

# Forrest Bump

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bubba Gump

**START POSITION:** Standing on "sidewalk A" with feet on the XX's and hand hanging naturally at your sides.

## STAGE PROCEDURE

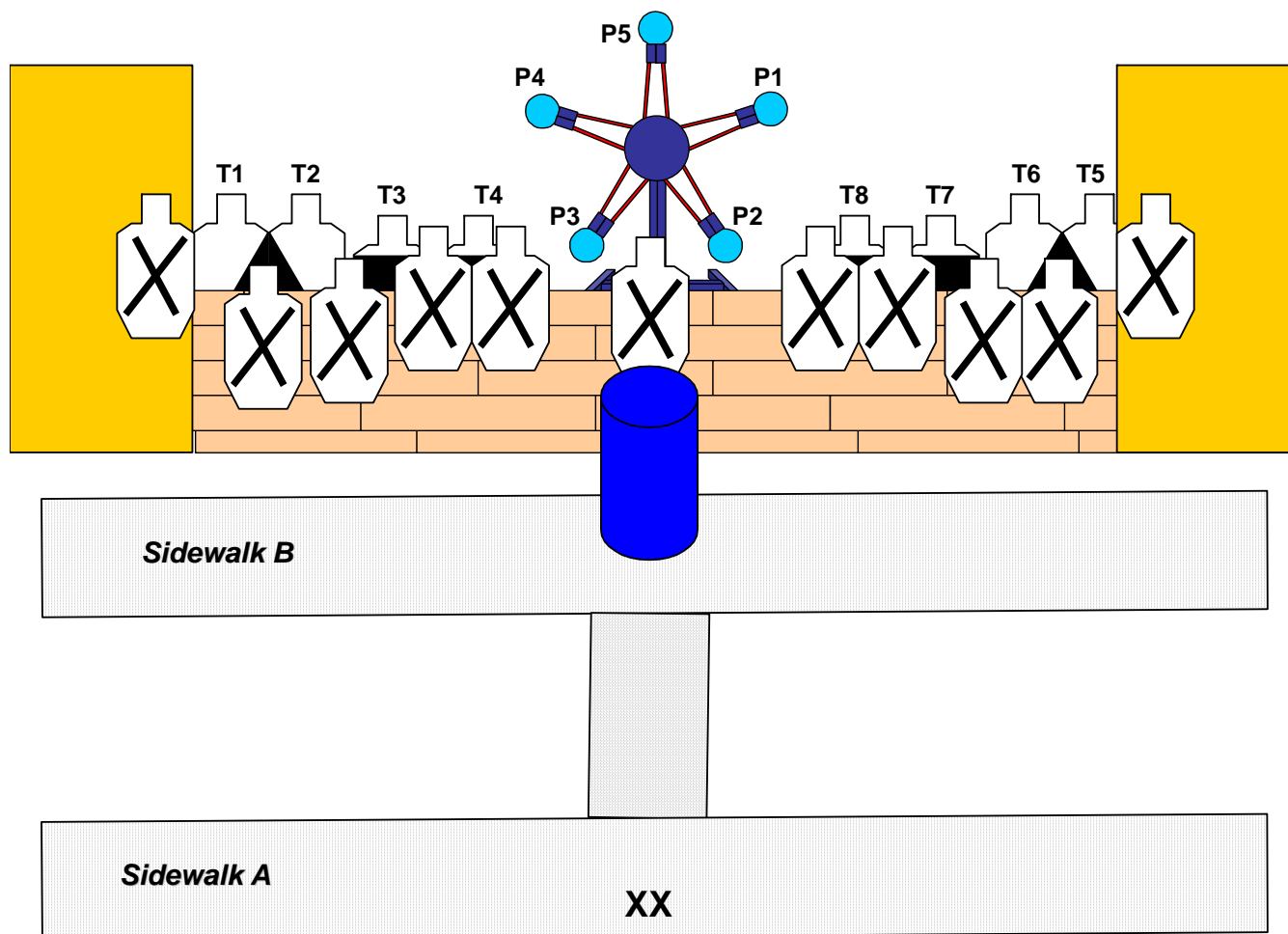
On signal, from **sidewalk A** only engage shooting star steel plates **P1** through **P5** only.

From **sidewalk B** only engage **T1** through **T8** only.

*\*NOTE: Engagement of steel targets from sidewalk B will result in match DQ.*

## SCORING

**SCORING:** Comstock, 21 rounds, 105 points  
**TARGETS:** 8 IPSC, 5 Plates  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



## SHOOTER NOTES:

*Engagement of steel targets from sidewalk B will result in match DQ.*

## RO NOTES:

# Forrest Bump

| 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  |
| T8                           | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2  |
| STL                          | <input type="text"/> |                      |                      |                      | <input type="text"/> | 5  |
| TOTAL HITS                   | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 21 |
| MAJ                          | X5                   | X4                   | X4                   | X2                   | X-10                 |    |
| MIN                          | X5                   | X3                   | X3                   | X1                   | X-10                 |    |

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

TOTAL TIME

•

STATS ONLY

|                      |                      |                      |                      |                      |   |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|---|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | = | <input type="text"/> |
|----------------------|----------------------|----------------------|----------------------|----------------------|---|----------------------|

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

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

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