START POSITION: Standing relaxed in box S facing the side berm (90% from targets) with strong side (holster) downrange and strong hand on back of head.

STAGE PROCEDURE
On signal move through “doorway” and engage targets as they become visible without crossing any fault line. No targets may be engaged from starting box. T6 is a disappearing target activated by P1. T7 is a swinging target activated by P2 and P2 must be knocked down before engaging T7.

SCORING
SCORING: Comstock, 21 rounds, 105 points
TARGETS: 9 IPSC, 2 PP, 1 USP
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10

SETUP NOTES: Use 2 barricades to form doorway. Set T1, T2 about 15 ft. and T3 about 35 ft. beyond doorway. Set T2 about 4 ft. high and T3 about 6 ft. high. Check T2 for shoot thurs with T3, T4, T5. Use barrels and wall to limit view of T4, T5, USP1 from doorway. Use barricade to limit view of T6 from between walls and to prevent engaging P1 & P2 from same position if possible. Use NS to limit view of P2, T7 from right of third wall. Use NS to limit view of T8 & T9. Set steel NS in front of T7 to block it as much as possible when T7 is stationary.

Props required: 3 wall sections, 3 barricades, 3 barrels, 9 target stands, 1 US popper, 2 poppers with target actuators, 1 turning target stand, 1 swinging target stand, 1 steel NS with stand
Beyond Walls

USE NUMBERS - NOT HASH MARKS

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TOTAL HITS

MAJ X5 X4 X3 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

REMARKS

SHOOTER NUMBER

NAME______________________________________ USPSA #__________________

Open Limited MAJOR minor