

Lippmann's Proof 4 (Modified)

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

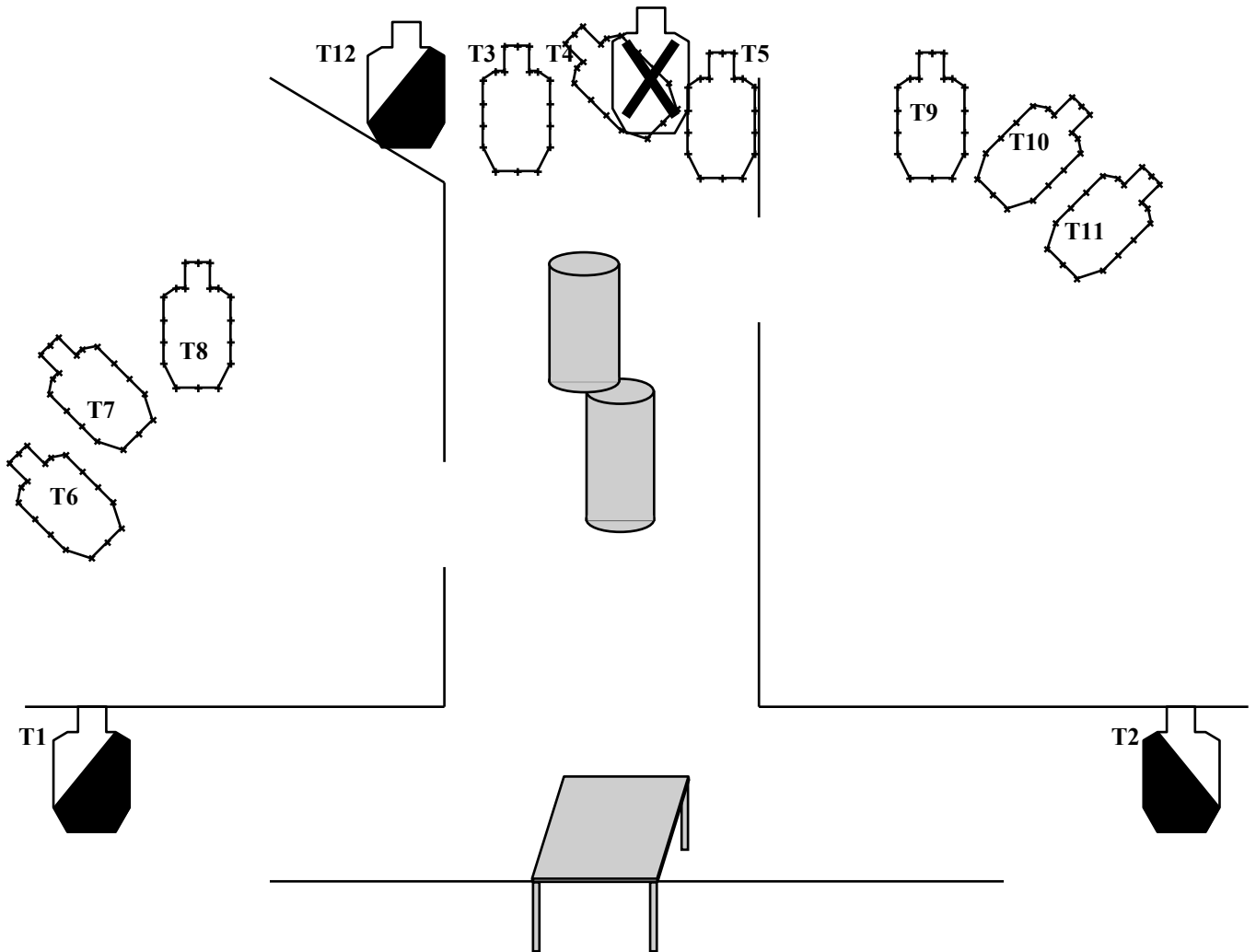
START POSITION:

STAGE PROCEDURE

Rifle on table, loaded mag, empty chamber. Engage T1-T5 two shots each with pistol. Pistol shots from behind first fault line-table. Holster pistol, pickup rifle, go around fault line to Port A, engage two shots each to T6-T8. Engage T9-T11 two shots each. Finally T12 two shots.

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:

Position barrels so Port B targets are not shootable from Port A. And so pistol shots require movement for downrange targets. The two L shaped walls are show-fencing. T12 is meant to not be engagable from Port A.

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)