

The Running Man 2

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: Jeff Maass L-1192

START POSITION: Seated in chair, both hands touching head.

STAGE PROCEDURE

On signal, engage all targets from within shooting area.

Safety Note: Be aware of muzzle direction at all times!

SCORING

SCORING: Comstock, 28 rounds, 140 points

TARGETS: 14 IPSC

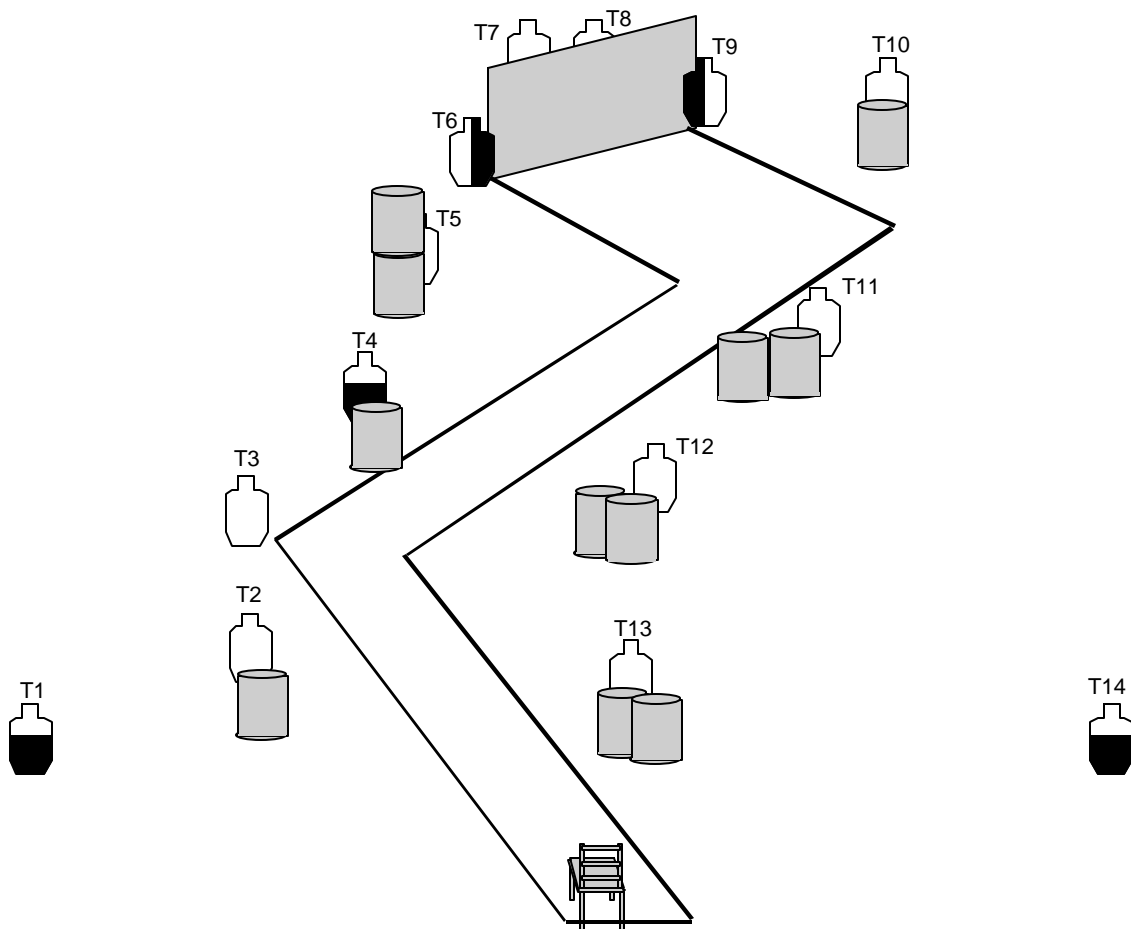
SCORED HITS: Best 2 per IPSC

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: In general, set all targets low to the ground, and limit view from the shooting area with barrels placed nearby. Plan specific arrangement to maintain 8-round neutrality by spreading targets out as much as possible, or by grouping such that 8 or fewer rounds are possible from one position. *BE ESPECIALLY AWARE OF THE 180 WHEN SETTING UP THIS COURSE!* (Low wall is best set at around a 45-degree angle to backstop).

The Running Man 2

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
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	28

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

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

SHOOTER NUMBER **Open** **Limited** **Ltd-10** **Prod** **Rev** **MAJOR** **minor**

NAME _____ USPSA # _____