

Teflon Memory?

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: iron9

START POSITION: Standing at far left with palms on marking. Gun in holster condition one.

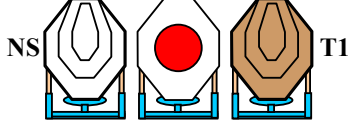
STAGE PROCEDURE

On start signal, engage targets as they become visible, within the Fault Lines
The color on one of the three Flip-up targets, will determine which three, of the last six plates, that are plates or NS-plates. The shown color, will be the actual plate color to engage.

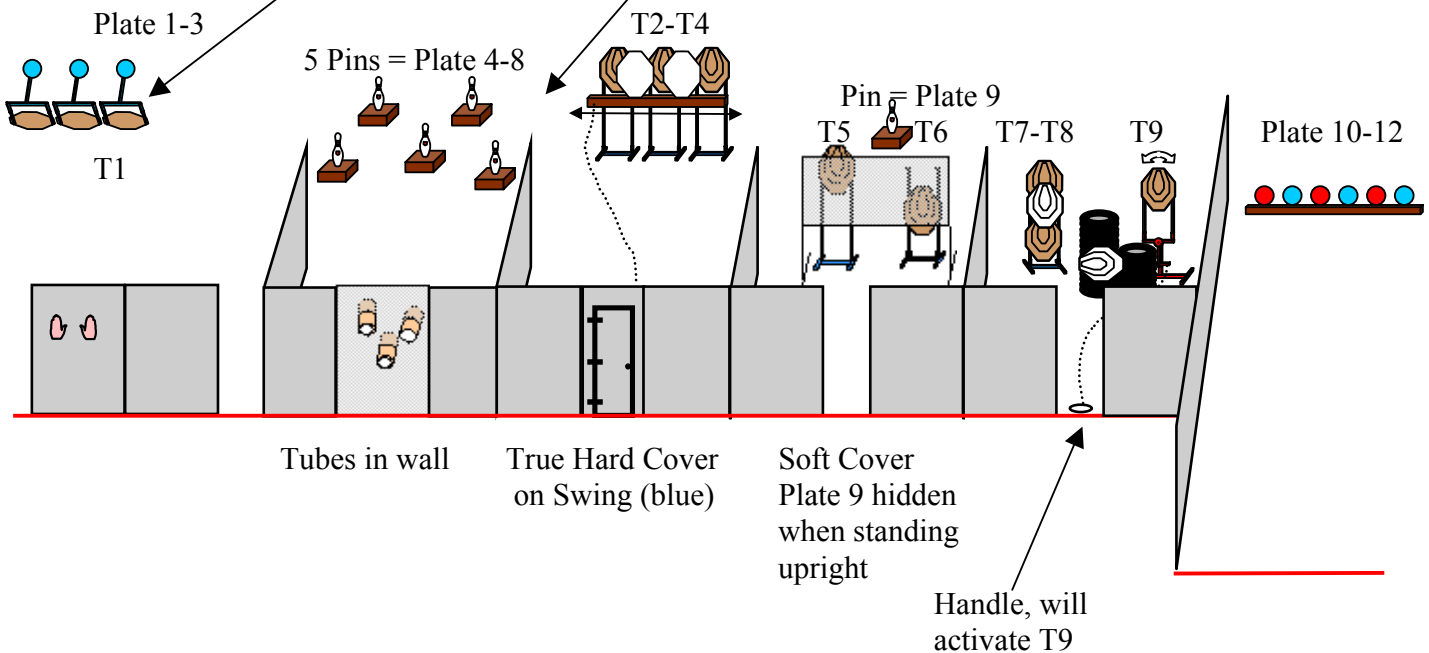
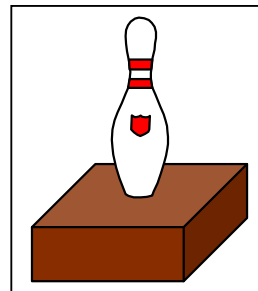
SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 9 IPSC/Classic, 12 Plates
SCORED HITS: Best 2 per paper, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10

View after Plates 1-3 are hit



In the middle a "Message Target"
If a red plate is shown, the blue plate will be a NS target and vice versa.
The color will determine which three of the last six plates that are actually Plate 10-12, or NS-plates
RO will change from blue to red color randomly from one shooter to another, as well as the order of set-up of the three Flip-up targets
Note: The "Message Target" is neither a NS target, nor a scoring target



NOTES: I have designed and used a similar long "memory-stage" earlier at a competition, and a significant percentage of the shooters memory went blank when arriving to the final steel plates (including the designer). At that point, there are but two choices: To run back and check the "message-target" or take a 50 % chance and pick one color.