



# Two Drum Humm



Course Designer: Joe Ocken, A-52070, BSPSC

rev 091127 a1

**Start Position:** Standing with heels of shoes on the two "X" marks on the up range fault line, shoulders in line with the same fault line and hands above shoulders per USPSA rule 8.2.3 (latest edition).

**Gun Ready Condition:** Loaded gun is holstered per USPSA rule 8.1 (2008 or latest revision).

**Stage Procedure:** On signal, engage all targets as they become visible from within the shooting area.

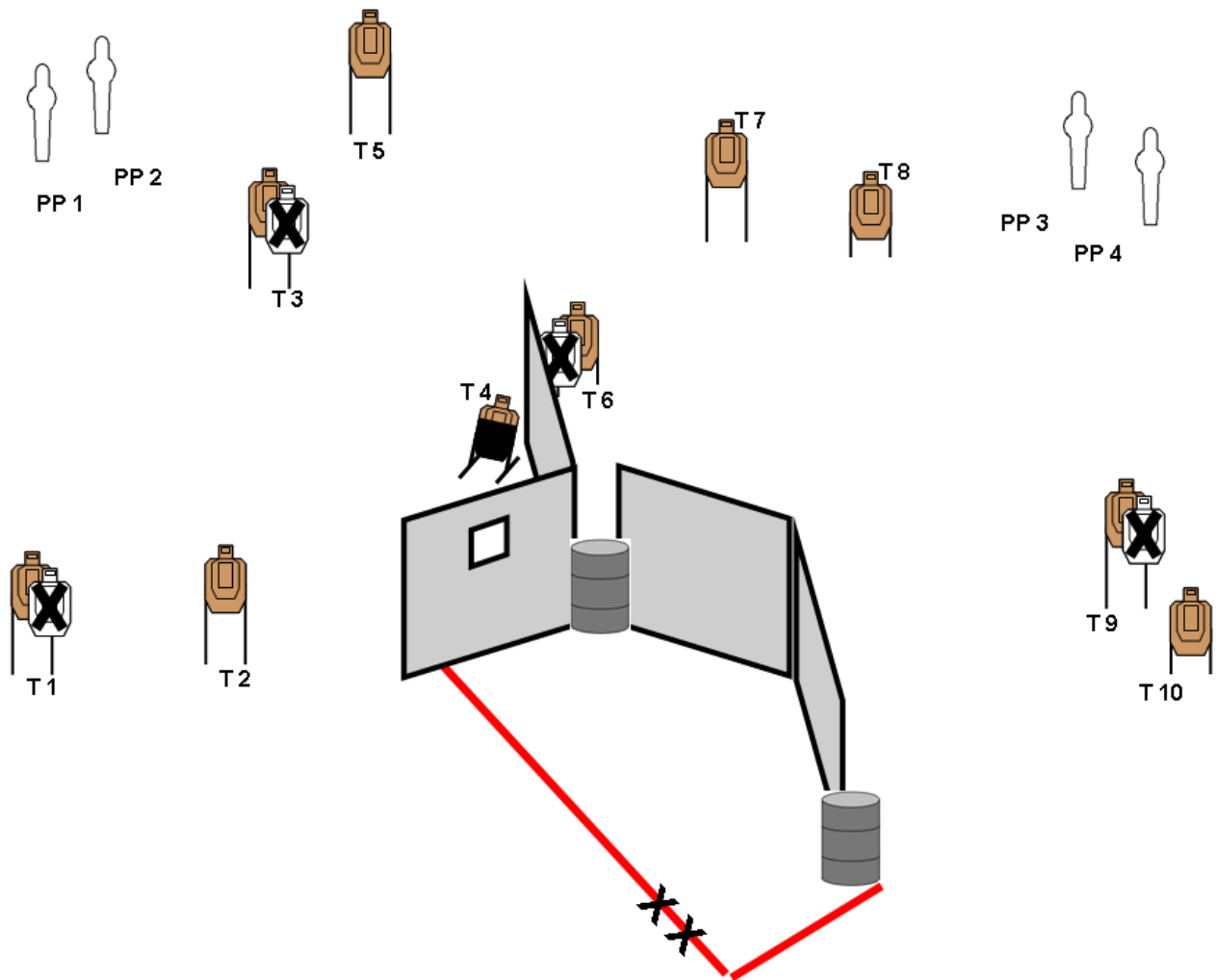
**Scoring:** Comstock, 24 rounds, 120 points

**Targets:** 10 IPSC Metrics, 4 IPSC Pepper Poppers, Best 2 per IPSC Metric Steel Down = 1A

**Start/Stop:** Audible - Last shot

**Penalties:** Procedural. -10  
No-shoot hit. -10

**Rules:** USPSA Current Edition



**Set up Notes:** Set targets generally as shown on the attached line of sight drawings.

- T1 & T2 are in line or behind (up range of) the far left window/portal. Set these to avoid viewing from the portal.
- T9 & T10 are behind (up range of) the forward/left barrel. Adjust the forward barrel's position behind the opening in the walls to avoid viewing these targets from the forward barrel.
- Use tape to form two "X" marks on the fault line as shown behind (up range) of the barrel on the right.
- T7 & T8 can be viewed from either barrel.
- T4 is on angled feet.



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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
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
STL	<input type="text"/>				<input type="text"/>	4

COMSTOCK PENALTIES		TIME	
Procedural Penalties (-10)			
No-Shoot Hits (-10)			
Total Penalties:		Total Time:	
↓		↓	
Total Hits	= Total Score	= Hit Factor	
<input type="text"/>	- <input type="text"/>	= <input type="text"/>	÷ <input type="text"/>
	↓		↓
	Subtract Penalties		Divide by Total Time

<b>Total HITS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>24</b>
MAJ →	x 5	x 4	x 4	x 2	x - 10	
MIN →	x 5	x 3	x 3	x 1	x - 10	

**Stats Only**      → Total hits:

Signatures for final scoring:

R.O.:

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Competitor:

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Competitor Number:	<input type="checkbox"/> Open; <input type="checkbox"/> Limited; <input type="checkbox"/> Limited 10 <input type="checkbox"/> Production; <input type="checkbox"/> Revolver; <input type="checkbox"/> Single Stack	<input type="checkbox"/> MAJOR; <input type="checkbox"/> MINOR
	Competitor's Name:	USPSA No.: