

# Downhill Slalom

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** John K. Humkey

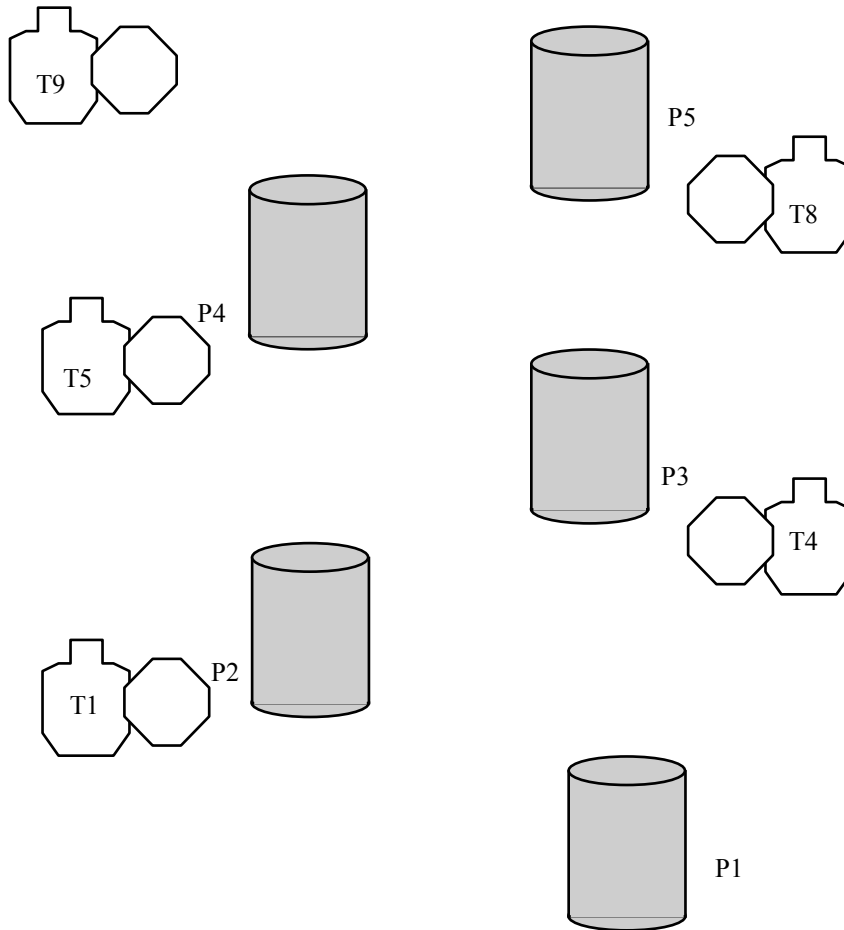
**START POSITION:** Starting at P1, Pistol in holster on that string. Rifle in hands, pointed downrange, on that string.

## STAGE PROCEDURE

Two strings, 20 rifle, 20 pistol. (4 shots total per target when finished.) Start at P1, Shoot T1T2, move to P2, shoot T3T4. Follow this procedure to shoot all opposing target with two shots each with rifle. Record time. Repeat process for pistol. Both feet must be within 6ft of the barrel you're shooting from.

## SCORING

**SCORING:** Comstock, rounds, points  
**TARGETS:** IPSC, PP, USP  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



## SETUP NOTES:

Spread back deep enough to heighten the angles back into the bay. Not shooting from cover, but insuring shooter rounds the opposing barrel, and shoots the opposing targets before crossing the center point of the preceding barrel.

## RO NOTES:

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
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
STL	<input type="text"/>				<input type="text"/>	2

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
MAJ	X5	X4	X4	X2	X-10	2
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)