

Stage Two

Will

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: Will Hendrix, Mods by Jeff Maass, and Team Rayner

START POSITION: Standing in Shooting area, both hands grasping (box) side edge on one of the vision barriers

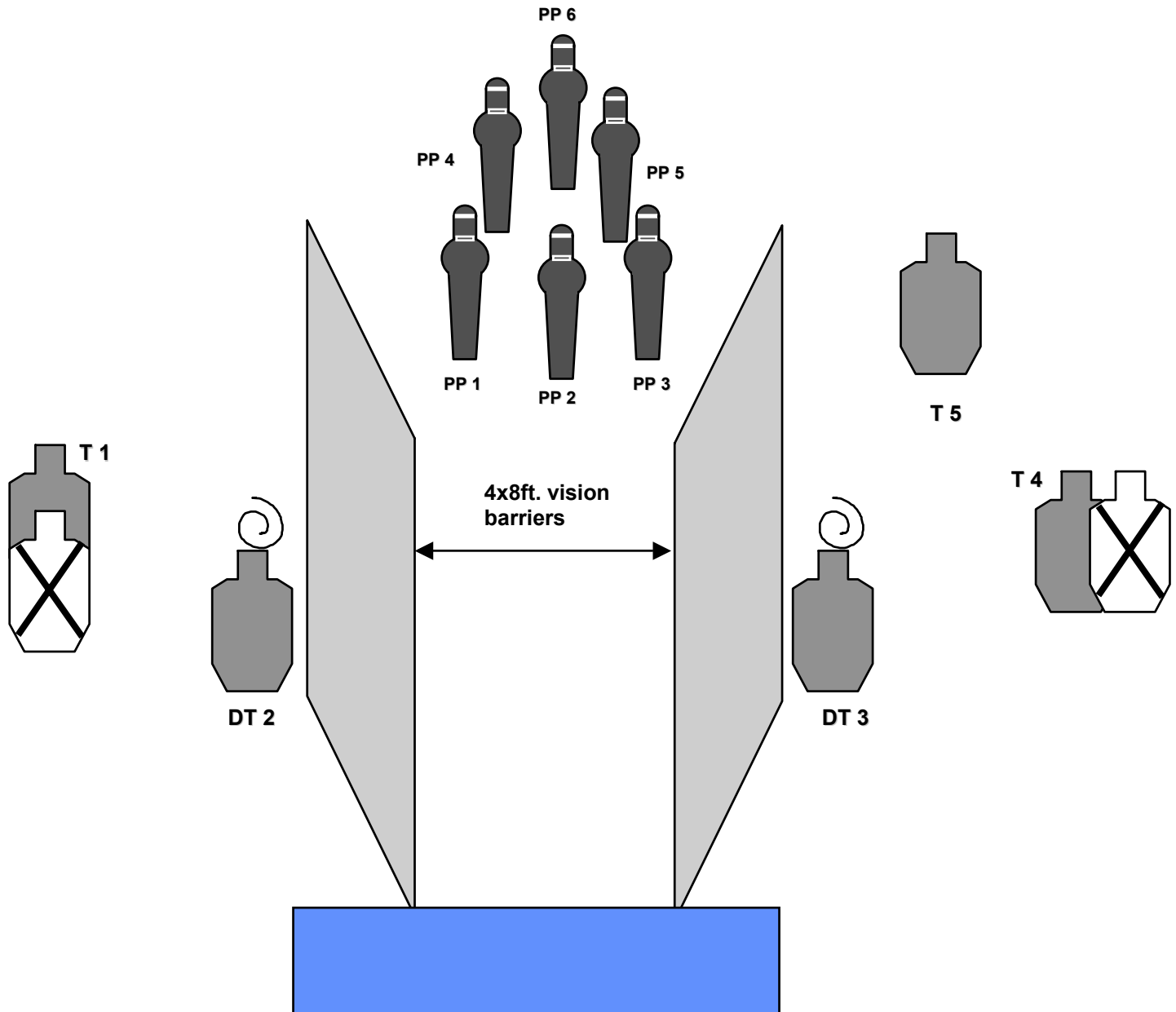
STAGE PROCEDURE

On signal, draw and engage T 1 – T5 and PP 1 -6 from within shooting area as targets become visible.

Note: There is no order of target engagement required. Targets T2 and T3 are Disappearing, Gravity Turning targets. PP 4 activates T2 and PP5 activates T3.

SCORING

SCORING: Comstock, 16rounds, 80 points
TARGETS: 5 IPSC, 6 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: Poppers set at 12 - 16Yds. Vision Barriers should be set so that shooter can easily see Pepper Poppers while between the barriers. Position T1 – T5 so that shooter must move from one end to the other of the box to see and engage the targets.

TGT A B C D M

USE NUMBERS - NOT HASH MARKS

T1	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	2
T2	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	2
T3	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>		2
T4	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>		2
T5	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	2

PP **6**

TOTAL HITS **16**

MAJ X5 X4 X4 X2 X-10
 MIN X5 X3 X3 X1 X-10

STATS ONLY =

MINUS PENALTIES OF
 EQUALS TOTAL SCORE
 DIVIDED BY TIME OF
 HIT FACTOR =

(3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

Time

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.