

Bay I

Clam Chowder II

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Budewitz

START POSITION: Standing in box, facing up range with your hands relaxed at sides gun loaded and holstered as per 8.1.1.

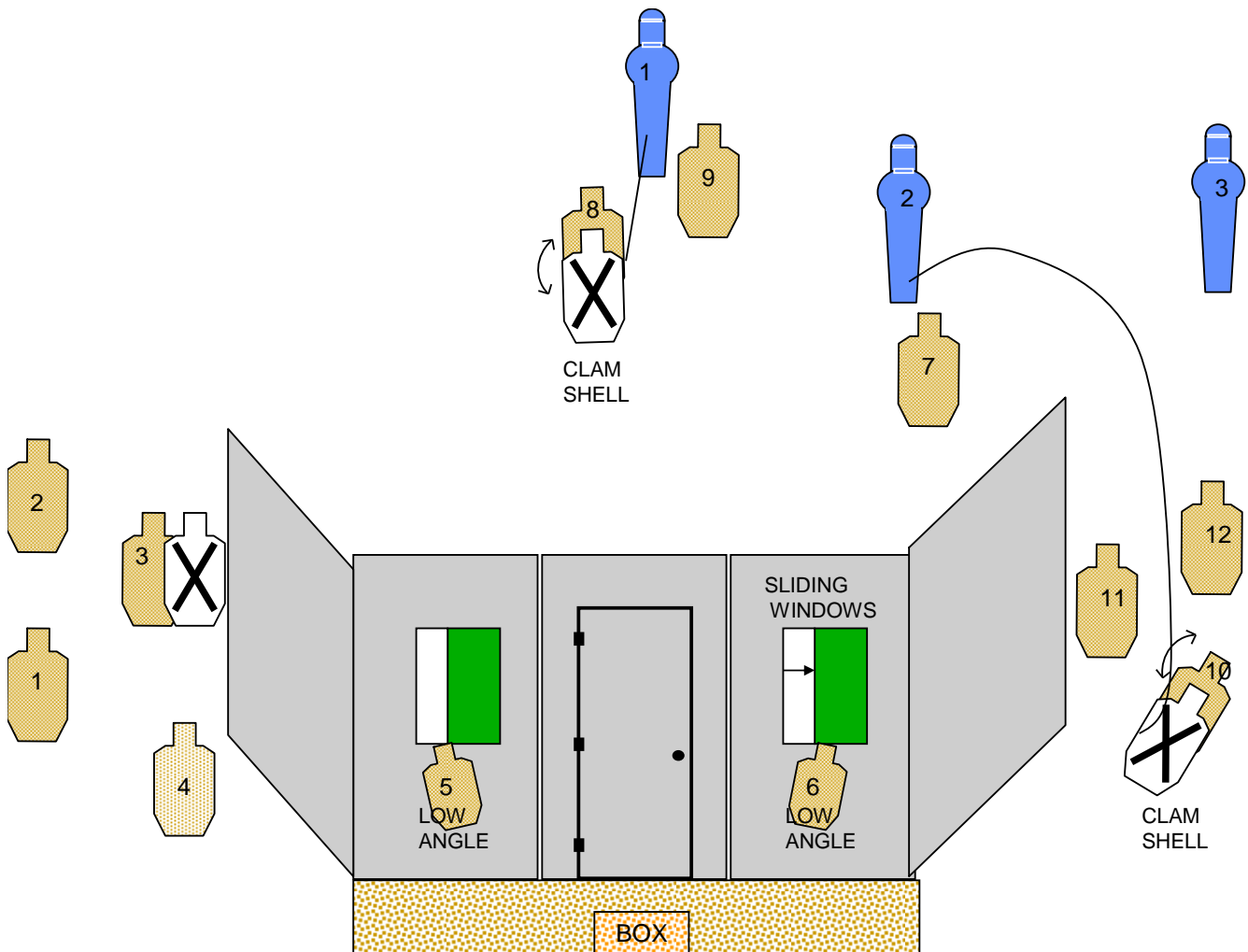
STAGE PROCEDURE

Upon start signal, turn and engage T1-T4 from left side of building, T5 through open window, PP1 & T8-T9 through the doorway, PP2 & T6-T7 through the right window that you must open, and T11-T12 & PP3 from the right side of the building.

Note: Do not sweep yourself when opening windows or door.

SCORING

SCORING: Comstock, 27 rounds, 135 points
TARGETS: 12 IPSC, 3 PP
SCORED HITS: Best per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: IPSC is a lower target. Windows need to be minimized.

RO NOTES:

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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
STL	<input type="text"/>				<input type="text"/>	2

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	18
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	
						MINUS PENALTIES OF	<input type="text"/>
						EQUALS TOTAL SCORE	<input type="text"/>
						DIVIDED BY TIME OF	<input type="text"/>
						HIT FACTOR =	<input type="text"/>
						(3 DECIMAL PLACES)	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER

Open

Limited

MAJOR

minor

NAME _____

USPSA # _____