

BRUNE'S SPEED SHOOT

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Mike Brune, Jeff City MO

START POSITION: Standing naturally in **BOX A** with back to the targets and wrists above shoulders in surrender position.

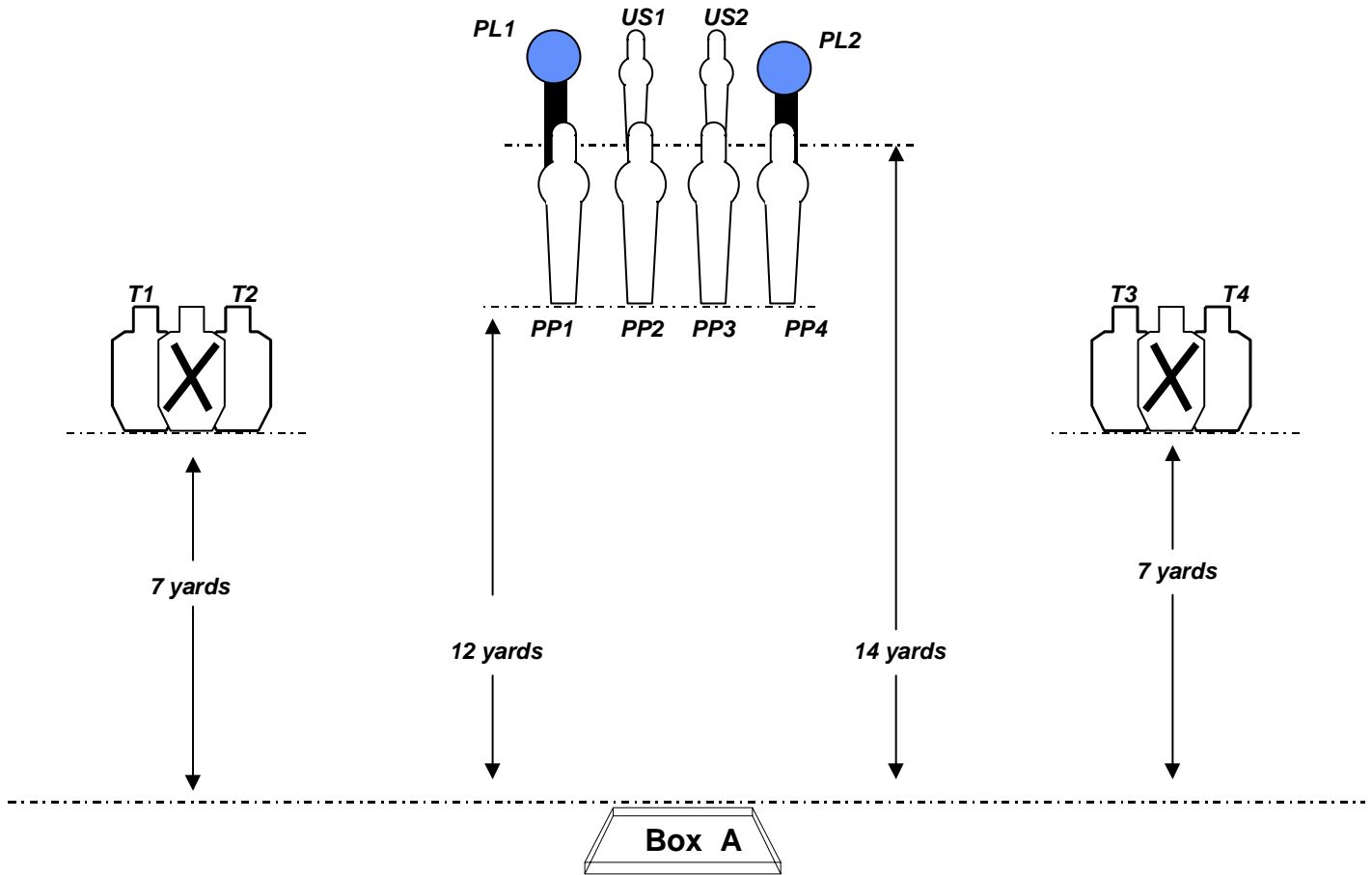
STAGE PROCEDURE

On signal, turn, draw and engage paper target array **T1 –T4** in any order with 2 rounds each. Perform a mandatory reload and engage steel target array **PP1 –PP4, PL1 PL2, US1 and US2** in any order.

Shooter's choice on which target array to engage first—paper or steel. However, a mandatory reload must be performed when switching arrays.

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 4 IPSC, 4 PP, 2 USP, 2 Plates
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:

RO NOTES:

Shooter's choice on which target array to engage first—paper or steel. However, a mandatory reload must be performed when switching arrays.

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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
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

STL **8**

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	16
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 =
 (3 DECIMAL PLACES)

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

SHOOTER NUMBER	Open	Limited	Limited 10	Production	Revolver	MAJOR	minor
	<input type="text"/>						<input type="text"/>

NAME _____ USPSA # _____