



QPPC SCORE SHEET

ACTION – PRACTICAL MATCH

| Course of Fire (2 Targets) | | Number of | | | | Penalties |
|---------------------------------|-------------------|-----------|----|---|---|-----------|
| | | X | 10 | 8 | 5 | |
| 10 Yard | | | | | | |
| 12 Shots (Standing) | Target 1 | | | | | |
| 1 Shot on each Target in 3 Sec | Target 2 | | | | | |
| 2 Shots on each Target in 4 Sec | Sub-Totals: | | | | | |
| WEAK HAND ONLY | | | | | | |
| 3 Shots on each Target in 8 Sec | | | | | | |
| 15 Yard | Target 1 | | | | | |
| 12 Shots (Standing) | Target 2 | | | | | |
| 1 Shot on each Target in 4 Sec | Sub Totals: | | | | | |
| 2 Shots on each Target in 5 Sec | | | | | | |
| 3 Shots on each Target in 6 Sec | Total Hits | | | | | |
| | Multiply X | 10 | 10 | 8 | 5 | |
| | Subtotals | | | | | |
| | Subtotal | | | | | |

| | | Number of | | | | Penalties |
|----------------------------------|--------------------|-----------|----|---|---|-----------|
| | | X | 10 | 8 | 5 | |
| 25 Yard | | | | | | |
| 12 Shots (Prone or Standing) | Target 1 | | | | | |
| 1 Shot on each Target in 5 Sec | Target 2 | | | | | |
| 2 Shots on each Target in 6 Sec | Subtotals | | | | | |
| 3 Shots on each Target on 7 Sec | | | | | | |
| 50 Yard | Target 1 | | | | | |
| 12 Shots (Prone or Standing) | Target 2 | | | | | |
| 1 Shot on Each Target in 7 Sec | Subtotals | | | | | |
| 2 Shots on each Target in 10 Sec | | | | | | |
| 3 Shots on each Target in 15 Sec | Total Hits | | | | | |
| | Multiply X | 10 | 10 | 8 | 5 | |
| | Subtotals | | | | | |
| Competitor Name: | Subtotal | | | | | |
| | Grand Total | | | | | |

Rules for Conduct of the Practical Event

*Rounds:*48

Targets: NRA AP-1 targets. *Range:* 10, 15, 25 and 50 Yards. *Procedure:*

Competitor stands facing 2 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands "READY" and "STANDBY."

10 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 3 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 4 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target with weak hand only within 8 seconds; competitor may use the strong hand to produce and exchange the handgun for this third segment, but all 6 rounds must be fired with the weak hand without support for the hand or arm of any kind.

15 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 4 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 5 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 6 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 5 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 6 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 7 seconds.

50 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 7 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 10 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 15 seconds.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, for each round fired overtime, and for each round fired while supporting the weak hand or arm during the third segment at the 10 yard stage.