

MOOD SWING

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Paul Meier

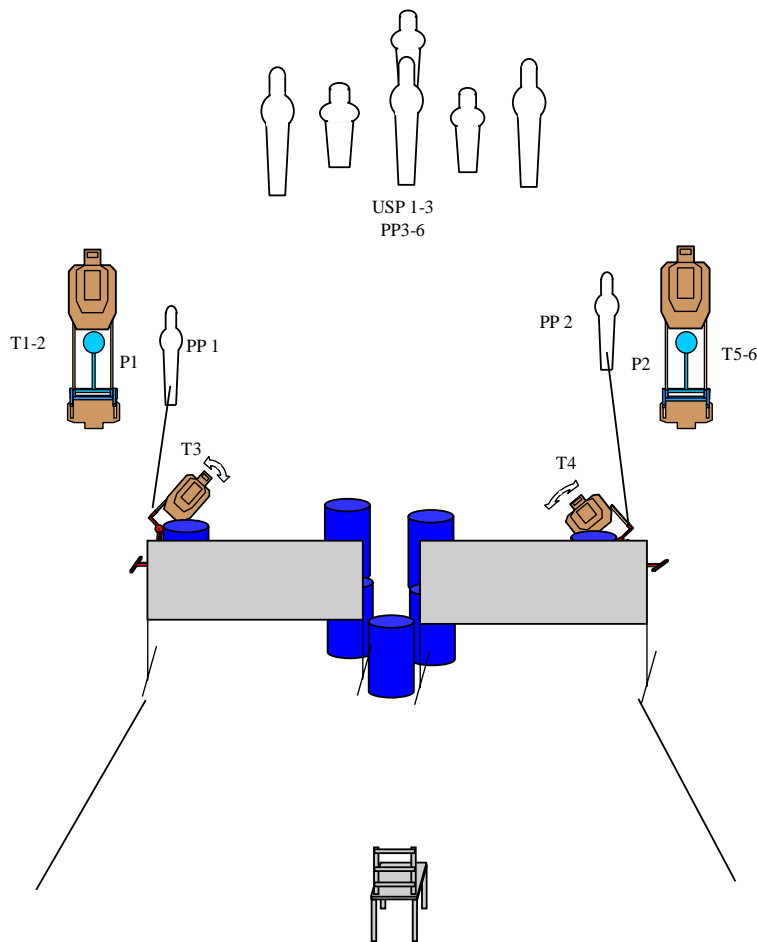
START POSITION Sitting in chair, handgun loaded and placed fully on barrel, lying flat, unpropped, muzzle facing downrange

STAGE PROCEDURE

On start signal engage all targets as they become visible from within the fault lines. Moving targets must be activated before engaging.

SCORING

SCORING: Comstock, 22 rounds, 110 points
TARGETS: 6 IPSC, 5 PP, 3 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:

| TGT | A | B | C | D | M | |
|-------------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------|
| T1 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| 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"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| TOTAL HITS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 26 |
| 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 =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER

Open Limited

MAJOR minor

NAME _____ USPSA # _____