



Motion Potion



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rev 100207 a1

Starting Position: Standing in the starting box with hands and arms naturally at sides per rule 8.2.2.

Gun Ready Condition: Loaded gun is holstered per USPSA Current Edition.

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

T2 is to be treated as a disappearing target that first appears before disappearing after being activated by PP2.

T1 is activated by PP1; and T4 is activated by the foot pad at the wall in the shooting area.

The left and right fault lines extend up range to infinite per rules 2.2.1.3.

Scoring: Comstock, 16 rounds, 80 points

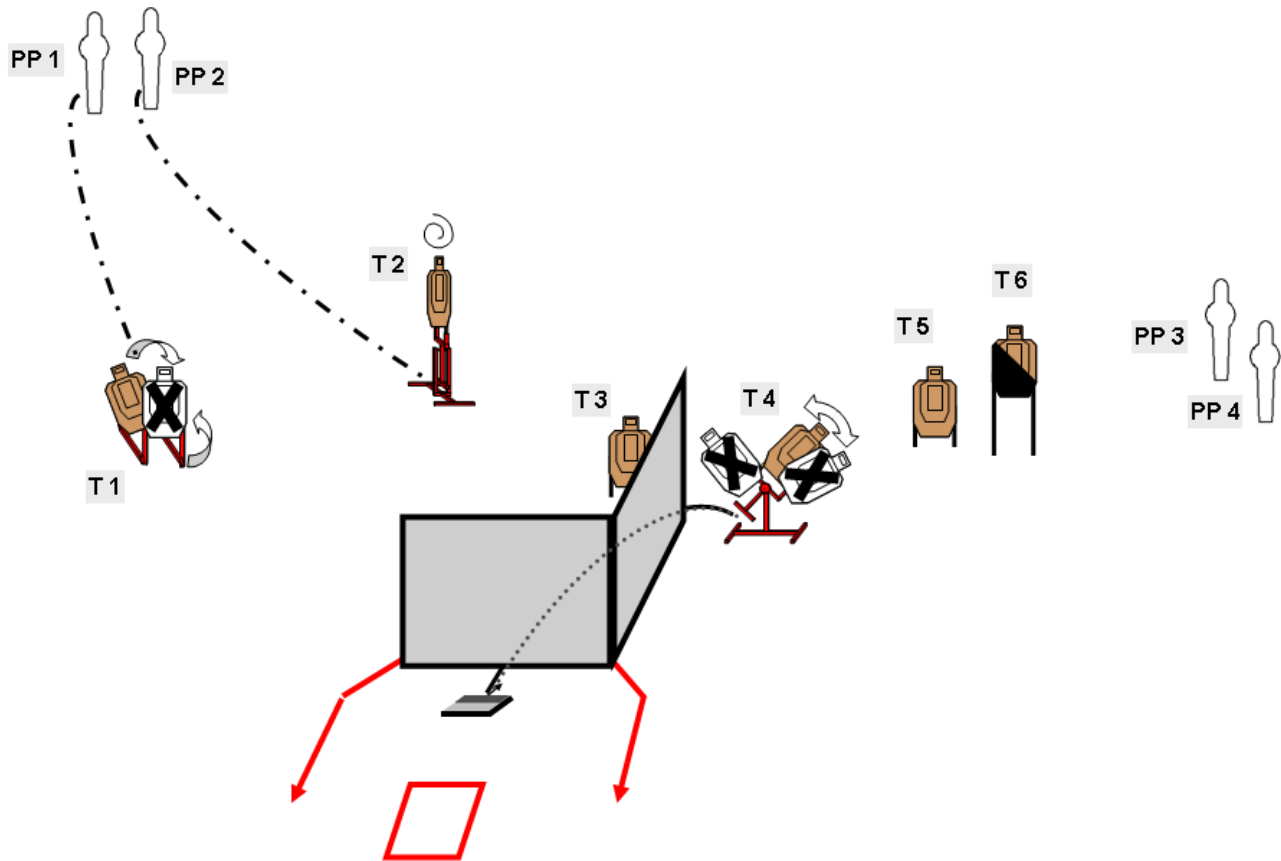
Targets: 6 IPSC Metrics, 4 IPSC Pepper Poppers,

Scored Hits: Best 2 per IPSC Metric
Steel Down = 1A

Start-Stop: Audible - Last shot

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

Rules: USPSA Current Edition



RO Notes: T2 is a drop-turn target that appears and then disappears when activated by PP2. As a disappearing target, competitors do not incur FTE penalty unless the target is not activated (per rules 9.9.2 and 9.9.3.)

Set up Notes: Refer to the attached overhead diagrams and Line Of Sight (LOS) drawings for approximate placements and desired LOS views.

- Set steel at least 10 yards down range of the farthest down range fault line.
- Route the activator chain for T4 under the two walls using a short length of PVC piping in a small trench under the walls.