

# FLOPPY MEMORY

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** BillyGlock, MO

**START POSITION:** Standing “Naturally” in BOX A with hands hanging “Naturally” at your sides.

(RELAX NO GAMING THE START—stand up naturally!>>> we know who you are!!!! ☺ )

## STAGE PROCEDURE

On signal, from **BOX A ONLY**, engage **USP-1 and USP-2** in any order, they will activate **T1**. Also engage **T1** from **BOX A** only. **NO-SHOOT NUMBER ONE** will inform shooter of **NO-SHOOT COLOR** on Plate rack.

From **BOX B ONLY** engage **T2-T7** ; **FP1 – FP6**; and **SP1 – SP5** in any order.

From **BOX C ONLY** engage appropriate **COLOR PLATES**, as advised from message target.

*(If you forget the color, you have two choices: **GUESS** or **SAFELY RUN** back and check the message on No-Shoot Number one. Don't break the 180... The Pistol must always be pointed downrange!)*

## SCORING

**SCORING:** Comstock, 30 rounds, 150 points

**TARGETS:** 7 IPSC, 14 Steel Plates, USP-2

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

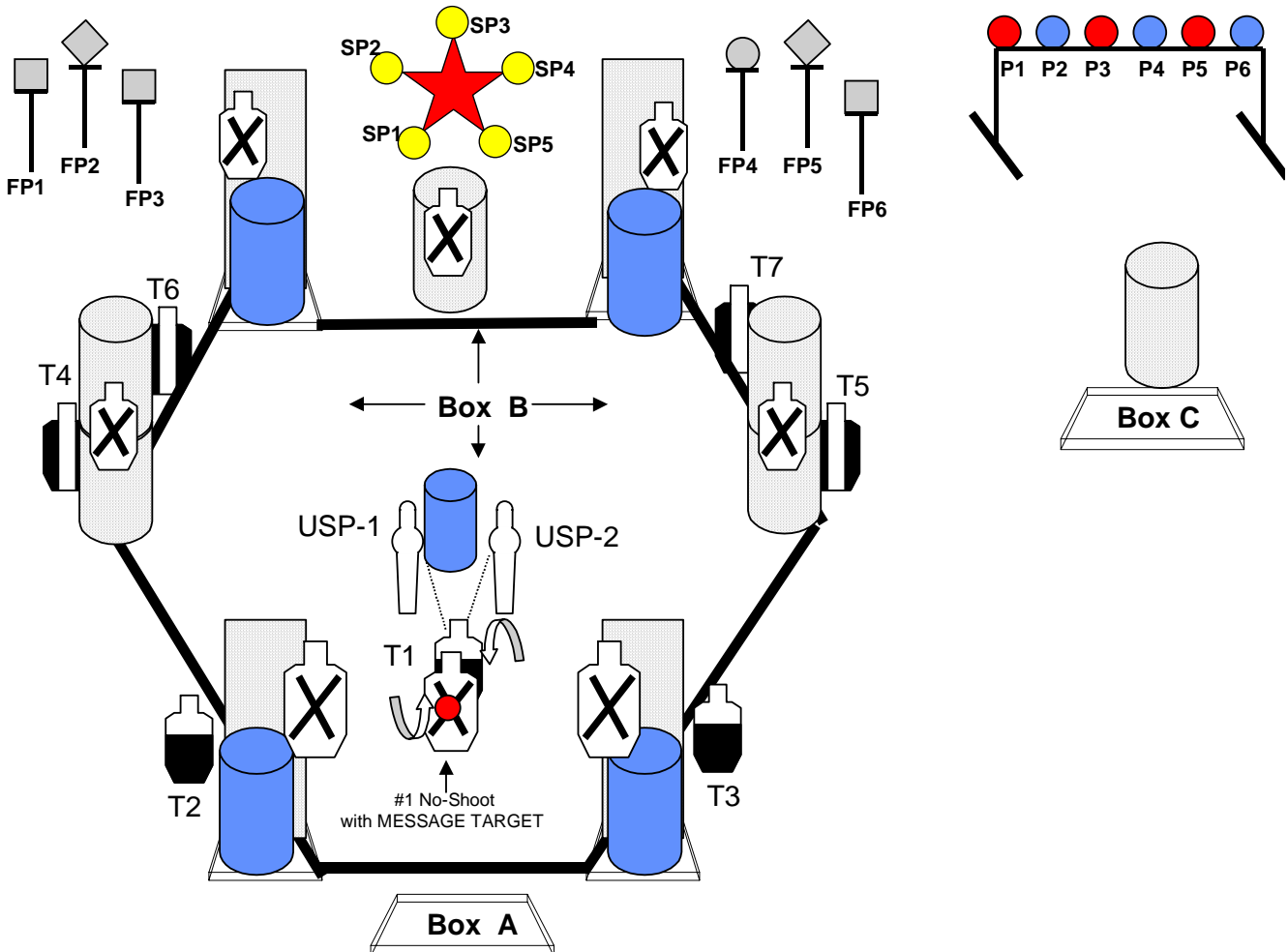
**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural. -10

No-shoot hit. -10 (or wrong color)

Miss. -10

**\* RO SHUFFLE COLOR ON MESSAGE TARGET FOR EACH SHOOTER@**



**SHOOTER NOTES:** NO-SHOOT NUMBER ONE will inform shooter of “no-shoot” color for the plates on PLATE RACK.

Minus 10 points of each WRONG color plate “hit”.

**RO NOTES:**

**SHUFFLE COLOR ON MESSAGE TARGET FOR EACH SHOOTER. Make ‘em guess....**

# FLOPPY MEMORY

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
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

STL   16

TOTAL HITS      30

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 Limited10 Production Revolver

MAJOR minor

NAME \_\_\_\_\_ USPSA # \_\_\_\_\_