

# Hallways

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** T. Waite

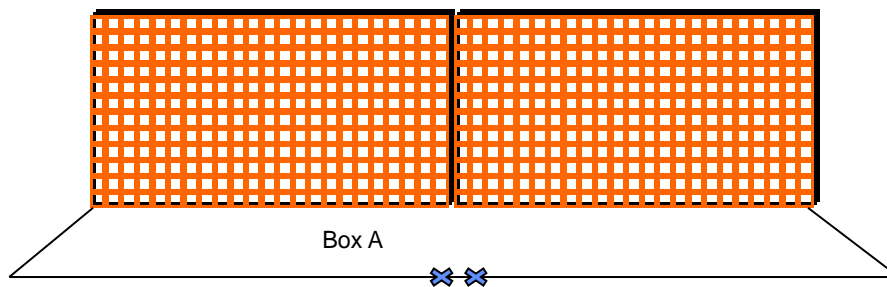
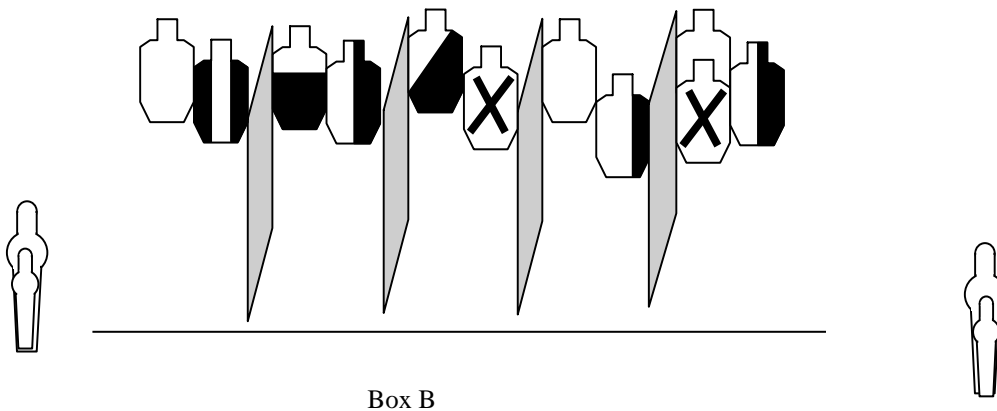
**START POSITION:** Standing in Box A, toes on Xs, facing up range, handgun loaded and holstered, as per ready condition 8.1.

## STAGE PROCEDURE

Upon Start Signal, draw and engage steel from Box A. Then move to box B and engage all paper targets.

## SCORING

**SCORING:** Comstock, 22 rounds, 110 points  
**TARGETS:** 9 IPSC, 2 USP, 2 PP  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



## SETUP NOTES:

Paper targets in hallways should be at very rear of each hallway, set just far enough back so RO and tapers can reach targets. Shooter should not be able to engage all targets from one location.

## RO NOTES:

**TGT A B C D M**

USE NUMBERS - NOT HASH MARKS

<b>T1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T2</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T3</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T4</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T5</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T6</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T7</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T8</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T9</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>STL</b>	<input type="text"/>				<input type="text"/>	<b>4</b>

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>22</b>
MAJ	X5	X4	X4	X2	X-10	
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"/>
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MINUS PENALTIES OF  
EQUALS TOTAL SCORE  
DIVIDED BY TIME OF

HIT FACTOR =  
(3 DECIMAL PLACES)

## PENALTIES

<input type="text"/>	PROCEDURAL (-10 EACH)
<input type="text"/>	NO-SHOOT HIT (-10 EACH)
<input type="text"/>	
<input type="text"/>	

## TIME

TOTAL TIME

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SHOOTER  
NUMBER

Open

Limited

MAJOR

minor

NAME \_\_\_\_\_ USPSA # \_\_\_\_\_