

# Inlaws and Outlaws (shotgun wedding)

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Kelli and John Kochan, A40230, TY38069

Concept by Karl Rehn and Wendell Joost

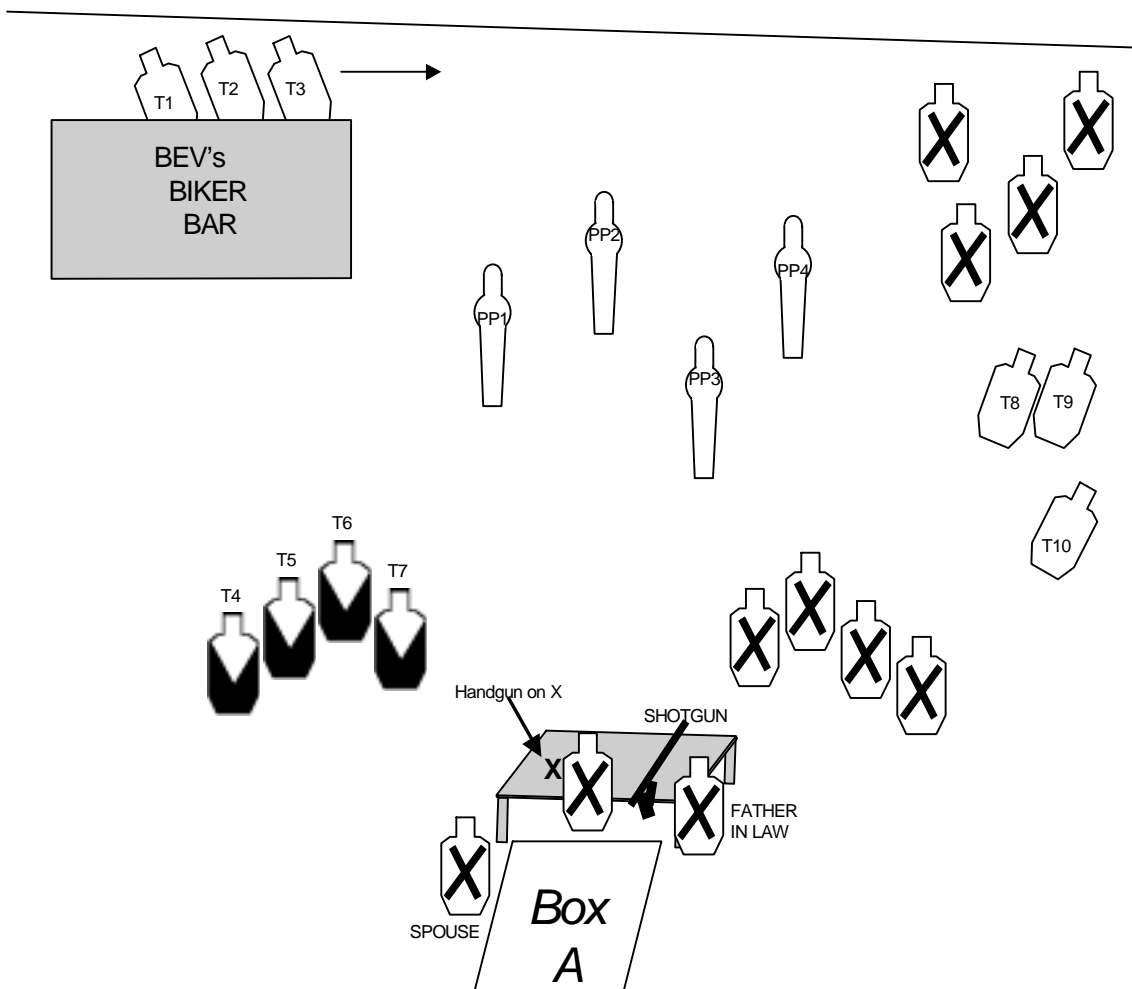
**START POSITION:** Standing in Box A, hands clasp together in front of you, facing spouse. Shotgun on table next to Father in Law, 4 rounds in magazine, hammer down on empty chamber, muzzle pointing downrange. Loaded handgun on X on table, Safety ON (If applicable), muzzle pointing downrange.

### STAGE PROCEDURE

On start signal, retrieve shotgun from Father in Law and from Box A only, engage PP1-4. After 4 shots, place shotgun, with action open, on table, muzzle pointing downrange. Retrieve pistol and, from Box A, Engage targets T1-10 in any order. Missed steel may be made up, with pistol, without penalty after all 4 shotgun rounds are fired.

### SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 10 IPSC, 4 PP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:** PP1 activates movers T1-3. No Shoots in rear should only partially obstruct T1-3 once they reach the end of their travel. Front No Shoots should partially obscure array T8-10 and mirror T4-7.

**RO NOTES:** 1 Procedural for not leaving action of shotgun open. 1 Procedural for each shot fired with a live round left in the shotgun or if all 4 rounds not fired. Stray shotgun pellet hits on downrange No Shoots DO NOT COUNT! (hits on no-shoots at table DO!) Shotgun to be cleared and safed by RO before any activity downrange.

# Inlaws and Outlaws

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

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
						MINUS PENALTIES OF
						<input type="text"/>
						EQUALS TOTAL SCORE
						<input type="text"/>
						DIVIDED BY TIME OF
						<input type="text"/>
						HIT FACTOR =
						(3 DECIMAL PLACES)
						<input type="text"/>

**COMSTOCK PENALTIES**

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

**TIME**

TOTAL TIME

SHOOTER NUMBER

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

Open Limited MAJOR minor