



# CM 99-58

# Body Guard 1

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bob Russell

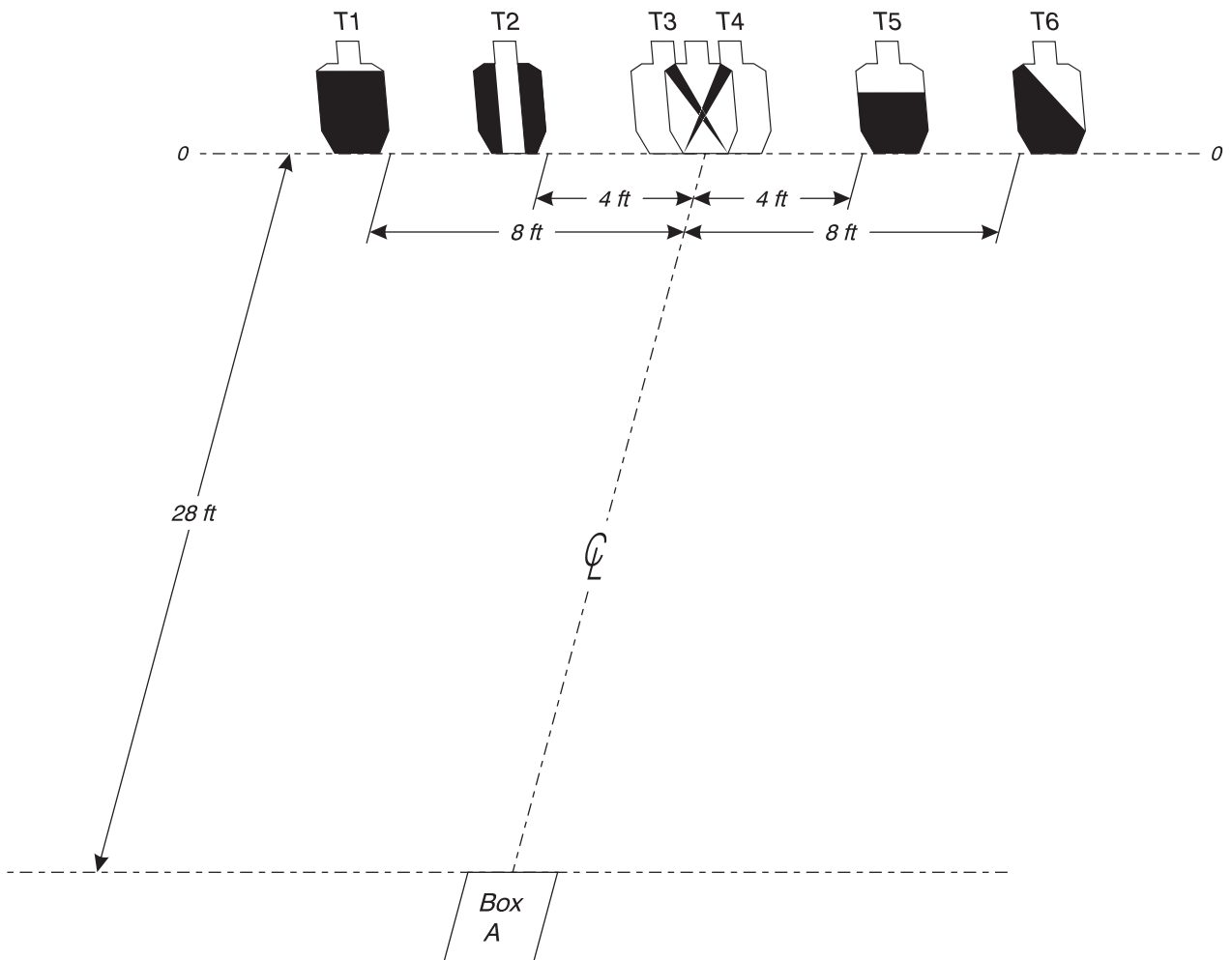
**START POSITION:** Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, from Box A, engage T1-T6 with one round each target, perform a mandatory reload, and from Box A, engage T1-T6 with one round each target.

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** 6 IPSC  
**SCORED HITS:** Best 2  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Practical Shooting Handbook.  
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. T1 hard cover is from top of A zone down. T2 hard cover is from perforation of A zone outward from top to bottom on both sides of A zone. T5 hard cover cuts through center



of A zone. T6 hard cover runs diagonal from top left shoulder downward to top bottom notch. T3 and T4 are butted edge to edge, no-shoot is then centered on them. Center of no-shoot is on center line.



# CM 99-58 Body Guard 1

TGT	A	B	C	D	M	
USE NUMBERS - NOT HASHMARKS						
T1	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T2	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T3	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T4	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T5	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2
T6	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2

TOTAL HITS	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	12
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	<input type="checkbox"/> <b>Open</b> <input type="checkbox"/> <b>Limited</b> <input type="checkbox"/> <b>Limited 10</b> <input type="checkbox"/> <b>Production</b> <input type="checkbox"/> <b>Revolver</b>	<input type="checkbox"/> <b>MAJOR</b> <input type="checkbox"/> <b>minor</b>
----------------	---	---

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