

# Tough Target

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

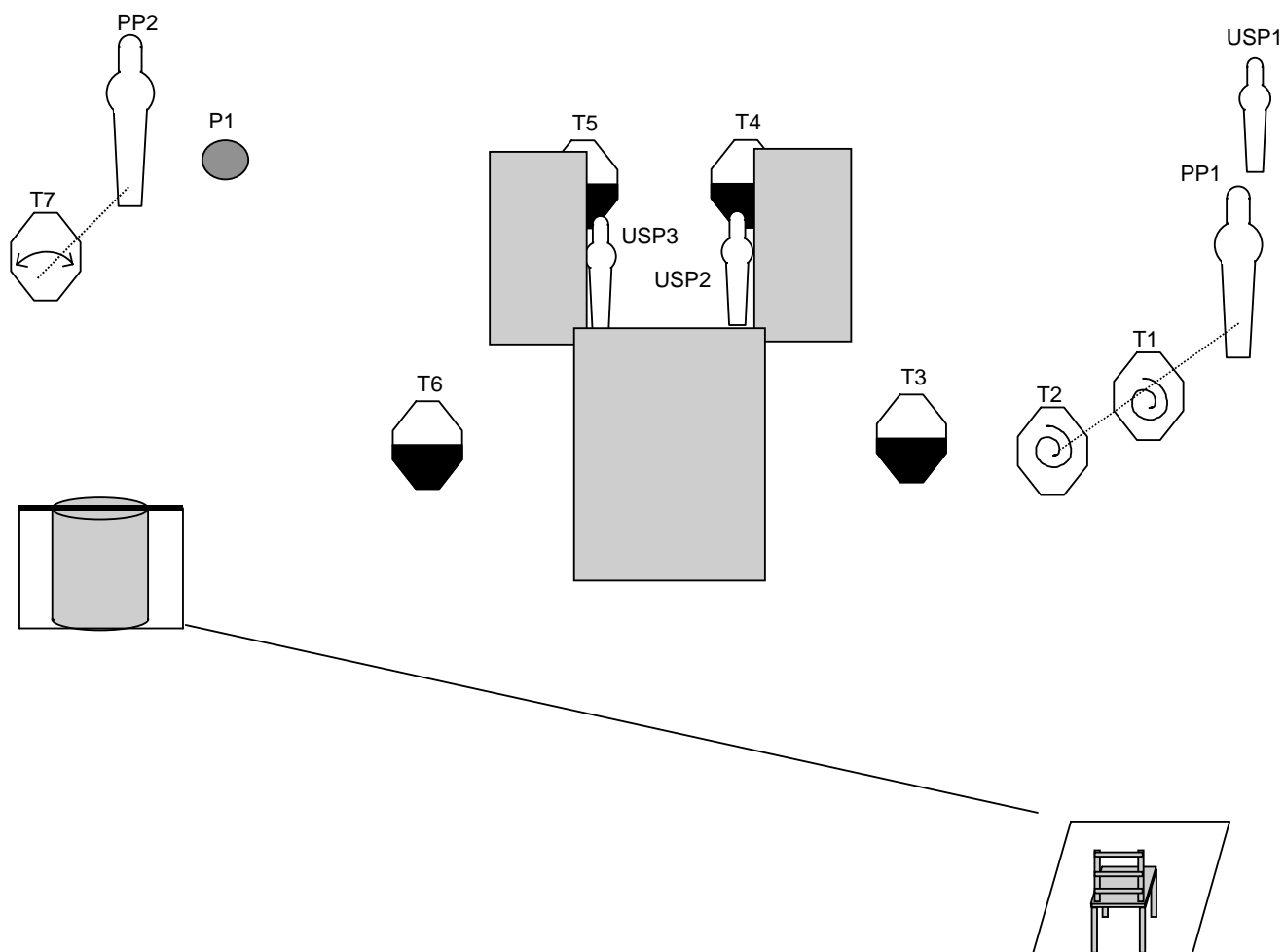
**START POSITION:** Seated with hands clasped with both thumbs behind belt buckle.

## 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						
<b>T1</b>	<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"/>	<b>2</b>
<b>T2</b>	<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"/>	<b>2</b>
<b>T3</b>	<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"/>	<b>2</b>
<b>T4</b>	<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"/>	<b>2</b>
<b>T5</b>	<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"/>	<b>2</b>
<b>T6</b>	<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"/>	<b>2</b>
<b>T7</b>	<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"/>	<b>2</b>

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**

**REMARKS**

SHOOTER NUMBER

Open	Limited
Lim 10	Prod Rev

<b>MAJOR</b>	minor
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NAME \_\_\_\_\_ USPSA # \_\_\_\_\_