

# Stage Seven

# Malpractice Perfect

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

**COURSE DESIGNER:** *Jeff Maass and Team Rayner*

**START POSITION:** Seated at table, both knees under table and back against chair, with respective elbows resting on table top. Fork held in left hand, hand touching table; knife in right hand, hand touching table top.

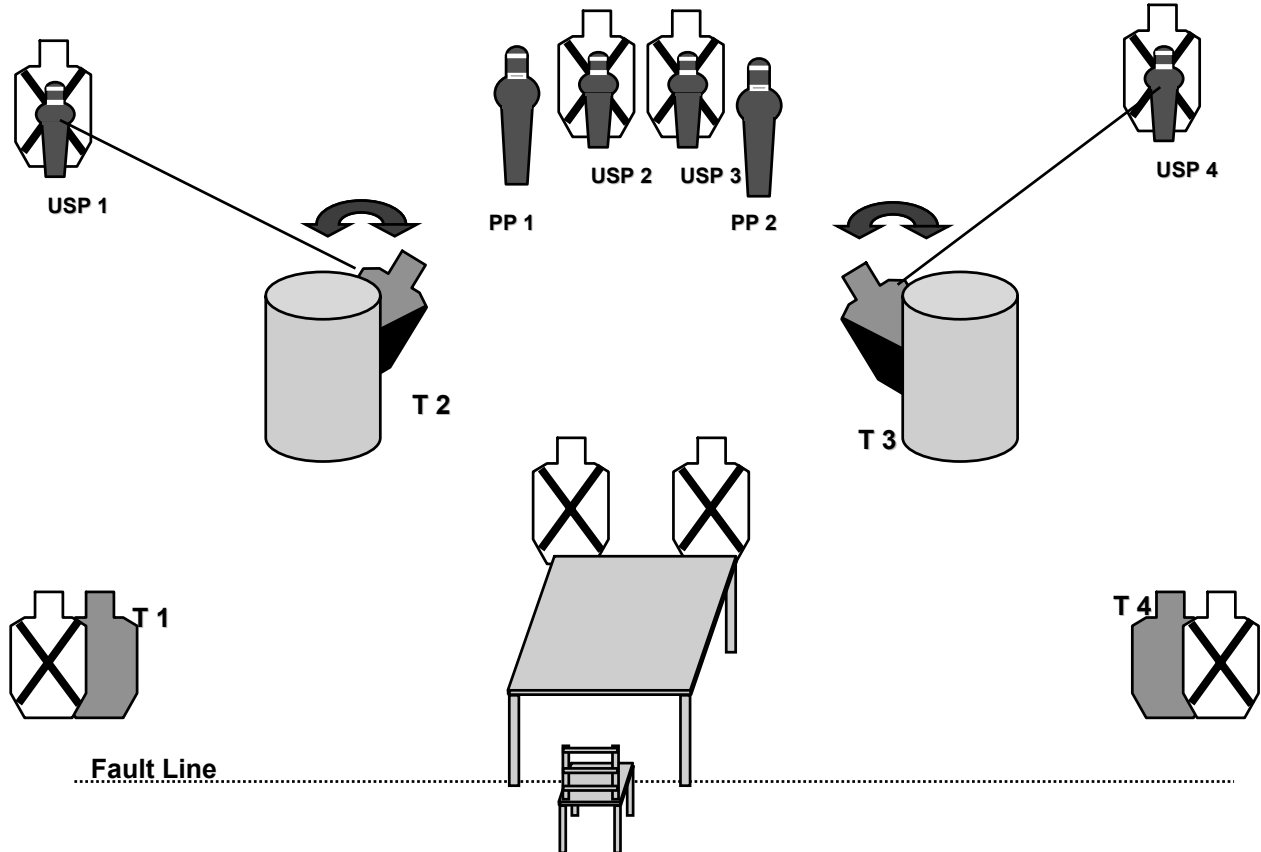
### STAGE PROCEDURE

On signal, draw and engage T 1 – T4 and PP 1 –2, and US Poppers 1-4 from behind fault line.

**Note:** There is no order of target engagement required. USP 1 activates Swinger, T2 and USP 4 activates Swinger T3. T2 and T3 are NOT disappearing targets. At rest, upper A and B zones are visible. Shooter may sit or stand to shoot.

### SCORING

**SCORING:** Comstock, 14 rounds, 70 points  
**TARGETS:** 4 IPSC, 2 Poppers, 4 US Poppers  
**SCORED HITS:** Best 2 per IPSC, Steel down = A hit  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural -10; No-shoot hit -10  
 Miss -10



Set up Notes: PP 1 & 2 set at 12 yards, Us Poppers 2 and 3 set at 15 yards, and US Poppers 1 and 4 set 20 yards from center of table. Shooter must avoid steel fault line. Place No Shoots at table to partially block field vision.

# Split Decision

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T2	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T3	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T4	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T5	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T6	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
T7	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2
PP	<input style="width: 30px; height: 20px;" type="text"/>				<input style="width: 30px; height: 20px;" type="text"/>	2
TOTAL HITS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	16

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

## Time

MAJ	X5	X4	X4	X2	X-10
MIN	X5	X3	X3	X1	X-10
STATS ONLY	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>

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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

Name: \_\_\_\_\_ USPSA # \_\_\_\_\_

Class:      GM  M  A  B  C  D  UNCL     PF: Major     Minor

Division:    Open     Limited     Limited 10     Production     Revolver

**Important Notice:** Failure to completely fill out this section of the score sheet may lead to placement in Open Division, Unclassified, Minor by default.