

Bay J

Triple Drop

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

START POSITION: Standing in box A with wrists above respective shoulders gun loaded and holstered as per 8.1.1.

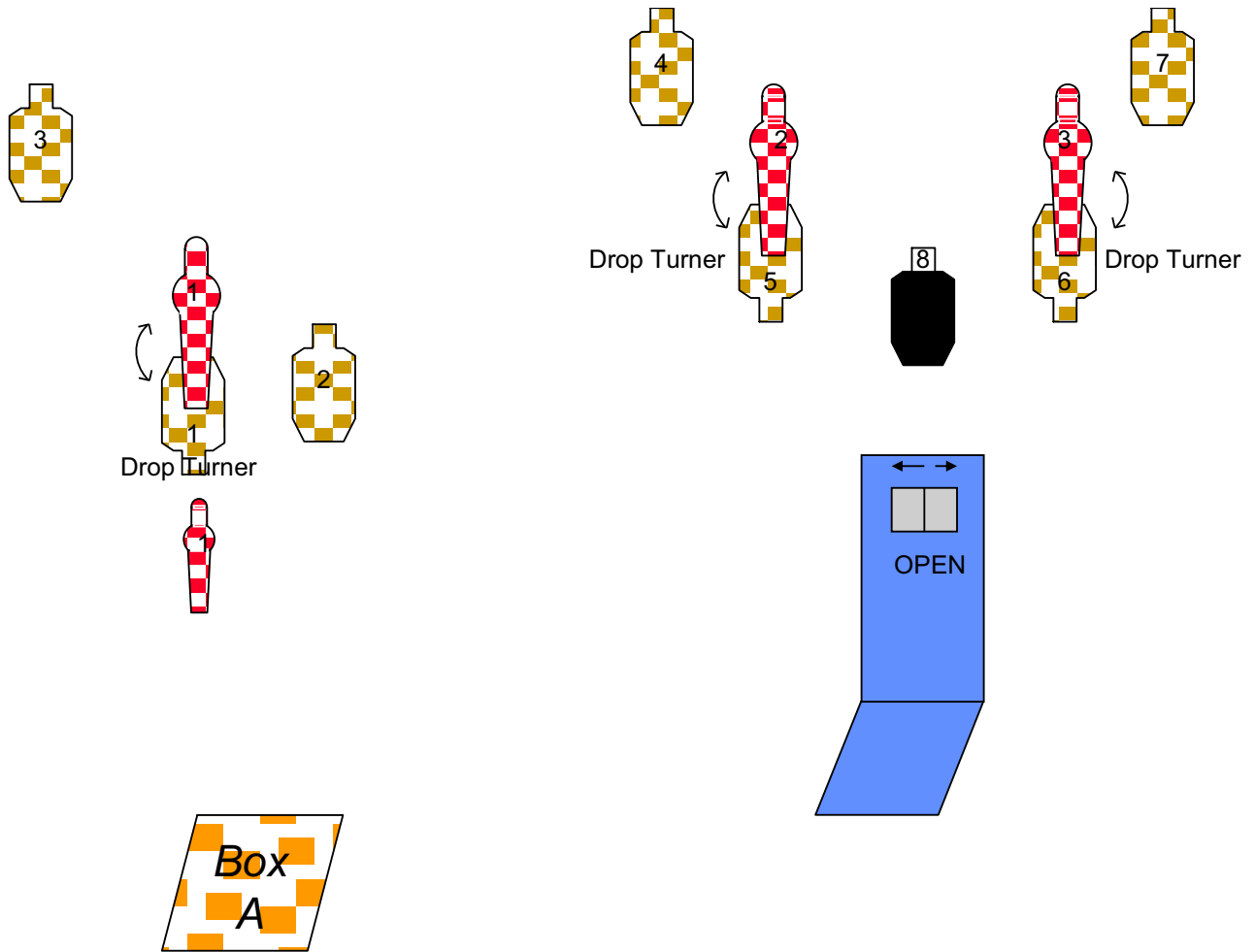
STAGE PROCEDURE

Upon start signal, engage left array consisting of DT1, T2, T3, USP1 & PP1, move to barricade and engage from the left side T4 & DT5, and PP2, from right side of barricade engage T7 & DT6, and PP3, open center port and engage T8 through the center port.

Note: Do not sweep yourself when opening port.

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 8 IPSC, 3 PP, 1 USP
SCORED HITS: Best per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

RO NOTES:

Bay J Triple Drop

TGT	A	B	C	D	M	
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
STL	<input type="text"/>				<input type="text"/>	4

USE NUMBERS - NOT HASH MARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	14
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

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STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

NAME _____ USPSA # _____

Open
 Limited
 MAJOR
 minor