



CM 99-16

Both Sides Now #2

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

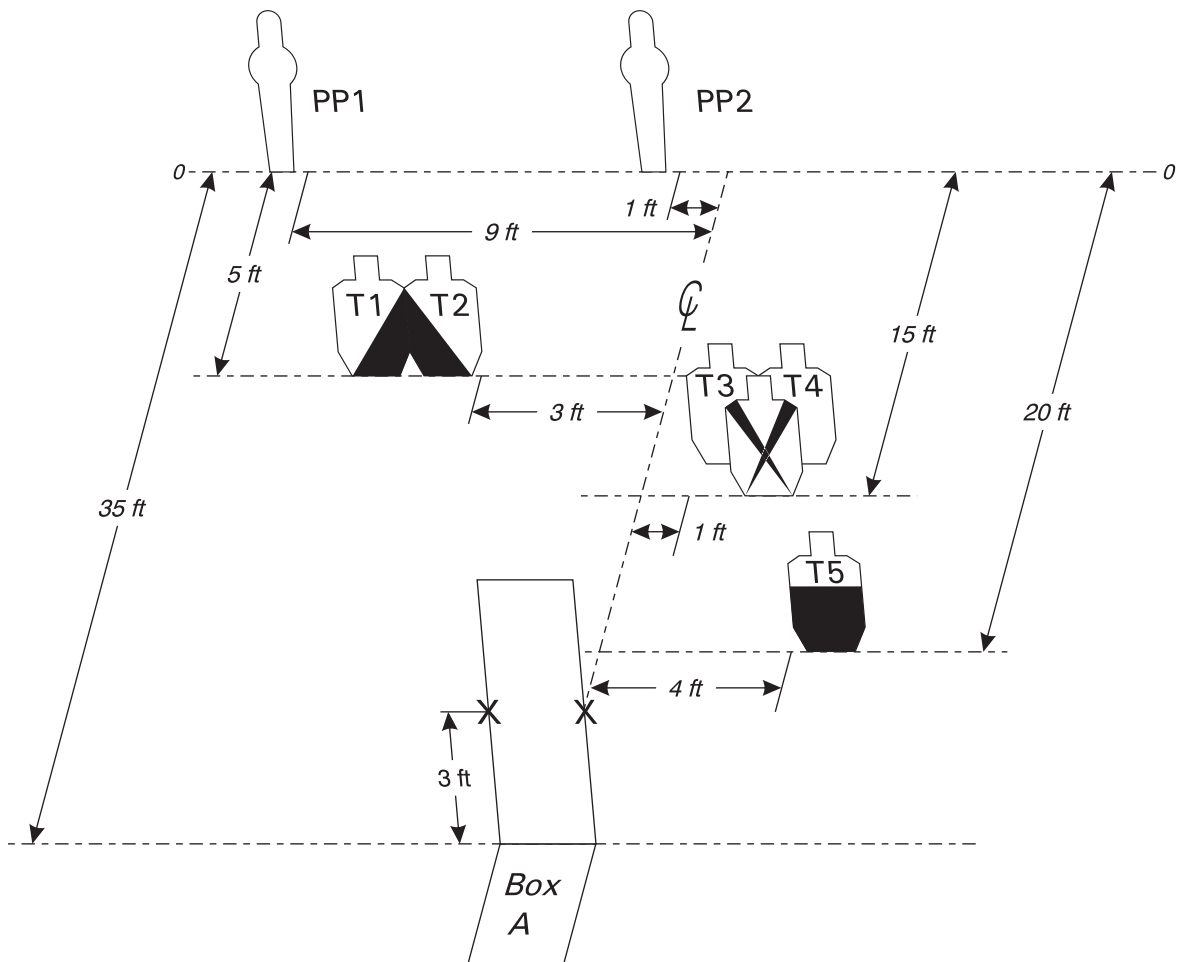
START POSITION: Standing in Box A, palms of both hands flat on respective X marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

From the left side of the barricade engage only array T1, T2, PP1 and PP2. From the right side of the barricade engage only array T3-T5. Upon the start signal, from Box A engage the appropriate array from one side of the barricade, then make a mandatory reload and from Box A engage the appropriate array from the remaining side of the barricade. A mandatory reload must be performed whenever changing sides of the barricade.

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 5 IPSC, 2 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 per shot fired.



SETUP NOTES: Set targets to 5 feet high at shoulders. Barricade is 2 feet wide and 6 feet high with a 2-foot-by-3-foot shooting box behind it. X marks for palms are 3 feet up the SIDES of the barricade, not on



the face. Butt edges of T3 and T4 together and center no-shoot so that the top is level with the bottom corners of the shoulders. Hard cover on T5 covers half of lower A zone.



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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
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>				<input type="text"/>	2

USE NUMBERS - NOT HASHMARKS

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

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 + + + - =

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



Shooter:

RO:

REMARKS

SHOOTER NUMBER **Open Limited Limited 10 Production Revolver** **MAJOR minor**

NAME _____ USPSA # _____