



CM 06-03

Can You Count

RULES: USPSA Handgun Competition Rules, 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

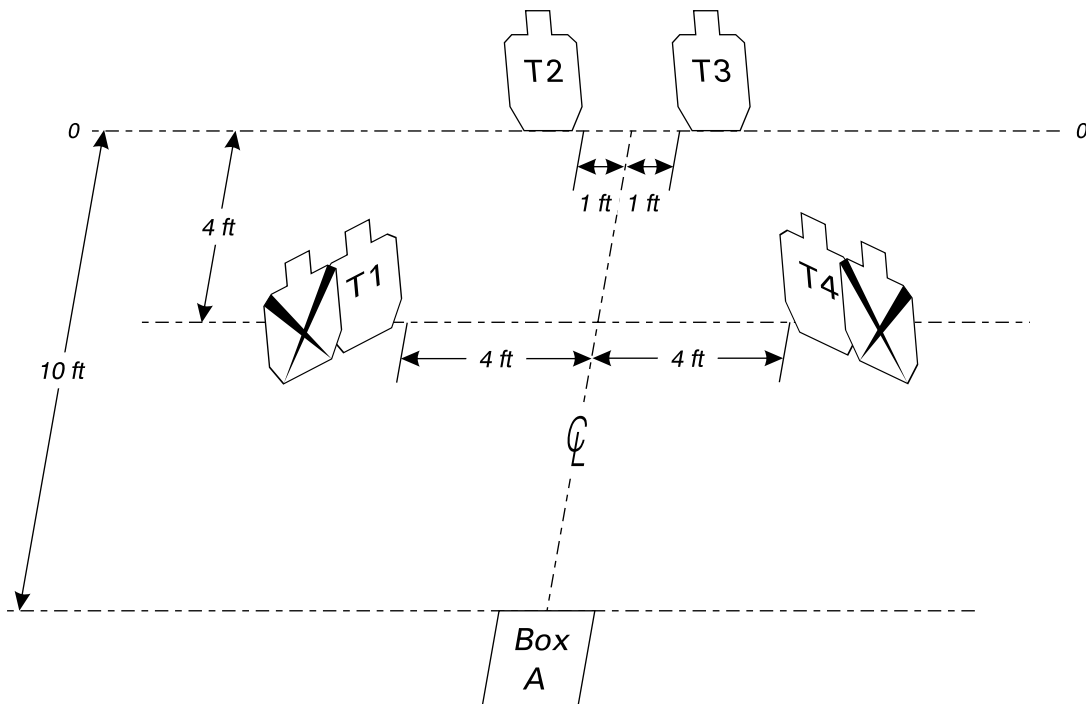
TARGETS: 4 Metric

SCORED HITS: Best 5/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules

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.

CM 06-03, Can You Count

Written Stage Briefing

Can You Count is a 20 round, 100 point Virginia count classifier course. There are 4 metric targets. The best 5 hits per paper will score. The start signal is audible.

The start position is standing in Box A, facing downrange, hands naturally at your side. Your handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

On the audible start signal from within the fault lines:

String 1: Engage T1 with 5 rounds only, perform a mandatory reload and engage T2 with 5 rounds only.

String 2: Engage T3 with 5 rounds only, perform a mandatory reload and engage T4 with 5 rounds only.



Stage 2

Peek A Boo II

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

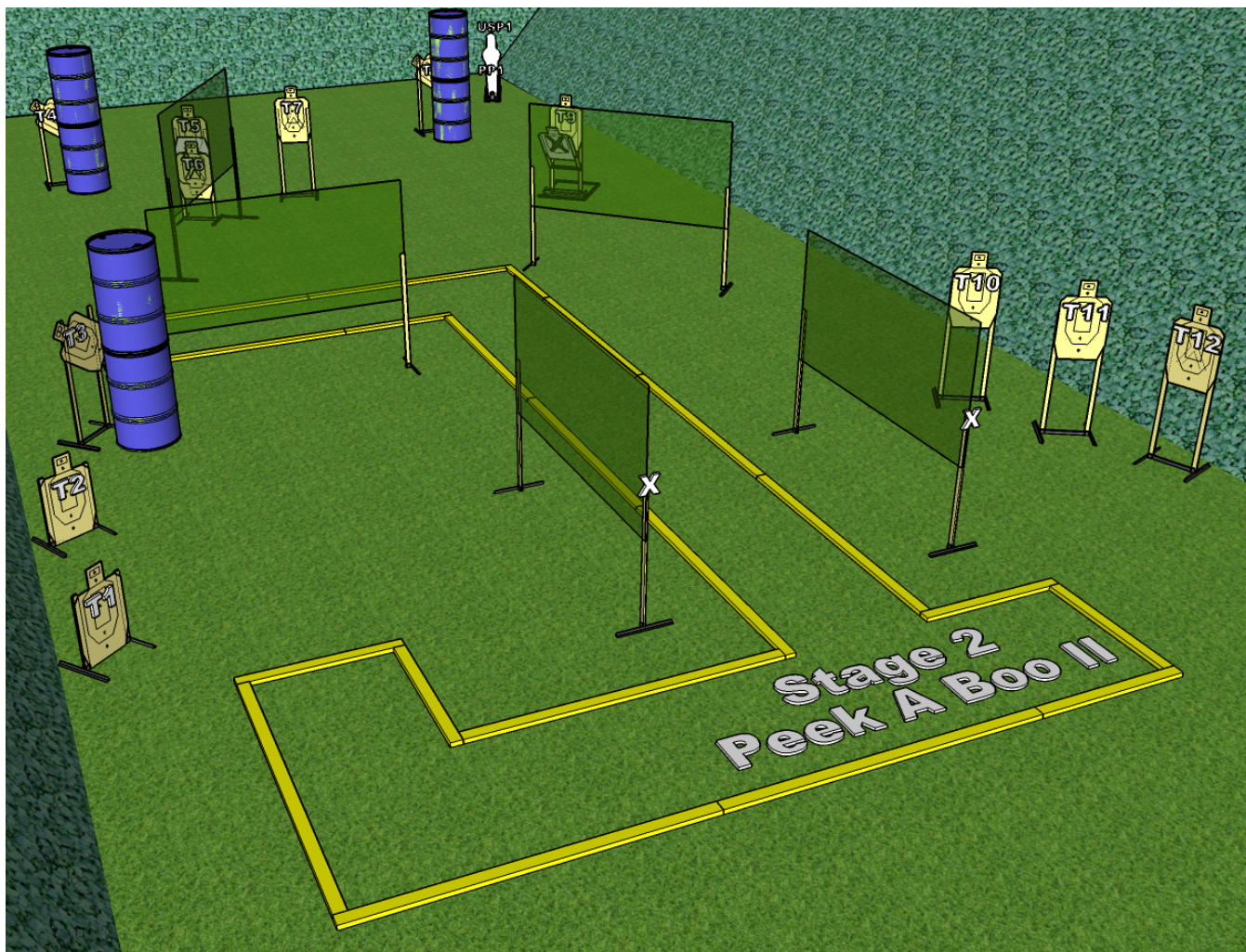
START POSITION: Strong hand touching either mark. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: muzzle on either mark.

STAGE PROCEDURE

On Start Signal, engage T1-T12 with two (2) rounds each and knock down USP1 & PP1. PP1 activates Peek-a-Boo T9 which is a disappearing target and will incur NPM. All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 12 IPSC, 1 PP, 1 USP
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 is 28' from the front right corner of the shooting area. Hide USP1 behind PP1. Use a wire guide if needed to activate Peek-a-Boo target. Place a single No Shoot on Peek-a-Boo T9 and ensure that the upper A zone is visible at rest. Set T5 & T6 around corner of wall as far back as possible (to end of fence) to force shooter to the far-left end of the shooting area. Put T5 as tall as possible (5' 6" @ shoulder) on target sticks. Leave enough space for the RO between the wall and the left front shooting area. Set T3 so that it is visible from either end of the first wall on the left. Use the barrels to block the 180°.

RO NOTES: Watch for Foot Faults.

Stage 3 Brian's Version of Ryan Rocks

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

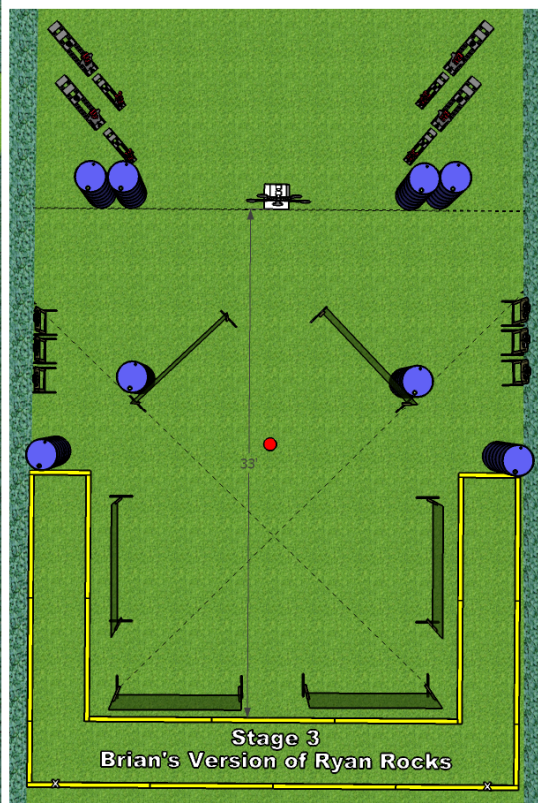
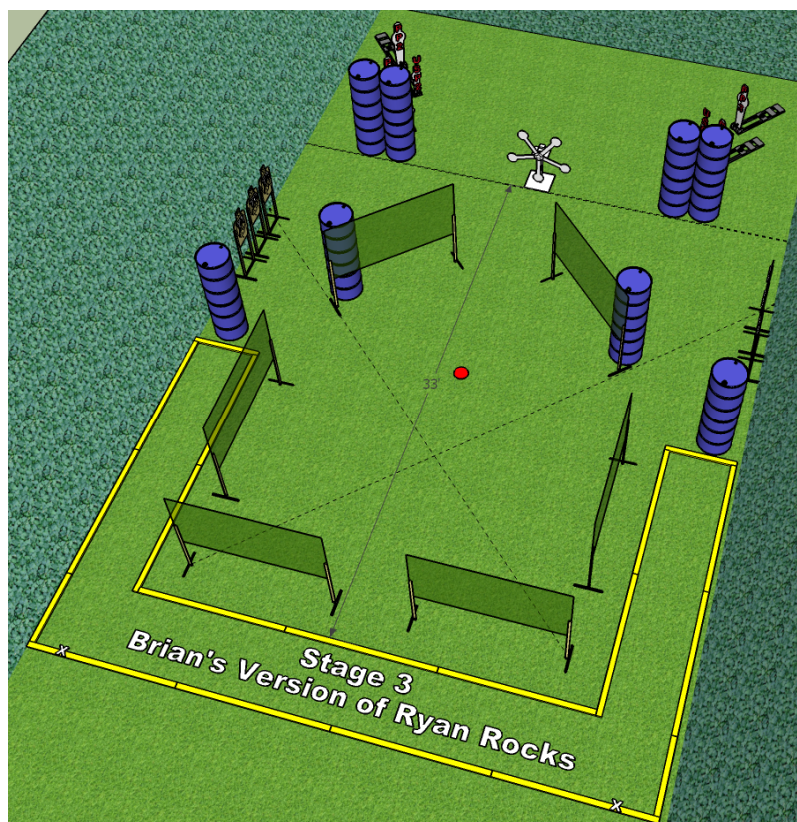
START POSITION: Standing with heels against rear Fault Line and feet on opposite side of either mark. Handgun is loaded and holstered as per ready condition in rule 8.1.
PCC is shouldered with muzzle pointing at cone.

STAGE PROCEDURE

On Start Signal, engage T1-T6 with two (2) rounds each and knock down PP1-PP4, USP1-USP4 and Plates P1-P5.
All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 25 rounds, 125 points
TARGETS: 6 IPSC, 4 PP, 4 USP, 5 Plates
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES: To start, place the rear Fault Line across the bay at 55' from the downrange berm. Place Texas Star 33' from forward cross bay Fault Line. The shooting area will be against the side berms.

Keep fence walls 3' from any Fault Line.

Adjust walls and barrels as needed to prevent taking more than one array from any position. There are 5 arrays and 5 shooting positions.

RO NOTES: Watch for Foot Faults.

Stage 4

Simple Work

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

START POSITION: Standing with toes on Fault Line on opposite sides of the mark. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: butt on belt with muzzle pointing at cone.

STAGE PROCEDURE

On Start Signal, engage T1-T13 with two (2) rounds each from within the shooting area.

Watch the 180°!!!

All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 26 rounds, 130 points

TARGETS: 13 IPSC

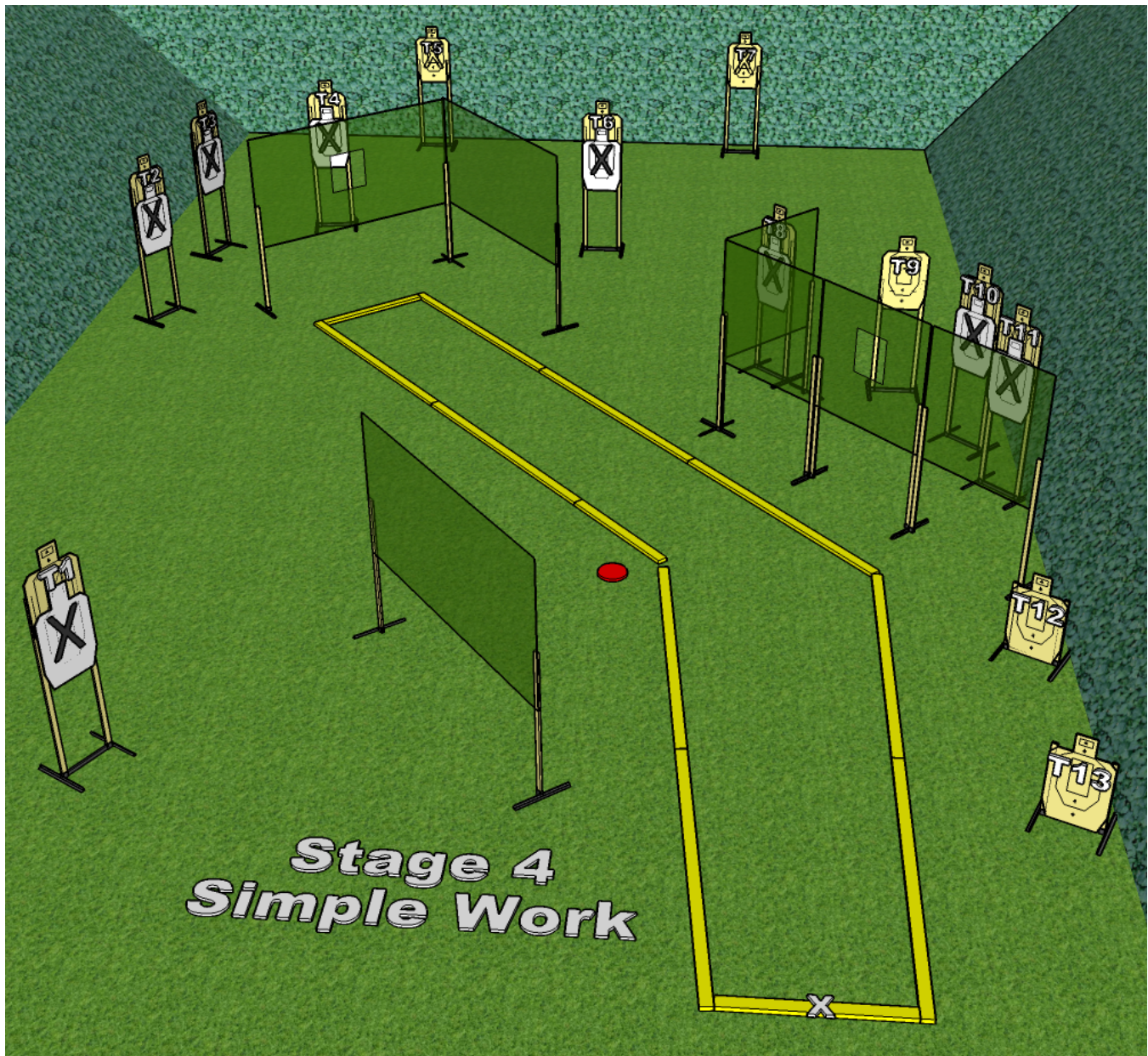
SCORED HITS: Best 2 per IPSC

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: Set T5 so that is visible from the left port wall and the center opening. Set T7 so that is visible from the right port wall and the center opening.

RO NOTES: Watch the 180° and Foot Faults.

Stage 5

U Can Game This Stage

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

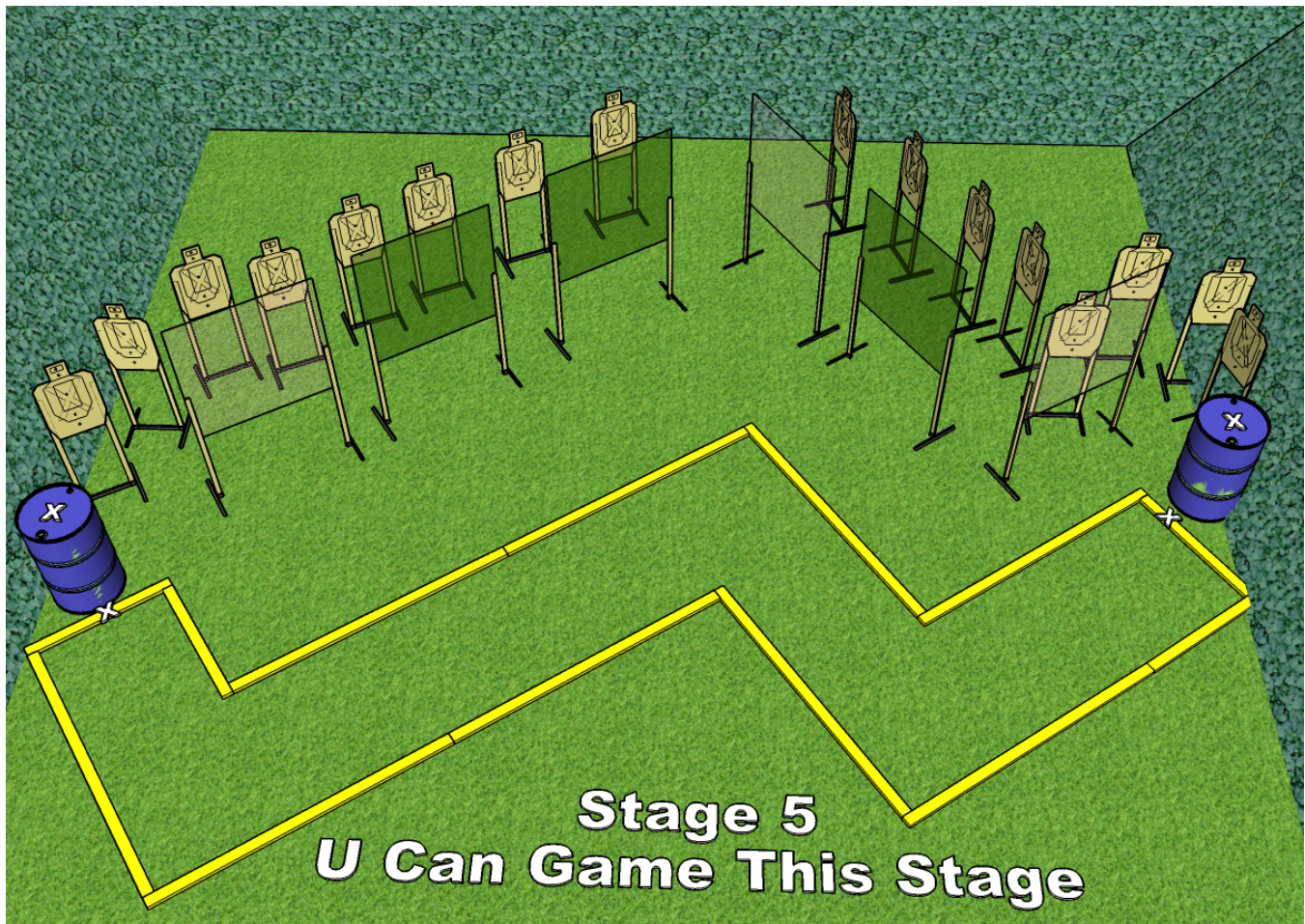
START POSITION: Standing with toes touching Fault Line on opposite side of either mark and at least one hand touching the barrel. Handgun/PCC is unloaded and placed with trigger guard over mark on barrel pointed downrange. Starting magazine/moon clip must come from the barrel.

STAGE PROCEDURE

On Start Signal, retrieve gun and magazine from barrel.
Then engage T1-T16 with two (2) rounds each.
Starting magazine may NOT come from belt.
All Green walls are Soft Cover.
All orange walls are Hard Cover and extend vertically to infinity.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES: See Bretton!

RO NOTES: Watch the 180° and Foot Faults.

Stage 6

A Night Out on the Town

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

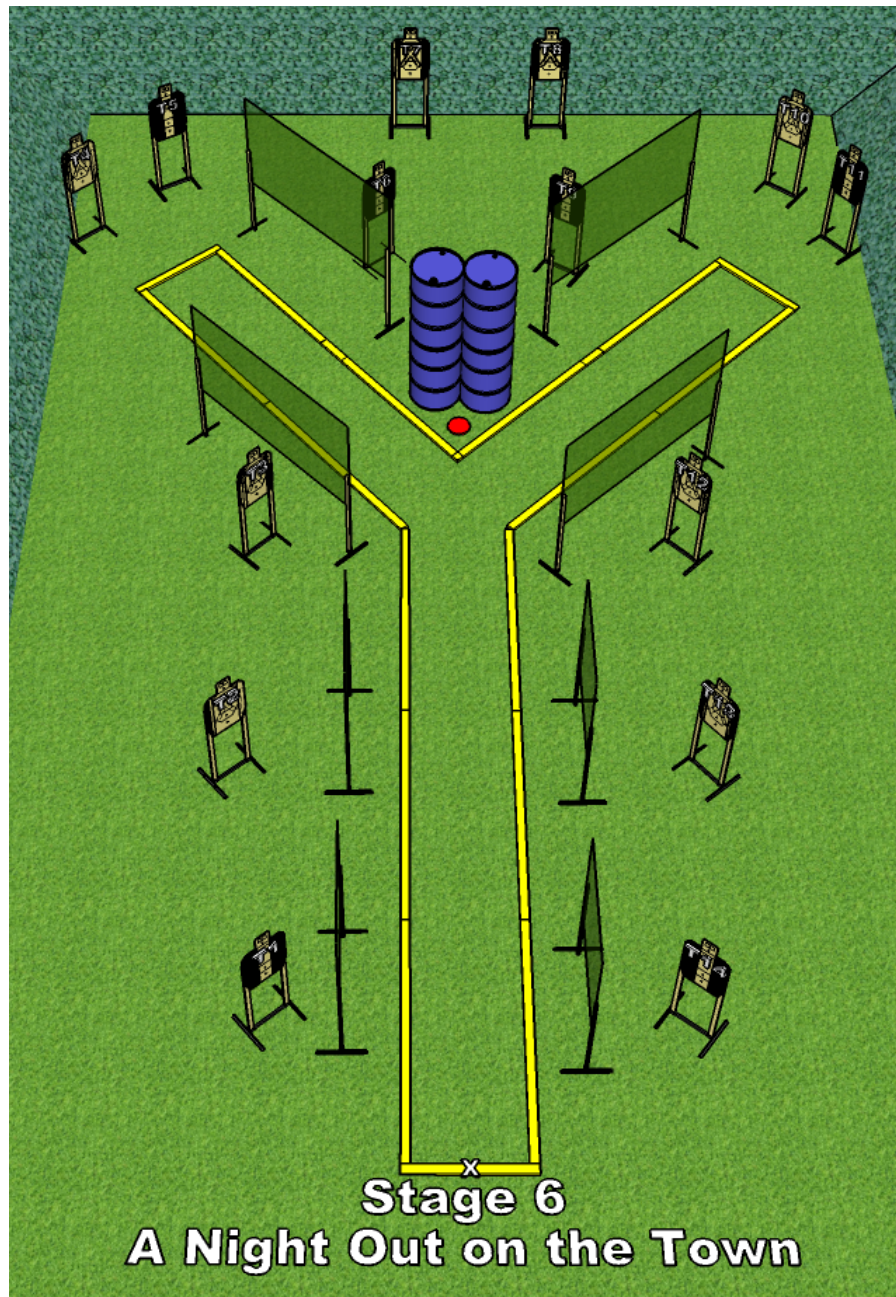
START POSITION: Standing with wrists above respective shoulders and toes touching Fault Line on opposite sides of mark. Handgun is loaded and holstered as per ready condition in rule 8.1.
PCC: butt on belt with muzzle pointing at cone.

STAGE PROCEDURE

On Start Signal, engage T1-T14 with two (2) rounds each from within the shooting area.
All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 14 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES: Keep walls 3' from Fault Lines.

RO NOTES: Watch the 180° and Foot Faults.

Stage 7

"FAQ"

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bretton Rebol

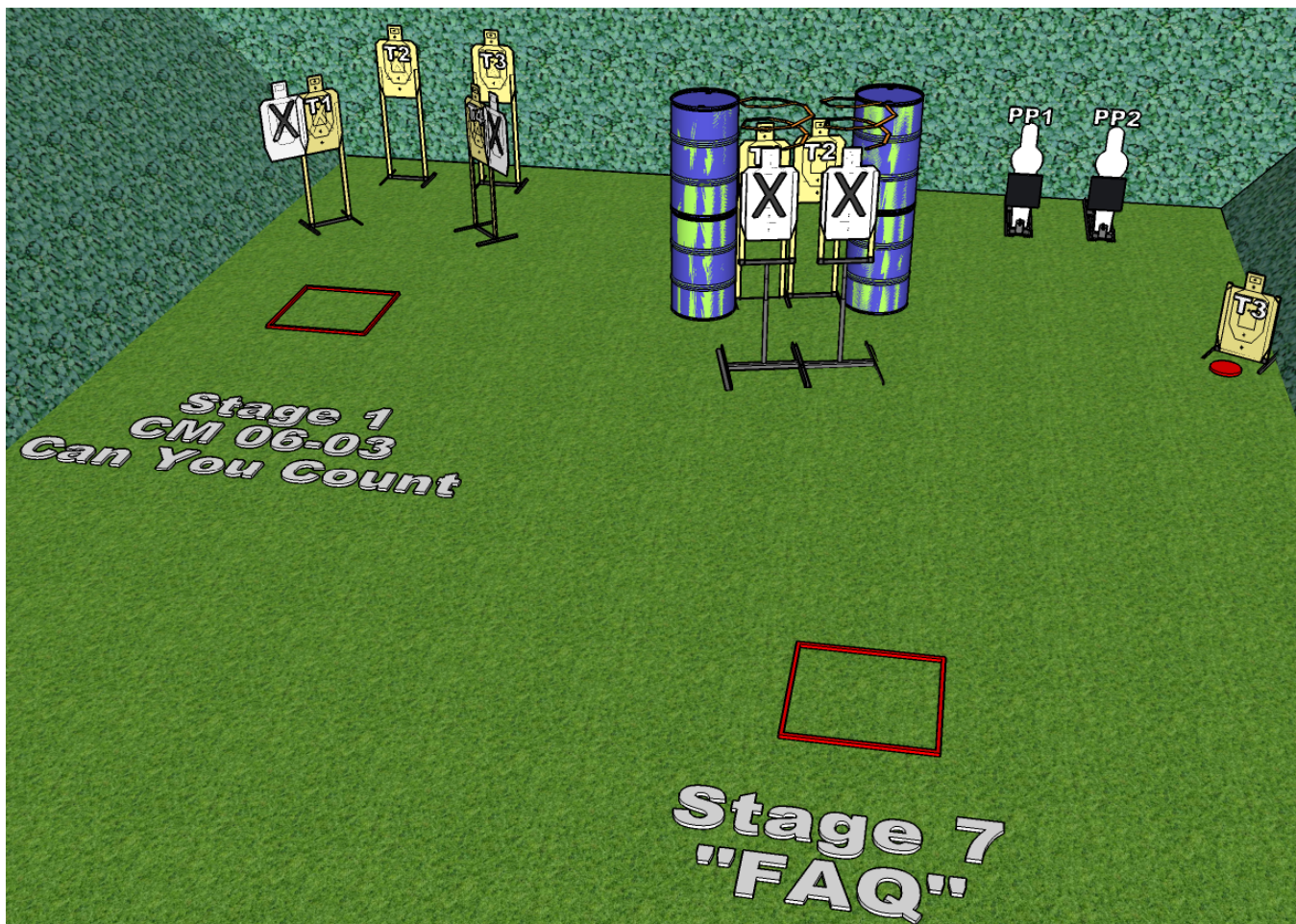
START POSITION: Standing in Box A. Handgun is loaded and holstered as per ready condition in rule 8.1.
PCC: Loaded with both hands on rifle, safety on and muzzle pointed at cone.

STAGE PROCEDURE

Upon Start Signal, engage T1-T3 with two (2) rounds each and knock down PP1 & PP2.
PP1 & PP2 activate left & right Drop Turner No Shoots respectively. One turn ONLY.
T1 & T2 remain visible at rest.
Barrels are Hard Cover.

SCORING

SCORING: Comstock, 8 rounds, 40 points
TARGETS: 3 IPSC, 2 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: Setup Stage 1 first in left corner of Bay 1. T3 is set on short sticks against right berm about 10' in front of Pepper Poppers. Barrels and T1 & T2 are set across from T3 and midway between the Pepper Poppers and Stage 1. Set No Shoot drop turners to cover T1 & T2 and then leave the upper A zone visible when drop is complete. One turn ONLY. Tape over top hole. Place hardcover plates in front of PP1 & PP2 so that hardcover obscures up to the bottom of the circle.

RO NOTES: Run Stage 7 first, then move with shooter to Stage 1.