



CM 99-57

Bookout's Boogie

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Greg Bookout

START POSITION: Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGEPROCEDURE

Upon start signal, from Box A, engage only T1-T4 or only PP1-PP4, then from Box B engage only the remaining targets. Targets engaged from Box A may not be re-engaged from Box B.

SCORING

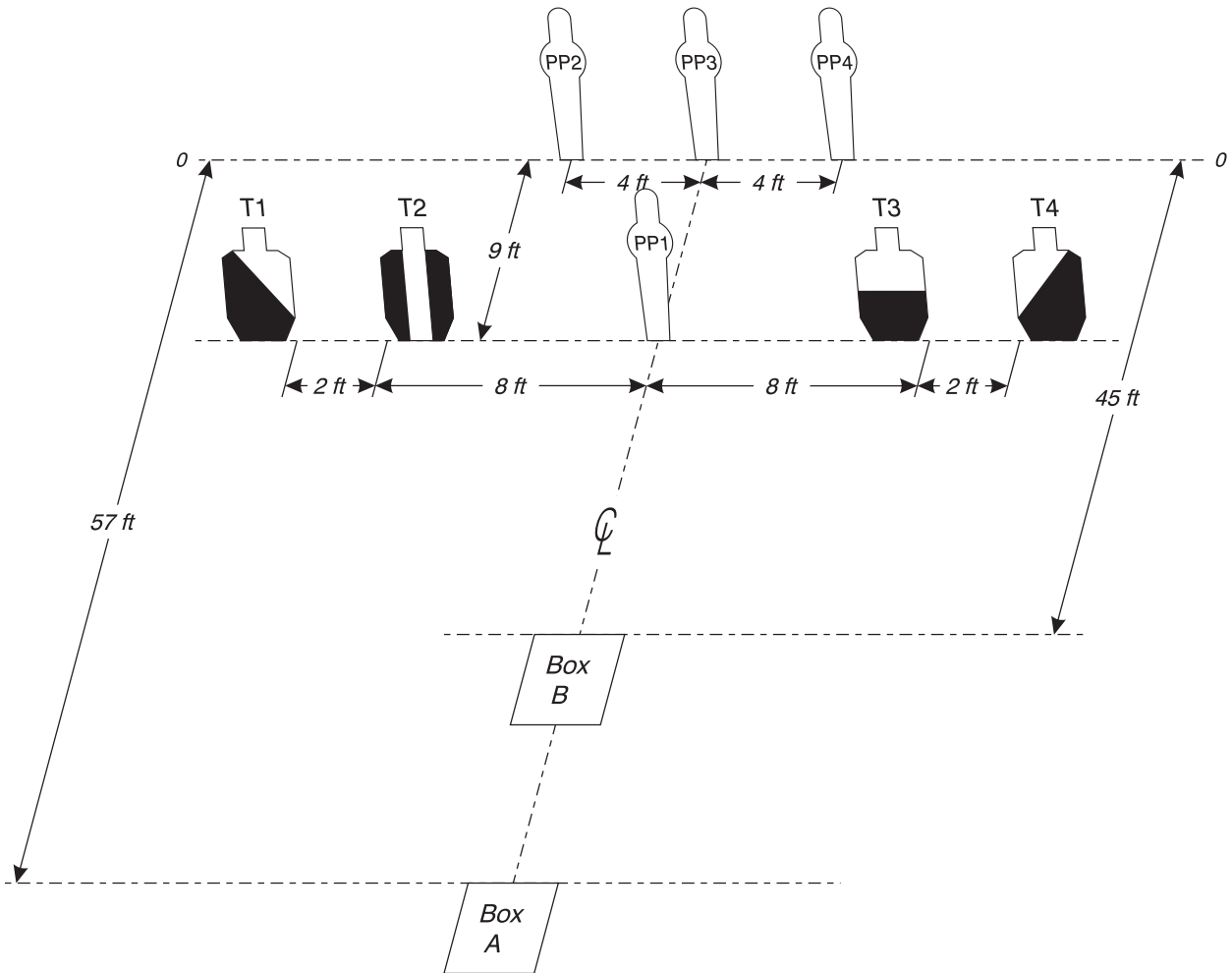
SCORING: Comstock, 12 rounds, 60 points

TARGETS: 4 Metric, 4 Pepper poppers

SCOREDHITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting boxes are 3 feet by 3 feet. Hard cover on T3 goes up to the center of the A zone. Hard cover line on T1 and T4 runs from top of shoulder to top of hip. Hard cover on T2 comes to edges of A zone.



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Written Stage Briefing

Bookout's Boogie is a 12 round, 60 point Comstock classifier course. There are 4 metric targets and 4 pepper poppers. The best two hits per paper target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing the targets, with your hands relaxed at your sides. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal, from Box A, engage only T1-T4 or PP1-PP4, then from Box B, engage only the remaining targets. Targets engaged from box A may not be re-engaged from Box B, and vice versa.





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TGT	A	B	C	D	M	
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
STL	<input type="text"/>				<input type="text"/>	4

USE NUMBERS - NOT HASHMARKS

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-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 # _____