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

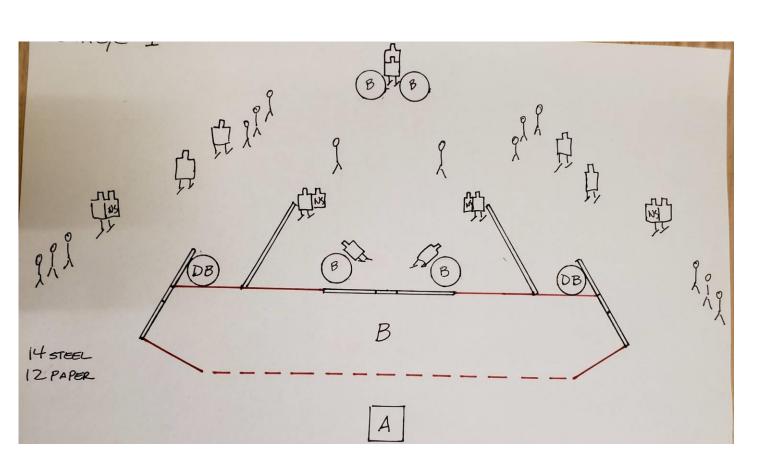
fall, clays must break.

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.



West End Gun Club 3 Gun May 2019 Stage 2 Shotgun Only

Course Designer: Tyler Skender

START POSITION: Shooter Start in Box A.

GUN READY CONDITION: Shooter Start at Port Arms,

shot gun loaded to division capacity.

STAGE PROCEDURE: Upon start signal, engage targets from within shooting area. Paper targets must be shot from box A and require 1 slug or 2 pistol/PCC rounds to neutralize. The remaining targets to be engaged from within the shooting area. Spinner must spin 360*

SCORING: Time Plus

TARGETS: Neutralize Paper (one hit on paper),

KD steel must fall, Spinner Must rotate 360*, clays

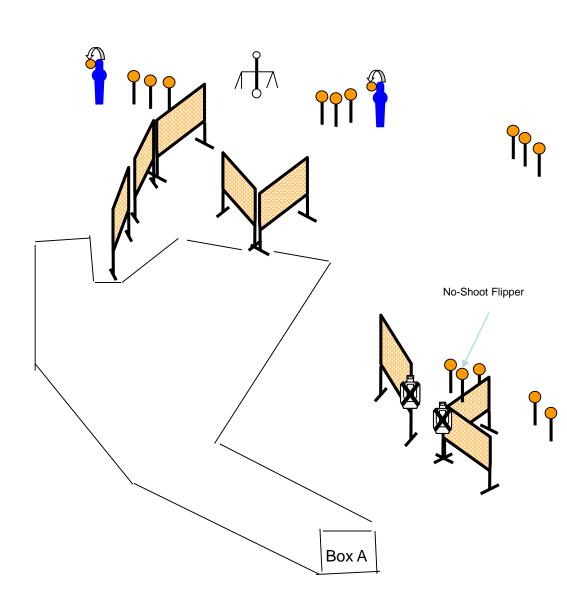
scored as hit or miss.

START-STOP: Audible - Last shot USPSA current edition

Round Count: Rifle: 15 knock down, 2 activator targets, 2 clays, 2 paper, 1 spinner, 2 Slugs







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.

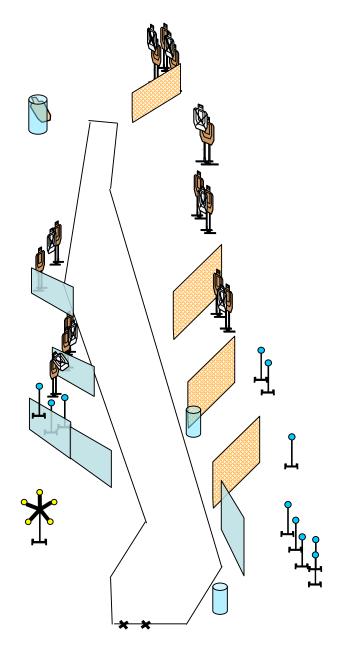
START-STOP: Audible - Last shot

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

Stage 4- Better Bring Buckshot Redux

Course Designer: Mike Bauer

START POSITION: Toes on xx, long gun at Port arms.

GUN READY CONDITION: Shotgun Loaded to division capacity held at low ready and rifle staged in barrel.

STAGE PROCEDURE: Upon start signal, neutralize targets from within shooting area with the following criteria.

With Shotgun, S1 requires 2 slug hits, then with engage falling steel and Clay targets and Rotate Spinner 360 deg.

With rifle, engage S1-5 (1 hit on each steel) and P1-2 from box B only. All other targets must be shot from Area A

SCORING: Time Plus TARGETS: All of them

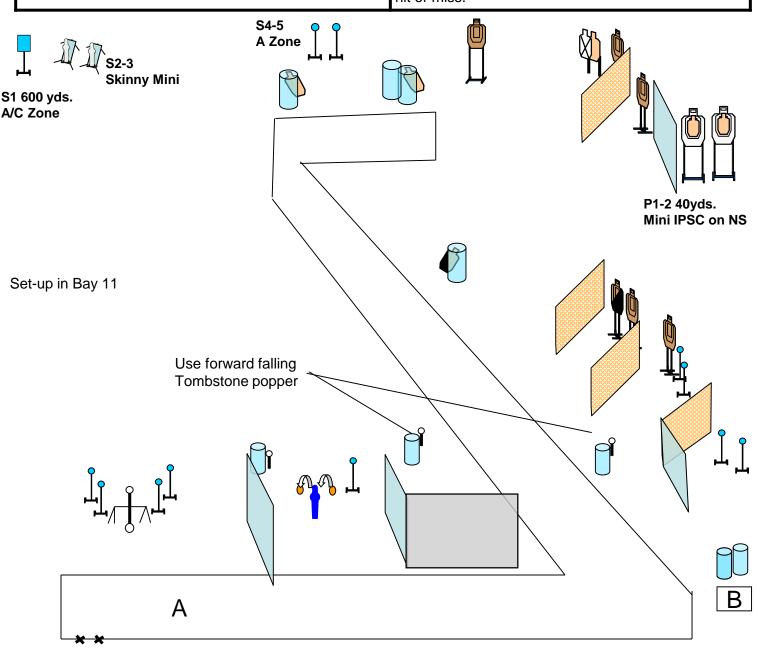
SCORED HITS: : Shoot to neutralize, KD steel must

fall, clays must break.

START-STOP: Audible - Last shot
RULES: USPSA current edition

PAR TIME: 120 Seconds.

Buckshot may be used for spinner or steel flippers. Failure to rotate spinner is 60 sec penalty. Clays may only be engaged with birdshot and are scored hit or miss.



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.

