



CM 03-03

Take 'em Down

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Randy Cestaro — Modifications by US Design Team

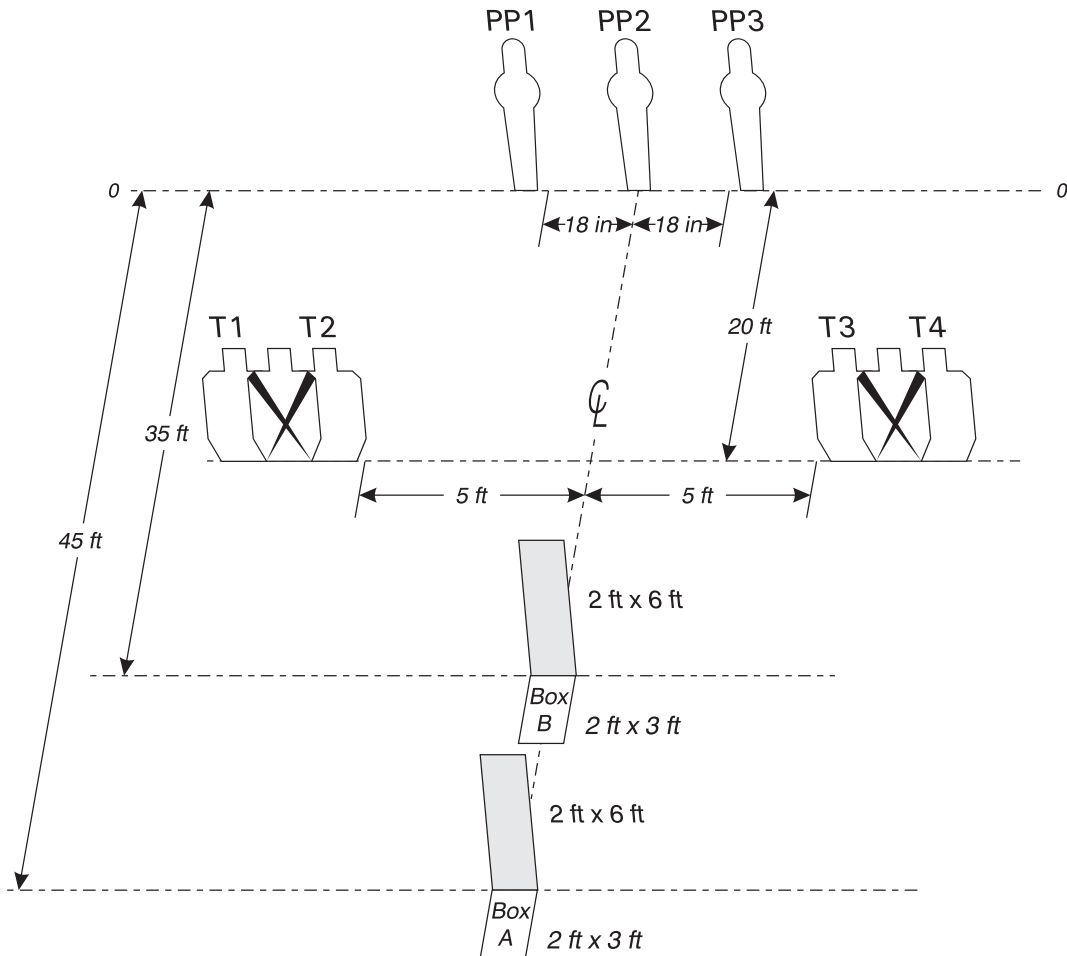
START POSITION: Standing in Box A, hands hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On start signal, while within Box A, draw and engage T1 and T2 only from the left side of the barricade and engage T3 and T4 only from the right side of the barricade. Move to Box B and while within Box B engage only PP1 - PP3 from either side of the barricade.

SCORING

SCORING: Comstock, 11 rounds, 55 points
TARGETS: 4 Metric, 3 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. The perforations of the no-shoot borders overlay the perforations of the lower A zones



CM 03-03 Take 'em Down

Written Stage Briefing

Take 'em Down is an 11 round, 55 point, Comstock classifier course. There are 4 metric targets and 3 pepper poppers. The best two hits per target will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, hands naturally at your sides. Your gun is loaded and holstered.

PCC: Carbine is loaded, muzzle touching the mark, stock on belt, held in both hands with safety on.

On the audible start signal, from within the fault lines in box A, engage T1 and T2 only from the left side of the barricade, and T3 and T4 only from the right side of the barricade. Move to box B, and from within the fault lines, engage PP1-PP3 from either side of the barricade.

NOTE: Mark for PCC muzzle is 3 feet above ground, centered on the barricade.





CM 03-03

Take 'em Down

TGT	A	B	C	D	M	
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
STL	<input type="text"/>				<input type="text"/>	3

USE NUMBERS - NOT HASHMARKS

TOTAL HITS **11**

MAJ X5 X4 X4 X2 X-10
 MIN X5 X3 X3 X1 X-10

STATS ONLY + + + - =

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME



MINUS PENALTIES OF
 EQUALS TOTAL SCORE
 DIVIDED BY TIME OF
 HIT FACTOR
 (4 DECIMAL PLACES)

Shooter: _____

RO: _____

REMARKS

SHOOTER NUMBER **Open** **Lim.** **Lim. 10** **Prod.** **Rev.** **Sing. St.** **MAJOR** **minor**

NAME _____ USPSA _____

Stage 2

Blazing Fun For Everyone

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

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

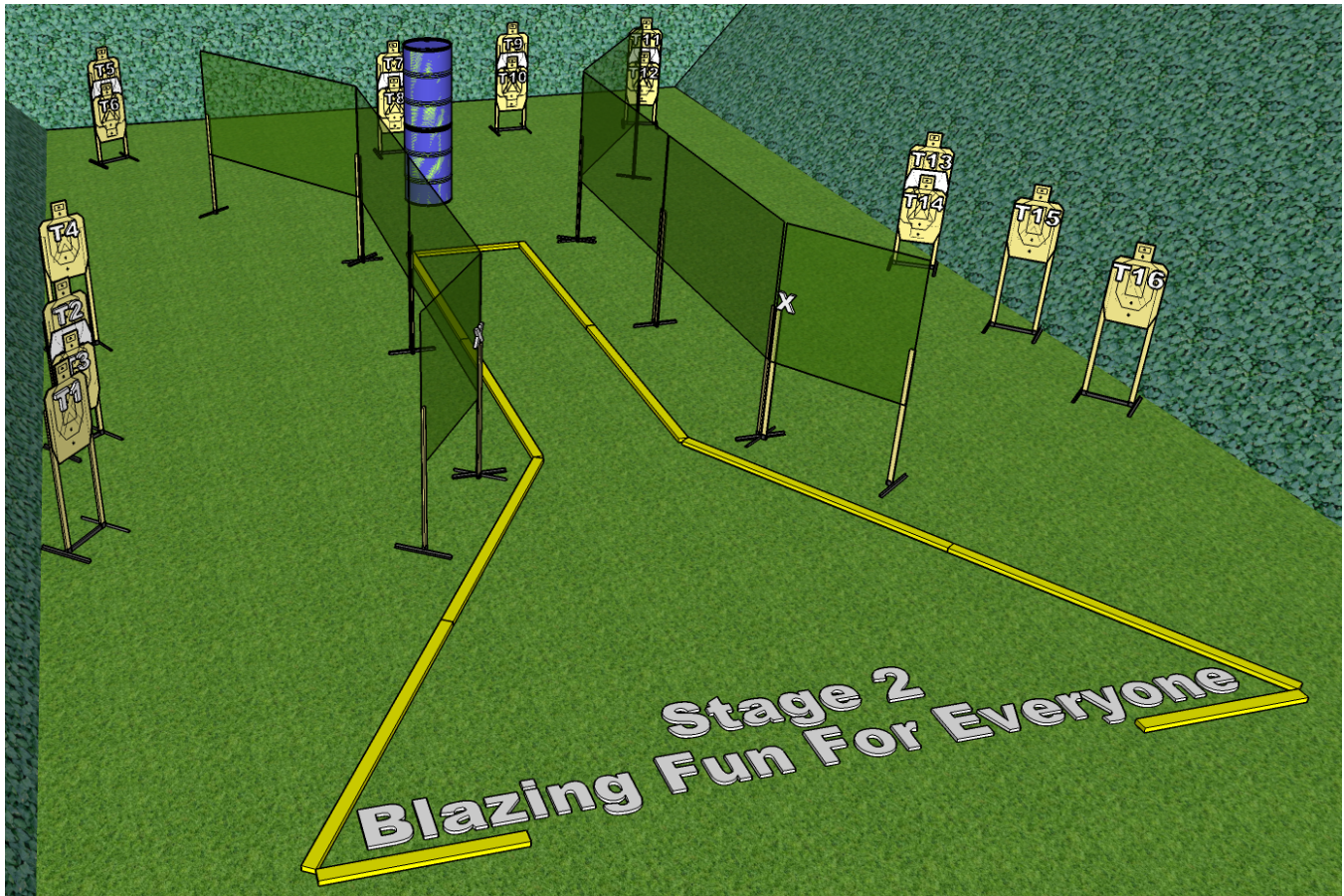
STAGE PROCEDURE

On start signal, engage T1-T16 with two (2) rounds each from within the Fault Lines.

All walls 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
No-shoot hit. -10
Miss. -10



SETUP NOTES: Ensure T7 & T8 can only be engaged from forward Fault Line. T5, T6, T11 & T12 are set so that they may be engaged from triangular shooting area or the forward Fault Line.

RO NOTES: Watch for Foot Faults.

Stage 2

Blazing Fun For Everyone

TGT	A	B	C	D	M	
	USE NUMBERS - NOT HASH MARKS					
T1						2
T2						2
T3						2
T4						2
T5						2
T6						2
T7						2
T8						2
T9						2
T10						2
T11						2
T12						2
T13						2
T14						2
T15						2
T16						2
TOTAL HITS						32
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

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STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER Open Limited L-10 SS Prod Carry Optics PCC Revolver MAJOR minor

NAME _____ USPSA # _____

Stage 3

Lean Hard If You Need

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

START POSITION: Standing outside of shooting area with toes on opposite sides of mark. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: Loaded with safety on, butt on belt and muzzle pointed at cone.

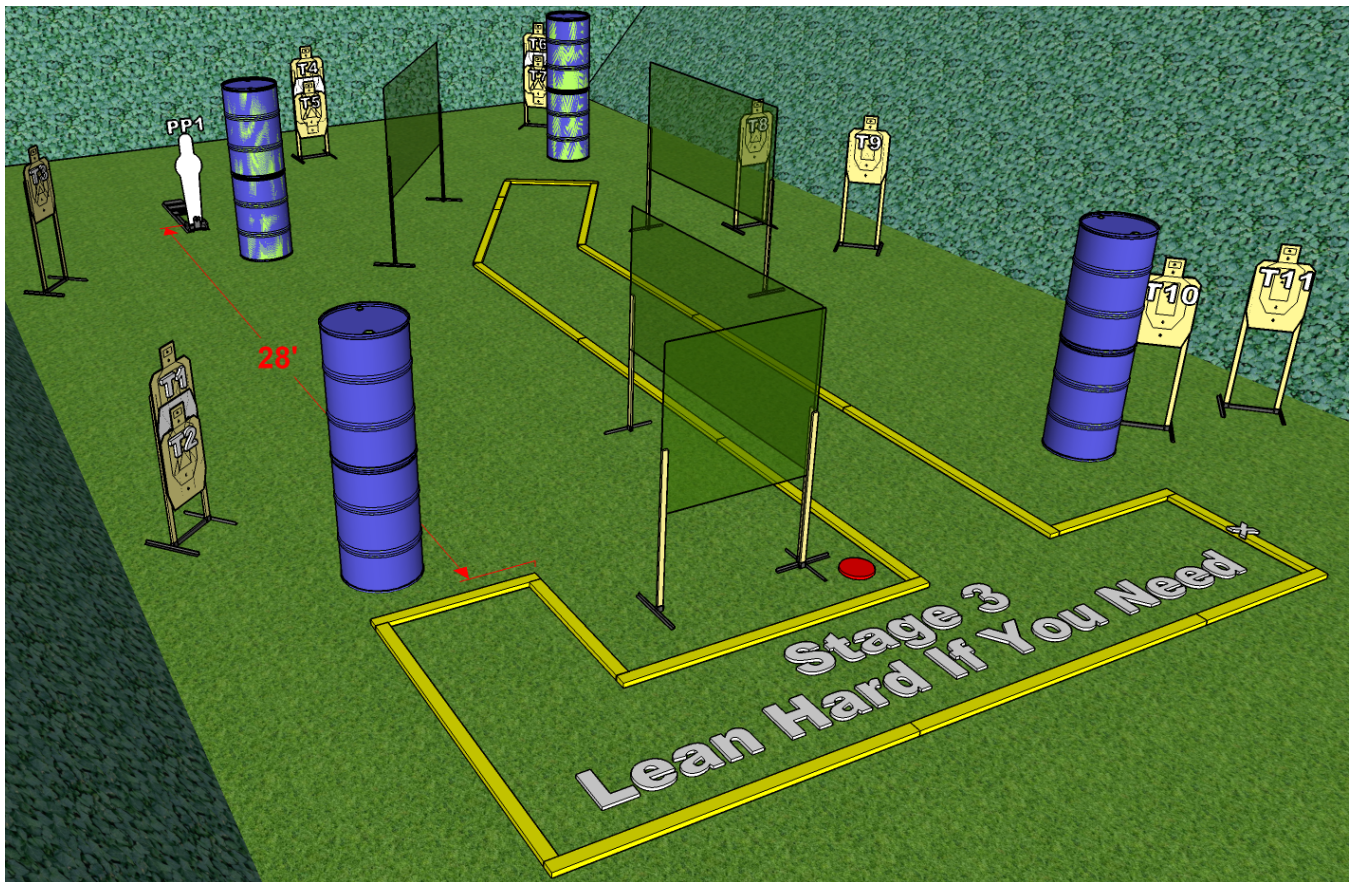
STAGE PROCEDURE

On start signal, enter shooting area and engage T1-T11 with two (2) rounds each and knock down PP1 from within the Fault Lines.

All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 23 rounds, 115 points
TARGETS: 11 IPSC, 1 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: Place barrels in front of T1 & T2 so that shooter must go the far left to engage the targets. Barrels in front of PP1 so that it may only be engaged from left shooting area. Barrels in front of T6 & T7 to force shooter to forward Fault Line. Barrels protect 180 from T10 & T11. Ensure all walls are set to prevent any 180 traps. PP1 is set 28' from Fault Line as shown.

RO NOTES: Watch for Foot Faults.

Stage 3

Lean Hard If You Need

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
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	23
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

•

STATS ONLY =

MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER **Open Limited L-10 SS Prod Carry Optics PCC Revolver** MAJOR minor

NAME _____ USPSA # _____

Stage 4

Barrels of Fun

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

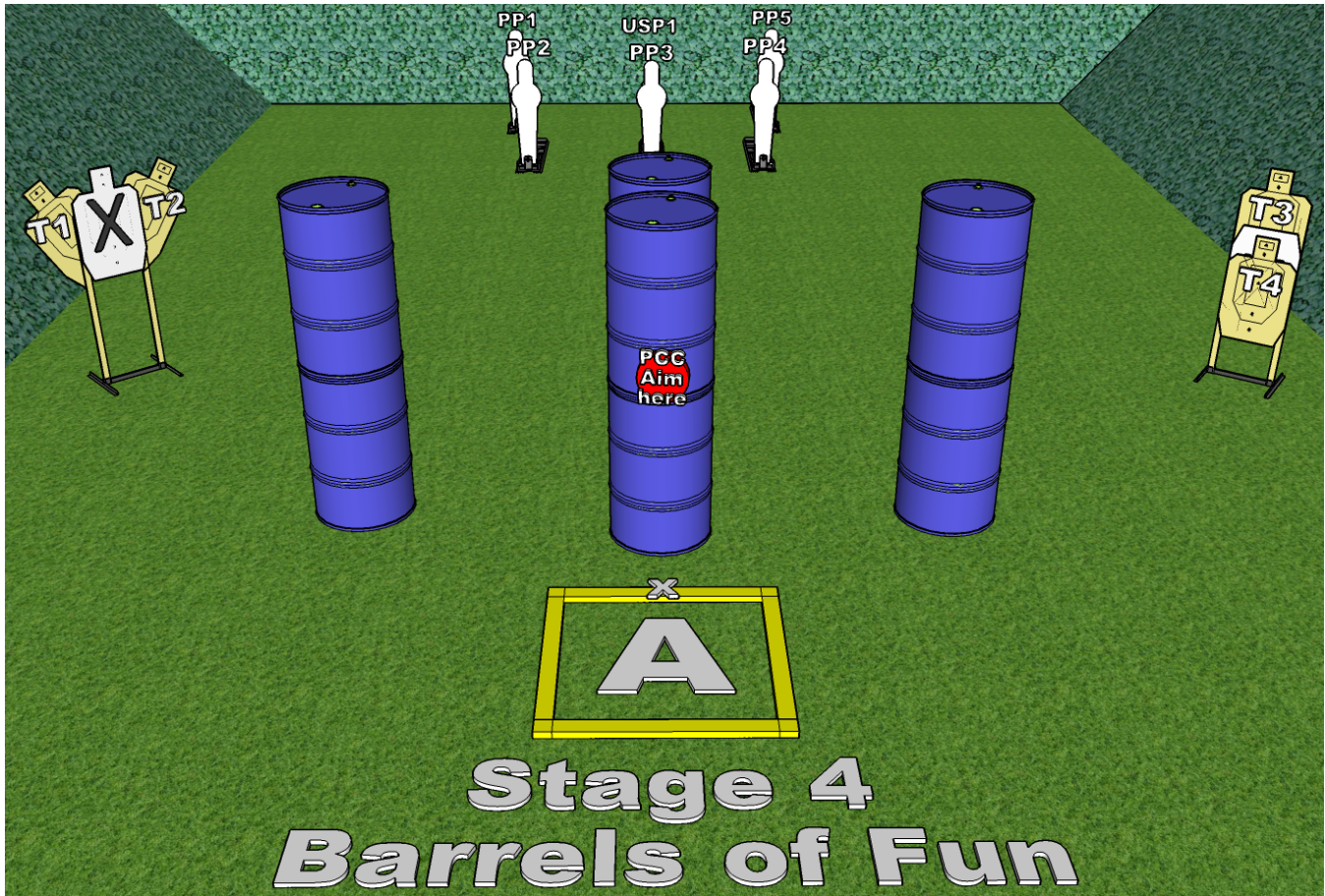
START POSITION: Standing with toes touching fault line on opposite sides of mark. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: Loaded with safety on and muzzle pointed at center barrels.

STAGE PROCEDURE

On signal, engage either T1-T4 with two (2) rounds each or knock down PP1-PP5 & USP1. Then, perform a mandatory reload and engage remaining array.

SCORING

SCORING: Comstock, 14 rounds, 70 points
TARGETS: 4 IPSC, 5 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: Set barrels to force shooter to use the rear corners of the shooting area. Set steel so that back three are blocked by the front three steel targets. Use enough barrels to ensure that not all steel may be engaged from one side.

RO NOTES: Watch for Foot Faults and Mandatory Reload.

Stage 4

Barrels of Fun

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
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	14
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

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STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER	Open Limited L-10 SS Prod Carry Optics PCC Revolver	MAJOR minor
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	NAME _____	USPSA # _____
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Stage 5

Window Shopping

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

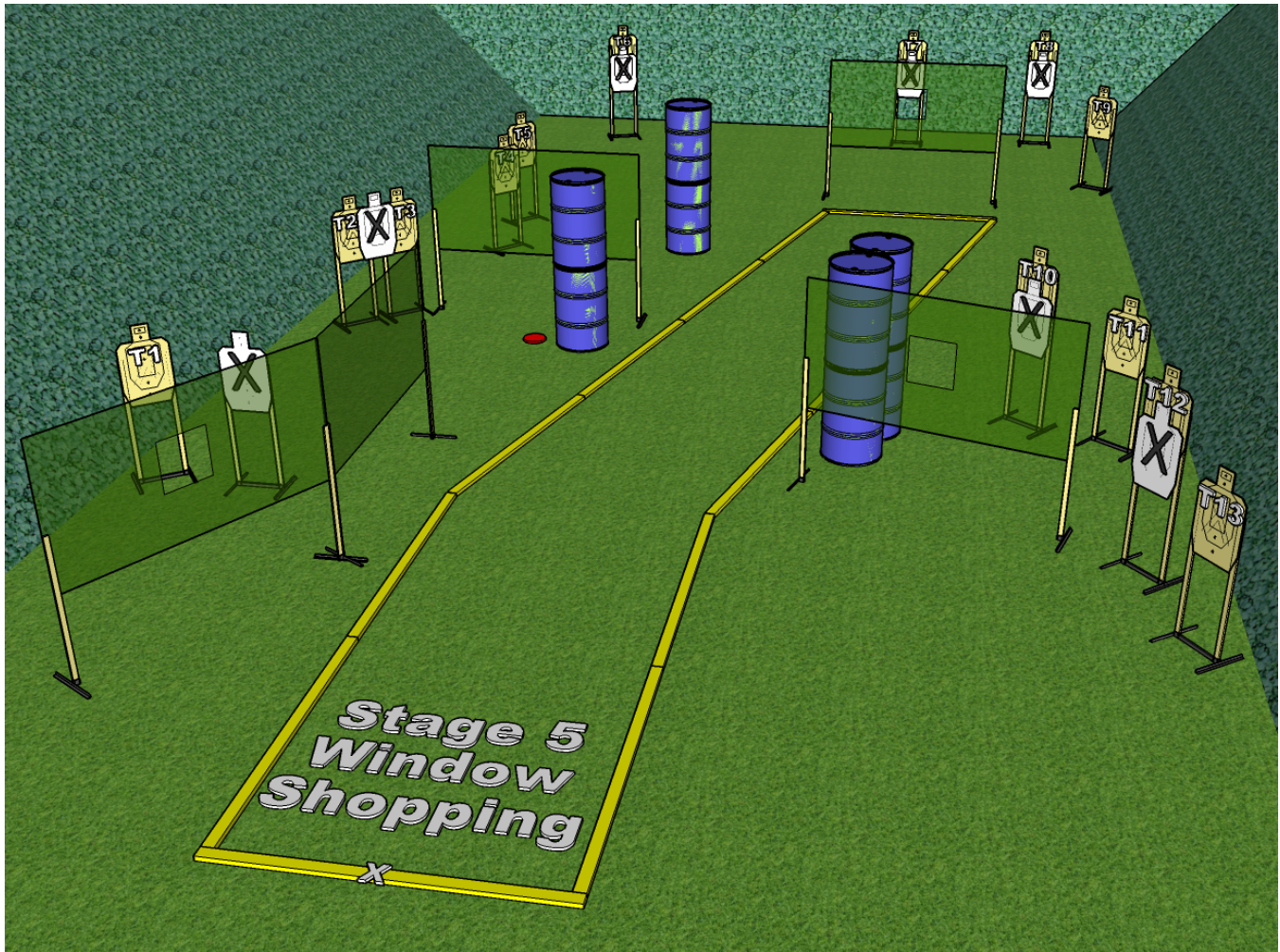
START POSITION: Standing outside of shooting area with toes touching Fault Line on opposite sides of mark. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: Loaded with safety on, carbine is shouldered with muzzle pointing at cone.

STAGE PROCEDURE

On signal, enter shooting area and engage T1-T13 with two (2) rounds each from within the Fault Lines. 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: Ensure that T7 is only visible through front port.

RO NOTES: Watch for Foot Faults.

Stage 5

Window Shopping

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
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	26
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

STATS ONLY

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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER MAJOR minor

NAME _____ USPSA # _____

Stage 6

Leftovers, AGAIN!

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Ed Henry

START POSITION: Standing with Weak hand touching either mark. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: Loaded with safety on and muzzle touching either mark.

STAGE PROCEDURE

On signal, enter shooting area and engage T1-T6 with two (2) rounds each and knock down plates P1-P5.

All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 17 rounds, 85 points

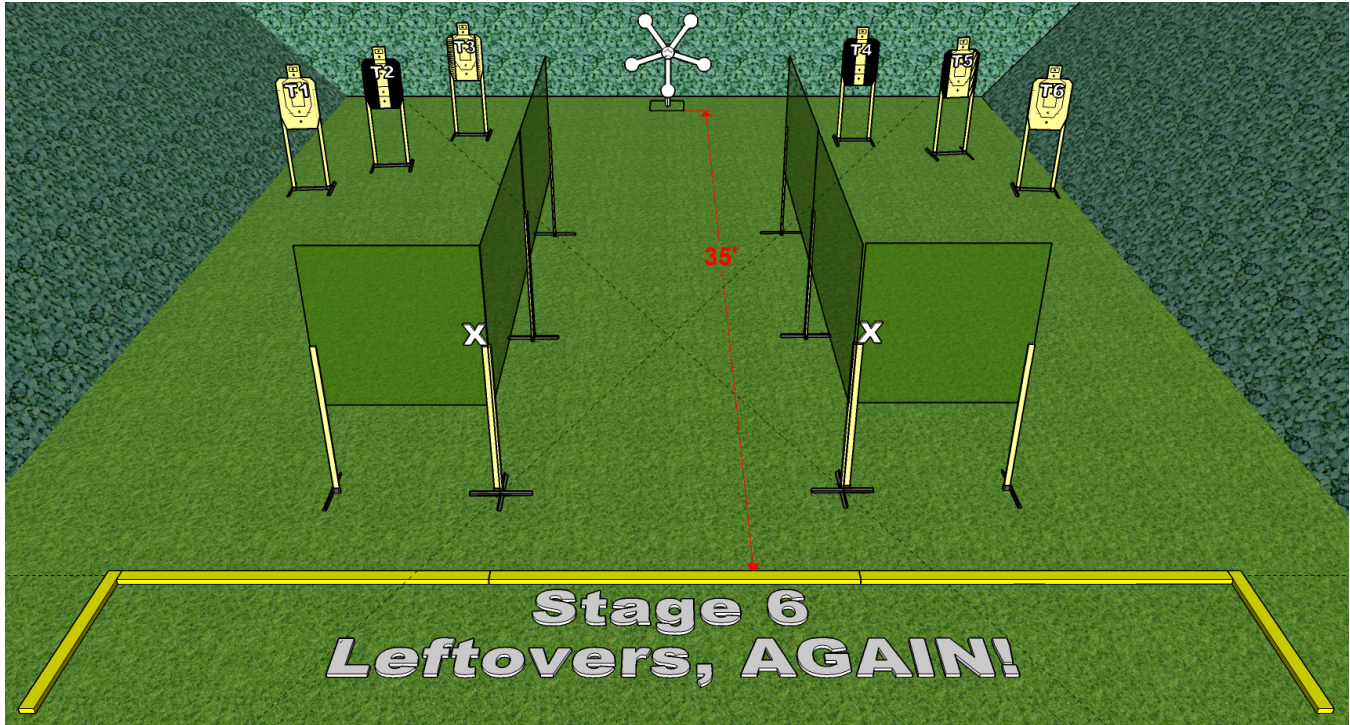
TARGETS: 6 IPSC, 5 Plates

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

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Miss. -10



SETUP NOTES: Set Texas Star at 35' from Fault Line as shown. Center opening between walls is 8' (same width as length of Fault Line). Set walls 5' from Fault Line.

T3 & T4 are set so that they are only visible from diagonal corner as shown. T1 & T2 are set so that they may only be engaged from left side. Same for T5 & T6 on right side.

RO NOTES: Watch for Foot Faults.

Stage 6

Leftovers, AGAIN!

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
STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	17
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

COMSTOCK PENALTIES

PROCEDURAL (-10 EACH)

NO-SHOOT HIT (-10 EACH)

TIME

TOTAL TIME

STATS ONLY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
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MINUS PENALTIES OF

EQUALS TOTAL SCORE

DIVIDED BY TIME OF

HIT FACTOR =

(3 DECIMAL PLACES)

SHOOTER NUMBER MAJOR minor

NAME _____ USPSA # _____