



# CM 99-24

# Front Sight 2

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** P.R. Metcalf—Modification by US Design Team

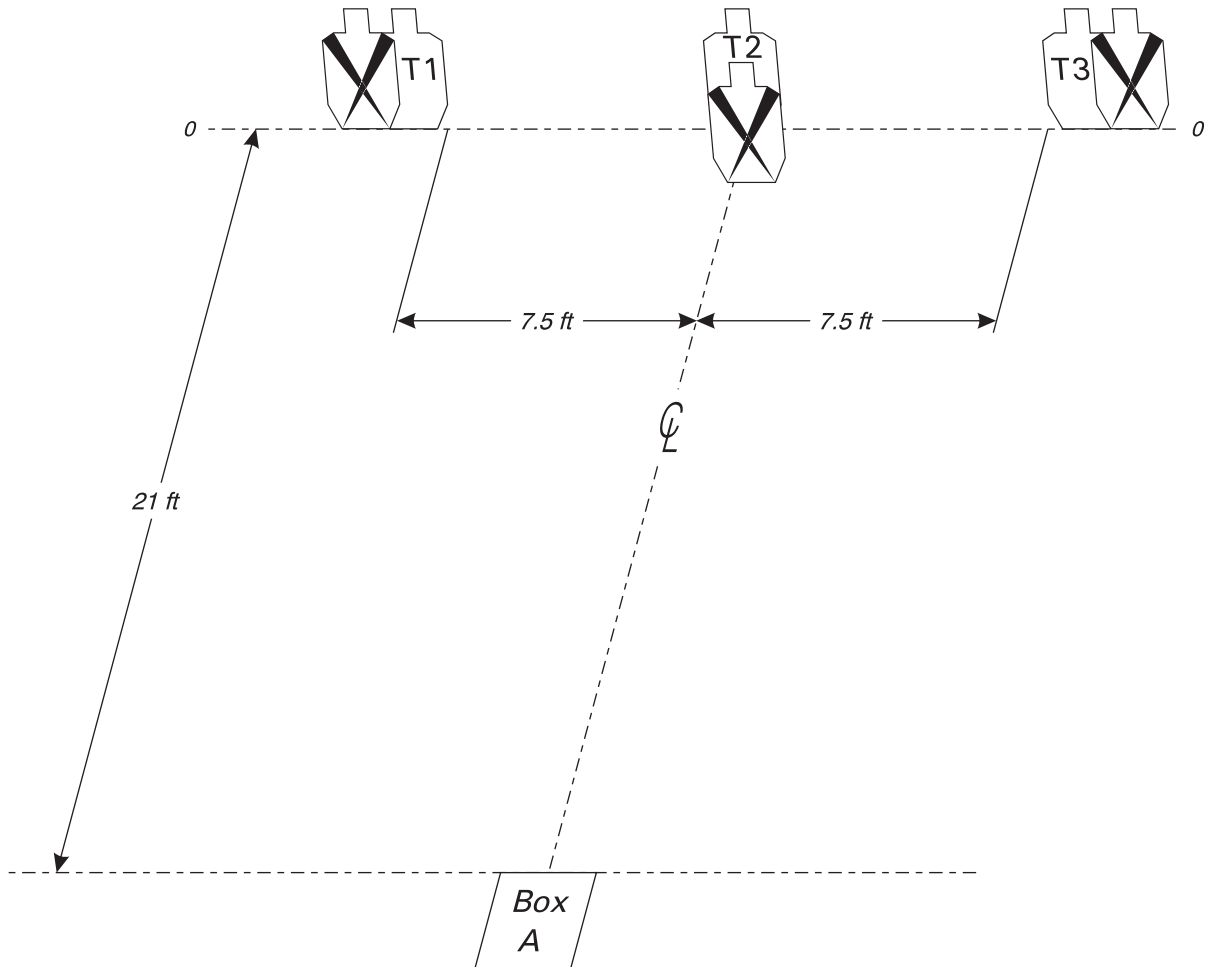
**START POSITION:** Standing in Box A, both arms hanging relaxed at sides or both wrists above respective shoulders - shooter's choice. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

- String 1. Start facing uprange. Upon start signal, turn, from Box A engage T1-T3 with only two rounds per target.
- String 2. Start facing targets. Hand position is opposite of string 1. Upon start signal, from Box A engage T1 - T3 with only two rounds per target.

### SCORING

**SCORING:** Virginia Count, 12 rounds, 60 points  
**TARGETS:** 3 Metric  
**SCORED HITS:** Best 4/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition USPSA Handgun Competition Rules



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. Angle T1 and T3 to face shooting box. Perforated scoring lines of no-



shoots at T1 and T3 overlay A-zone scoring line. The top of the no-shoot at T2 is 8 inches below the top of the lower A zone.

## CM99-24 FRONT SIGHT 2

### Written Stage Briefing

Front Sight 2 is a 12 round, 60 point, Virginia Count Classifier. There are 3 metric targets. The best 4 hits per target will score. The start signal is audible.

The start position for string one is standing in box A, facing uprange, hands at sides or wrists above shoulders, your choice. Your gun will be loaded and holstered.

The start position for string two is standing in box A, facing the targets, with your hands in the opposite position from string one.

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

For both strings, on the start signal engage T1-T3 with only two rounds per target.



# Stage 2

# The Falconer

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

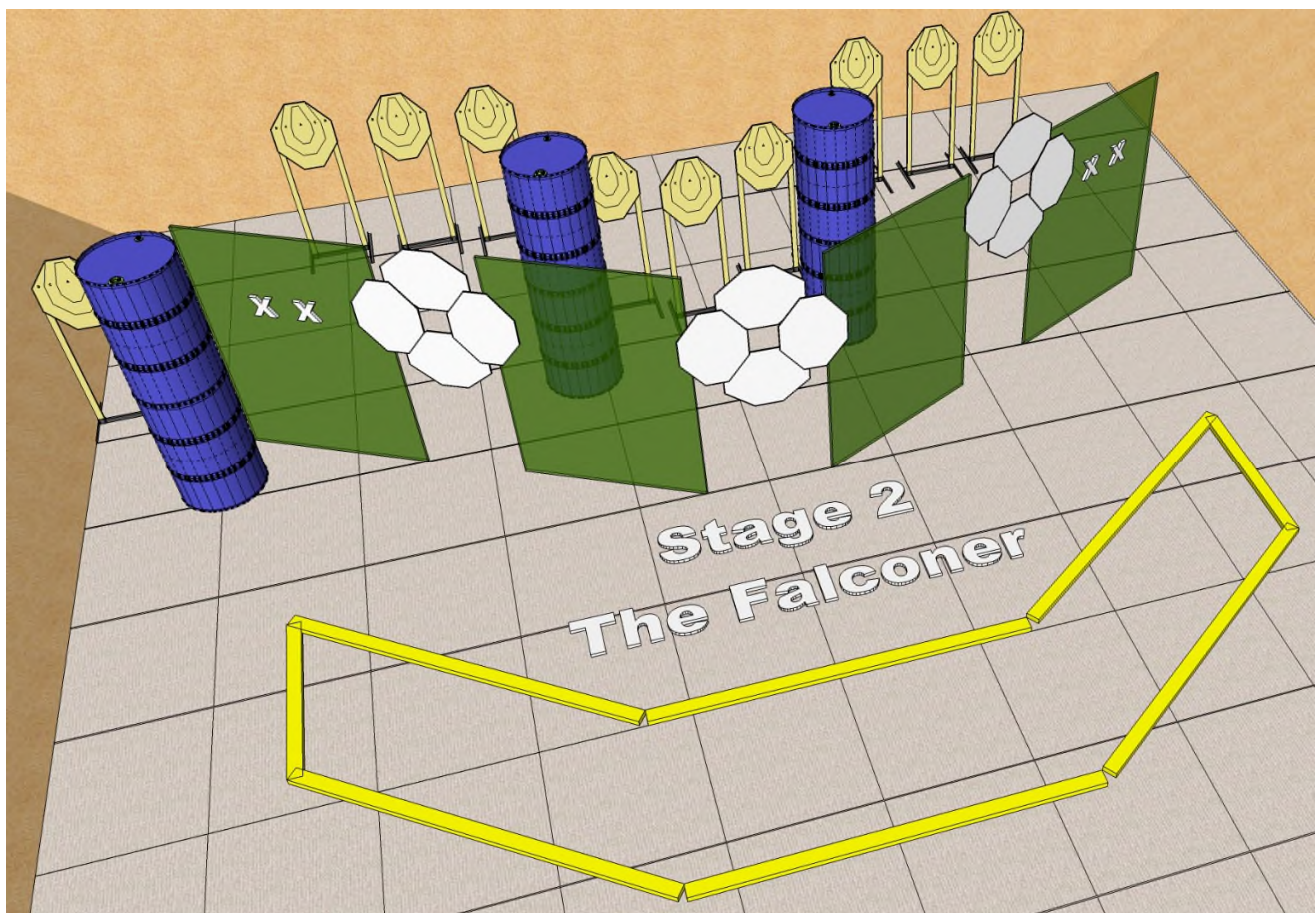
**START POSITION:** Standing outside shooting area with hands touching either set of marks. Handgun is loaded and holstered as per ready condition in rule 8.1.  
PCC: standing with loaded carbine held in both hands with safety on and muzzle touching either set of marks.

### STAGE PROCEDURE

On start signal, enter the shooting area and engage T1-T10 with two (2) rounds each.  
All walls extend vertically to infinity.

### SCORING

**SCORING:** Comstock, 20 rounds, 100 points  
**TARGETS:** 10 Classic  
**SCORED HITS:** Best 2 per Classic  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**SETUP NOTES:** Watch for shoot throughs. Ensure that only the 3 targets behind each opening can be engaged from that opening.

**RO NOTES:** None

# Stage 3

# A Star is Back

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

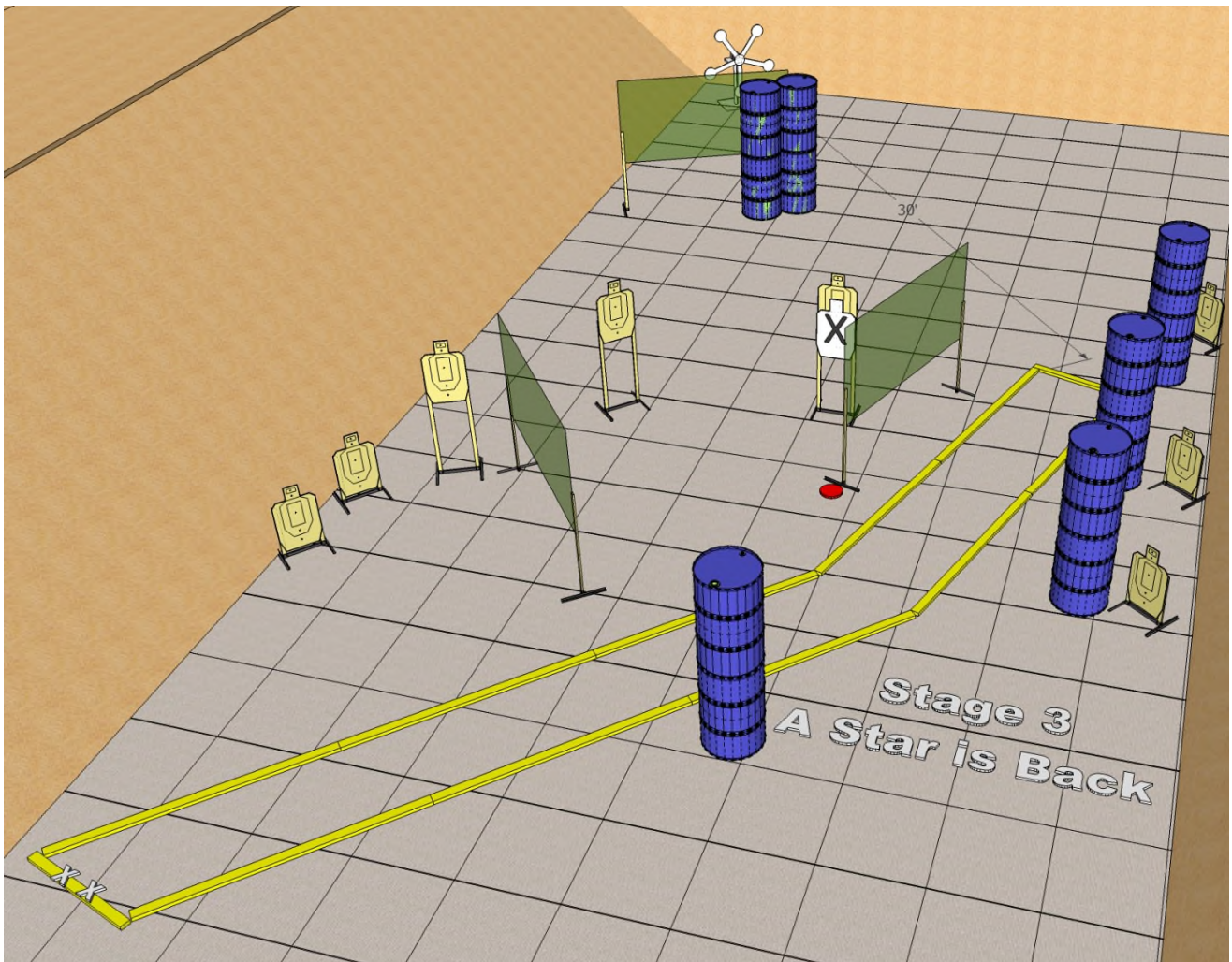
**START POSITION:** Standing with toes touching marks. Handgun is loaded and holstered as per ready condition in rule 8.1.  
PCC held in both hands with safety on and muzzle pointed at cone.

### STAGE PROCEDURE

On start signal, enter shooting area and engage T1-T8 with two (2) rounds each and knock down plates P1-P5. All walls extend vertically to infinity.

### SCORING

**SCORING:** Comstock, 21 rounds, 105 points  
**TARGETS:** 8 Metric, 5 Plates  
**SCORED HITS:** Best 2 per Metric, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**SETUP NOTES:** Place Star in back left corner and measure 30' across bay to locate end of shooting area.

**RO NOTES:** None

# Stage 4

# The W

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

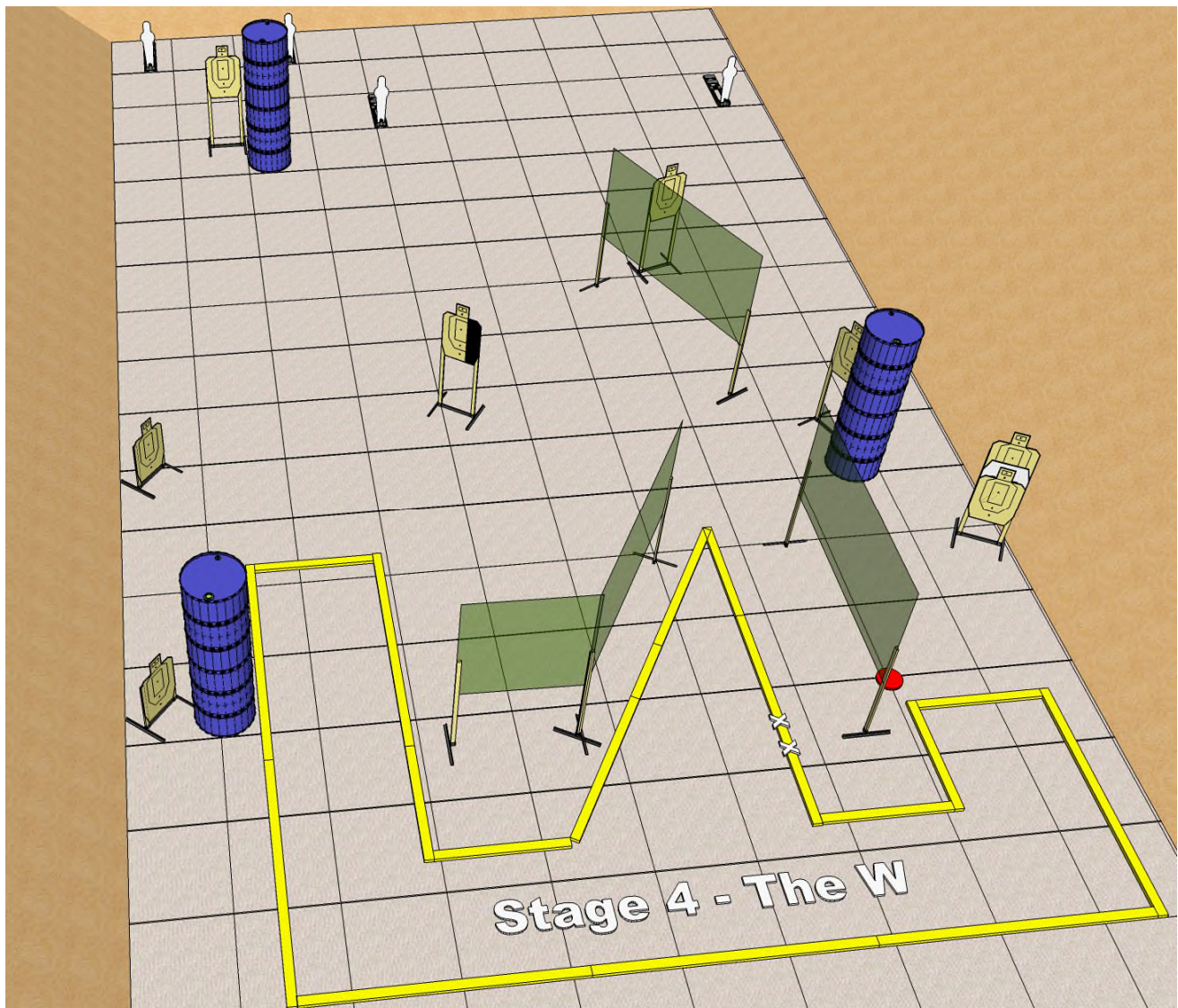
**START POSITION:** Standing with toes on marks. Handgun is loaded and holstered as per ready condition in rule 8.1.  
PCC held in both hands with safety on, butt on belt and muzzle pointed at cone.

### STAGE PROCEDURE

On start signal, engage T1-T8 with two (2) rounds each and knock down MP1-MP4.  
All walls extend vertically to infinity.

### SCORING

**SCORING:** Comstock, 20 rounds, 100 points  
**TARGETS:** 8 Metric, 4 MP  
**SCORED HITS:** Best 2 per Metric, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**SETUP NOTES:** Ensure that at least one target is required to be engaged from each point of the 'W'.

**RO NOTES:** Watch for Foot Faults and the 180° on retreats.

# Stage 5

# Single Stack Classic Reboot

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

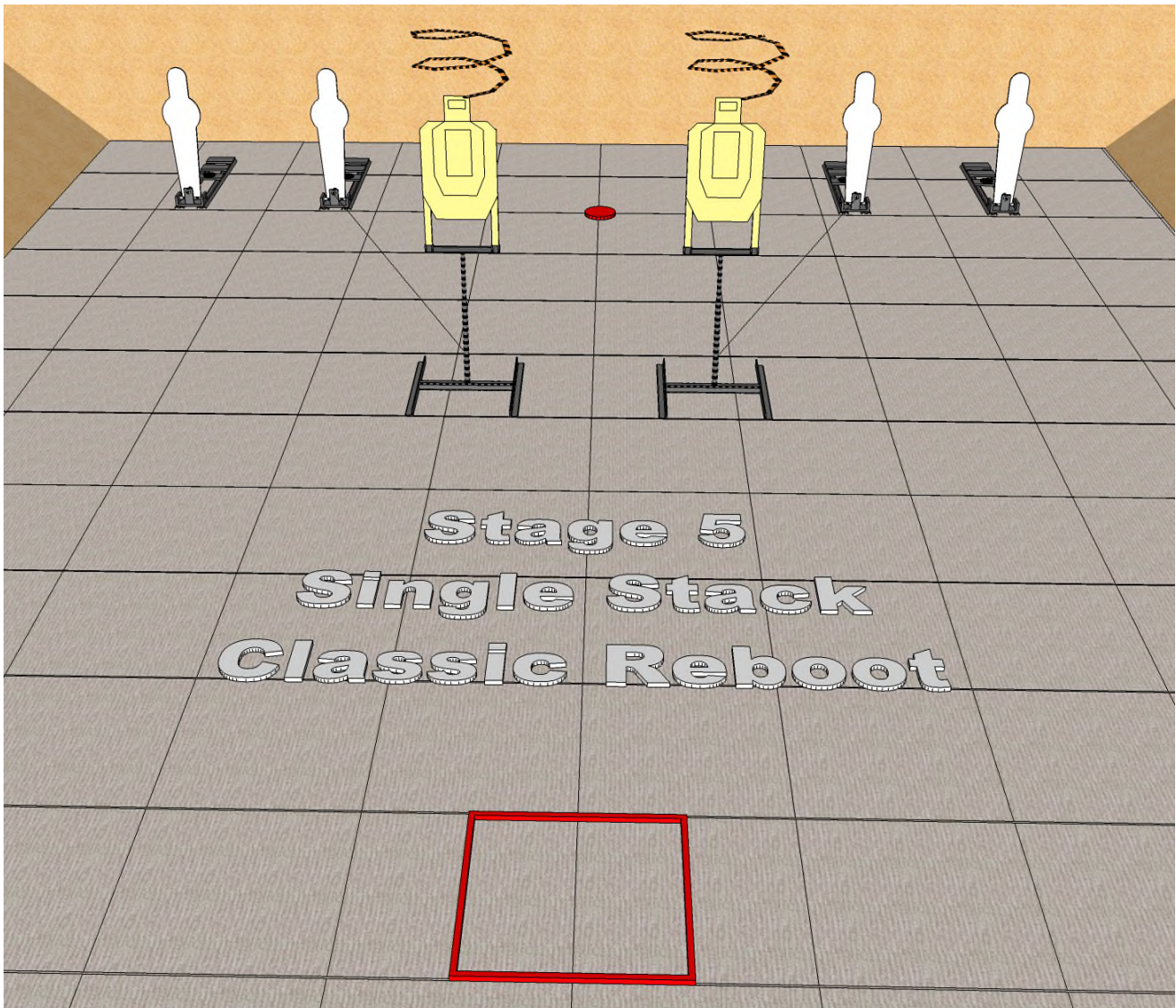
**START POSITION:** Standing in box with wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.  
PCC is unloaded, held in both hands and shouldered with muzzle pointed at cone.

### STAGE PROCEDURE

On start signal, engage PP1-PP2 and DT1 with four (4) rounds. Make a mandatory reload and engage PP3-PP4 and DT2 with four (4) rounds.  
DT1 & DT2 are disappearing targets and will incur No Penalty Misses.  
All walls extend vertically to infinity.

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** 2 Metric, 4 PP  
**SCORED HITS:** Best 4 per Metric, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
Miss. -10



**SETUP NOTES:** Box is set 30' from steel and Drop Turners approximately in the middle.

**RO NOTES:** None.

# Stage 6

# Improvised One

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

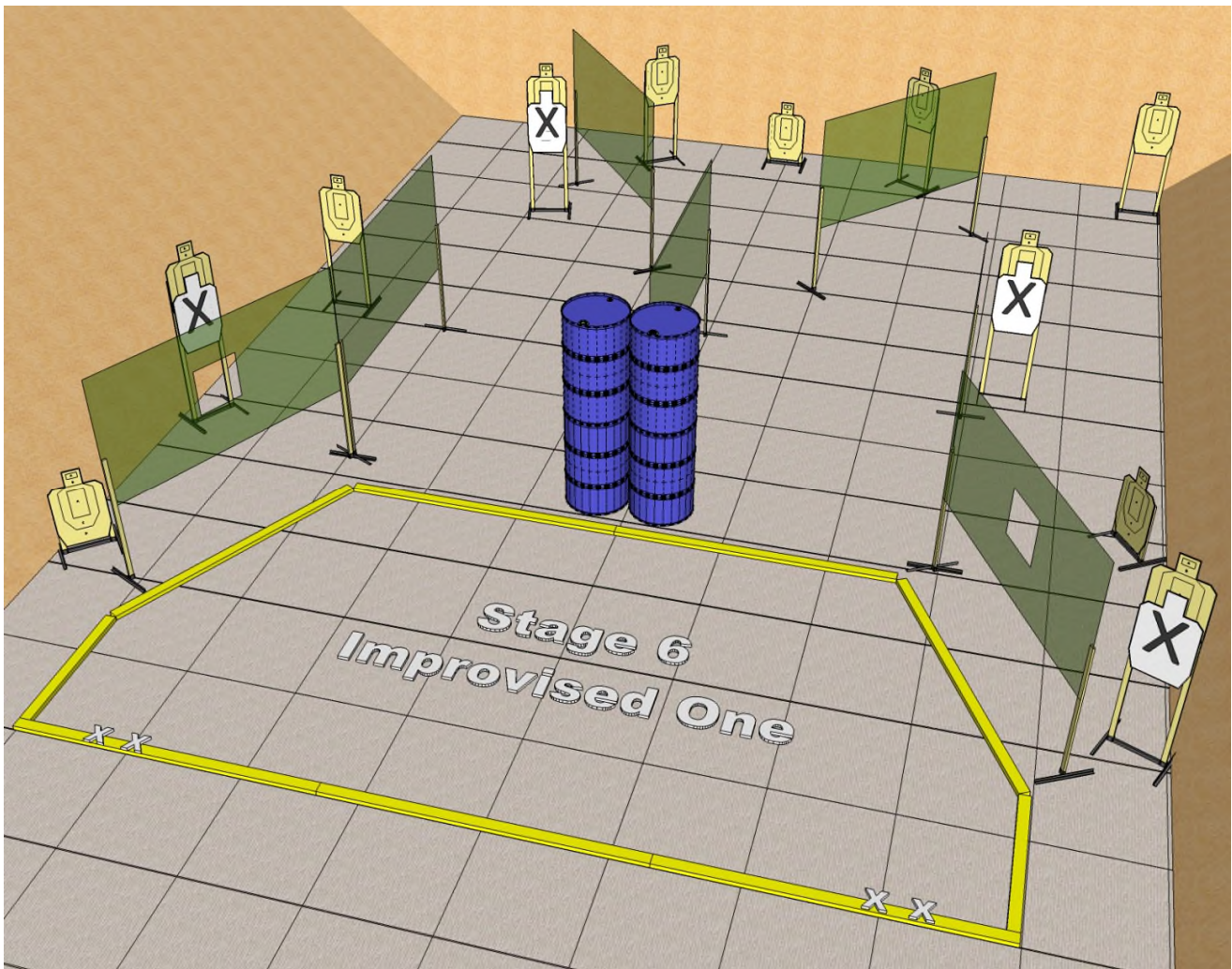
**START POSITION:** Standing with heels on either set of marks. Handgun is loaded and holstered as per ready condition in rule 8.1.  
PCC is held in both hands with safety on, butt on belt and muzzle pointed downrange.

### STAGE PROCEDURE

On start signal, engage T1-T11 with two (2) rounds each.  
All walls extend vertically to infinity.

### SCORING

**SCORING:** Comstock, 22 rounds, 110 points  
**TARGETS:** 11 Metric  
**SCORED HITS:** Best 2 per Metric, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**SETUP NOTES:** None

**RO NOTES:** None