

# Glen's No Shoot Parade

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Scott Dorman

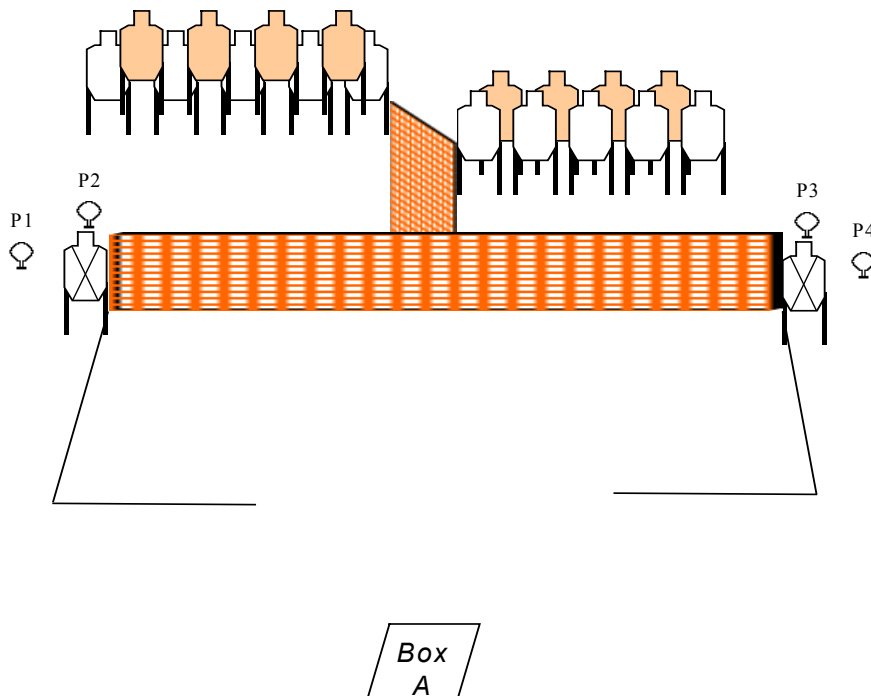
**START POSITION:** Standing in box A facing up range, wrists above respective shoulders. Handgun is loaded and holstered.

## STAGE PROCEDURE

On signal draw and engage P1-P4 from box A only. Move to box B and engage remaining targets.

## SCORING

**SCORING:** Comstock, 20 rounds, 100 points  
**TARGETS:** 8 IPSC, 2 Plates  
**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:**

| 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  |
| 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"/> | 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 # \_\_\_\_\_