

# Lima Steel Frenzy 2 (Modified)

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

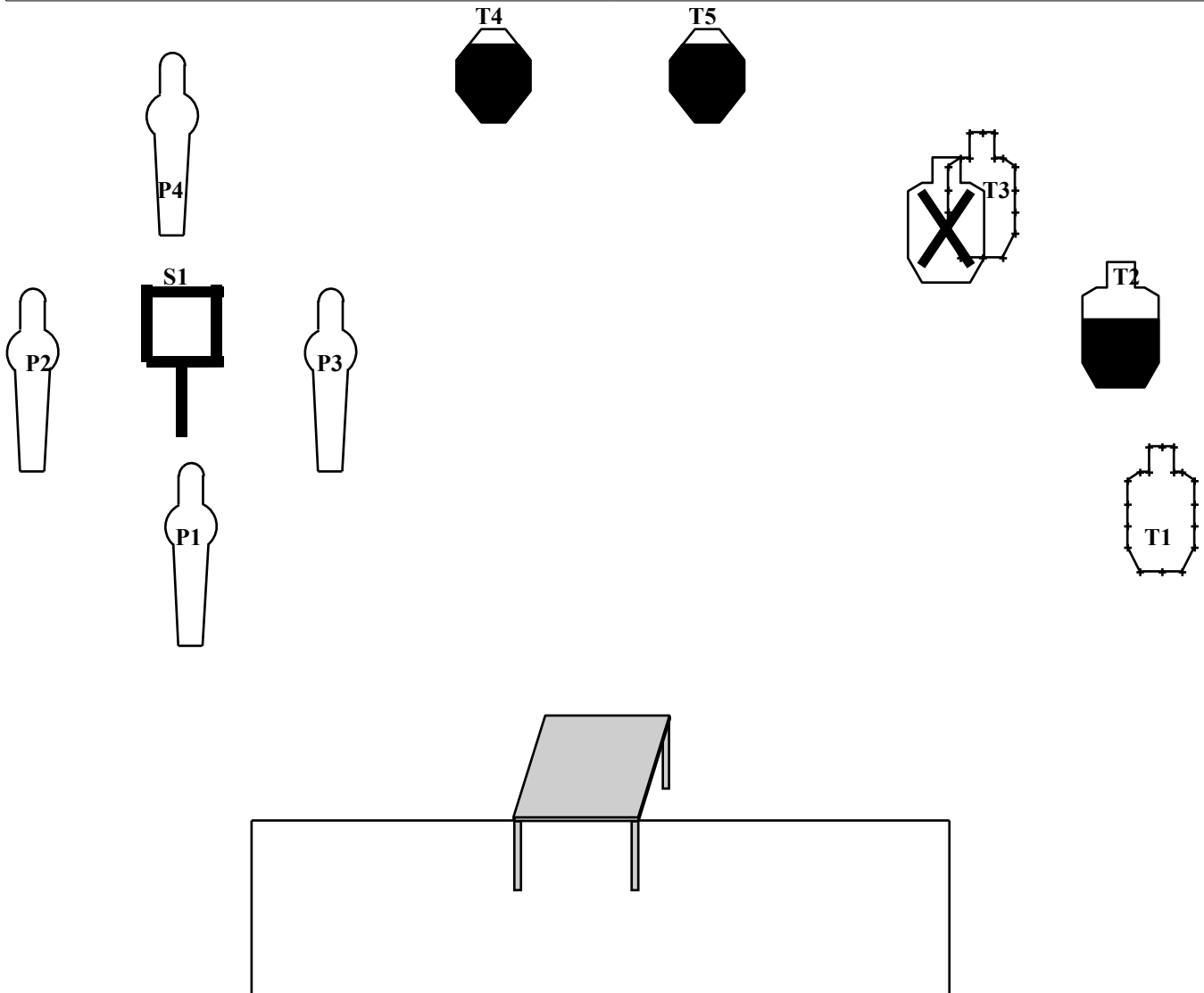
**START POSITION:**

**STAGE PROCEDURE**

Rifle/Shotgun on table, Full Magazine, Empty Chamber.  
 Two shots each T1-T3 w/Pistol. Holster Pistol. Two head  
 shots T4-T5 w/Rifle. Leave w/Empty Chamber on Table.  
 Engage P1-P4 w/Shotgun (any order). S1 Must be Last  
 (Procedural if not last) w/Shotgun. Stay behind upside-  
 down U fault line.

**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:** MUST be possible to shoot P1-P4 w/Shotgun while leaving S1 to be hit last.

**RO NOTES:** S1 must be shot separately, no “two for one” Shotgun deals.

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)