

V For Vendetta

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Steven Zopfi L2681

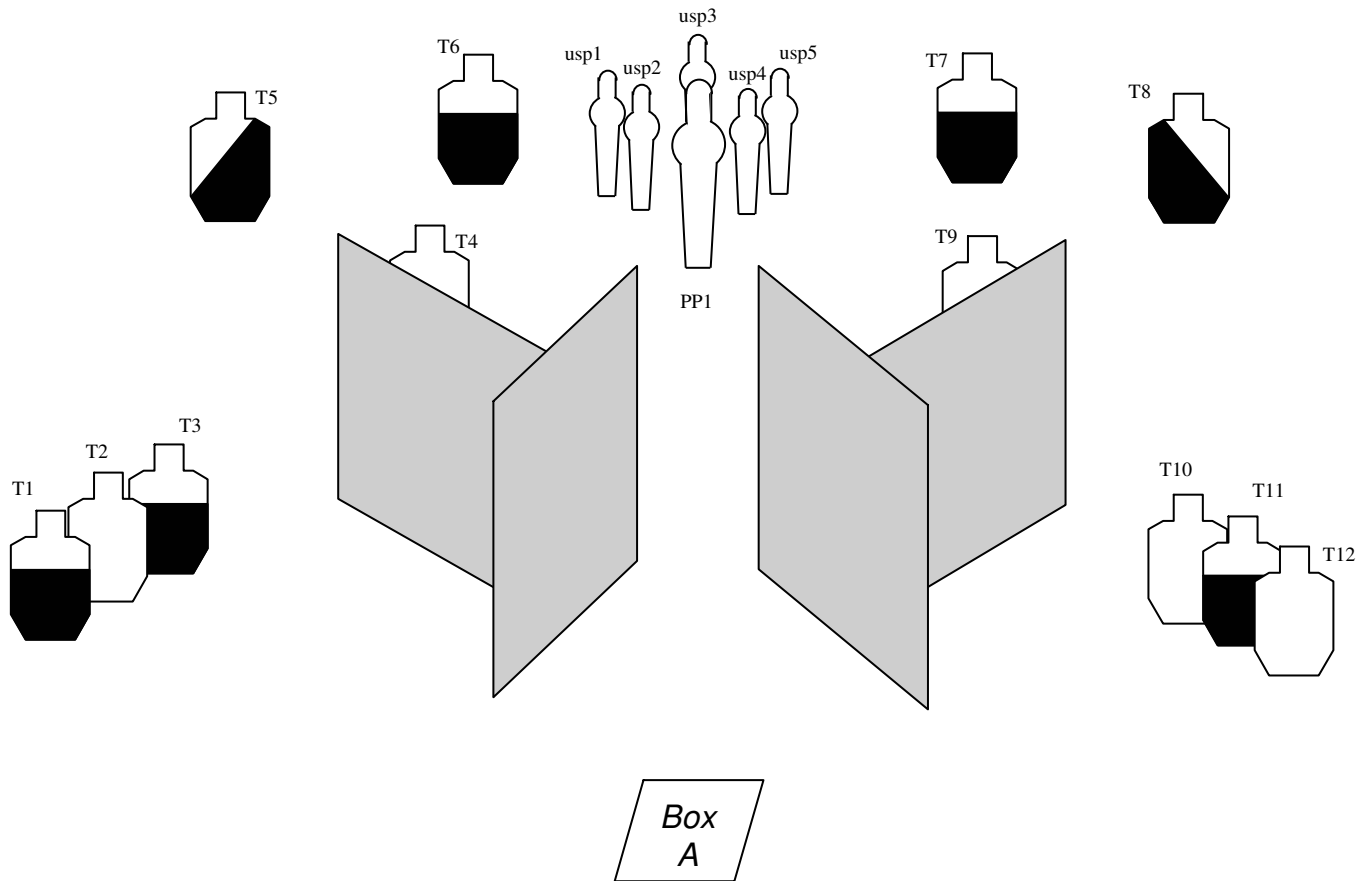
START POSITION: Standing in Box A, facing downrange with hands relaxed naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal engage usp1 – usp5 and PP1 ONLY from Box A. Engage T1 – T12 as visible. Engaging steel anywhere other than Box A will result in one procedural penalty per target engaged.

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 12 IPSC, 1 PP, 5 USP
SCORED HITS: Best per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

RO NOTES:

V For Vendetta

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
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>				<input type="text"/>	6

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	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

MAJOR minor

NAME _____ USPSA # _____