

# STAGE 1 BAY 1

# Shotgun/Pistol

# “One for Fun” (MultiGun)

**RULES:** USPSA MultiGun, Latest Edition

**COURSE DESIGNER:** Michael Craig

**START POSITION:** Handgun & Shotgun loaded and ready per 8.1. Shotgun grounded in barrel Per 10.5.3. Handgun holstered. Hands above shoulders. Heels anywhere on rear fault line.

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

- Engage Metric targets P-10 with handgun.
- Ground pistol Per 10.5.3 in gun box
- Retrieve shotgun and engage all Steel and Claybirds with birdshot.
- When finished with one firearm you must ground it in gun box (pistol) or gun barrel (rifle/shotgun) unloaded or in a safe condition per MG10.5.3 before retrieving 2nd firearm.

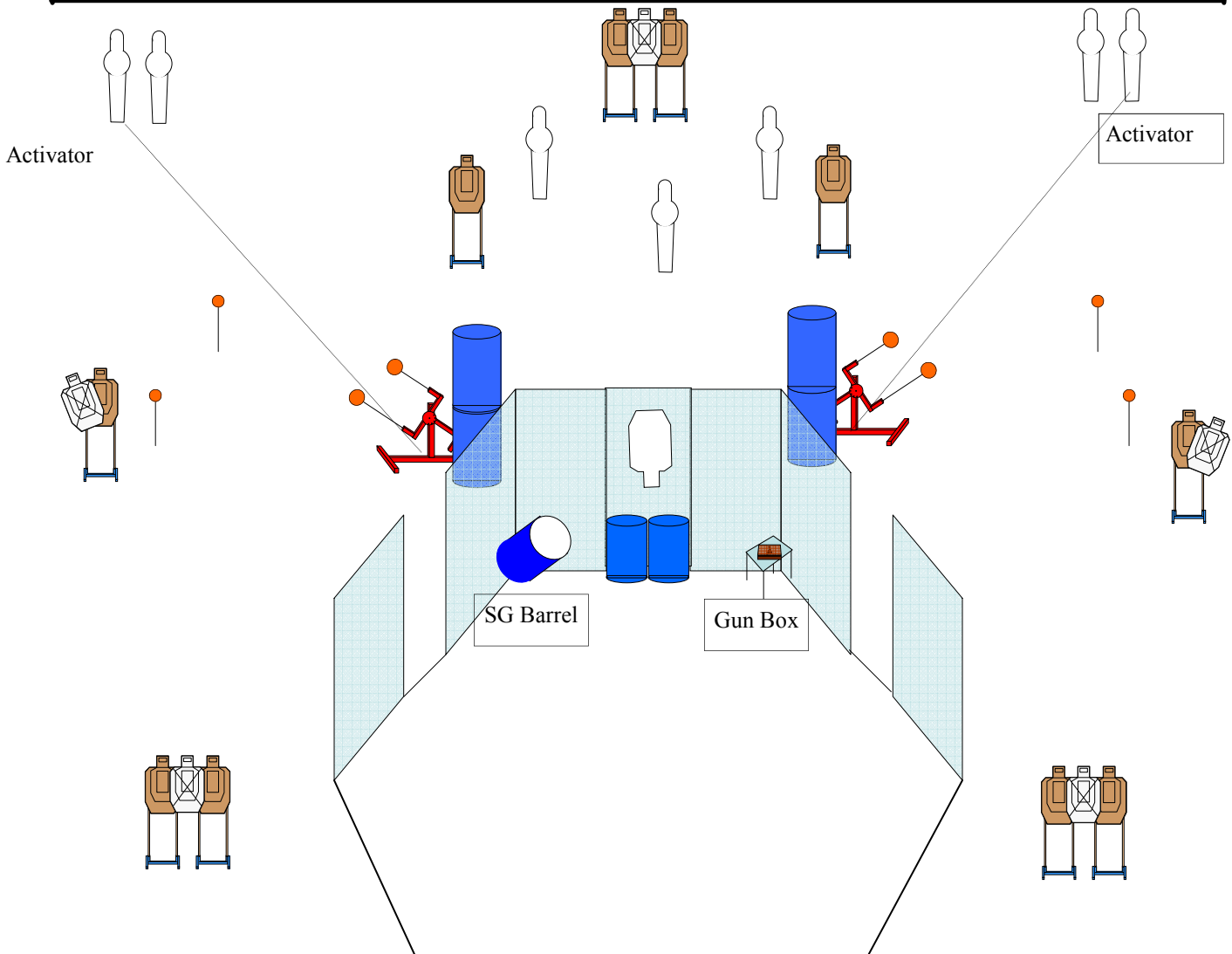
**SCORING:** Time Plus USPSA 9.12—9.13.2

**TARGETS:** Pistol Metric 10  
Shotgun: 8 Claybirds  
Shotgun: 7 Steel

**SCORED HITS:** Time Plus Method

**START-STOP:** Audible - Last shot

**PENALTIES:** Time Plus Method



**SETUP NOTES:**

**RO NOTES:** All guns must be grounded unloaded or with safety on. Remind shooters about muzzles when switching rifle from strong side to weak side.