

Dinah Moe Humm 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

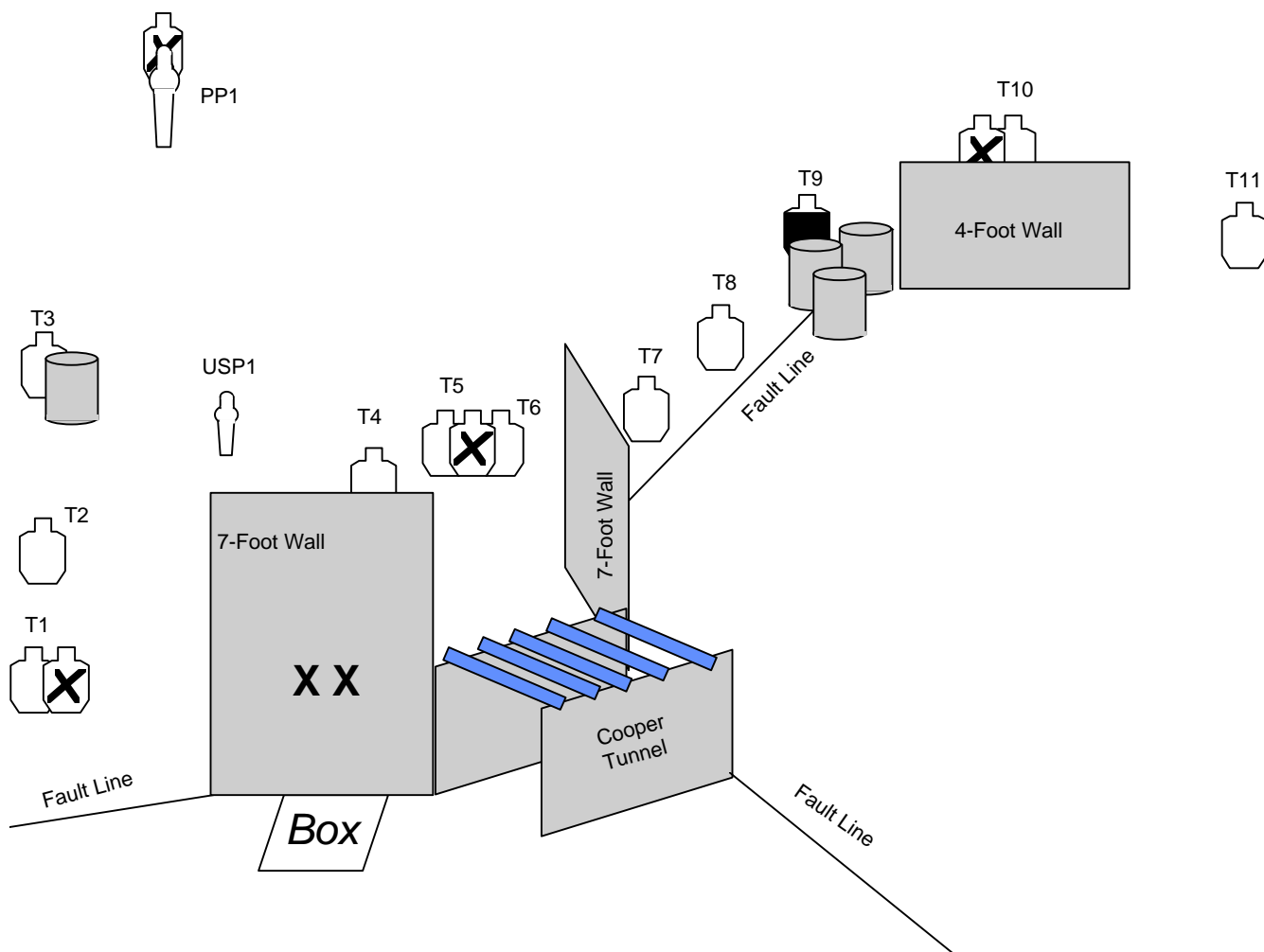
START POSITION: Standing in Box, hands flat against marks on wall.

STAGE PROCEDURE

On signal, engage all targets as they are visible.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 11 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: The Cooper Tunnel is 4-feet high, and has five lightweight crosspieces which may be easily dislodged. Position the tunnel so that it is oriented as much as possible so the shooter is moving through it in a downrange direction. Position USP1 so that it can be engaged only from the left side of the 7-foot wall. Position T4, T5, and T6 so they can only be engaged from the right side of the 7-foot wall. Walls are 7-feet high and at least 8-feet wide. Targets T2 and T10 are mounted at ground level; all other targets are 5' at shoulder.

Range Officer Note:
 Because of limited visibility, use *extreme care* to verify a clear range prior to starting shooter!

jam 980224e

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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 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
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>				<input type="text"/>	2

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

<input type="text"/>

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

NAME _____ USPSA # _____

Open Limited MAJOR minor