OLD FORT GUN CLUB

ARKANSAS SECTION MULTI GUN CHAMPIONSHIP

LIMO ROUNDS-Stage 1

(Handgun/Rifle/Shotgun)

COURSE DESIGNER: Arkansas Section Design Team

START POSITION: Sitting on bench in limo (centered). Loaded handgun is in drop box (Glove compartment) on table, Extra magazines on table not on person. Shotgun and Rifle are loaded and laying on roof on safe. Extra ammo in box next to guns. Gun ready position as per 8.1.

STAGE PROCEDURE: Upon start signal, retrieve handgun and engage targets H1-H8. Abandon handgun back in Glove box on safe and retrieve gun choice from roof. Engage SG1-SG4 and C1-C5 with shotgun and R1-R5 with Rifle. Abandon used gun on safe on roof.

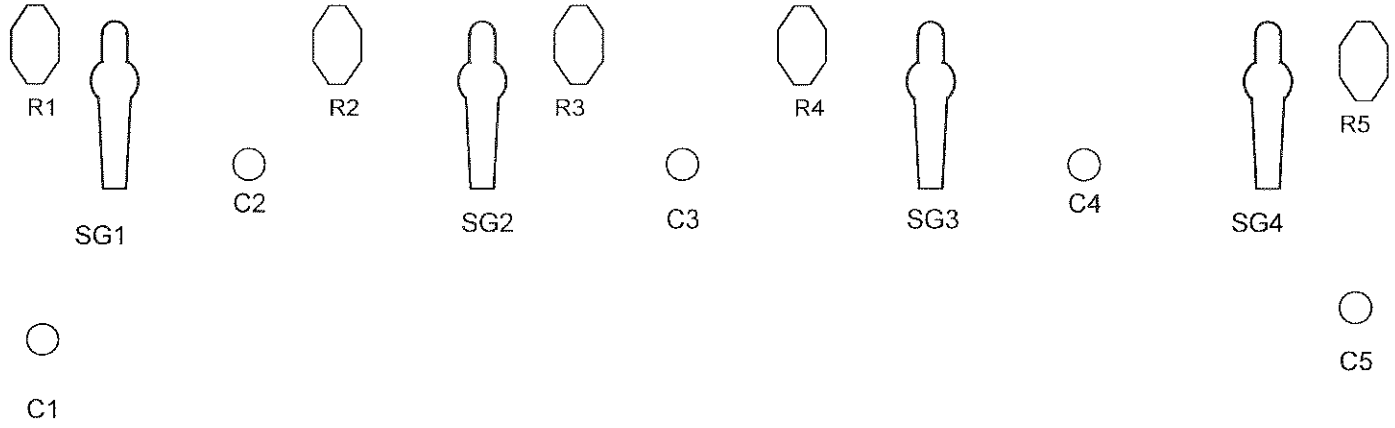
SCORING -TIME PLUS-16 Handgun, 10 Rifle, 9 Birdshot- 100 points

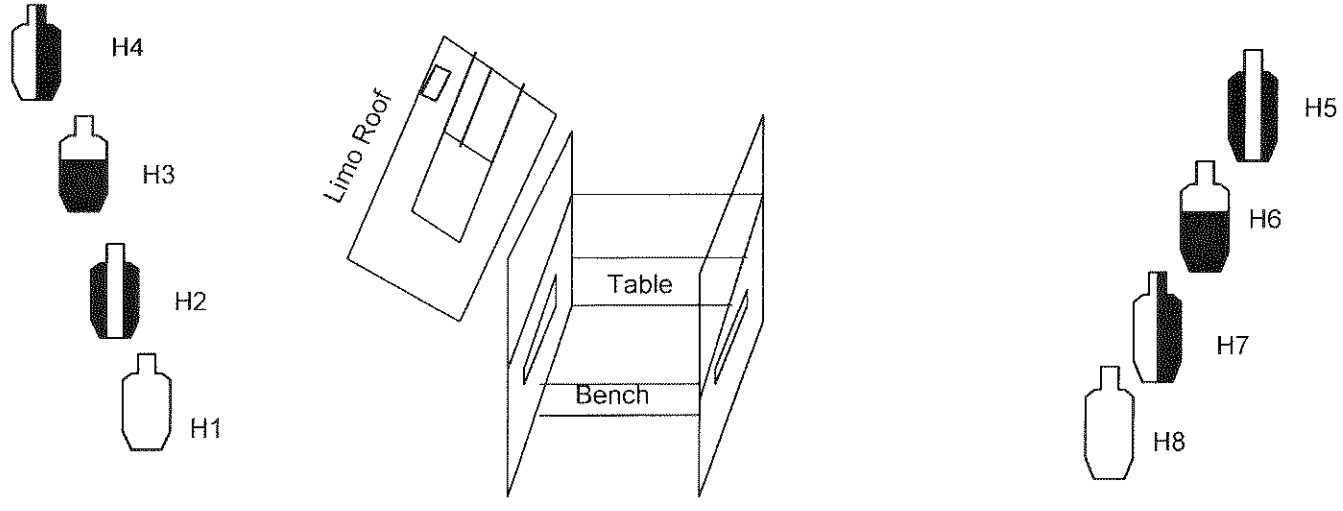
TARGETS: 8 Metric, 5 Clays, 4 SG,5 Classic

SCORED HITS: Paper must be neutralized, steel must fall, 1 BB breaks clays.

START-STOP: Audible - Last shot

RULES: USPSA latest edition.





OLD FORT GUN CLUB

ARKANSAS SECTIONAL MULTI GUN CHAMPIONSHIP

TROUBLE ON THE FARM-Stage 2

(Handgun/Shotgun)

COURSE DESIGNER: Arkansas Design Team

START POSITION: Seated on throne in Outhouse, door closed, Handgun is loaded and Holstered. Shotgun in truck loaded and on safe. Gun ready condition as per 8.1.

STAGE PROCEDURE: On signal exit outhouse through door and engageH1-H8 with handgun. Stepping on pressure box activatesH7 &H8 which remain visible. Abandon handgun in back of truck in box and retrieve shotgun. Engage SG1-SG9 and CB1-CB7 with shotgun. SG5 activates CB1-CB2 swinger and SG6 activates CB4-CB5 Swinger which remain visible.

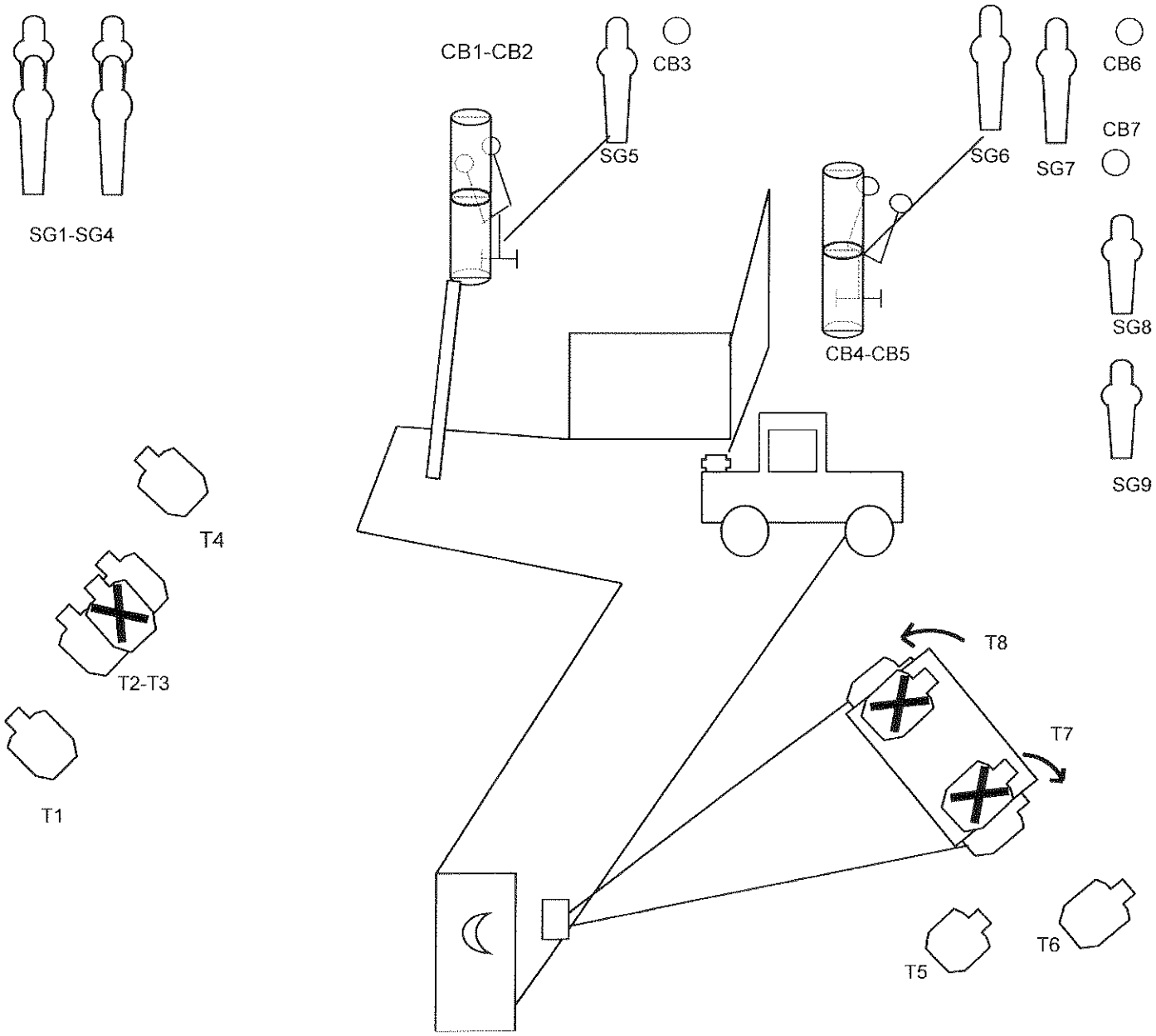
SCORING TIME PLUS-16 Handgun, 16 Shotgun-100 Points

TARGETS: 8 Metric, 9 SG, 7 Clays

SCORED HITS: Paper must be neutralized, Steel must fall to score, 1 BB breaks Clays

START-STOP: Audible - Last shot

RULES: USPSA latest edition.



OLD FORT GUN CLUB
ARKANSAS SECTIONAL MULTI GUN CHAMPIONSHI[P
BARREL ROLL-Stage 3

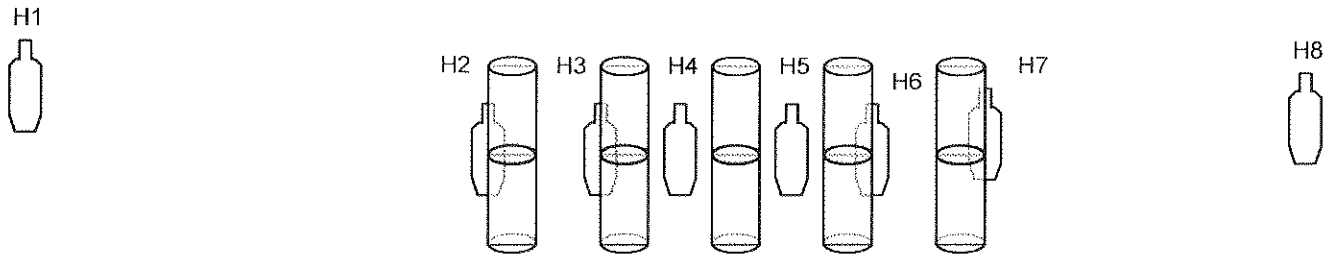
(Handgun/Rifle/Shotgun)

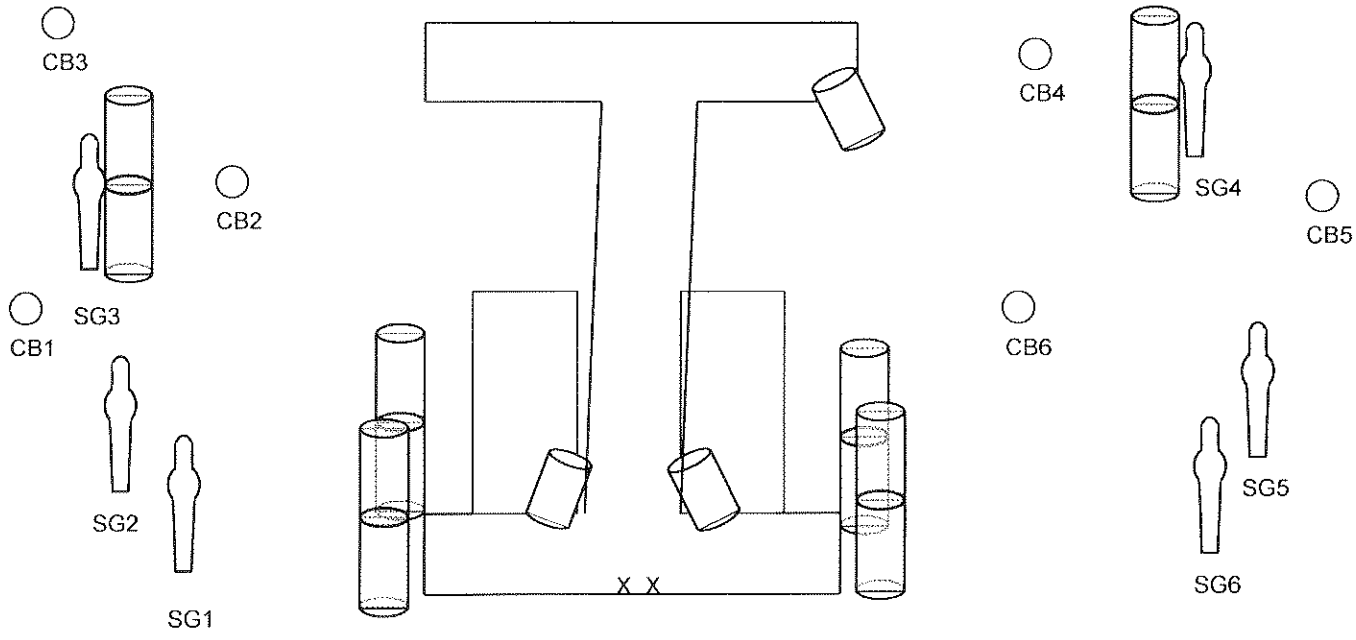
COURSE DESIGNER: Arkansas Section Design Team

START POSITION: Standing with heels on X's. Rifle loaded on safe and in barrel of choice , Handgun is loaded and holstered, Shotgun is loaded and at low ready. Gun ready condition per 8.1

STAGE PROCEDURE: Upon start signal engage all targets as they become visible from shooting area. SG1-SG6, CB1-CB6 with shotgun, H1-H8 (Metric) with Handgun and R1-R8(Classic) with Rifle. Used gun needs to be put on safe when abandoned.

SCORING **TIME PLUS**-16 Handgun, 16 Rifle, 12 Shotgun-100 Points
TARGETS: 8 Metric, 8 Classic, 6 SG, 6 Clays
SCORED HITS: Paper must be neutralized, Steel must fall to score, 1 BB breaks Clays
START-STOP: Audible - Last shot
RULES: USPSA latest edition





OLD FORT GUN CLUB

ARKANSAS SECTION MULTI GUN CHAMPIONSHIP

SOUTHERN PLAYGROUND-Stage 4

(Handgun)

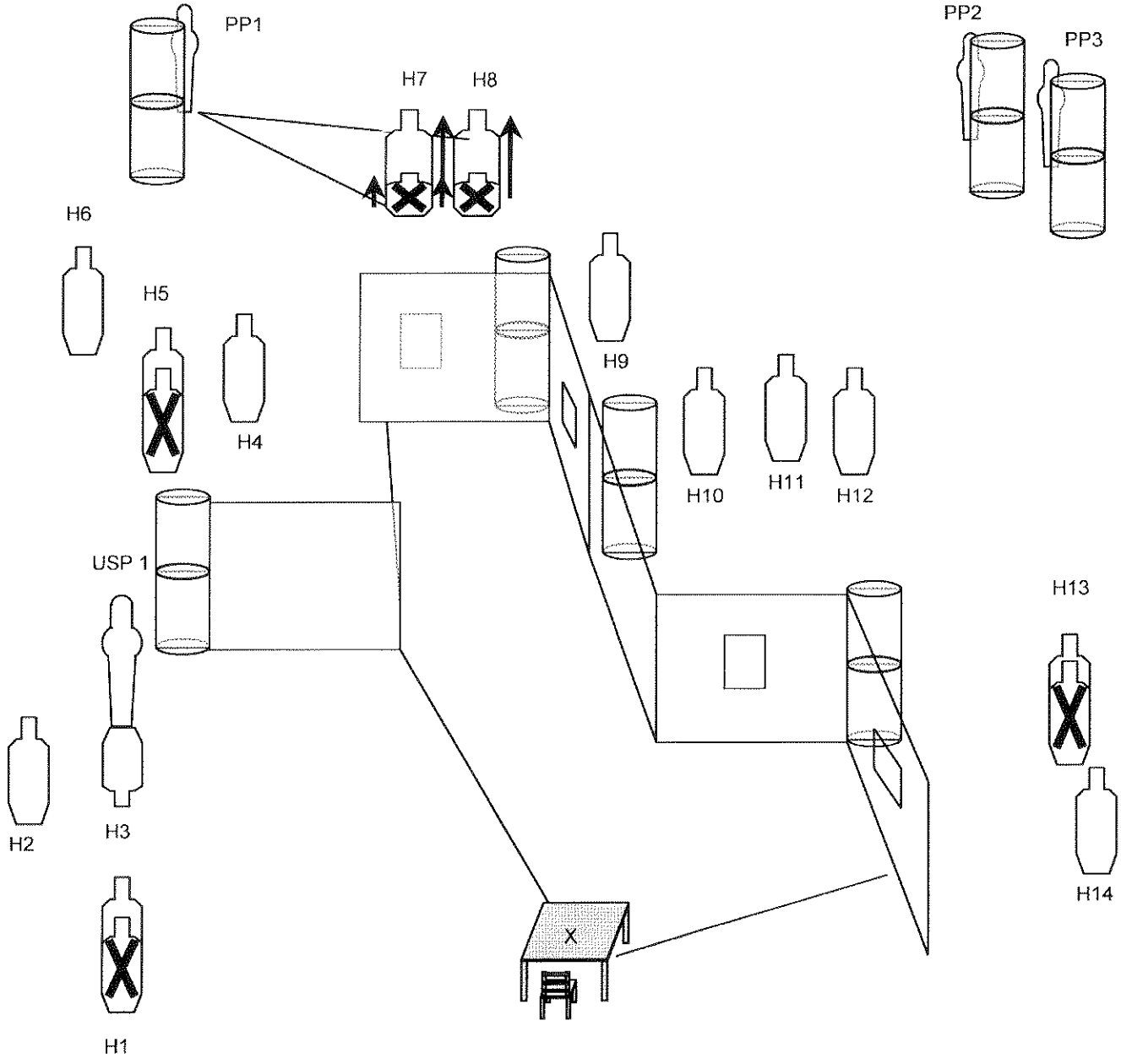
COURSE DESIGNER: Arkansas Section Design Team

START POSITION: Sitting at table, back flat against chair, hands on knees. Gun is loaded and laying flat unsupported with trigger of gun on X. Gun ready condition as per 8.1.

STAGE PROCEDURE:

Upon start signal, retrieve handgun and engage targets as they become visible within fault lines. PP1 activates Peek-A-Boo targets H7 and H8 which remain visible.

SCORING TIME PLUS-32 Handgun-100 Pts.
TARGETS: 14 Metric, 3 PP, 1 USP
SCORED HITS: Paper must be neutralized, Steel must fall to score
START-STOP : Audible-Last Shot
RULES: USPSA latest edition



OLD FORT GUN CLUB

ARKANSAS SECTION MULTI GUN CHAMPIONSHIP

HAS IT ALL-Stage 5

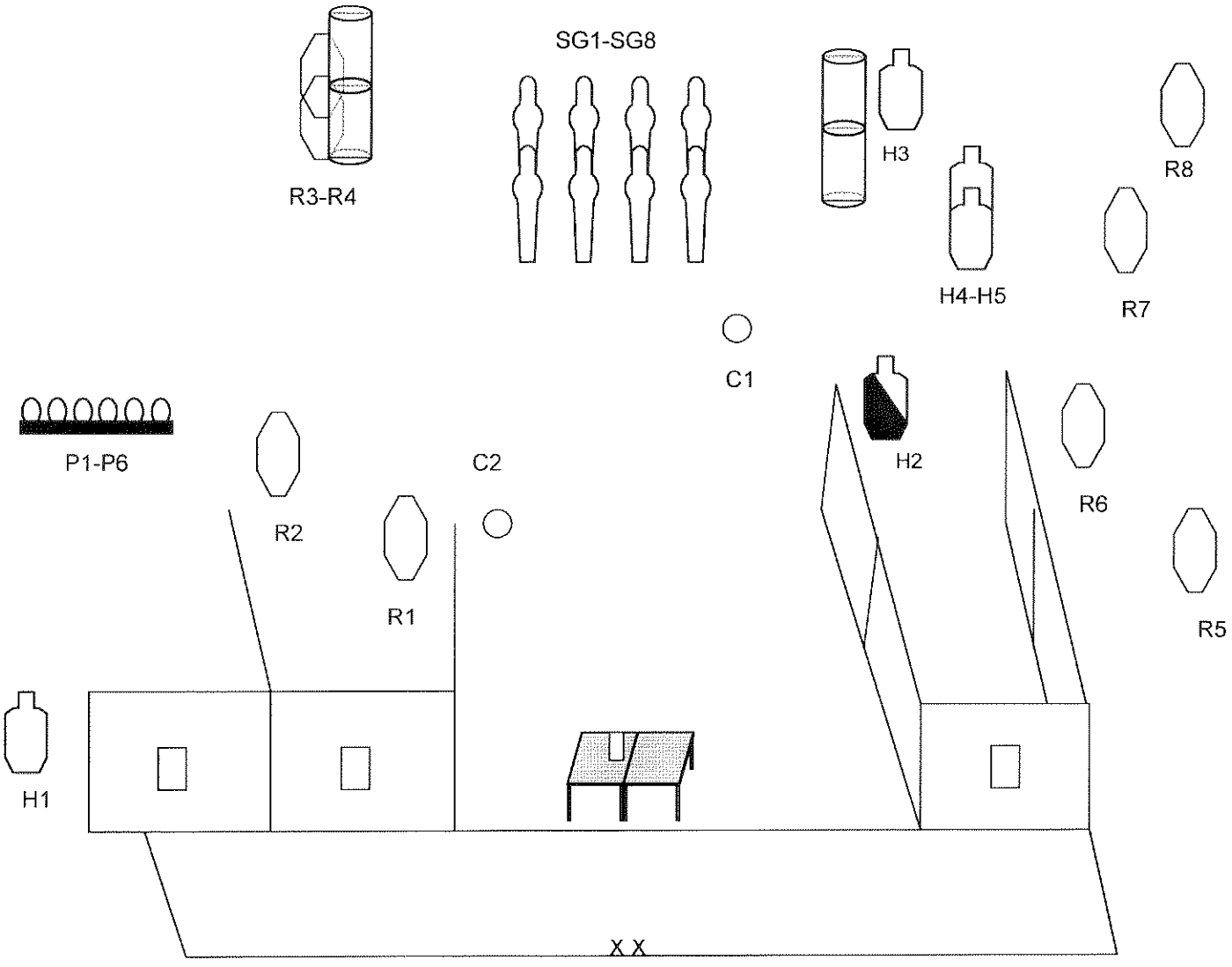
(Handgun/Rifle/Shotgun)

COURSE DESIGNER: Arkansas Section Design Team

START POSITION: Standing with toes touching X's, facing up range, hands above shoulders. Rifle and Shotgun are loaded and laying on table. Handgun is loaded and holstered. Gun ready condition per 8.1.

STAGE PROCEDURE: Upon start signal draw Handgun and engage H1-H5(Metric) and P1-P6, abandon Handgun in box on safe. Retrieve long gun of choice. Engage SG1-SG8, Clays 1-2 with shotgun, or R1-R11(Classic) with Rifle. Abandon gun on table on safe and retrieve other long gun to finish stage.

SCORING	TIME PLUS-16 Handgun, 10 Shotgun, 16 Rifle-100 Points
TARGETS:	5 Metric, 8 Classic, 2 Clay,8 PP
SCORED HITS:	Paper must be neutralize, steel must fall,1 BB breaks Clays
START-STOP:	Audible - Last shot
RULES:	USPSA latest edition.



OLD FORT GUN CLUB

ARKANSAS SECTION MULTI GUN CHAMPIONSHIP

DONUT TROUBLE-Stage 6

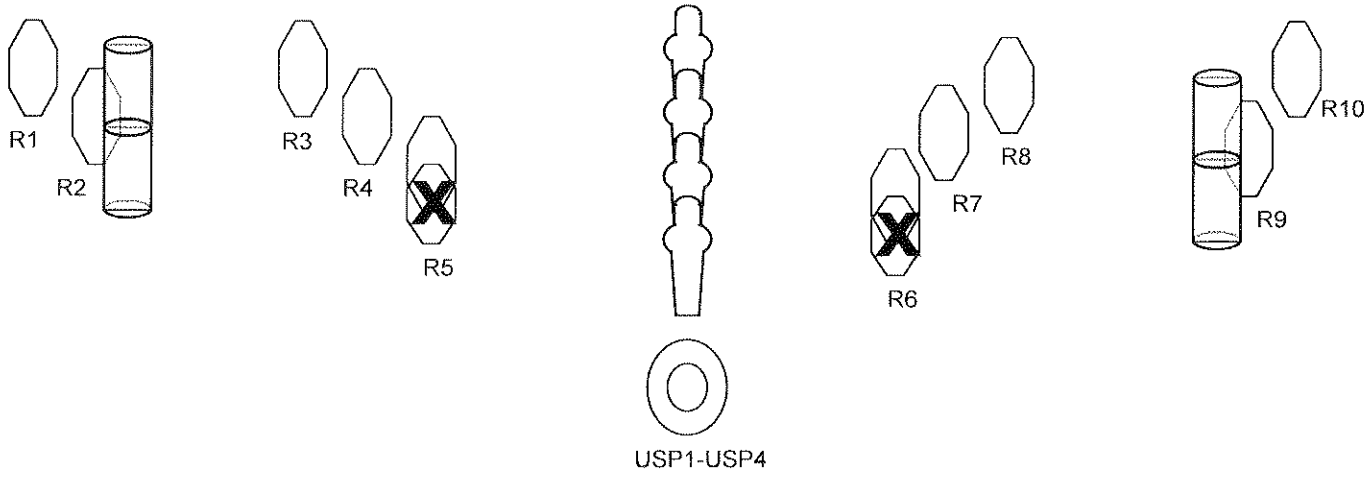
(Handgun/Rifle)

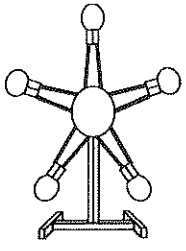
COURSE DESIGNER: Arkansas Section Design Team

START POSITION: Standing behind table of choice. Hands are crossed in front of chest touching opposite shoulder. Rifle is loaded on safe on either Table A or B. Handgun is loaded and holstered Gun ready condition per 8.1.

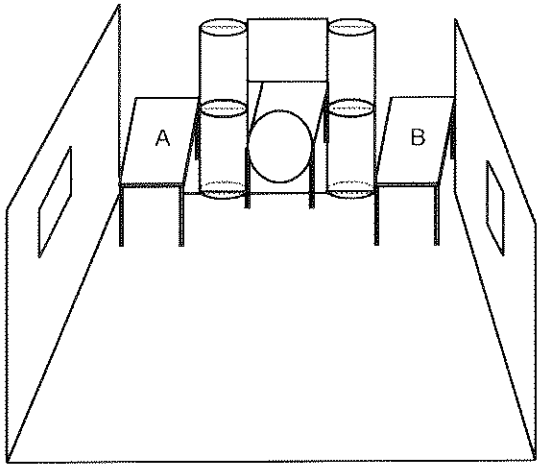
STAGE PROCEDURE: Upon start signal pick up rifle and shoot R1-R10 (Classic). Abandon gun on either table. Engage P1-P11 and USP1-USP4 with handgun.

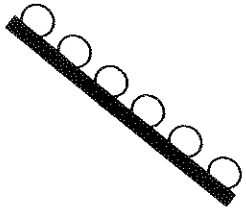
SCORING	**TIME PLUS-** 20 Rifle, 15 Handgun-100 Points
TARGETS:	10 Classic, 11 Plates, 4 USP
SCORED HITS:	Paper must be neutralized, Steel must fall to score
START-STOP:	Audible - Last shot
RULES:	USPSA latest edition.





P1-P5





P6-P11

OLD FORT GUN CLUB

ARKANSAS SECTION MULTI GUN CHAMPIONSHIP

SHOOT WHAT? WHERE?-Stage 7

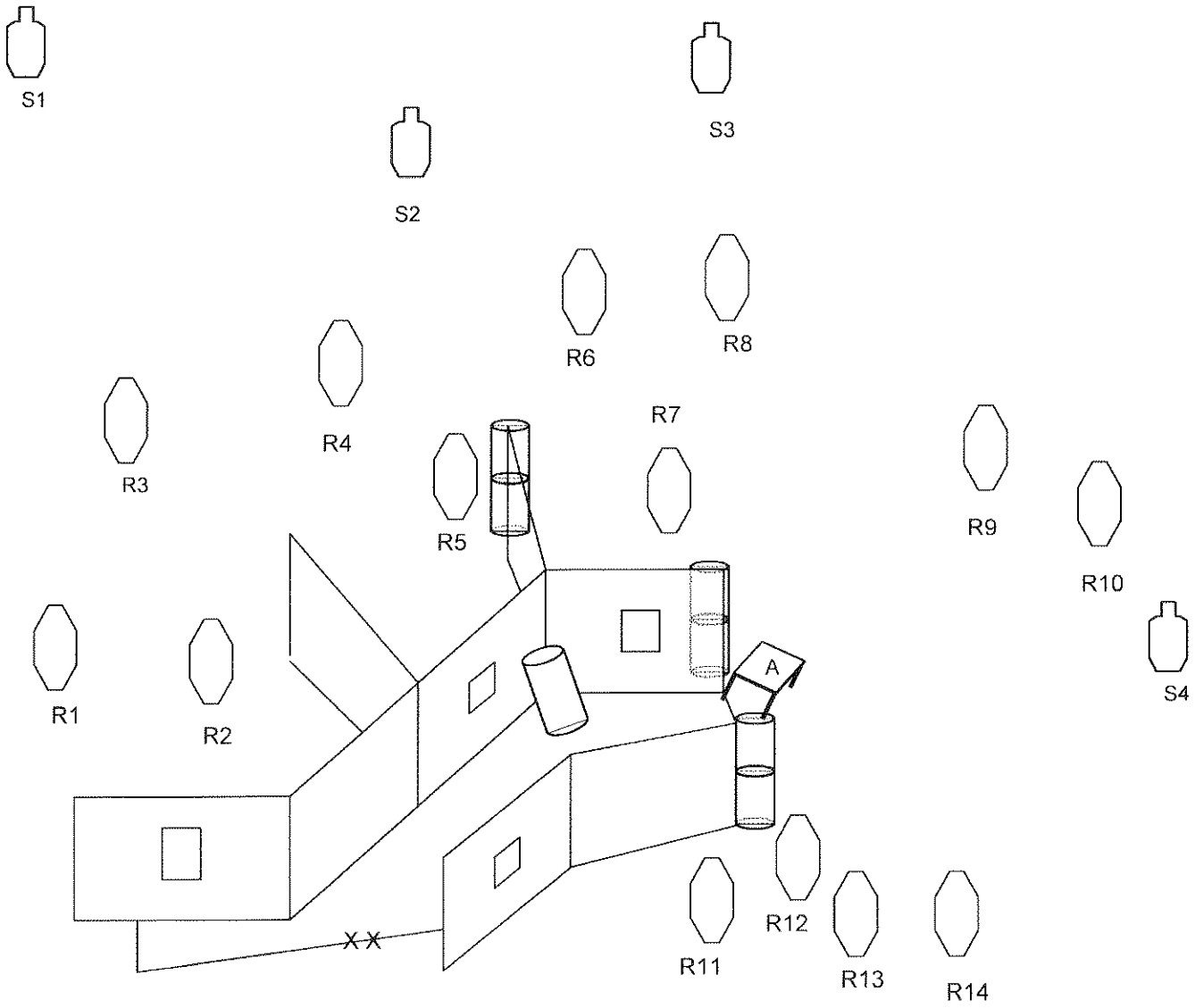
(Rifle/Shotgun)

COURSE DESIGNER: ARKANSAS SECTION DESIGN TEAM

START POSITION: Standing with toes touching X's. Shotgun is loaded and at port arms. Rifle is loaded and laying on safe on Table A. Gun ready condition as per 8.1.

STAGE PROCEDURE: Upon start signal engage slug targets S1-S4 with shotgun. Abandon on Table A on safe or unloaded. Retrieve Rifle and engage R1-R14(classic).

SCORING: TIME PLUS- 28 Rifle, 8 Slugs-100 points
TARGETS: 4 Metric,14 Classic
SCORED HITS: Paper must be neutralized.
START-STOP: Audible - Last shot
RULES: USPSA current edition.



OLD FORT GUN CLUB

ARKANSAS SECTION MULTI GUN CHAMPIONSHIP

BLASTER - Stage 8

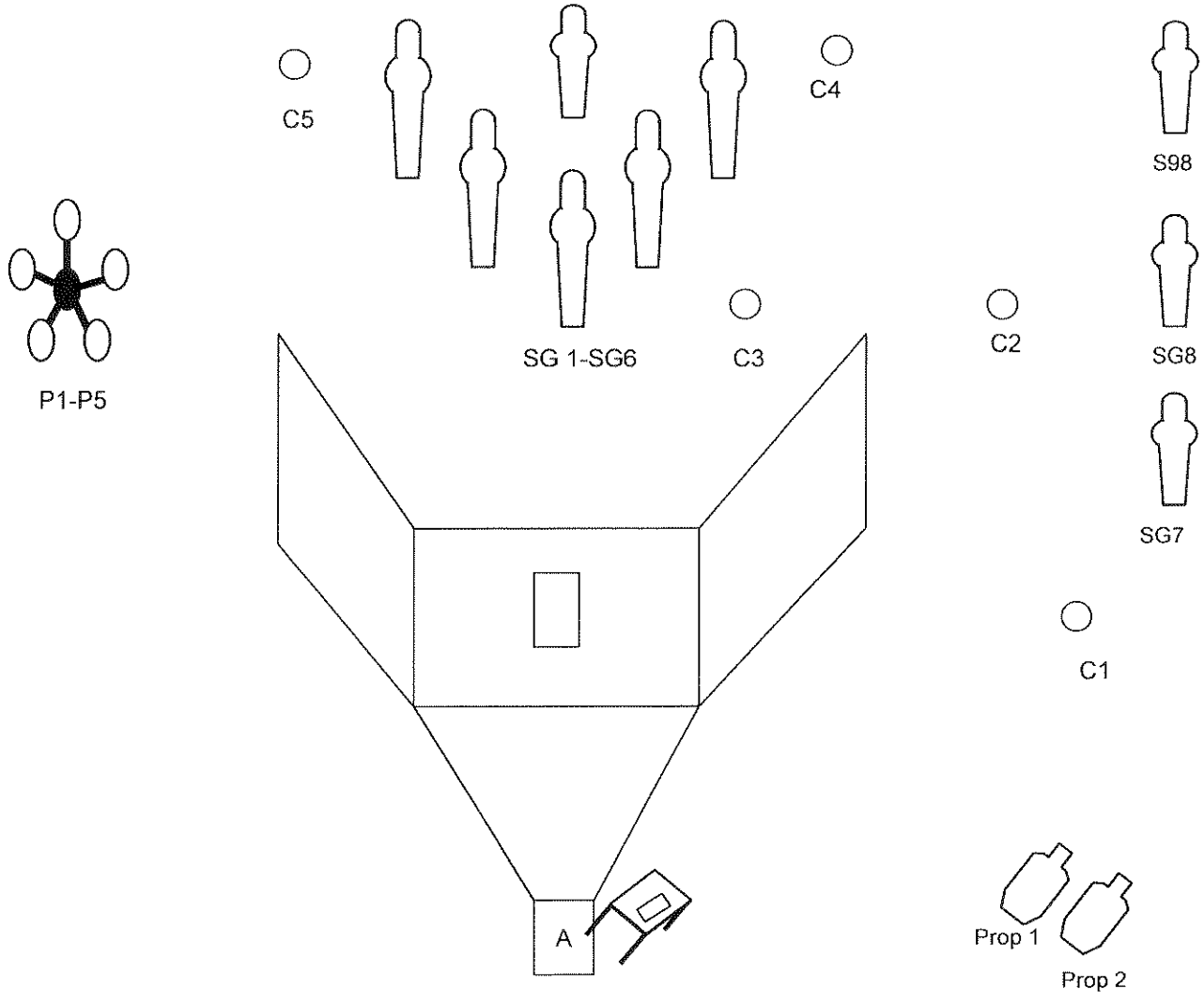
(Shotgun)

COURSE DESIGNER: Arkansas Section Design Team

START POSITION: Standing in Box A, shotgun is loaded and laying on table. Prop Gun is Loaded and in box on table. Hands are clasped on top of head. Gun ready condition per 8.1.

STAGE PROCEDURE: Upon start signal, retrieve prop gun and engage Prop 1-Prop 2 targets. Abandon prop gun in box on safe. Retrieve shotgun and engage C1-C5, P1-P5, SG1-SG8 as visible within fault lines.

SCORING	**TIME PLUS, 19** rounds shotgun, 4 Prop Gun-100 Pints
TARGETS:	5 Plates, 9 SG, 5 Clays, 2 Metric
SCORED HITS:	**Paper must be neutralized, steel must** fall, 1 BB breaks Clays
START-STOP:	Audible - Last shot
RULES:	USPSA current edition



OLD FORT GUN CLUB

ARKANSAS SECTION MULTI GUN CHAMPIONSHIP

FAR AS YOU CAN SEE-300 yard - Stage 9

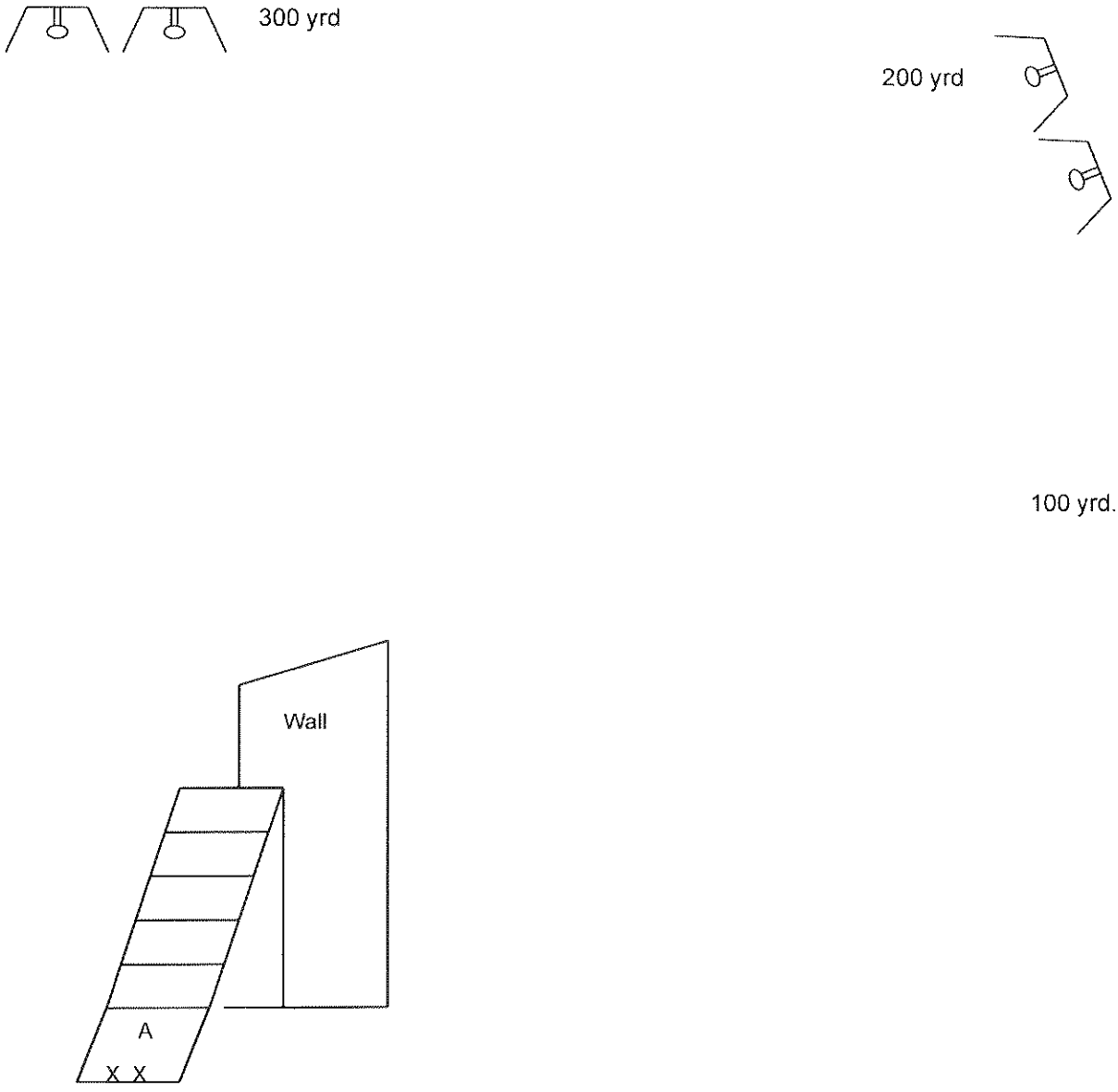
(Rifle)

COURSE DESIGNER: Arkansas Section Design Team

START POSITION: Heels touching X's in Box A. Rifle is loaded per 8.1and at low ready.

STAGE PROCEDURE:
Upon start signal targets as they become visible from within fault lines.

SCORING **TIME PLUS**- 14 Rifle-100 points
TARGETS: 6 Flash targets, 4 Classic
SCORED HITS: Paper must be neutralized, steel must be self indicate.
START-STOP: Audible - Last shot
RULES: USPSA latest edition.



OLD FORT GUN CLUB

ARKANSAS SECTION MULTI GUN CHAMPIONSHIP

SO SIMPLE-100 Yard - Stage 10

(RIFLE/SHOTGUN)

COURSE DESIGNER: Arkansas Section Design Team

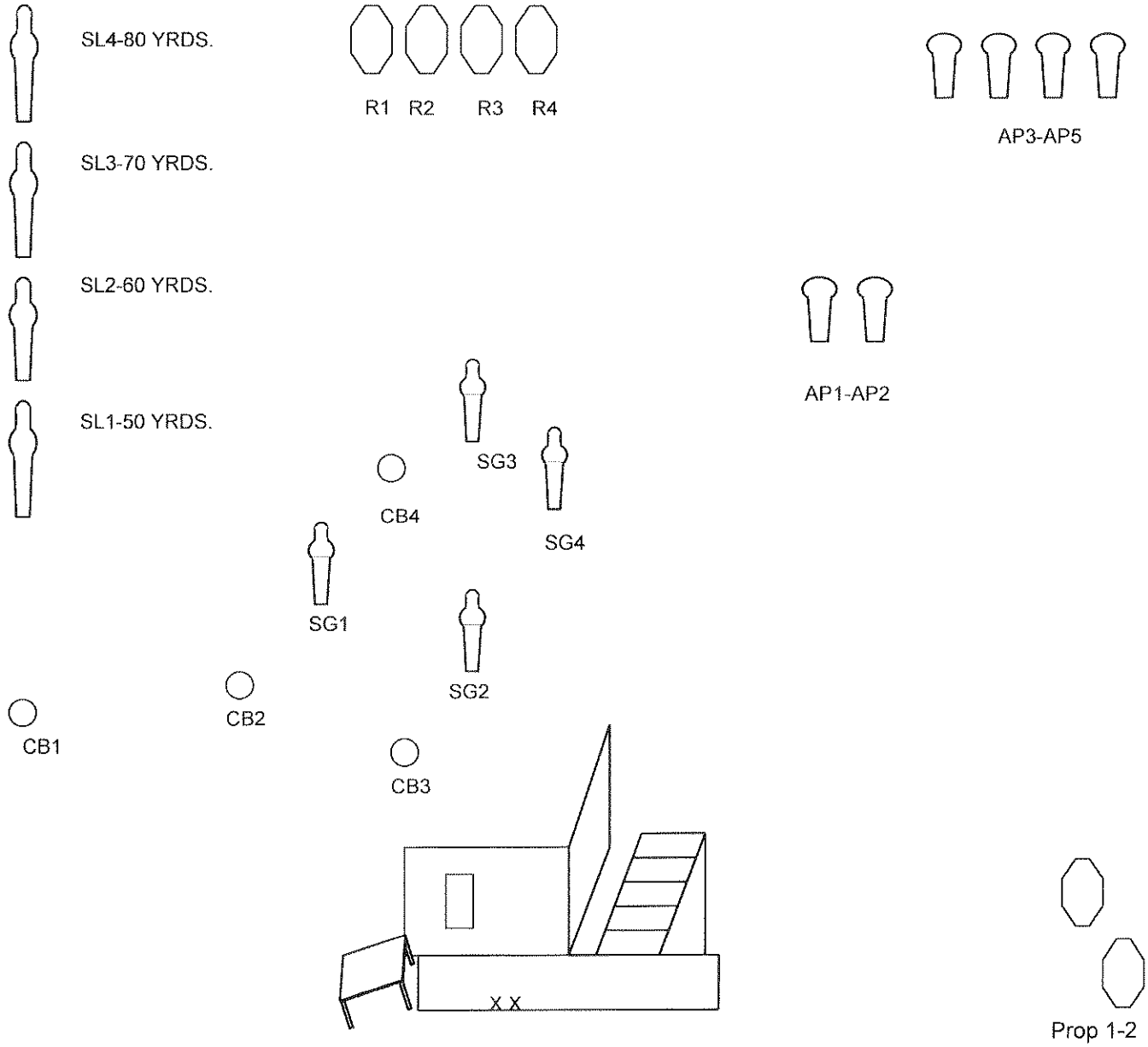
START POSITION: Standing with heels on X's. Rifle and Shotgun are loaded and laying on table on safe. Prop Rifle is loaded and are Port Arms. Gun ready condition as per 8.1.

STAGE PROCEDURE: Upon start signal, engage Prop 1-Prop 2. Abandon Prop Rifle on table. Retrieve gun of choice. Engage CB1-CB4, SG 1-SG4 with birdshot and SL1-SL4 with slugs with shotgun or R1-R4, AP1-AP5 with rifle. Abandon used gun on table on safe.

SCORING TIME PLUS 18 rifle, 8 birdshot, 4 slugs-100 Points

TARGETS: 6 auto poppers, 4 Classic, 8 SG, 4 Clays

SCORED HITS: Paper must be neutralized, steel must fall,1 BB breaks Clays

START-STOP: Audible - Last shot

RULES: USPSA current edition