

# Extreme Speedshoot

**RULES:** Practical Shooting Handbook, Latest Edition

**COURSE DESIGNER:** iron9, modified by Scott Dorman

**START POSITION:** Standing in box, arms naturally at sides. Handgun is loaded and holstered.

## STAGE PROCEDURE

String 1: From Box A only, engage T1-T5 with only two rounds each freestyle.

String 2: From Box A only, engage T1-T5 with only two rounds each strong hand only.

String 3: From Box A only, engage T1-T5 with only two rounds each weak hand only.

## SCORING

**SCORING:** Virginia count, 30 rounds, 150 points

**TARGETS:** 5 IPSC/Classic

**SCORED HITS:** Best 6 per IPSC/Classic

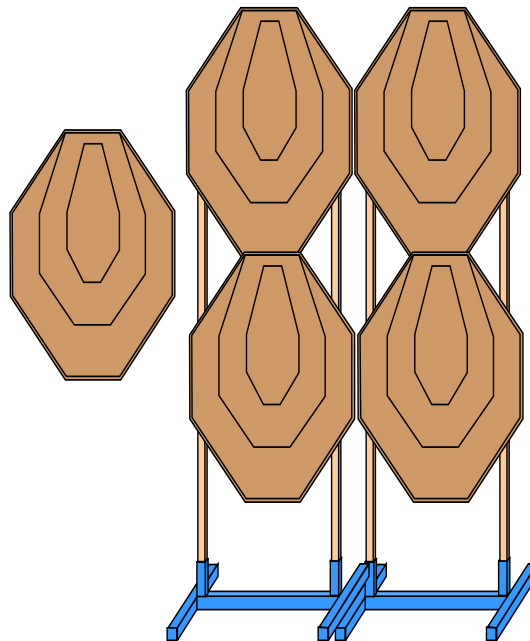
**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural. -10

Extra shot. -10

Extra hit. -10

Miss. -10



**SETUP NOTES:** Shooting distance: 10 m Classic.

**RO NOTES:**

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
T13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>				<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	28
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

**VIRGINIA COUNT PENALTIES**

- PROCEDURAL (-10 EACH)
- NO-SHOOT HIT (-10 EACH)
- EXTRA SHOT (-10 EACH)
- EXTRA HIT (-10 EACH)

**TIME**

TOTAL TIME

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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 # \_\_\_\_\_