

# 1. Can You Count Down?

**Can You Count Down?**  
 Course Design: Larry Turner  
 Rules: Practical Shooting Handbook, Latest Edition

**STARTING POSITION**  
 Standing in Box-A, facing downrange, wrists above respective shoulders. Gun loaded & holstered as per ready condition in rules 8.1.1 and 8.1.2.

**STAGE PROCEDURE**  
 Upon Start Signal, draw & engage targets as they become available from behind the fault line. Engage one target w/6 rounds, engage one target w/5 rounds, engage one target w/4 rounds, engage one target w/3 rounds, engage one target w/2 rounds. Targets and specified round count may be engaged in any order.

**SCORING**  
 Comstock - 20 Rounds

**TARGETS**  
 5 IPSC

**SCORED HITS**  
 Best 6 per 1 IPSC  
 Best 5 per 1 IPSC  
 Best 4 per 1 IPSC  
 Best 3 per 1 IPSC  
 Best 2 per 1 IPSC

**START:** Audible  
**STOP:** Last shot

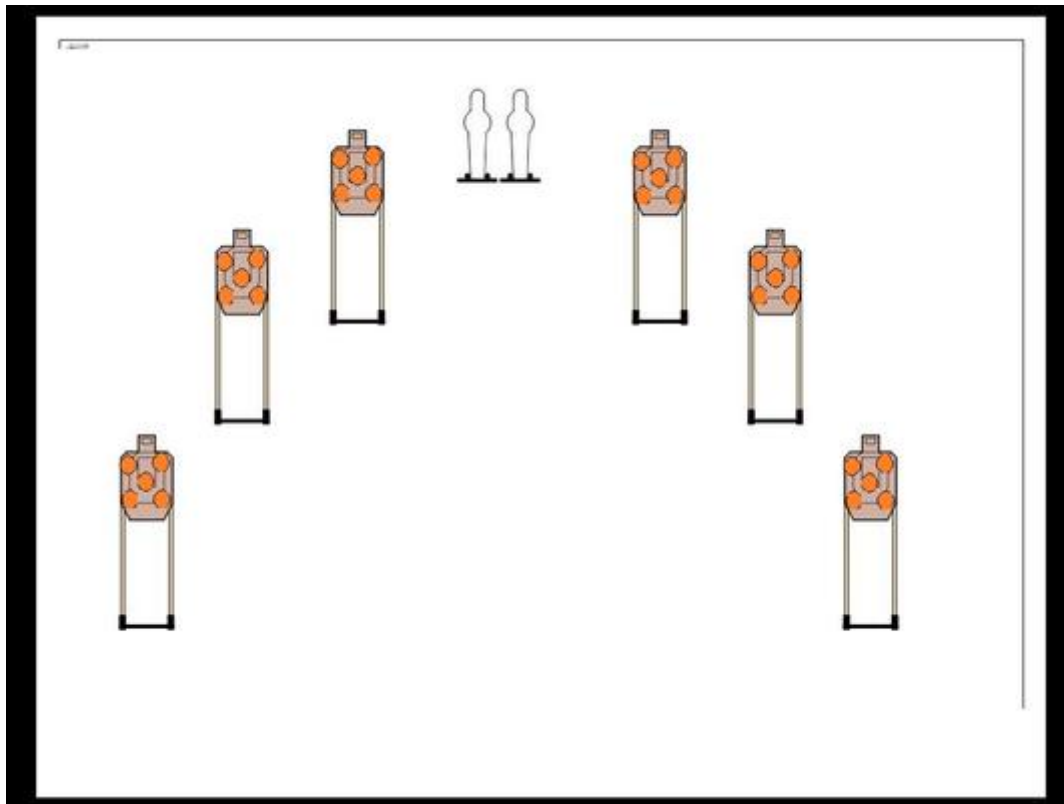
**PENALTIES:** per current USPSA rule book

1 Start Box  
 1 Curtain  
 3 Stands  
 5 Target

CoF	Comstock - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	20
Firearm	Handgun	Match-%	55.56%

Procedure	On signal, Draw and engage targets as they become available from behind the fault line. Engage 1 target with 6 rounds, 1 target with 5 rounds, 1 target with 4 rounds, 1 target with 3 rounds and 1 target with 2 rounds. Targets may be engaged in any order, and specified round count may be in any order.
Starting position	Box A, facing downrange, Gun loaded & holstered, hands on head.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 2. Side by Side



CoF	Comstock - Medium	Points	80 p
Targets	1 popper, 15 plates, Total 16 targets	Min rounds	16
Firearm	Handgun	Match-%	44.44%

Procedure	If even number of shooter, may be run as Head to head race. 1 Shooter Box 1, 1 shooter in box 2. If odd number shooter run as single shooter. 3 Card targets, each with 5 clays on them at ranges from 5m, 10m and 15m. 1 Popper at 20m (if 2 shooters use the double popper and 3 card per shooter) On Buzzer engage all targets. Start with closest and work out, may not move to next card until all clays on current card are broken. In case of head to head winner is first to down their popper, on individual, each target counts as 5 points.
Starting position	Box 1/2, facing downrange, Gun loaded & holstered, hands on head.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	