

Stage 6

Long & Short Range Ports

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Paul Hernandez & Team Rayner

START POSITION: Seated at table, gun resting downrange on designated spot on center of table top, NOT propped in any way. Back against chair, knees under table, hands clasped behind head.

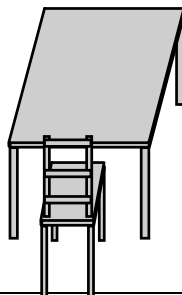
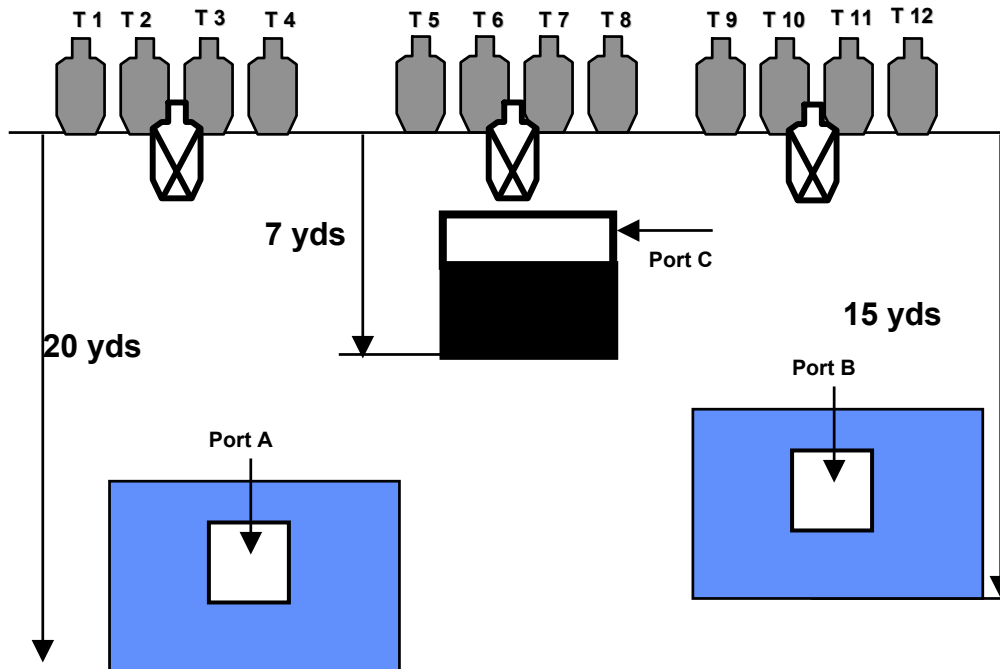
STAGE PROCEDURE

On Signal, retrieve gun from table, move to Port A and engage T1-T4, only from Port A, T9 – T12, only, from Port B, and T5-T8, only, from Port C.

All rounds must pass through appropriate and designated Ports. Any rounds fired beyond a specific Port will be given a procedural per shot.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 12 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

Port A and B are 12" squares or 12" circles cut in center of 4x8' walls, with wall set 18' off ground. Wall is centered on target array under consideration, respectively. Ports A is 20 and B is 15 yards from arrays, C is 7 yards from array. Port A and Port B should be set at least 10 yards apart.

RO NOTES:

Port C is 12" high set top of 3x6' wall set on ground. Wall is centered on target array. Set all shoot target arrays with targets 6" apart. Set No-Shoot targets to cover D/C zones on immediate targets. Leave full A Zone views on all targets.

Long & Short Range Ports

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

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	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

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STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER	<div style="display: flex; justify-content: space-around;"> Open Limited </div>	<div style="display: flex; justify-content: space-around;"> MAJOR minor </div>	
	NAME _____		USPSA # _____