

# Move On Down



Course Designer: Joe Ocken, A-52070, BSPSC

rev 1006 d1

**Starting Position:** Standing with palms of hands on the two "X" marks on the center wall.

**Gun Ready Condition:** Loaded gun is holstered per USPSA Current Edition.

**Stage Procedure:** On signal, engage all targets as they become visible from within the shooting area.

**Scoring:** Comstock, 24 rounds, 120 points

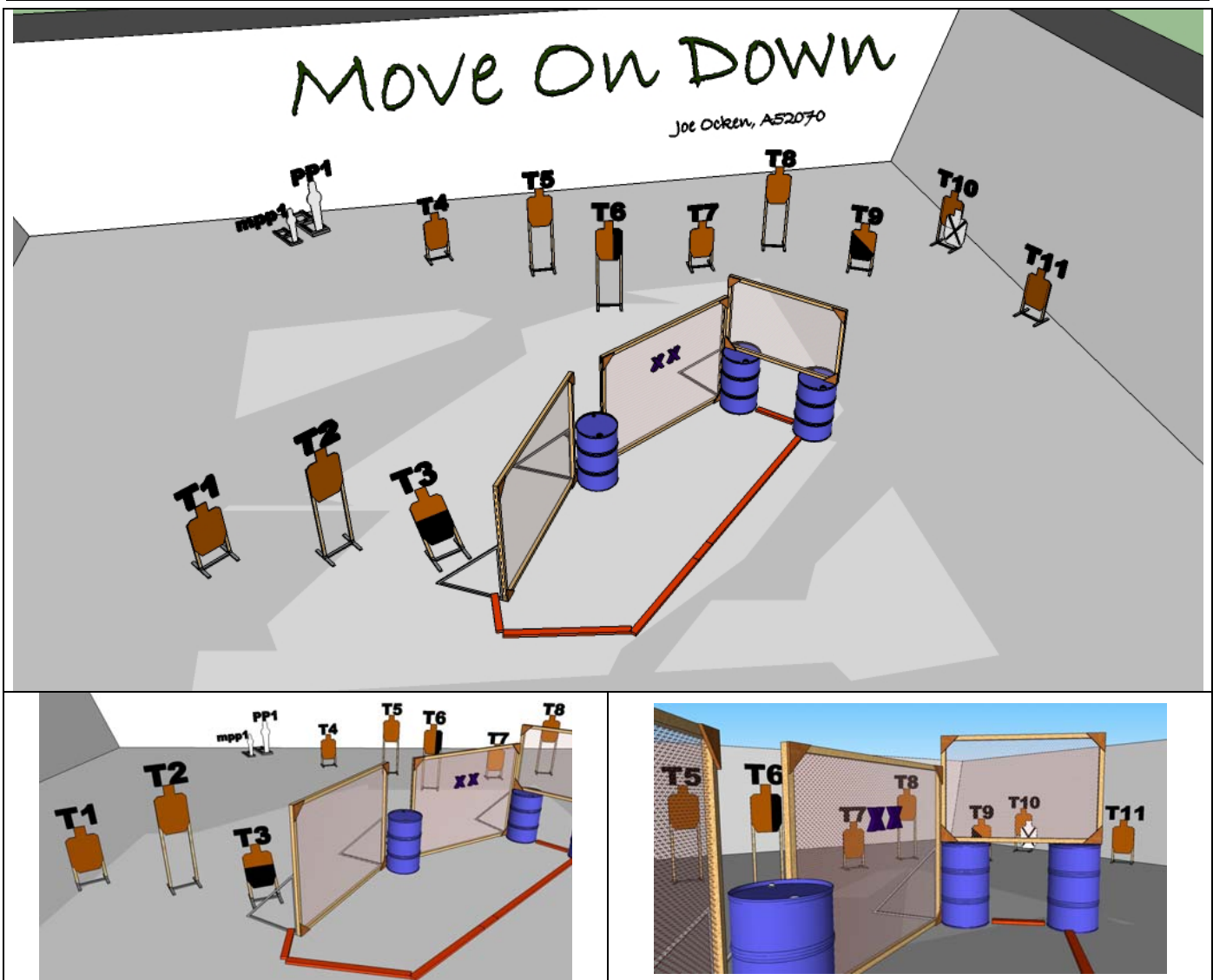
**Targets:** 11 IPSC Metrics, 1 IPSC Pepper Popper, 1 IPSC mini Pepper Popper

**Scored Hits:** Best 2 per IPSC Metric, Steel Down = 1A

**Start-Stop:** Audible - Last shot

**Penalties:** Procedural. -10, No-shoot hit. -10

**Rules:** USPSA Current Edition



**Set up Notes: SEE ATTACHED SETUP NOTES**

- Set steel at least 10 yards down range of the farthest down range fault line.
- Use tape to form two "X" marks on the center wall as shown in diagram above.



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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"/>		2

COMSTOCK PENALTIES		TIME	
Procedural Penalties (-10)			
No-Shoot Hits (-10)			
Total Penalties:		Total Time:	
↓		↓	
Total Hits	= Total	= Hit	
<input type="text"/>	-	=	÷

Subtract Penalties

Divide by Total Time

<b>Total HITS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>24</b>
MAJ →	x 5	x 4	x 4	x 2	x - 10	
MIN →	x 5	x 3	x 3	x 1	x - 10	

Stats Only      → Total hits:

Signatures for final scoring:

R.O.:

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Competitor:

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Competitor Number:	<input type="checkbox"/> Open; <input type="checkbox"/> Limited; <input type="checkbox"/> Limited 10 <input type="checkbox"/> Production; <input type="checkbox"/> Revolver; <input type="checkbox"/> Single Stack	<input type="checkbox"/> MAJOR; <input type="checkbox"/> MINOR
	Competitor's Name:	USPSA No.: