



CM 99-23

Front Sight

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** P.R. Metcalf—Modification by US Design Team

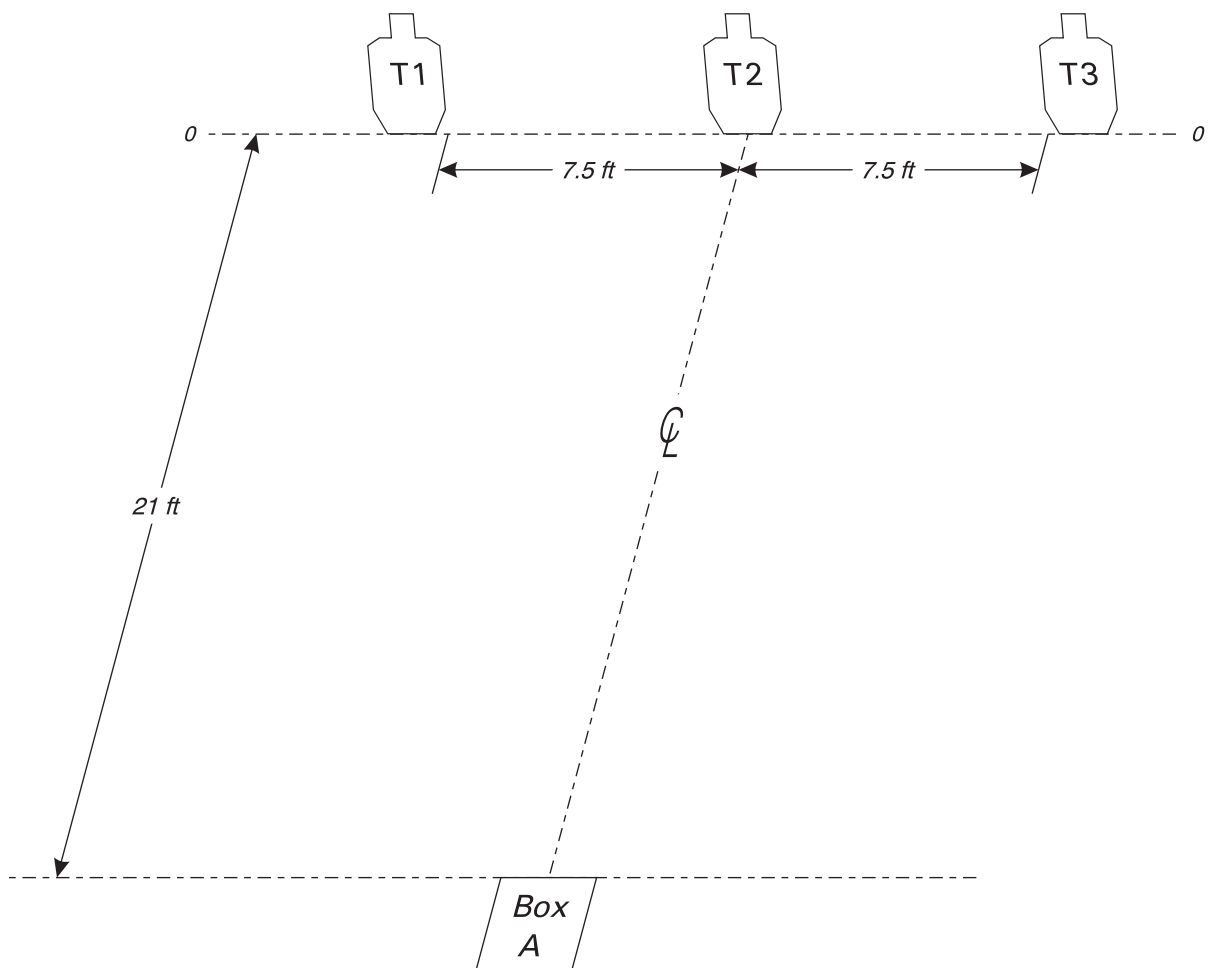
START POSITION: Standing in Box A, both arms hanging relaxed at sides or both wrists above respective shoulders - shooter's choice. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 opposite of string one, 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 IPSC
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.



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.



Stage 2

October-Star-Fest

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bud Connolly

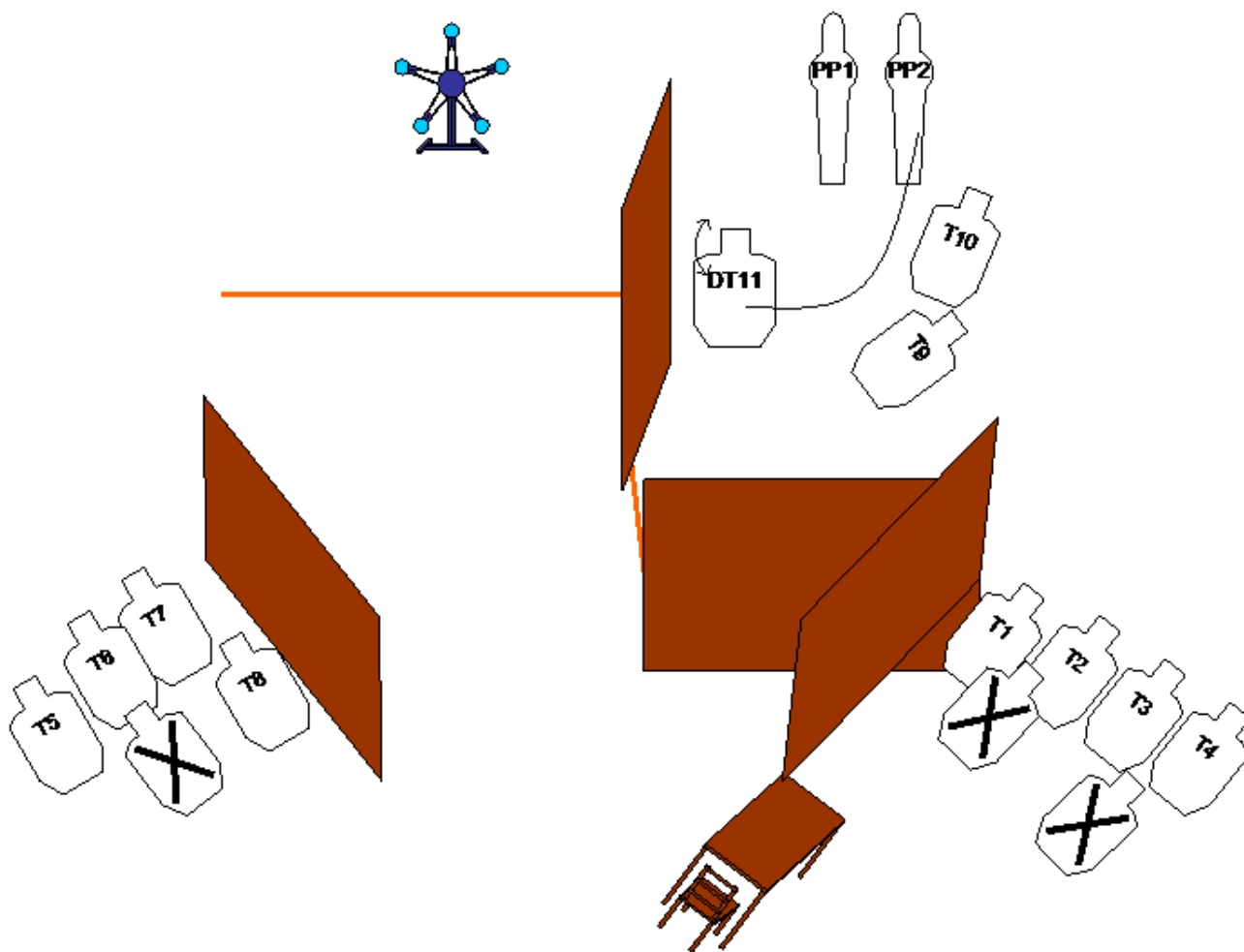
START POSITION: Seated in chair with back against chair and hands flat on corners of the table. Handgun is loaded and placed with trigger guard over mark on table.

STAGE PROCEDURE

On Signal, retrieve handgun and while seated engage T1-T4 with two (2) rounds each. Then engage T5-T10 & DT11 with two (2) rounds each and knock down PP1, PP2 and P1-P5. DT11 is a disappearing target (Peek-A-Boo) activated by PP2.

SCORING

SCORING: Comstock, 29 rounds, 145 points
TARGETS: 11 IPSC, 2 PP, 5 Plates
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: Setup on Right side in Left Bay with Classifier CM 99-23 Front Sight. Fault Line is 8 yards from Texas Star and even with the back of Box A on Stage 1. Ensure PP1 & PP2 can not be engaged from forward Fault Line and that opening is at least 8 yards from PP1 & PP2. Create a port over the front of the table to simulate a car windshield.

RO NOTES: Watch for foot faults. If the competitor faults the lines and gets closer than 7 yards, stop the competitor and score the stage as shot.

Stage 3

Alley

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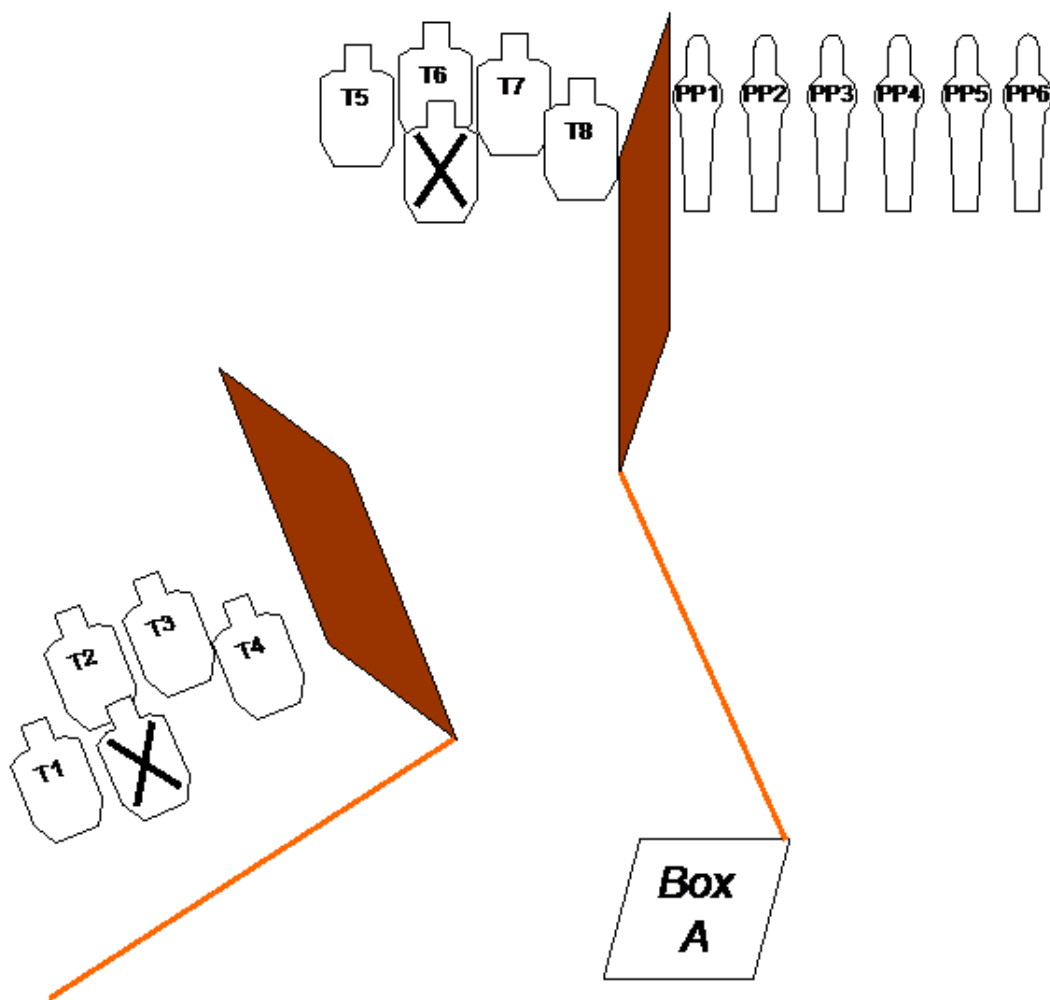
START POSITION: Standing in Box A with wrist above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

STAGE PROCEDURE

On signal, draw and knock down PP1-PP6 and engage T1-T8 with two (2) rounds each from within the Fault Lines.

SCORING

SCORING: Comstock, 22 rounds, 110 points
TARGETS: 8 IPSC, 6 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: Setup on Left side of Right Bay.
Angle the stage into the corner and keep the shooting lanes to the paper targets as tight as possible. Extend the wall at least 8 yards from PP1-PP6.

RO NOTES: Watch for foot faults.

Stage 4

Shuffle

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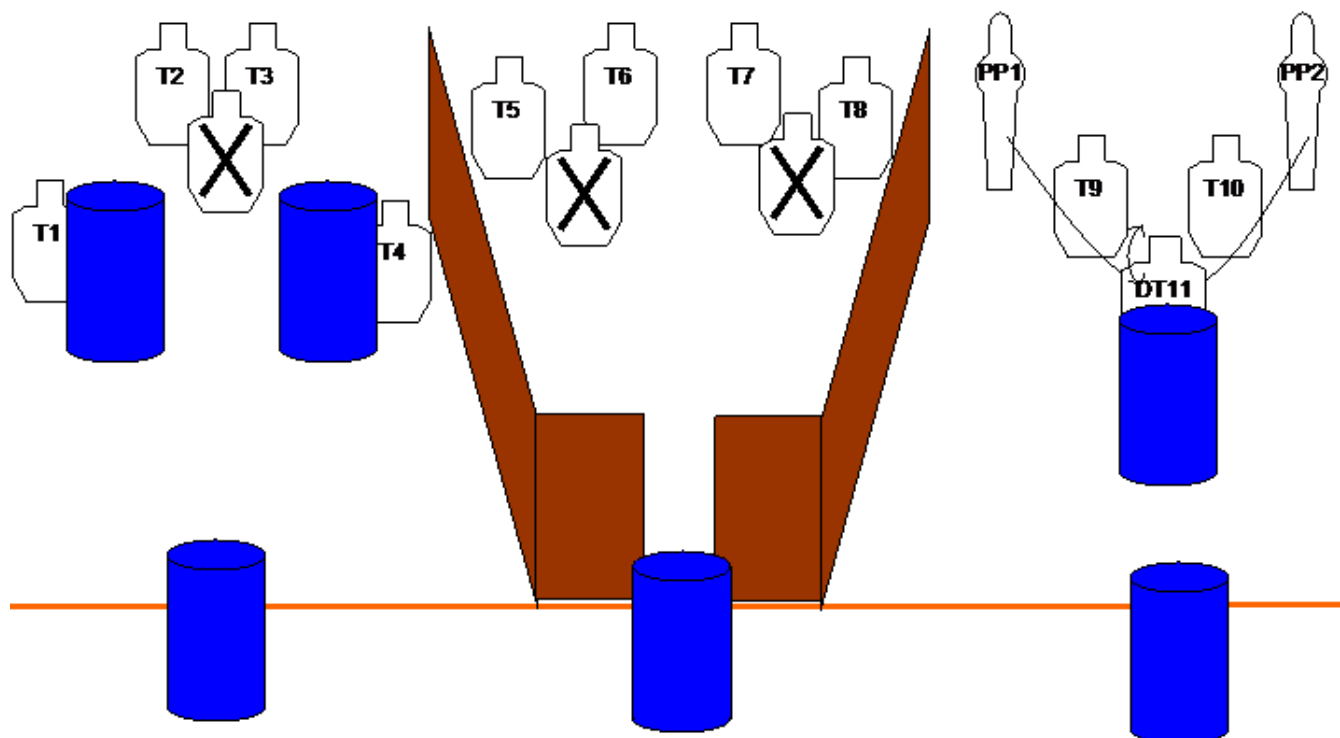
START POSITION: Standing behind any barrel, handgun is unloaded with hammer down (or cylinder closed) and placed on top of the barrel. All ammo is placed on top of barrel(s).

STAGE PROCEDURE

On signal, retrieve handgun and load with ammo from barrel. Engage T1-T10, DT11 with two (2) rounds each and knock down PP1 & PP2. Disappearing target DT11 (Peek-A-Boo) is activated by either PP1 or PP2. All ammo used must come from a barrel.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 11 IPSC, 2 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: Setup on Right Side of Right Bay. Keep the three shooting areas as tight as possible to leave room for stage 3. Use Atto Walls with a 1' opening in front of center shooting area. T1 and T4 are on short sticks and tucked behind barrel so that they can only be engaged straight on.

RO NOTES: Watch for foot faults and 180 violations. If the competitor faults the line and gets closer than 7 yards to PP1 or PP2, stop the competitor and score the stage as shot.