

Tough Target

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

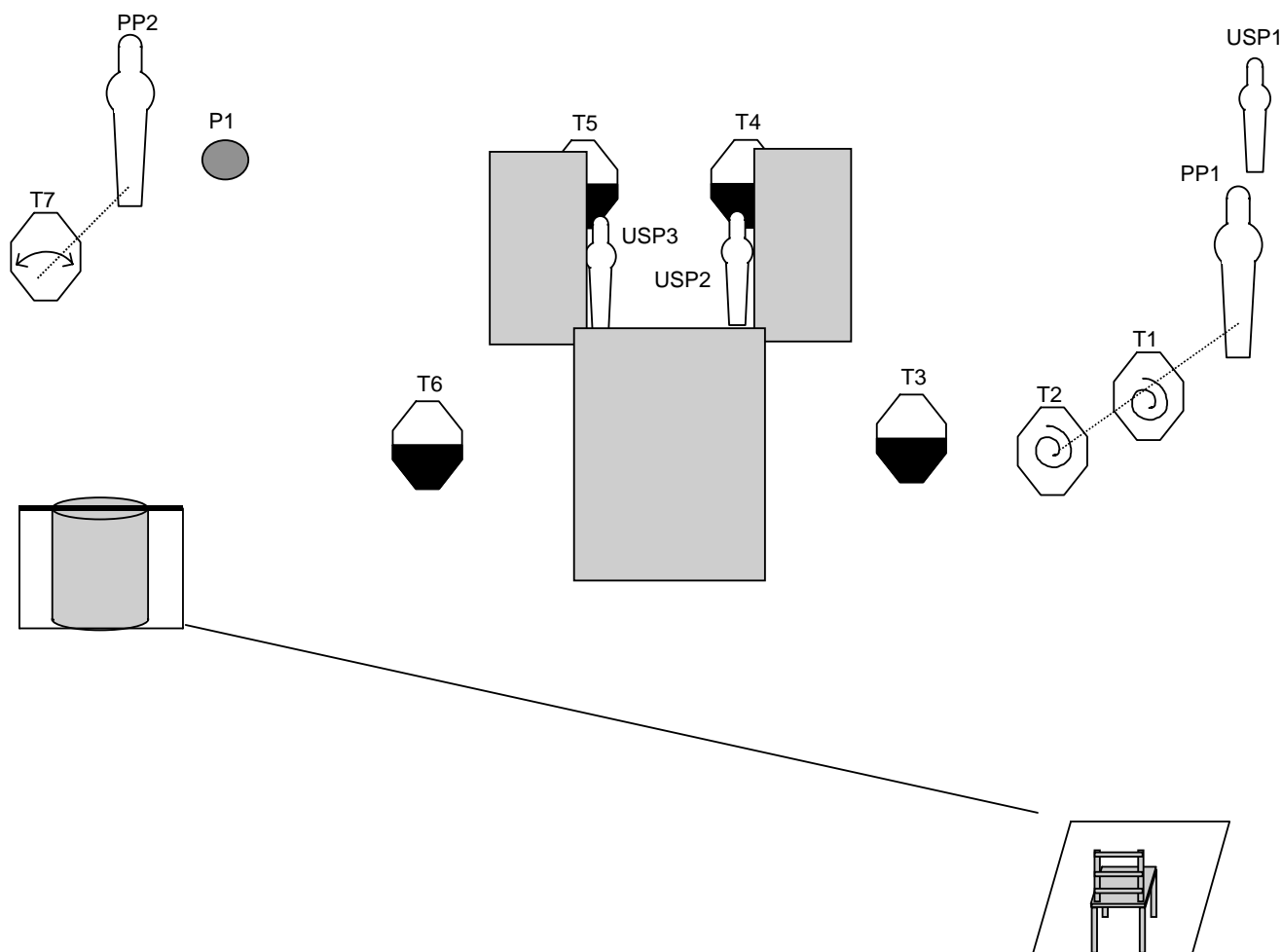
START POSITION: Seated with hands clasped with both thumbs behind belt buckle.

STAGE PROCEDURE

Engage PP1, USP1, T1, T2 from box only. T1 & T2 are disappearing targets actuated by PP1. Then move toward barrel and engage T3-T6 and USP2, USP3 only without crossing the fault line. From ports on either side of barrel engage only P1, PP2 & T7. PP2 must be knocked down before engaging T7.

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 7 IPSC, 2 PP, 3 USP, 1 8" round
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: USP1 is hidden by PP1, PP1 actuates T1 which starts T2. Set barricades and wall so only USP3 & T5 are visible from right side of wall and USP2 & T4 from left side.

Props required: 4 target bases, 3 USP, 2 PP w/actuators, 1 8-inch plate & stand, 2 barricade, 1 swinging target stand, 2 turning target stands, 1 chair, 1 wall section, 1 barrel w/ports, 1 box

Tough Target

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

There are two disappearing targets.

STL **6**

TOTAL HITS **20**

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

Open	Limited
Lim 10	Prod Rev

MAJOR	minor
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NAME _____ USPSA # _____