



CM 03-03

Take 'em Down

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

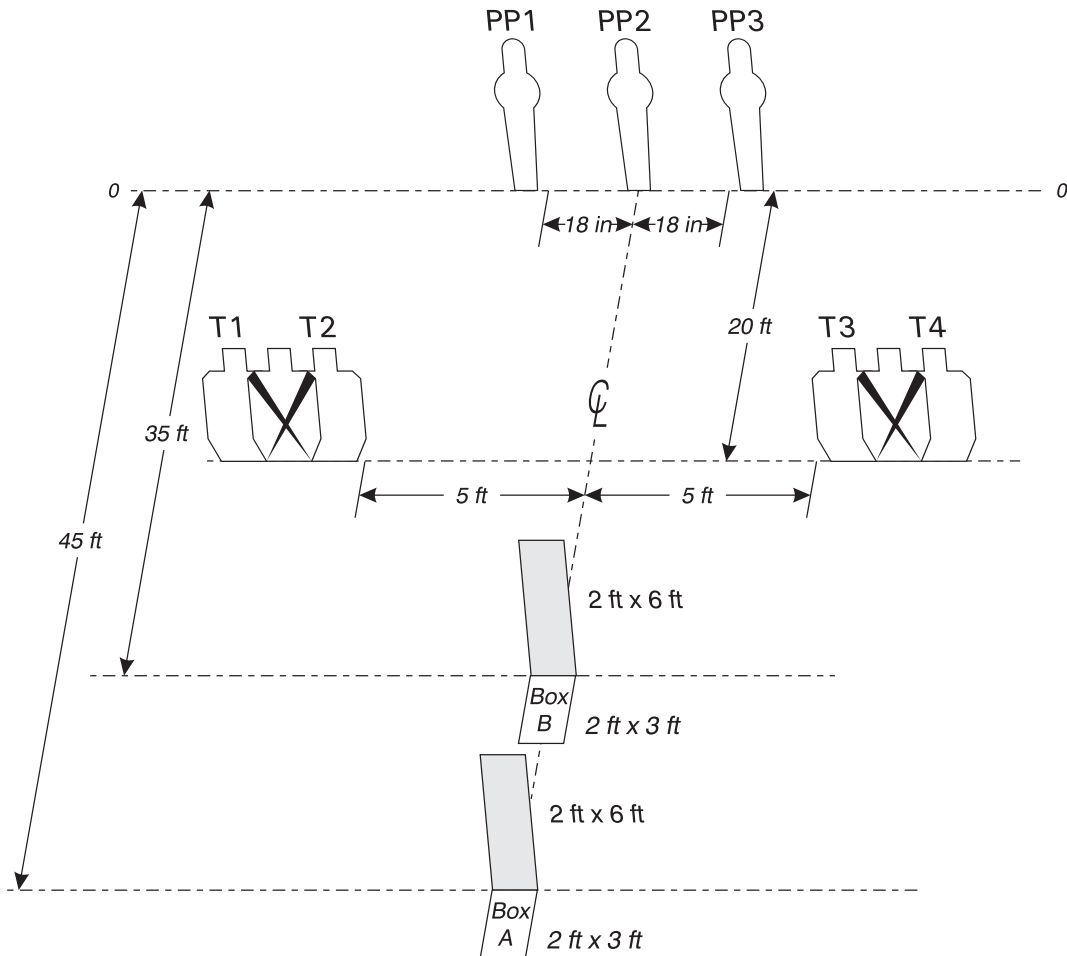
START POSITION: Standing in Box A, hands hanging naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 _____