T4</b>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>2</b>
<b>T5</b>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>2</b>
<b>T6</b>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>2</b>
<b>STL</b>	<input style="width: 40px; height: 25px;" type="text"/>				<input style="width: 40px; height: 25px;" type="text"/>	<b>2</b>

TOTAL HITS	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<b>14</b>
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

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STATS ONLY

<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	=	<input style="width: 40px; height: 25px;" type="text"/>
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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

REMARKS

SHOOTER NUMBER	<input type="checkbox"/> Open <input type="checkbox"/> Limited	<input type="checkbox"/> MAJOR <input type="checkbox"/> minor
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	NAME _____	USPSA # _____
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