

Stage One

Ohio Mystery Movie Theater

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: Dr. Amos C. Patterson, Mods by Ryner Team

START POSITION: Standing in Start Box facing wall, hands at clasped behind back. Head bowed as in prayer. Eyes closed.

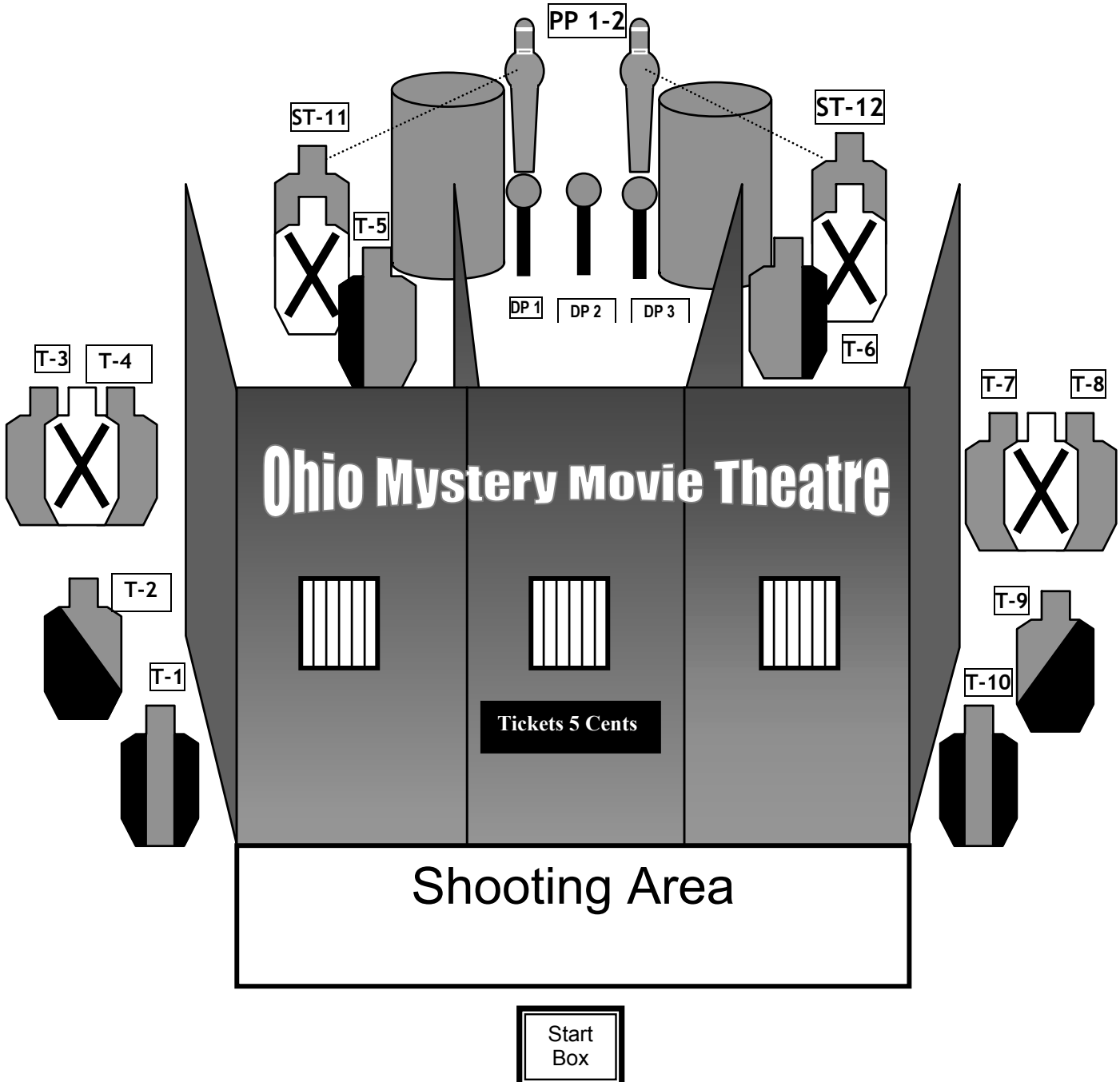
STAGE PROCEDURE

On signal, advance to Shooting Box A, and from Box A only, engage T1 – T10, Swinging Targets ST 11-12, Drop Plates DP 1-3, Pepper Poppers PP1-2, as they become visible. No targets may be engaged from Start Box. PP 1 activates ST 11 and PP 2 activates ST 12.

All steel must be engaged only through the available Ticket Windows (ports). Swinging Targets are not disappearing targets, upper A/B zone will be open when targets stops swinging. All Steel set at least 10 yards from shooting box A.

SCORING

SCORING: Comstock count, 29 rounds, 145 pts
TARGETS: 12 IPSC, 2 Std Poppers, 3 Drop Plates,
SCORED HITS: Best 2 per target, Steel down to score
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



Setup Note: T3, T4, T5, T6, T7 and T8 shall have 1/2 of lower A Zone covered by No-Shoot targets. All steel Plates set at 10 yds, Poppers at 12 yds Start Box 10ft from center of wall. Shooting Area is defined by 4 ft fault lines on sides and 12 ft fault line in back.

Ohio Mystery Movie

Theater

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
Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	29
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

Comstock Penalties

No-Shoot (10 Points)

Procedurals (10 Points)

Total Penalty (n X -10each)

Time

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR = (3 DECIMAL PLACE)

Name: _____ USPSA # _____

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

Division: Open Limited Limited 10 Production Revolver

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