

America's Most Taunted 4 (Modified)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH) / John Humkey (KY)

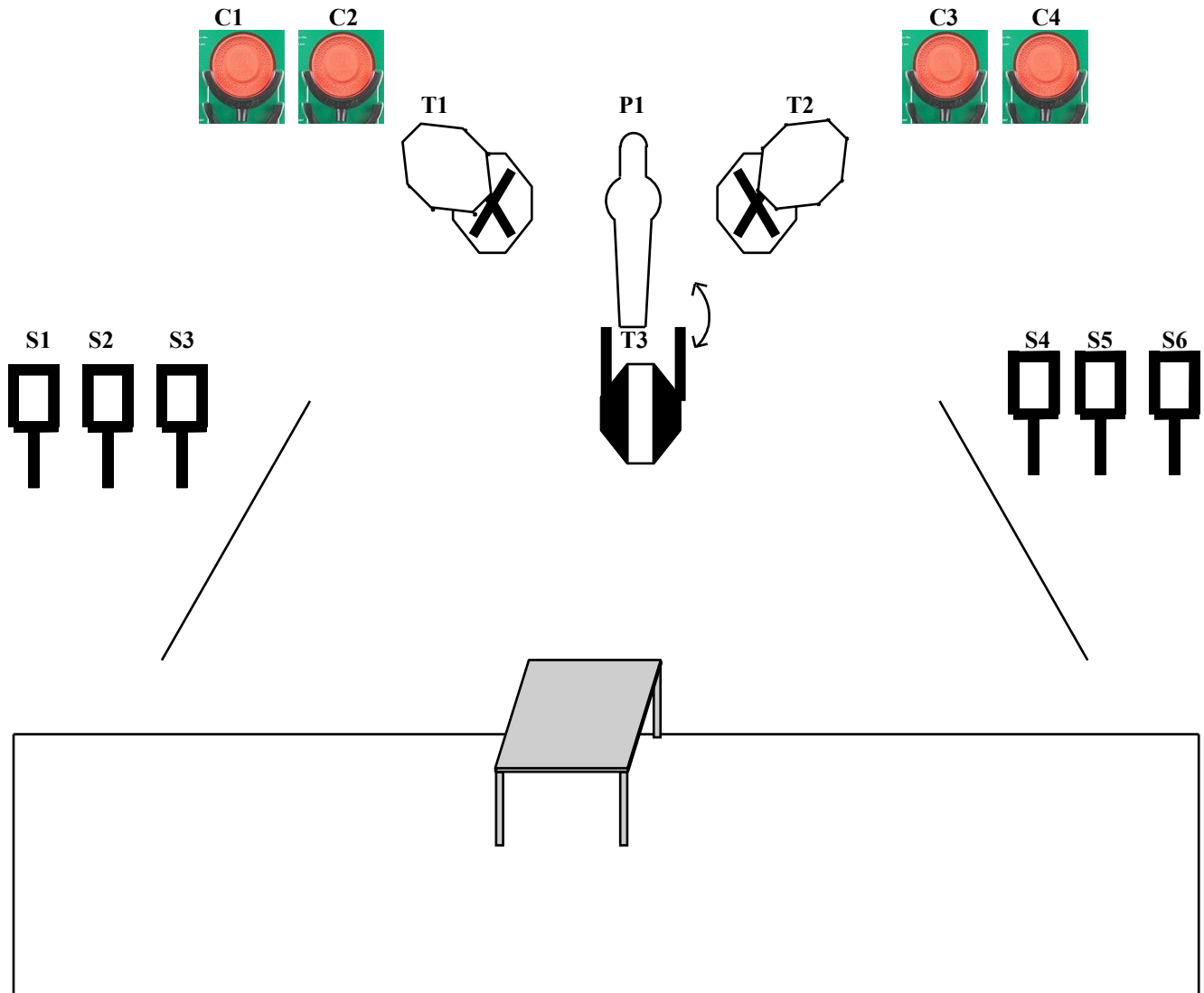
START POSITION:

STAGE PROCEDURE

Engage all targets from behind original upside-down U fault line. Begin with Rifle and Shotgun on table, magazine full, chamber empty. Engage P1,T1,T2 with Pistol, T3 popup target last with Pistol. Holster Pistol. Engage Clays C1-C4 w/Rifle (one shot each hopefully). EMPTY CHAMBER on Rifle, switch to Shotgun. Engage 6 Steel behind two diagonal walls with Shotgun.

SCORING

SCORING: Comstock, rounds, points
TARGETS: IPSC, PP, 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: Obvious setup except T1,T2, they should be BEHIND the no shoots. . . drawing program wasn't cooperating. Diagonal walls (or Barrels) meant to force Shotgun shots from far left-right of fault line. (Maybe even switching to weak shoulder. . . if setup allows.)

RO NOTES:

| 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 |
| T1 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input style="background-color: gray;" 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 |
| STL | <input type="text"/> | | | | <input type="text"/> | 2 |

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

| | | | | | | |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|---|
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| MAJ | X5 | X4 | X4 | X2 | X-10 | 6 |
| 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)