

Beer Barrel Polka

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: Ben Matthews A-33193

START POSITION: Standing in Box A, hands naturally at sides.

STAGE PROCEDURE

On start signal draw and engage T1-T3 thru Port A only. Make a mandatory reload and engage PP1-PP4 and T-4 thru Port B (Barrel) only. Make a mandatory reload and engage remaining paper targets thru Port C only.

* Target array order; shooters choice.

SCORING

SCORING: Comstock, 18 rounds, 90 points

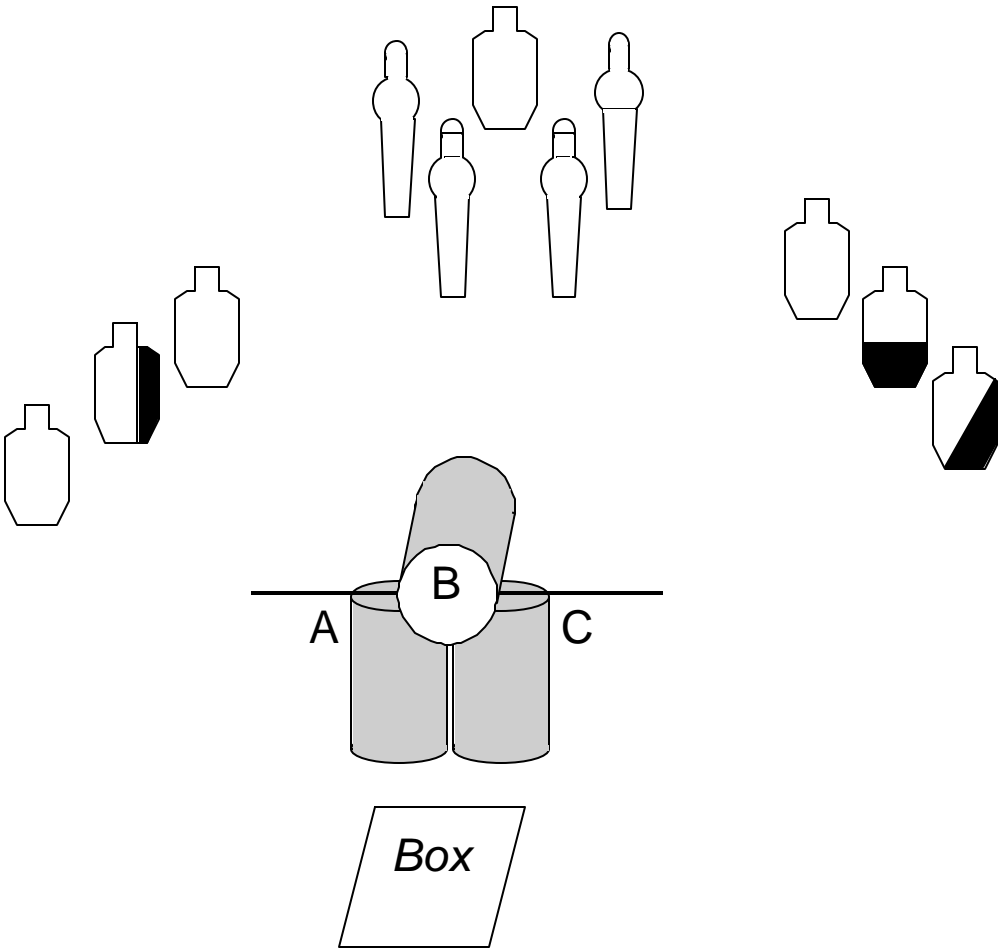
TARGETS: 7 IPSC, 4 Pepper Poppers

SCORED HITS: Best 2 per IPSC, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Miss. -10



SETUP NOTES:

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 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

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	26
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"/>
							<input type="text"/>
							<input type="text"/>
							<input type="text"/>

COMSTOCK
PENALTIES

☐ PROCEDURAL
(-10 EACH)

☐ NO-SHOOT HIT
(-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER	<input type="text"/>	Open	Limited	MAJOR	minor
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<input type="text"/>	NAME		USPSA #	
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HIT FACTOR =
(3 DECIMAL PLACES)

SHOOTER
NUMBER

Open

Limited

MAJOR

minor

NAME _____ USPSA # _____