

West End Gun Club 3 Gun
Stage 1- Mirror Image
Course Designer: Tom McClintock

START POSITION: Standing in Box A.

GUN READY CONDITION: Long gun's loaded and held at Port Arms. Pistol loaded to division capacity and holstered.

STAGE PROCEDURE:

Upon start signal, engage targets from within shooting area B Only.

Engage Steel Targets with Shotgun only, and all paper targets with pistol only.

SCORING: Time Plus

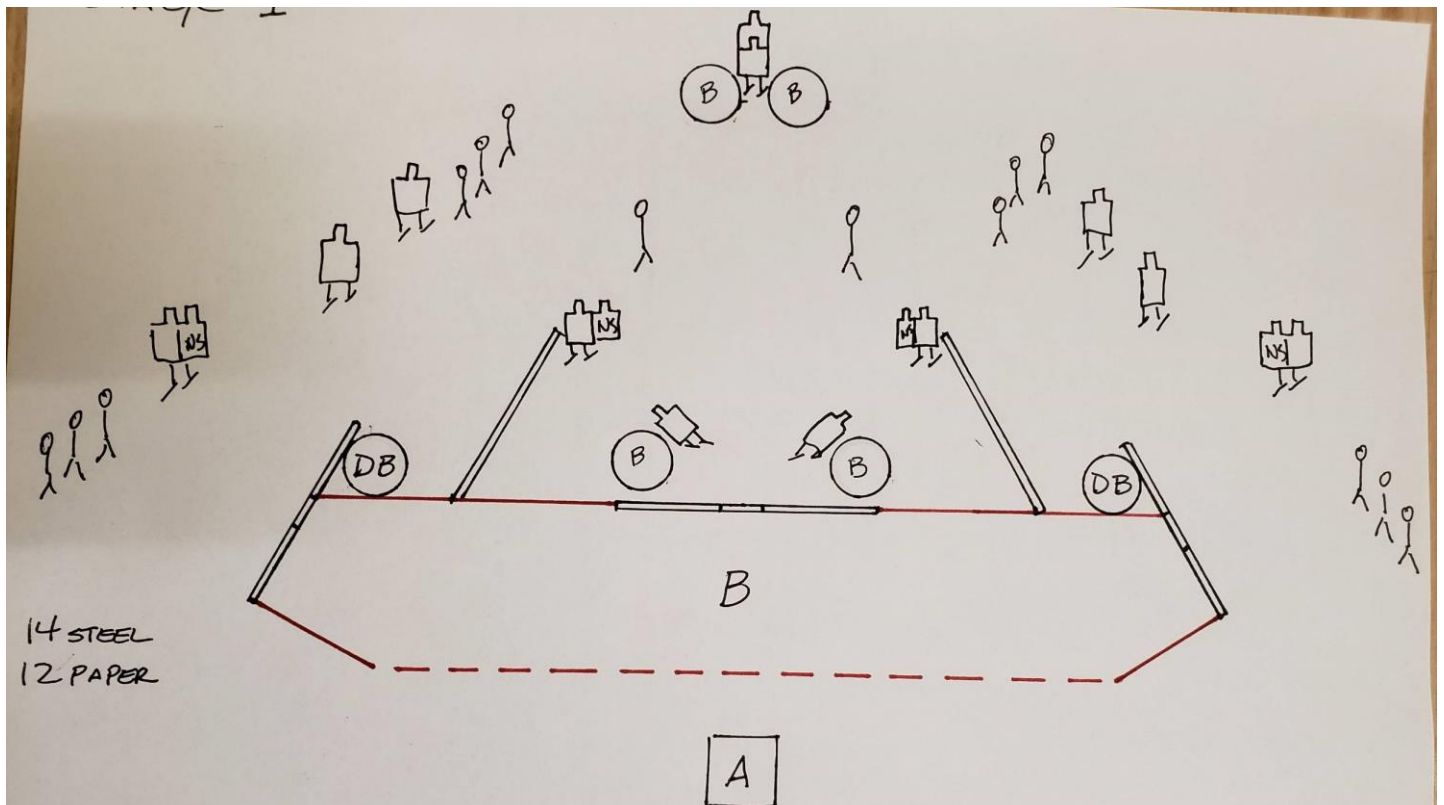
SCORED HITS: : Shoot to neutralize, KD steel must fall, clays must break.

START-STOP: Audible - Last shot

RULES: USPSA Multigun current edition

PAR TIME: 120 Sec.

All guns must be abandoned empty or on safe. No hot re-holstering with pistol.



Bay 6 Set-up Notes

Use small knock down steel,

Use max trap or swinger in back array

West End Gun Club 3 Gun

Stage 3- How fast can you go?

Course Designer: Mike Bauer

START POSITION: Standing in with toes on X's.

GUN READY CONDITION: All Long gun's loaded and staged in barrel or held at Port Arms. Pistol loaded to division capacity and holstered.

STAGE PROCEDURE: Upon start signal, engage targets from within shooting area.

Steel Targets maybe only be shot with Shotgun or Pistol. Paper Target may be shot with Rifle or PCC only.

SCORING: Time Plus

SCORED HITS: : Shoot to neutralize, KD steel must fall, clays must break.

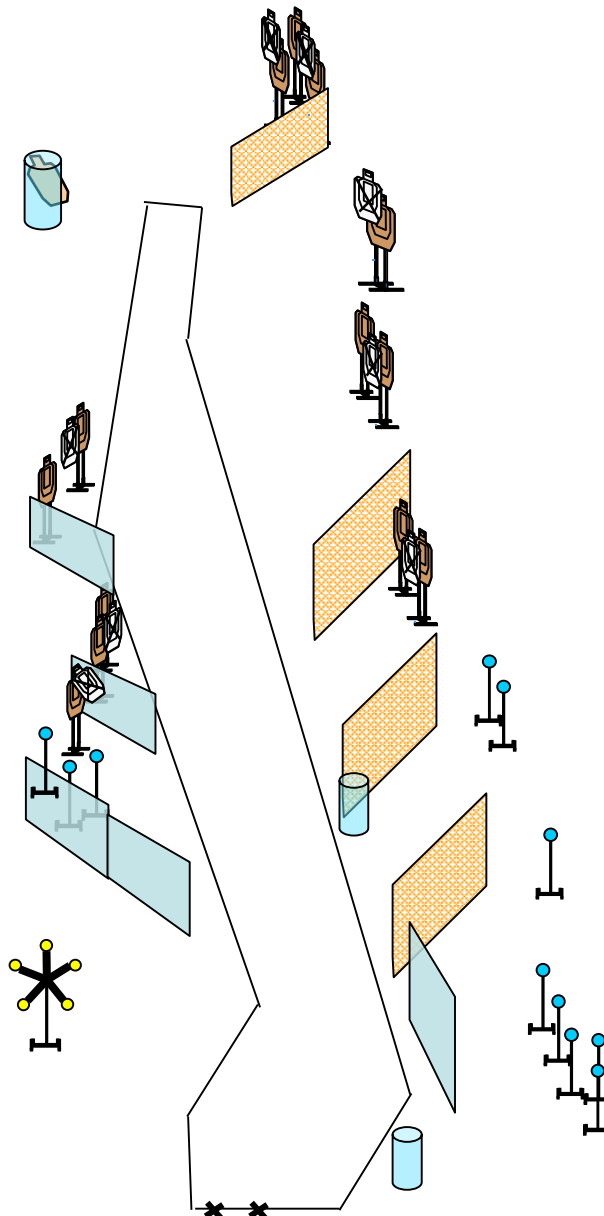
START-STOP: Audible - Last shot

RULES: USPSA Multigun current edition

PAR TIME: 120 Sec.

All guns must be abandoned empty or on safe. No hot re-holstering with pistol.

All Barrels may be used as dump or pickup barrels.



Bay 10 Set-up Notes
Use 2 Clay star plates on star

West End Gun Club 3 Gun
Stage 5- Dirt Road Run
Course Designer: Mike Bauer

START POSITION: Standing with hands at side on Box A

GUN READY CONDITION:

Pistol loaded and holstered to division capacity. Rifle loaded on safe and staged in barrel. If using PCC, loaded at port arms.

STAGE PROCEDURE: Upon start signal with Pistol or PCC, engage S1 with 1 hit from box A only.
 Neutralize paper targets from area B only and may be shot with pistol, or PCC.
 Engage long range steel S2-S8 with 1 hit each, Shooter must be within 1 yard of barricade.

Any gun must be abandoned in dump barrel on safe or empty. No hot re-holstering with pistol.

SCORING:

Time Plus

TARGETS:

All

SCORED HITS: : Shoot to neutralize, KD steel must fall, clays must break.

START-STOP: Audible - Last shot

RULES: USPSA multigun current edition

PAR TIME: 120 Sec.

RO may call hits.

