

Two Door Coup (Modified)

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

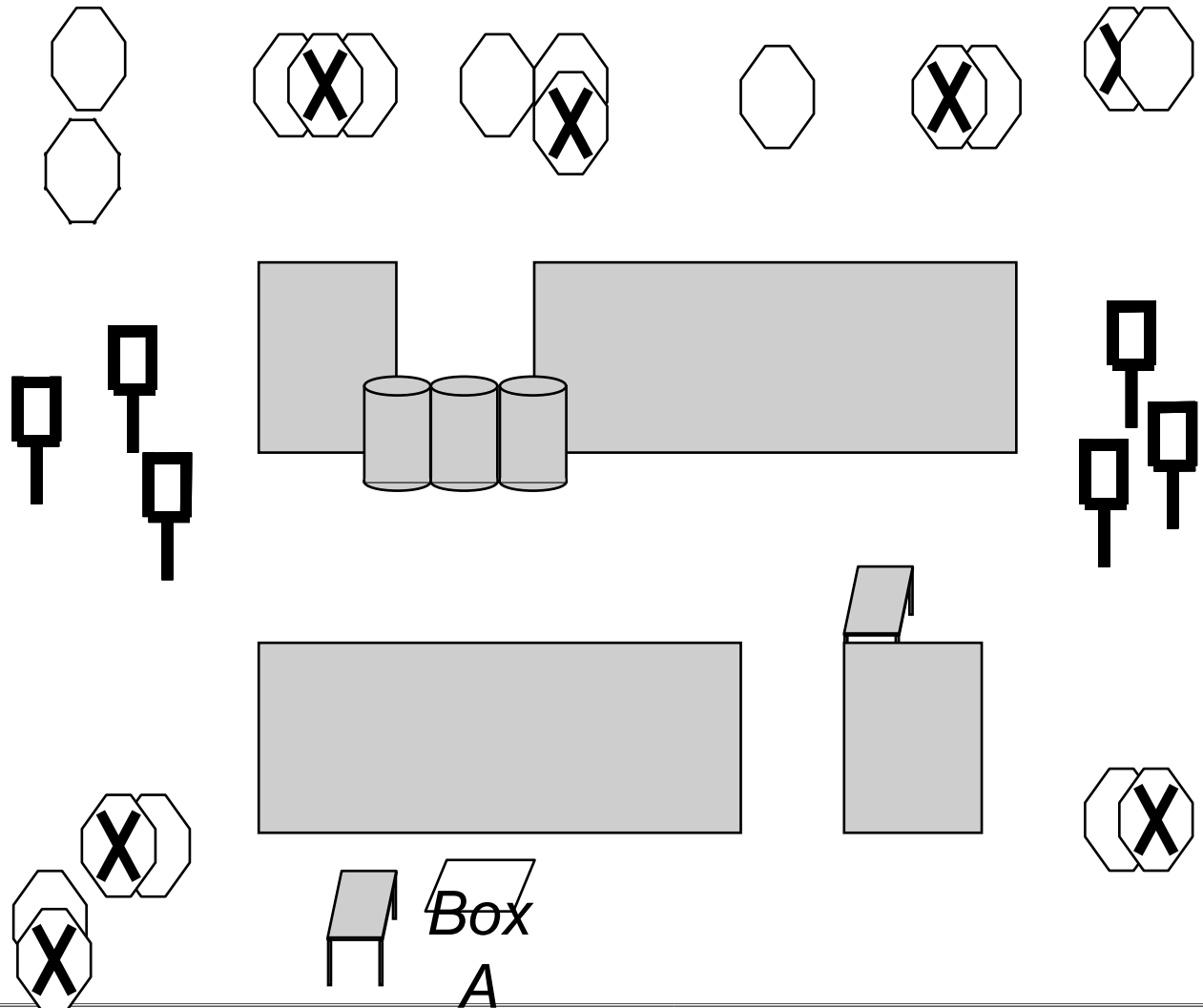
START POSITION: In Box A, Loaded-Chambered Pistol in Holster. Rifle/Shotgun Magazines loaded, Chambers empty, on Table 1. Hands at sides.

STAGE PROCEDURE

Draw pistol, engage T1-T3 two shots each. Holster Pistol. Retrieve Rifle/Shotgun, Advance through Gap1, Place Rifle on Table 2. With Shotgun, engage 6 steel. Empty Chamber on Shotgun, leave on Table 2. Pickup Rifle, Advance to barrels, place two shots each in T4-T12.

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:

RO NOTES:

TGT	A	B	C	D	M	
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

USE NUMBERS - NOT HASH MARKS

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)

SHOOTER NUMBER

Open

Limited

MAJOR

minor

NAME _____ USPSA # _____