

# Hot Shower 2

**RULES:** Practical Shooting Handbook, Latest Edition

**COURSE DESIGNER:** Jeff Maass (OH)

**START POSITION:** Standing totally naked in shower stall, hands on hot and cold knobs. Loaded gun is on a small face towel at 'X' on the vanity, pointed downrange. Loaded magazines may be placed on the vanity and on any barrel, but nowhere else.

### STAGE PROCEDURE

On signal, exit shower stall through door, retrieve gun from vanity, and engage all targets as they become visible. PP1 triggers gravity twister T1; PP2 triggers swinging target T4. T1 and T4 are **not** disappearing targets: **all misses will be penalized.**

Engaging any steel target from beyond the fault lines will be considered unsafe gun handling, and will result in match disqualification (12.01).

### SCORING

**SCORING:** Comstock, 23 rounds, 115 points

**TARGETS:** 9 IPSC, 2 PP, 3 USP

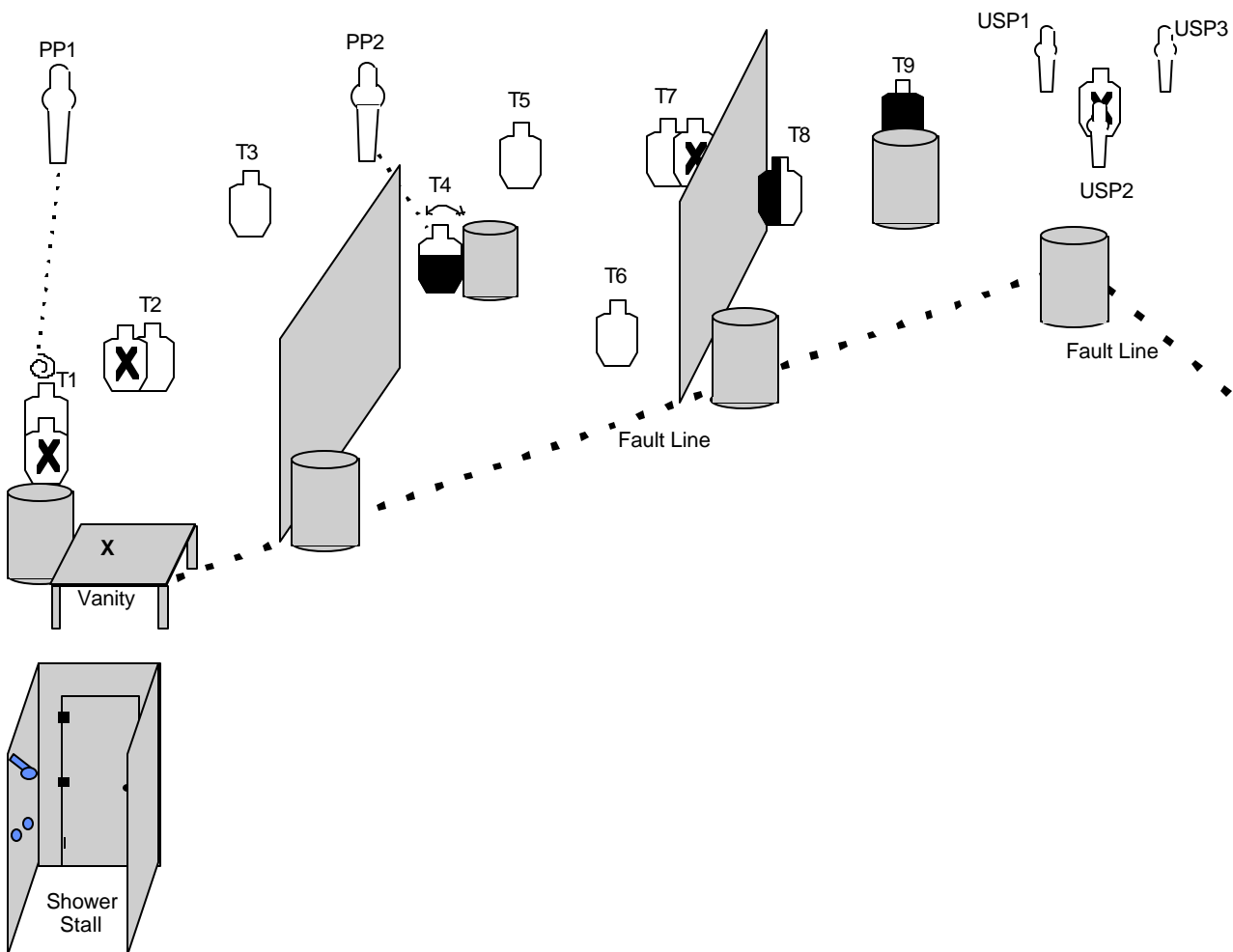
**SCORED HITS:** Best 2 per IPSC, KD = 1A

**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural. -10

No-shoot hit. -10

Miss. -10



### SETUP NOTES:

T2, T6, T7, and T8 are mounted at ground level. All other targets are set to be 5-feet at shoulder. Set gravity twister T1 so that after dropping, shooter would be required to move to the left of the vanity to make up any misses. T4 is hidden by barrel prior to activation. All steel targets are at least 30 feet from nearest fault line.

**RO Notes:** To keep stage moving, have entire squad remove clothing during stage briefing.

If shooter objects to shooting while naked, he/she may be permitted to shoot stage clothed without penalty, but must *simulate* being unclothed (i.e. may not use pockets, mag pouches, etc.).

jam 980320c

# Hot Shower 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
STL	<input type="text"/>				<input type="text"/>	5
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>23</b>
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

HIT FACTOR =   
(3 DECIMAL PLACES)

SHOOTER NUMBER

Open   
  Limited   
  MAJOR   
  minor

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