

# 1. Can You Count Down?

**Can You Count Down?**  
 Course Design: Larry Turner  
 Rules: Practical Shooting Handload Level Rules

**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

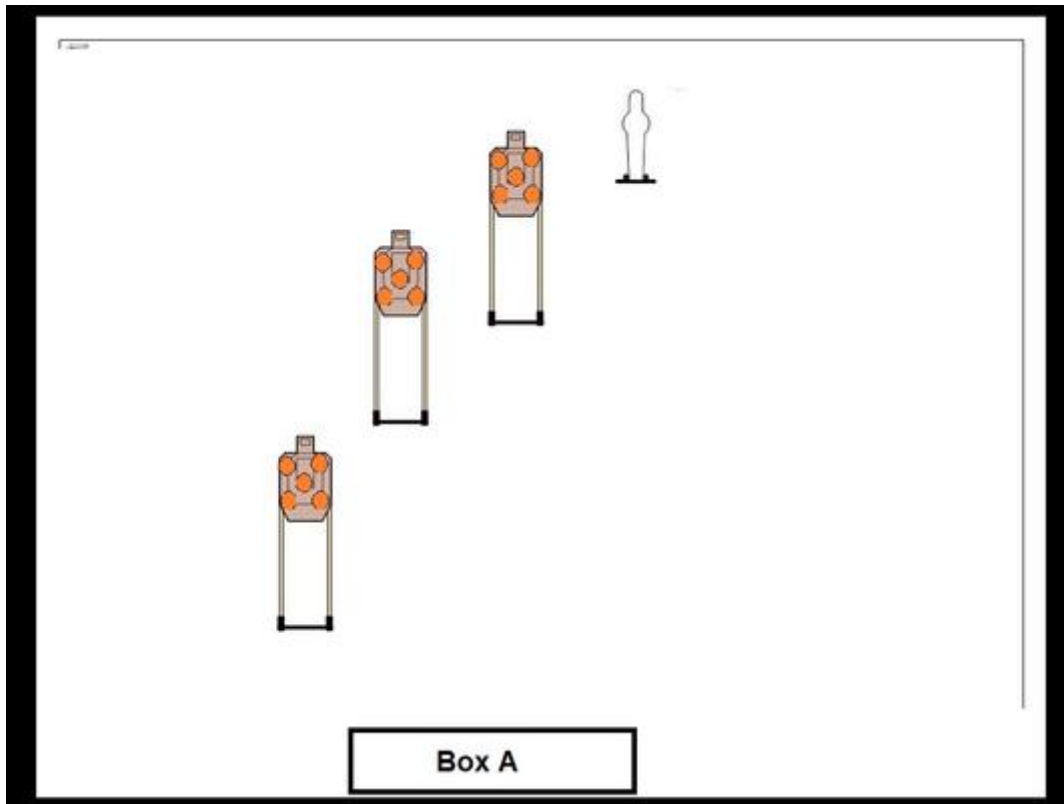
**PENALTIES:** per current USPSA rule book

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 in order as they become available from behind the fault line. Engage 1st target with 6 scoring rounds, 2nd target with 5 scoring rounds, 3rd target with 4 scoring rounds, 4th target with 3 scoring rounds and 5th target with 2 scoring rounds.
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. Clay Play



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

Procedure	3 Card targets, each with 5 clays on them at ranges from 5m, 10m and 15m. 1 Popper at 20m. 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. Shooter may elect to stop at any time by downing the Popper, but any unbroken clays count as a miss. For scoring, all targets count as an A hit
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Popper down
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	