



CM 99-27

Lefty's Revenge

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Doug Giraud—Modifications by US Design Team

START POSITION: Standing behind table facing targets, both thumbs hooked into belt at the center of the waist. Loaded gun is lying flat on X in center of table with muzzle downrange as per ready condition in rule 8.1.1 and 8.1.2. It may not be propped up by any artificial means.

STAGE PROCEDURE

Upon start signal, from behind table A, engage only T1-T3. Move to barricade and from Box B, engage only T4, T5, PP1 and PP2. Move to low wall and from Box C, through Port D, engage only T6-T8. "Behind table" will be considered as anywhere between the rear two legs of table.

SCORING

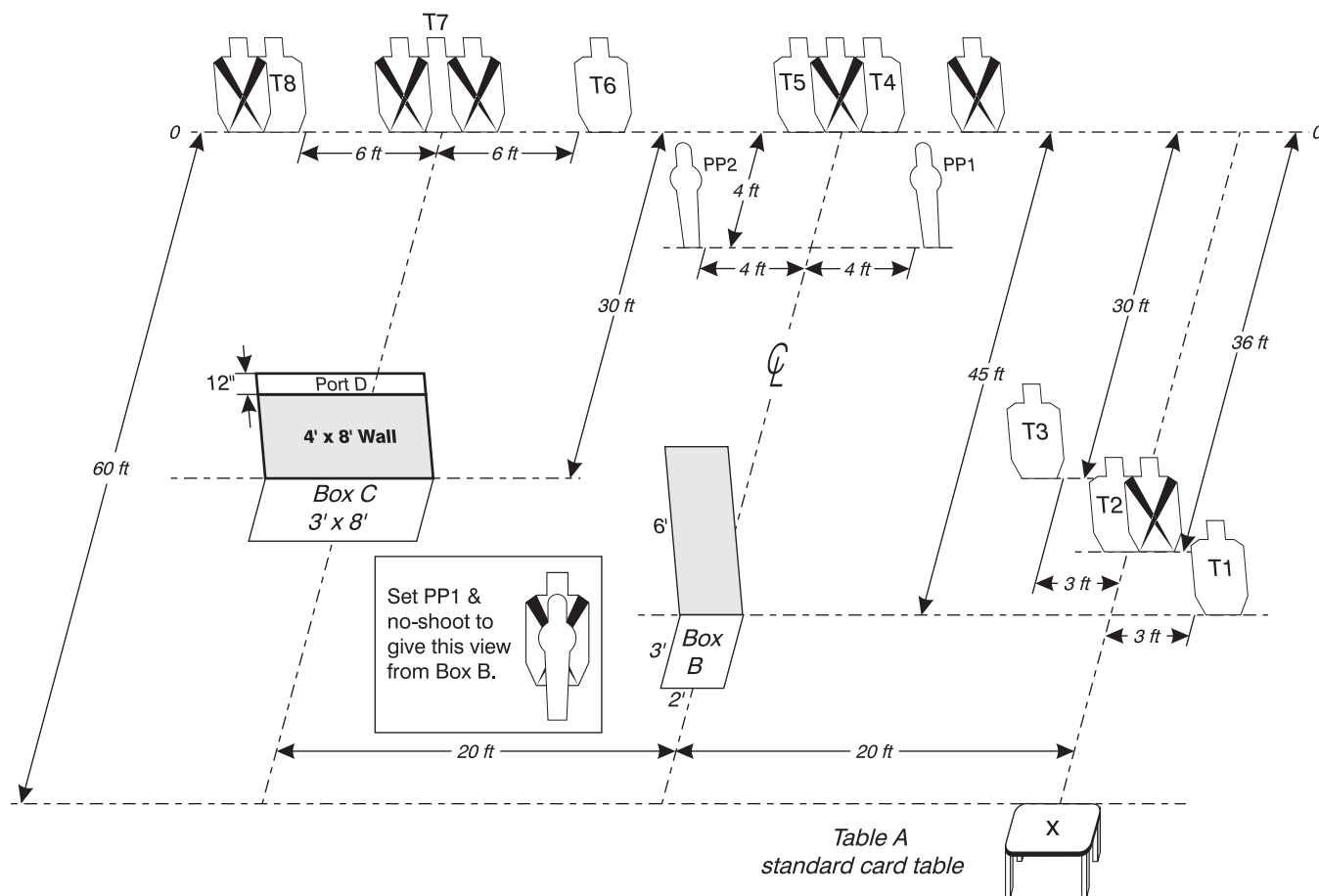
SCORING: Comstock, 18 rounds, 90 points

TARGETS: 8 IPSC, 2 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Outer scoring lines of no-shoots between T4-T5, and at T2 and T8 overlay A zone scoring lines of shoot targets. (Non-scoring borders of no-shoots are inside of A zones.) Align no-shoots on T7 so that they



are straight up and down, allowing the center of the target to be available for scoring. Table is a standard card table height. T2 and no-shoot are centered on table with centerline aligned with non-scoring edge of no-shoot.



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TGT	A	B	C	D	M	
USE NUMBERS - NOT HASHMARKS						
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
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
STL	<input type="text"/>				<input type="text"/>	2

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	18
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY + + + - =



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

COMSTOCK
PENALTIES

PROCEDURAL
(-10 EACH)

NO-SHOOT HIT
(-10 EACH)

TIME

TOTAL TIME

Shooter:

RO:

REMARKS

SHOOTER NUMBER

Open Lim. Lim. 10 Prod. Rev. Sing. St.

MAJOR minor

NAME

USPSA #