

FIVE - EIGHT-FIVE Shotgun/Rifle

COURSE DESIGNER: Micah Scott



START POSITION: Standing with toes touching X's. Shotgun is loaded and at port of arms. Rifle is loaded and safe on Table A. Gun condition per 3.1.3.1.

STAGE PROCEDURE:

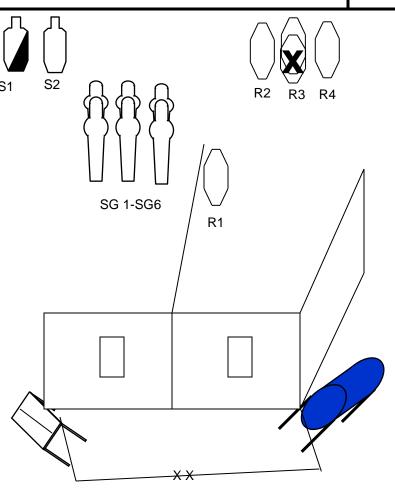
Upon start signal engage SG1-SG6 with bird shot and S1 and S2 with slugs. Abandon shotgun of safe on Table and retrieve rifle. Engage R1-R8 with rifle. R5-R8 must be engaged through barrel. One slug neutralizes target.

SCORING Time Plus Scoring

TARGETS: 2 Metric, 6 SG PP, 8 Classic **SCORED HITS:** Paper must be neutralized,

steel must fall to score.

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

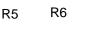








R7







NORTHERN SMARTS

(Handgun/Shotgun)



COURSE DESIGNER:

START POSITION: Heals on X's, hands laced behind head. Shotgun is loaded with open chamber On table. Handgun is loaded with chamber empty on table. Gun condition per 3.1.3.1.

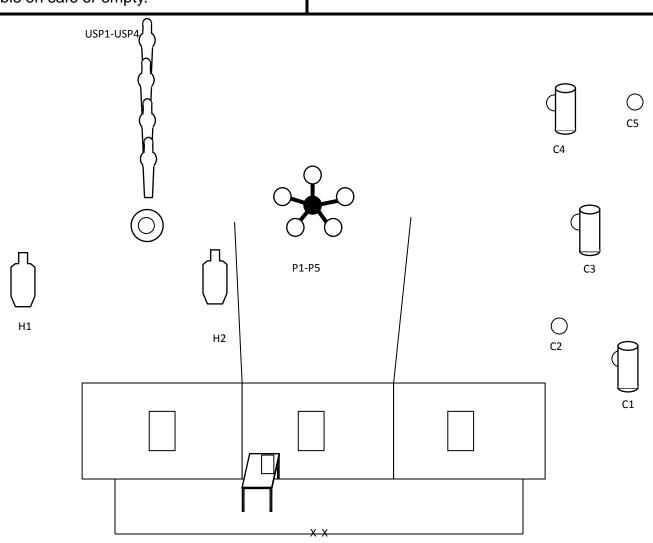
STAGE PROCEDURE:

Upon start signal engage targets within shooting area. USP1-USP4 (must be engaged through doughnut) and H1-H2 is handgun. Star and C1-C5 are shotgun. Abandon used gun on table on safe or empty.

SCORING TIME PLUS

TARGETS: 2 Metric, 4 USP, 5 plates, 5 Clay **SCORED HITS:** Paper must be neutralized, Steel must fall, Clays must break.

START-STOP: Audible - Last shot USPSA latest edition.





BURNIN

(Handgun/Rifle)



COURSE DESIGNER:

START POSITION: Standing in Box A, Palms flat on X's on walls. Rifle is loaded laying on table on safe, Handgun loaded and laying in box on safe. Gun condition per 3.1.3.1.

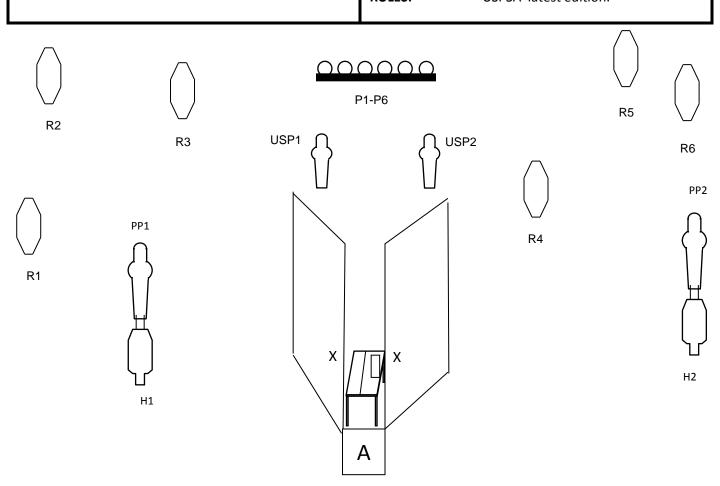
STAGE PROCEDURE: On start signal engage R1-R6 with rifle. Abandon rifle on table on safe. Retrieve handgun and engage H1, H2, PP1-PP2, USP1-USP2 and Plate rack within shooting area. Shooters choice as to order of engagement.

SCORING TIME PLUS

TARGETS: 2 Metric, 6 Classic, 2 PP, 2USP, 6 Plates **SCORED HITS:** Paper must be neutralized, steel must

fall

START-STOP: Audible - Last shot **RULES:** USPSA latest edition.





PLENTY OF ACTION II

(Handgun/Rifle/Shotgun)



COURSE DESIGNER:

START POSITION: Standing behind Table A with rifle at port of arms. Handgun is loaded and holstered. Shotgun is loaded and laying on table B with safety on. Gun ready condition per 3.1.3.1.

STAGE PROCEDURE:

Upon start signal, engageR1-R8 with rifle. Abandon rifle on table A. Retrieve Shotgun and engage C1-C5,SG1-SG5 with shotgun in between tables. Abandon shotgun on Table B on safe. Retrieve pistol and engageH1 and P1-P6.

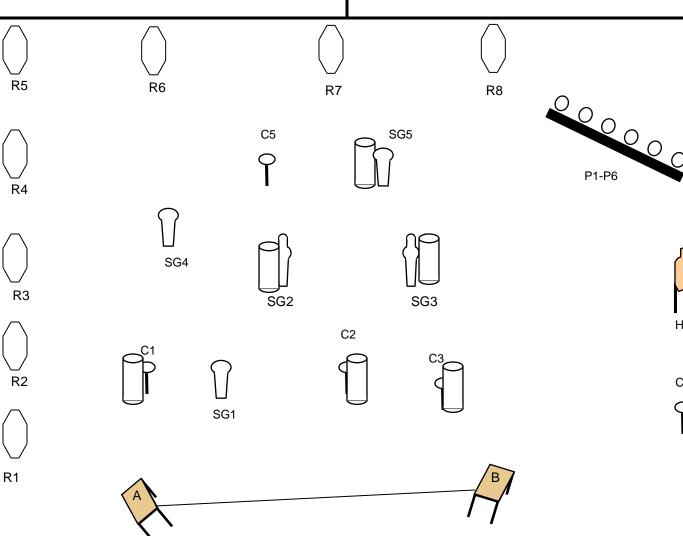
SCORING TIME PLUS

TARGETS: 1 Metric, 6 Plates, 8 Classic, 5 SG,5 Clay **SCORED HITS:** Paper must be neutralized, Steel must

fall, clays must break.

START-STOP: Audible - Last shot

RULES: USPSA latest edition.



Flying By-1 3GN 04-13

Course Design: Rob Romero Rules: 3GN Club Series Rules, Latest Edition

CLASSIFIER SHOTGUN PISTOL



Pistol Targets: Pepper Poppers

Shotgun Targets: Clays and Pepper Poppers

steel and clays.

Shotgun must be placed in dump barrel, safety engaged or empty before engaging pistol STAGE PROCEDURE From Box-A only Shotgun: Upon Start Signal, engage day targets held at port-arms, safety engaged. Pistol loaded and holstered, safety engaged

STARTING POSITION Standing inside Box-A, Shotgun loaded to division capacity and

targets. Pistol: engage Pepper Poppers. Pistol must engage steel, Shotgun can engage

SCORED HITS Clays Broken, Steel Down TARGETS 7 Clays, 6 PP

SCORING: Time plus penalties

START - Audible STOP - Last shot

Failure to engage -5 sec, Miss -5 sec Procedural PENALTIES per 3GN Club Series Rules 10 sec. Procedurals include but are not limited to:

Failure to engage at least one popper with pistol

