

# I can't hit it

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Craig Boyd

**START POSITION;** Rifle loaded at port arms, standing outside of shooting area, toes on either set of Xs. Shotgun in dump box of your choice, chamber empty. Handgun holstered, chamber empty.

## STAGE PROCEDURE

Upon start signal enter shooting area and engage 2 mini IPSC, 2 IPSC, 2 half scale IPSC steel & 6 auto poppers (2 hits each on steel). Abandon EMPTY rifle in empty dump box and retrieve shotgun. Engage 7 KO's, 4 static clays, 4 flying clays with shot only, the slug plate & B/C steel with 2 slugs each (any order). Abandon EMPTY shotgun in empty dump box & proceed to door. With handgun engage 2 turners, 6 IPSC & 1 steel challenge plate (2 hits) from within shooting area.

You activate the flying clays by stepping on activator. 1<sup>st</sup> 4 thrown are the only ones that count. If a broken one is thrown, shoot it anyway.

## SCORING

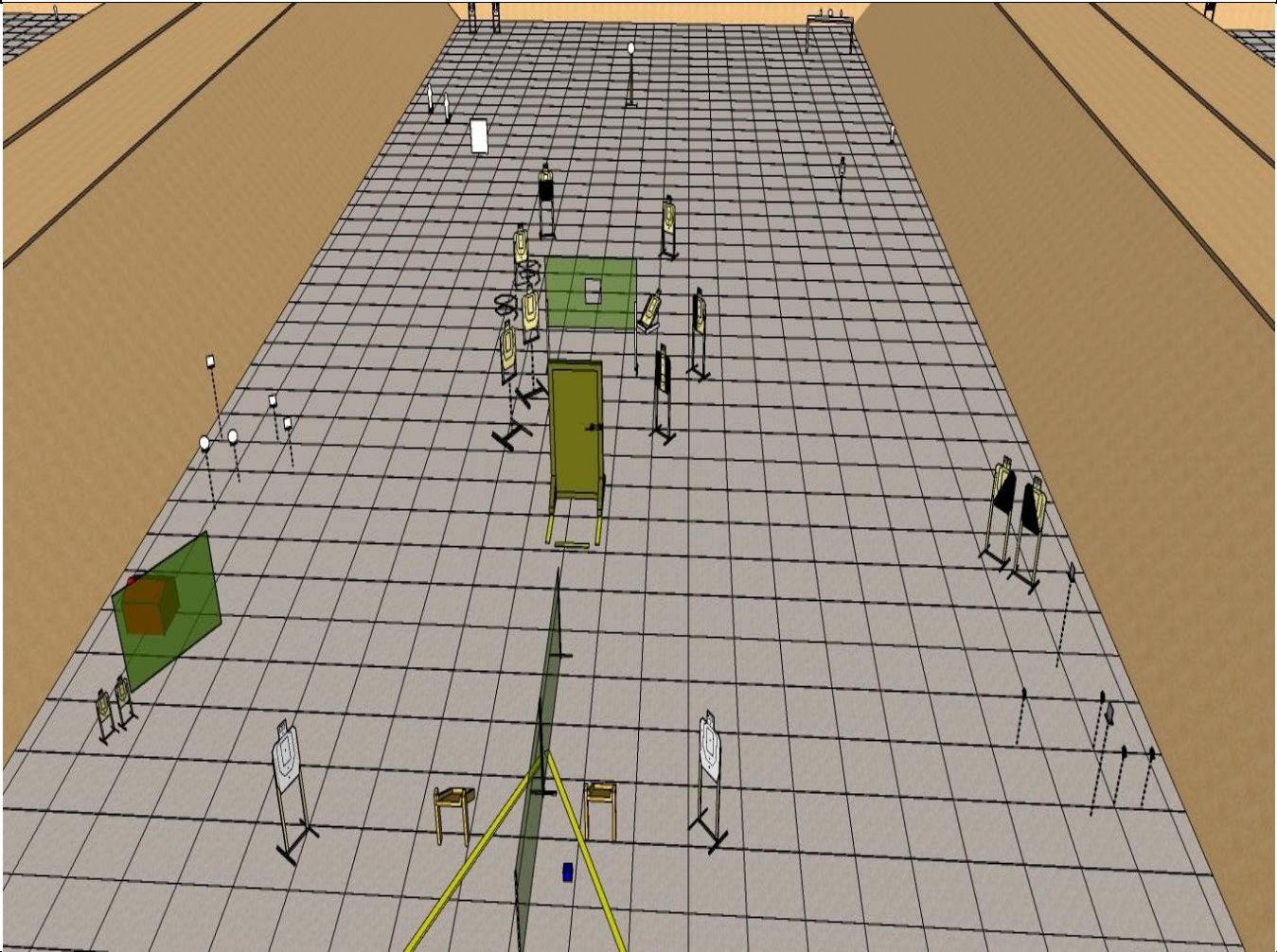
**SCORING:** Comstock, 20 rifle, 15 shot & 4 slugs, 11 pistol.

**TARGETS:** 10 IPSC, 7 KO, 4 flying clay, 4 static clay, 2 mini IPSC, 1 slug plate 1 B/C steel, 6 auto poppers, 2 half scale IPSC steel, 1 steel challenge plate.

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

**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**SETUP NOTES:**

Bay 2

**RO NOTES:**