

# Figgie's Cottage 3 (Modified)

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

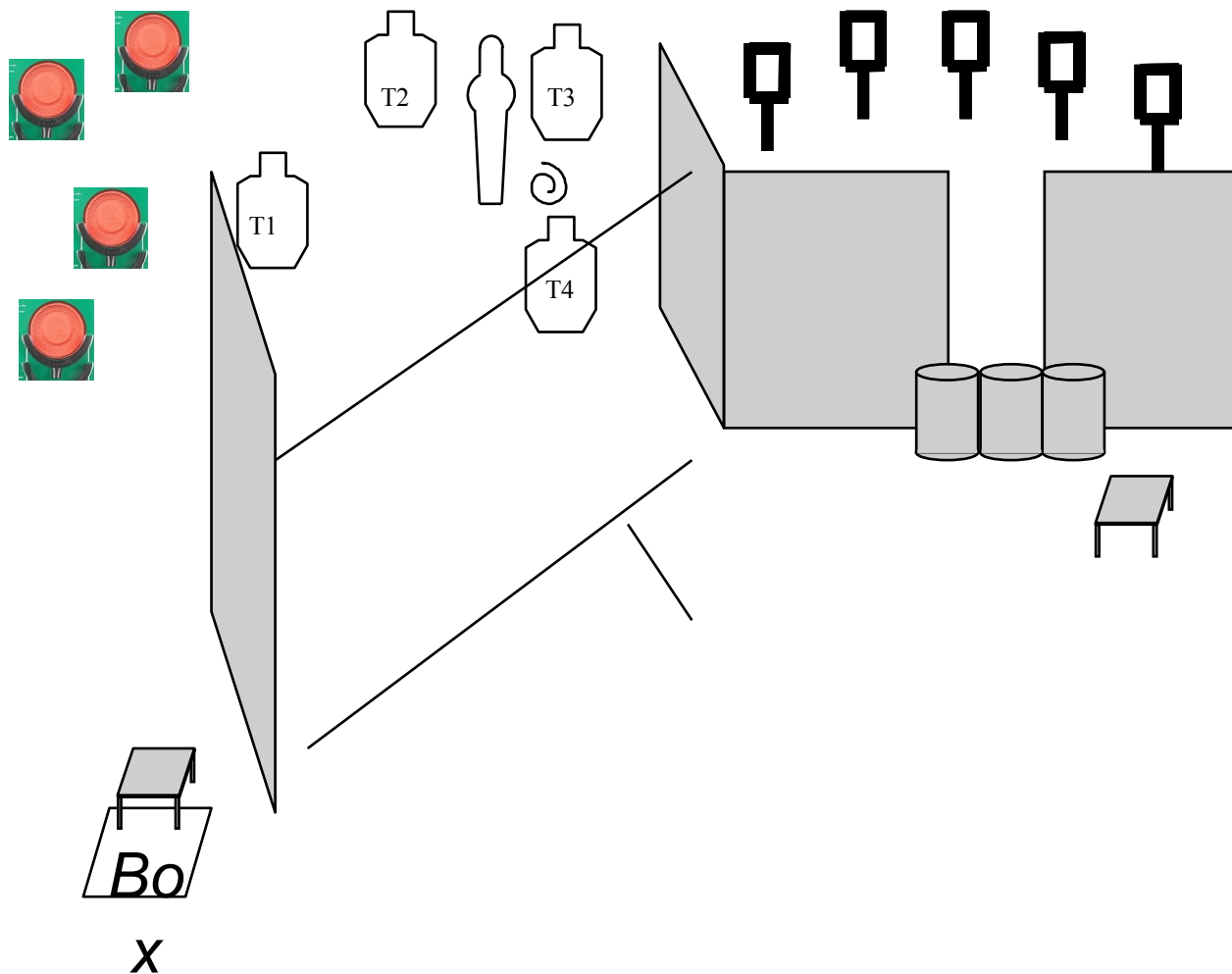
**START POSITION:** Shotgun Chamber empty on Table 2. Pistol loaded in holster. Rifle on Table 1, Magazine in, Chamber Empty. Hands at sides.

### STAGE PROCEDURE

Engage 4 Clays with Rifle. Deposit Rifle on Table 1 (Chamber Empty). Proceed up to Position 2, engage T1-T4 and Popper. T4 is the "Stand Up" Target. Holster Pistol, Proceed to Table 2, Retrieve Shotgun, Shoot 5 Steel.

### 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:** Place T3 behind T4 such that they should shoot T3 before popper, or T3 will be obscured by T4 popping up.

**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**

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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)