

# 1, 2, 3, 4, 5

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

**COURSE DESIGNER:** Bob Woolley

**START POSITION:** Facing uprange, toes touching start line.

### STAGE PROCEDURE

At signal, engage targets as they become available.

### SCORING

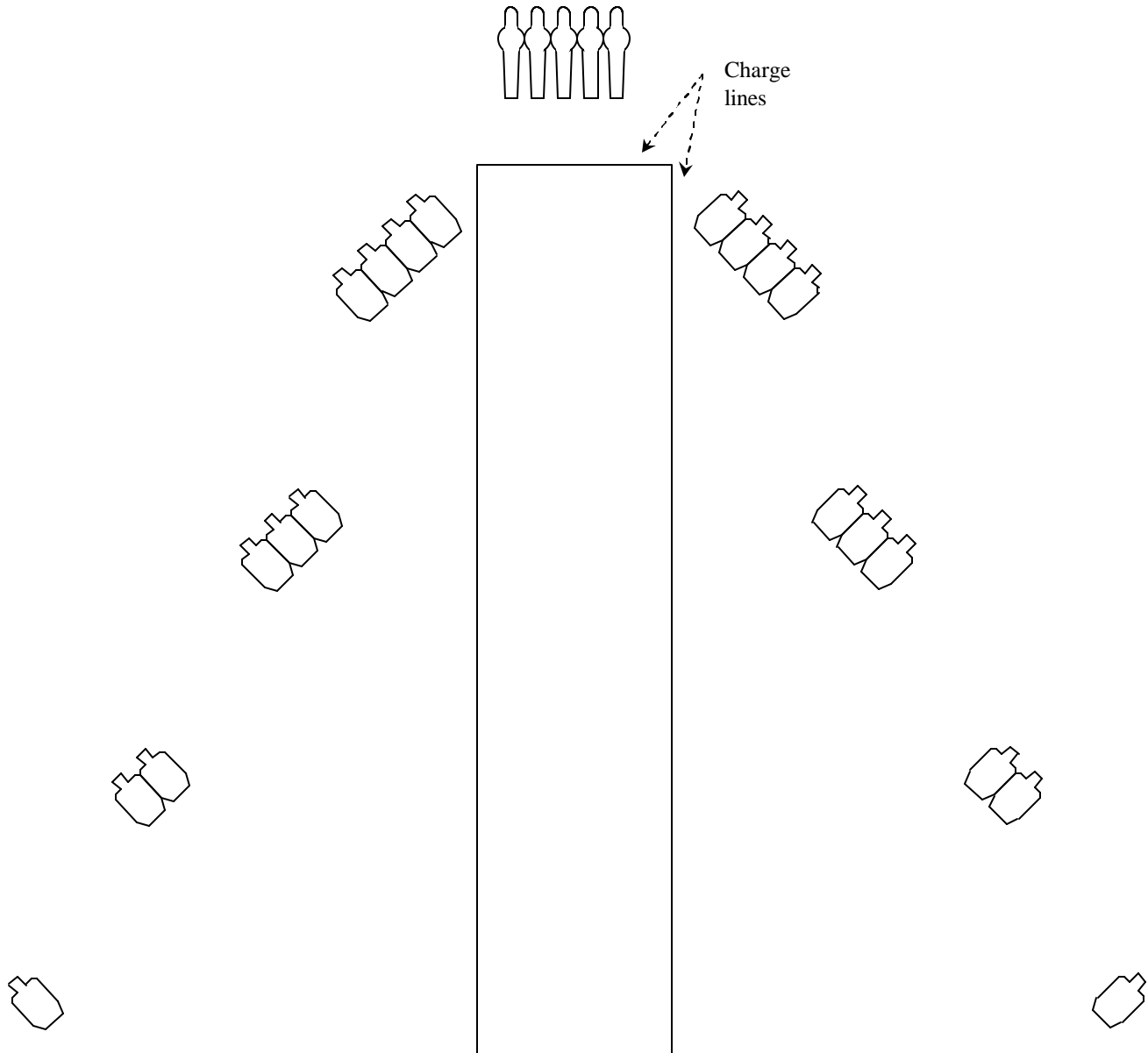
**SCORING:** Comstock, 45 rounds, 225 points

**TARGETS:** 20 IPSC, 5 PP

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

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

**PENALTIES:** Procedural. -10, Miss. -10



START

**SETUP NOTES:** Ideally, every target is visible from the start line. Watch for shoot-through possibilities when arranging the target arrays. Use tape or rope as charge lines on both sides and the far end. Leave at least 10 yards between the end charge line and the poppers.

**RO NOTES:** Remind each shooter to be cautious of the many potential 180 violations.

## 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
T13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T15	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T16	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T17	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T18	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T19	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T20	<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      **45**

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

STATS ONLY      =

MINUS PENALTIES OF   
EQUALS TOTAL SCORE

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

TOTAL TIME

SHOOTER NUMBER

Open  Limited

MAJOR  minor

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

DIVIDED BY TIME OF

HIT FACTOR =

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SHOOTER  
NUMBER

Open

Limited

MAJOR

minor

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