



# CM 99-27

# Lefty's Revenge

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Doug Giraud—Modifications by US Design Team

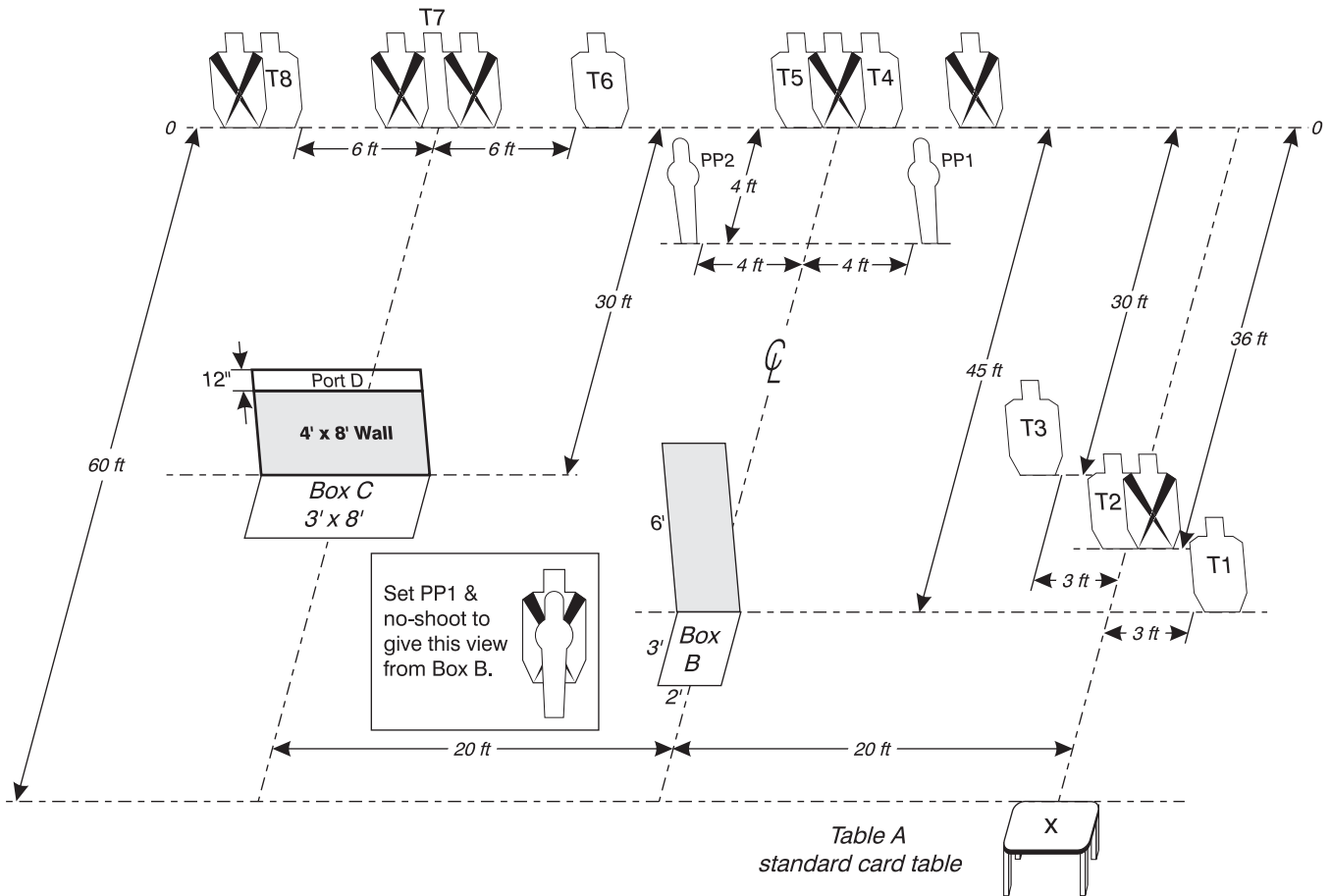
**START POSITION:** Standing behind table facing targets, both thumbs hooked into belt at the center of the waist. Loaded gun is lying flat on X in center of table with muzzle downrange as per ready condition in rule 8.1.1 and 8.1.2. It may not be propped up by any artificial means.

### STAGE PROCEDURE

Upon start signal, from behind table A, engage only T1-T3. Move to barricade and from Box B, engage only T4, T5, PP1 and PP2. Move to low wall and from Box C, through Port D, engage only T6-T8. "Behind table" will be considered as anywhere between the rear two legs of table.

### SCORING

**SCORING:** Comstock, 18 rounds, 90 points  
**TARGETS:** 8 IPSC, 2 Pepper poppers  
**SCORED HITS:** Best 2/paper, KD = 1 A  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Practical Shooting Handbook.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Outer scoring lines of no-shoots between T4-T5, and at T2 and T8 overlay A zone scoring lines of shoot targets. (Non-scoring borders of no-shoots are inside of A zones.) Align no-shoots on T7 so that they



are straight up and down, allowing the center of the target to be available for scoring. Table is a standard card table height. T2 and no-shoot are centered on table with centerline aligned with non-scoring edge of no-shoot.



# CM 99-27 Lefty's Revenge

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASHMARKS					
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
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"/>	<b>18</b>
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY  +  +  +  -  =

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

**TOTAL TIME**



MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(4 DECIMAL PLACES)

Shooter:

RO:

**REMARKS**

SHOOTER NUMBER  **Open** **Lim.** **Lim. 10** **Prod.** **Rev.** **Sing. St.** **MAJOR** **minor**

NAME \_\_\_\_\_ USPSA # \_\_\_\_\_