



## CM 06-03

## Can You Count

**RULES:** USPSA Rule Book, Current Edition

**COURSE DESIGNER:** Mark Ramsey and John Golson

**START POSITION:** Standing erect in Box A, arms hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

On signal, from Box A only:

String 1: Engage T1 with five rounds only. Perform a mandatory reload and engage T2 with five rounds only.

String 2: Engage T3 with five rounds only. Perform a mandatory reload and engage T4 with five rounds only.

Targets within a string may be engaged in any order without penalty

### SCORING

**SCORING:** Virginia Count, 20 rounds, 100 points

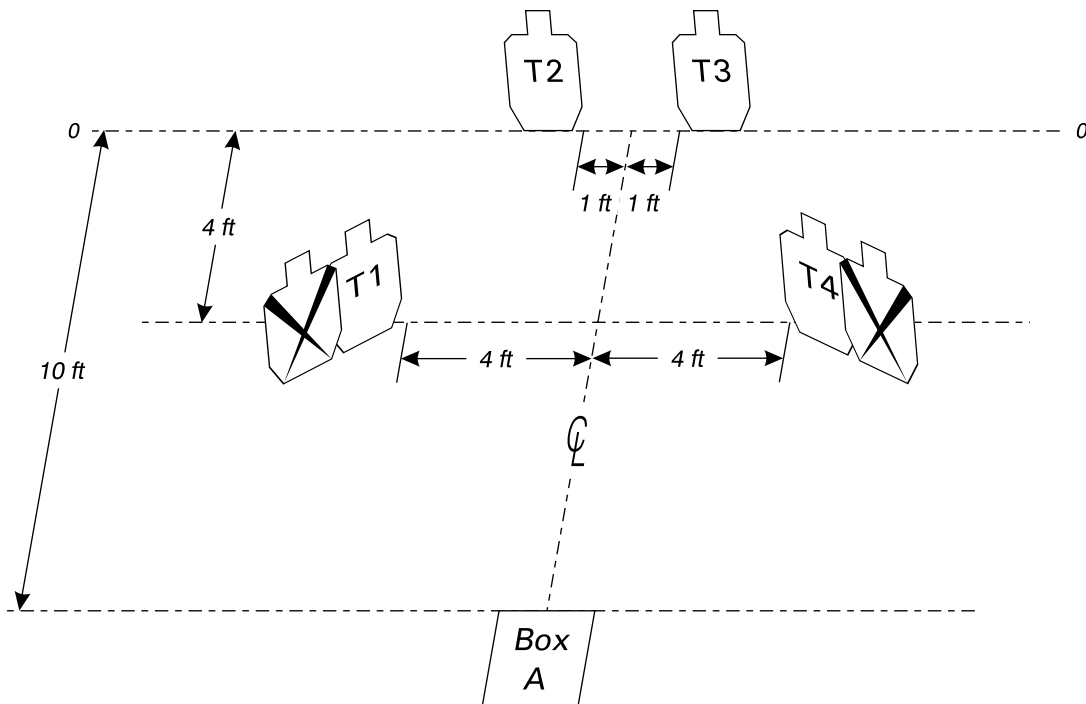
**TARGETS:** 4 IPSC

**SCORED HITS:** Best 5/paper

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

**PENALTIES:** Per current edition of USPSA Rule Book.

Failure to perform reload is per-shot-fired penalty.



**SETUP NOTES:** Set targets T1 and T4 to 4 feet high at shoulders and angled at 45 degrees from the center line. Set targets T2 and T3 to 5 feet at shoulders. Scoring lines of no-shoots overlay C-zone scoring lines



of targets. Bottom of no-shoot is even with bottom of target. Box A is 3 feet by 3 feet.

# Stage 2

# Starway

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Bud Connolly

**START POSITION:** Facing downrange touching the Right Fault Line in front of the port. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

## STAGE PROCEDURE

On signal, draw and engage T1-T7 with two (2) rounds each and knock down PP1 and Plates P1-P5.

All walls extend vertically to infinity.

## SCORING

**SCORING:** Comstock, 20 rounds, 100 points

**TARGETS:** 7 IPSC, 1 PP, 5 Plates

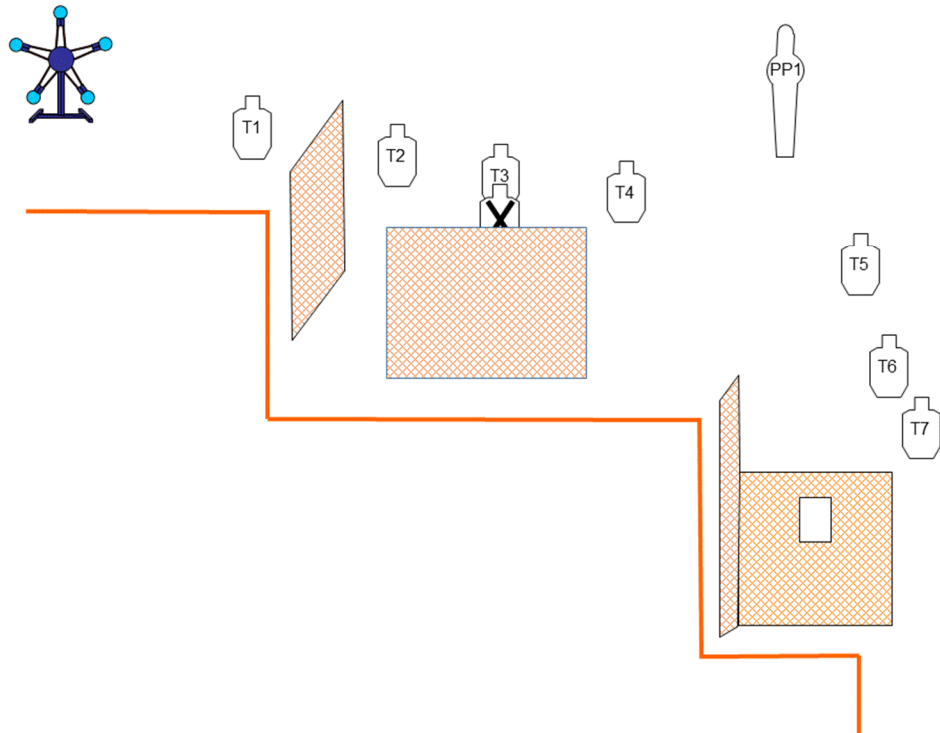
**SCORED HITS:** Best 2 per IPSC, steel down = 1A

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

**PENALTIES:** Procedural. -10

No-shoot hit. -10

Miss. -10



**SETUP NOTES:** T6 & T7 can only be engaged through port. Set T4 & T5 to avoid shoot throughs to PP3. Set Texas Star 8~10 yards from forward Fault Line. Ensure that paper is at least 3 yards in front of any steel to eliminate splatter damage.

**RO NOTES:** None.

# Stage 3

# Free Swing

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Bud Connolly

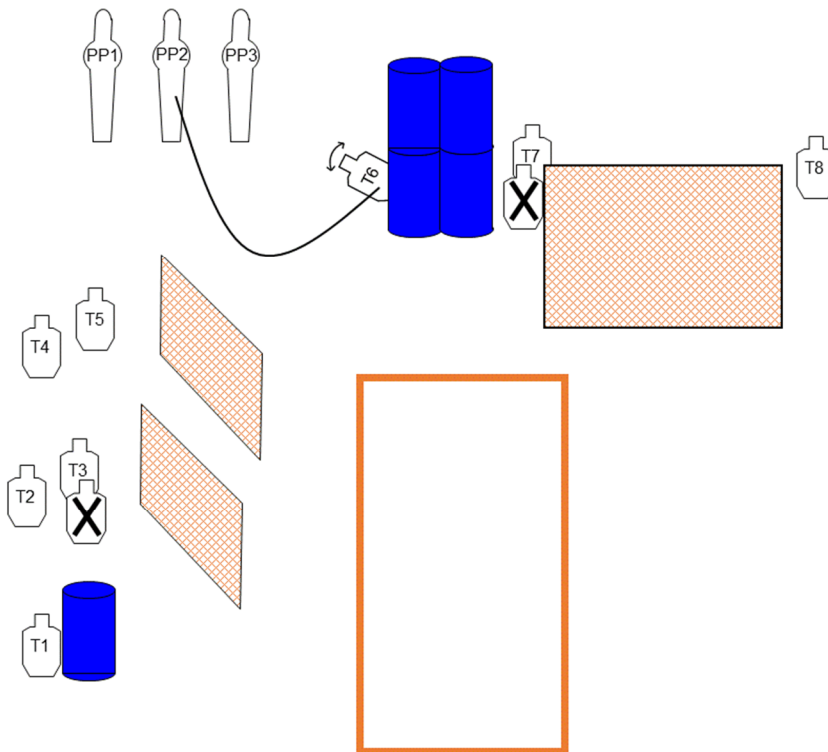
**START POSITION:** Standing outside the right side of the shooting area. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

## STAGE PROCEDURE

On signal, enter shooting area and engage T1-T8 with two (2) rounds per target and knock down PP1-PP3.  
PP2 activates swinger T6.  
All walls extend vertically to infinity.

## SCORING

**SCORING:** Comstock, 19 rounds, 95 points  
**TARGETS:** 8 IPSC, 3 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:** Build wall at end of shooting area to require engagement of T8 from the far end of the shooting area. Leave sufficient distance from engagement of T4 & T5 to end of shooting area for a reload.

Put a headless target on the swinger (T6) and ONE full target on top. No more than two targets on the swinger!

**RO NOTES:** Watch for Foot Faults stepping into shooting area.

# Stage 4

# Moo

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** MadMadWorld with mods by CCPL

**START POSITION:** Standing facing downrange with toes on marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

## STAGE PROCEDURE

On signal, draw and engage T1-T7 with two (2) rounds each and knock down PP1-PP3.

PP2 activates Drop-Turner T5 which disappears (NPM).

All walls extend vertically to infinity.

## SCORING

**SCORING:** Comstock, 17 rounds, 85 points

**TARGETS:** 7 IPSC, 3 PP

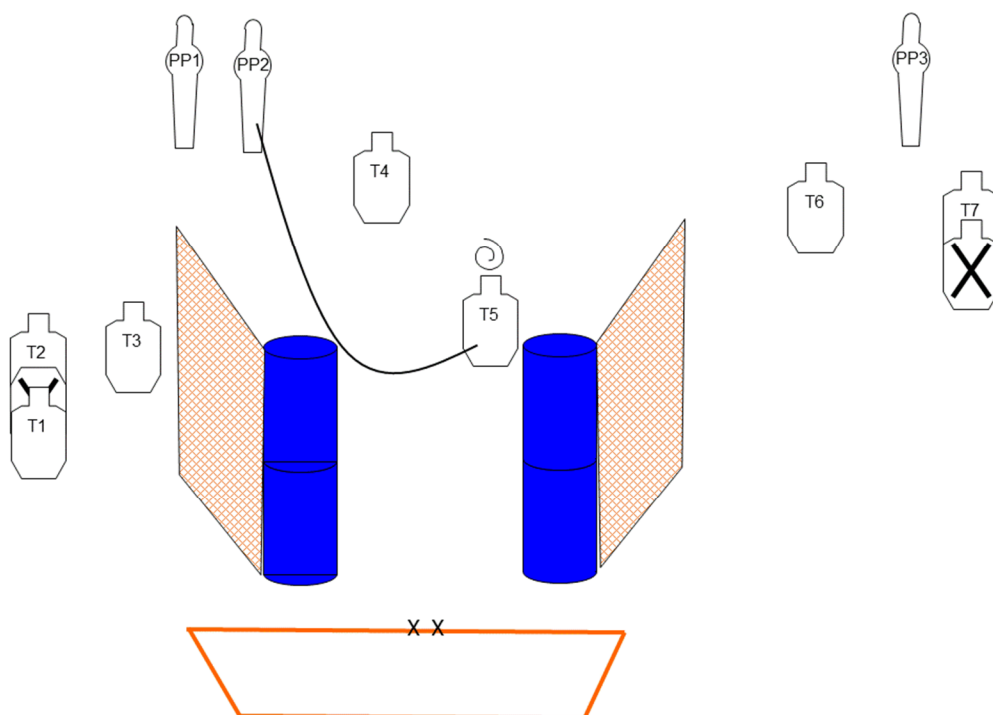
**SCORED HITS:** Best 2 per IPSC, steel down = 1A

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

**PENALTIES:** Procedural. -10

No-shoot hit. -10

Miss. -10



**SETUP NOTES:** Center opening is wide enough to prevent engaging all targets from one location. PP1 & T6 set to allow engagement from more than one location.

**RO NOTES:** Watch for Foot Faults.