



CM 99-42

Fast'n Furious

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Desert Sportsman PS—Mods. by US Design Team

START POSITION: Standing in Box A facing barricade with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

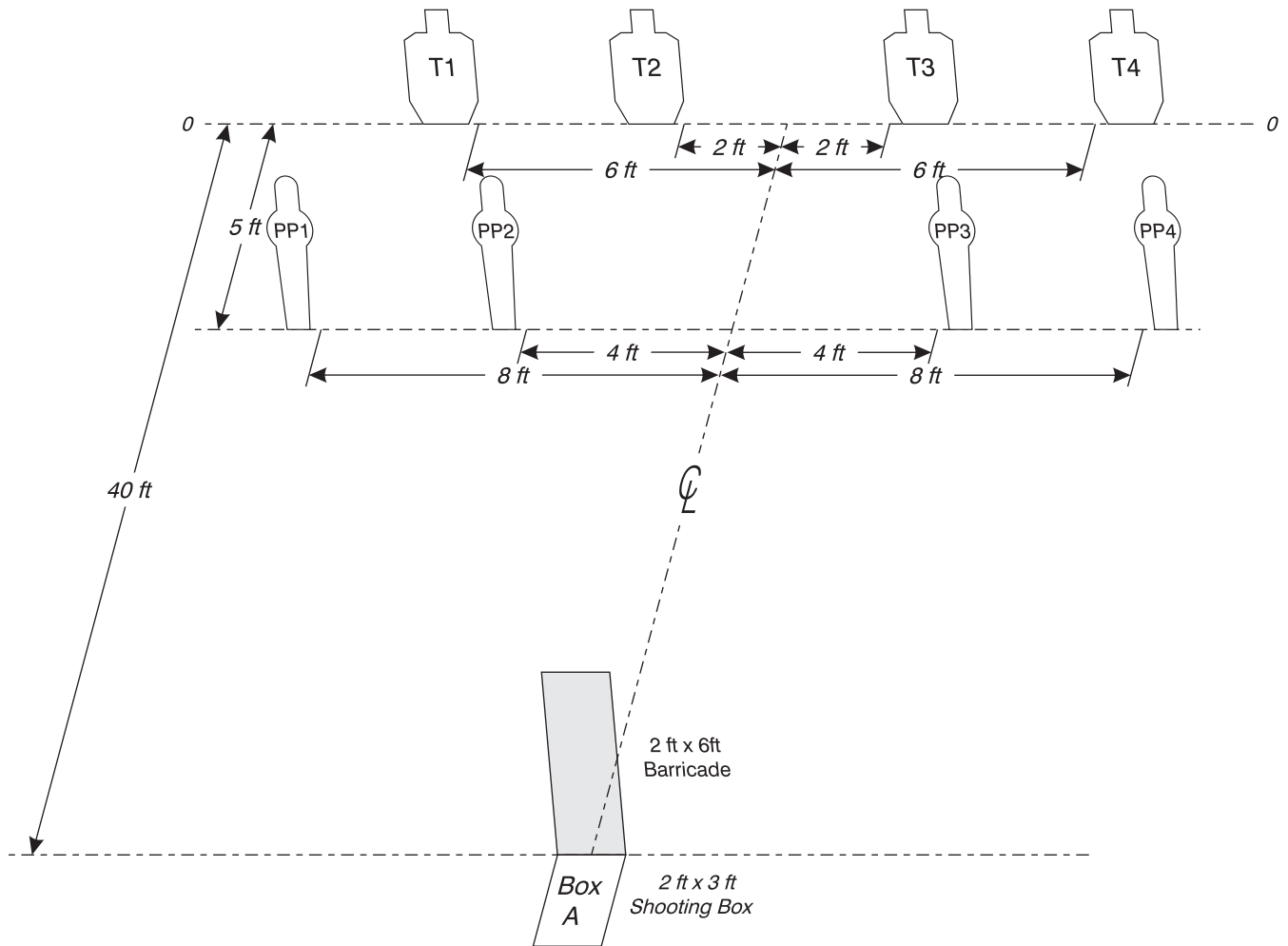
STAGE PROCEDURE

Upon start signal, from Box A, engage only PP1, PP2, T1, and T2 from left side of barricade, make a mandatory reload, and from Box A, engage only PP3, PP4, T3, and T4 from the right side of barricade.

Competitor may begin on either side of the barricade.

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 4 IPSC, 4 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.
Failure to perform mandatory reload will result in one procedural penalty for each shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders.





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TGT	A	B	C	D	M	
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input 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
STL	<input type="text"/>				<input type="text"/>	4

USE NUMBERS - NOT HASHMARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

TIME

TOTAL TIME



MINUS PENALTIES OF
 EQUALS TOTAL SCORE
 DIVIDED BY TIME OF
 HIT FACTOR =
 (4 DECIMAL PLACES)

Shooter: _____

RO: _____

REMARKS

SHOOTER NUMBER **Open** **Lim.** **Lim. 10** **Prod.** **Rev.** **Sing. St.** **MAJOR** **minor**

NAME _____ USPSA # _____