

# Which Side

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

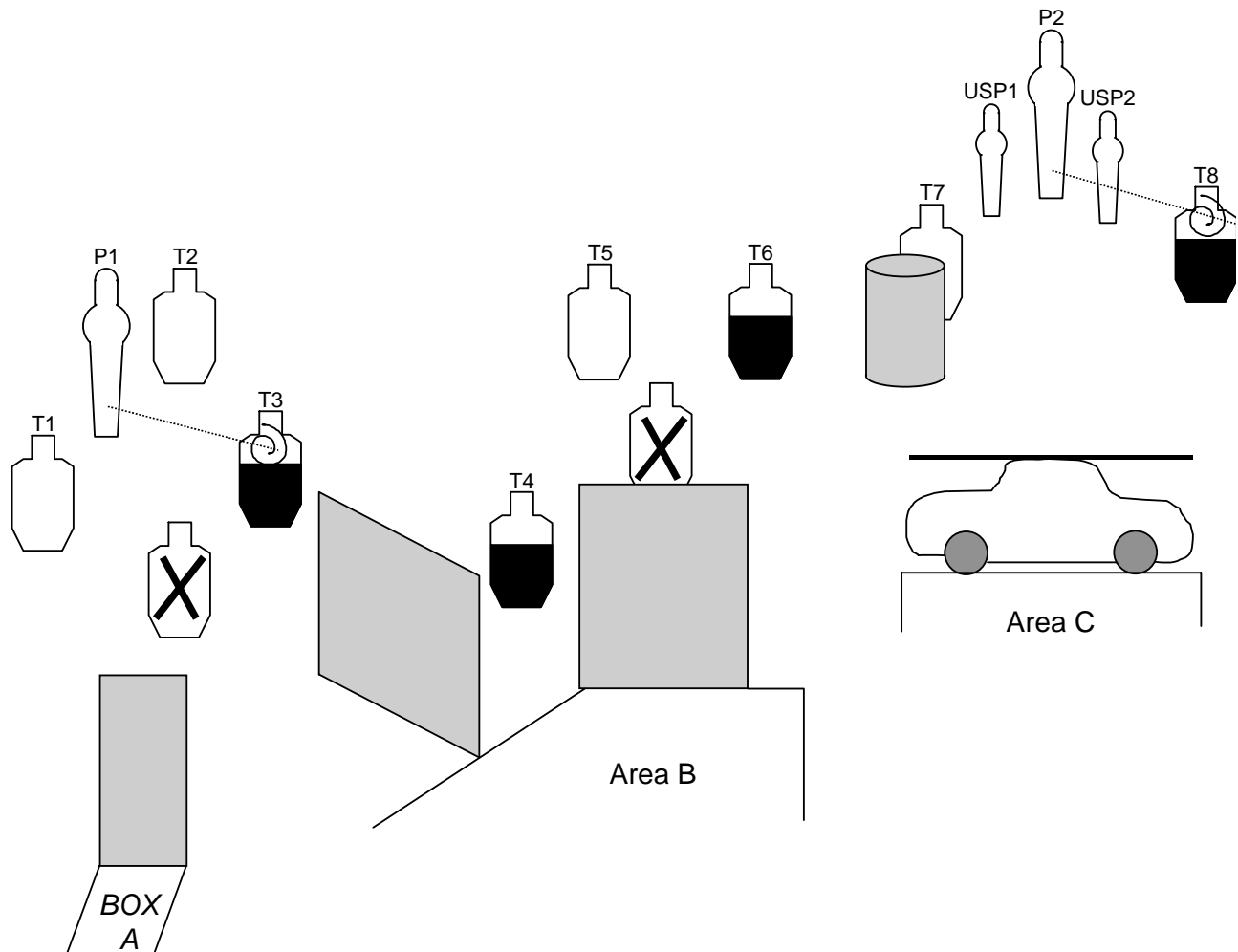
**START POSITION:** In box A with both hands on center of barricade.

## STAGE PROCEDURE

From box A engage T1, T2, T3 & P1 only, T3 is a disappearing target. Move to Area B and engage T4, T5 & T6 only. Move to Area C and engage T7, T8, P2, USP1 & USP2 only, from beneath bar. T8 is a disappearing target.

## SCORING

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



**SETUP NOTES:** Set all targets except T7 5 ft. high, set T7 4 ft. high. For box A set no shoot to prevent seeing both P1 & T3 from same side of barricade. For area B set no shoot to block vision of T6 from left side of wall. For area C set barrel so that only upper A zone is visible from left side of auto.

Props needed: 10 target stands, 2 turning targets, 2 Pepper poppers with turning target wires. 2 US poppers, 1 barrel, 2 walls, 1 barricade, 1 auto. & 1x2 sticks

# Which Side

TGT	A	B	C	D	M	
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 type="text"/>	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
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4

USE NUMBERS - NOT HASH MARKS

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

MAJOR minor

NAME \_\_\_\_\_ USPSA # \_\_\_\_\_