

# STAGE 3 BAY 5 Shotgun/Rifle/Pistol "Seeing Stars" (MultiGun)

**RULES:** USPSA MultiGun, Latest Edition

**COURSE DESIGNER** Jake Di Vita & Mark Knophler  
Modified by Michael Craig for MultiGun

**START POSITION:** Shotgun & Rifle loaded and ready and grounded in barrel of choice per MG10.5.3 Handgun loaded and holstered per 8.1. Starting with toes on either set of XX's.

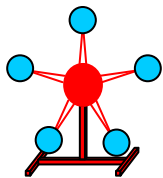
**STAGE PROCEDURE:** Upon start signal engage all targets as they become visible within fault lines. Firearms must be used in the following order. 1)Shotgun, 2)Rifle and 3)Handgun.

- Shotgun must be used first to engage Steel S1-22 Steel must fall to score. When complete ground shotgun in barrel per MG 10.5.3
- Retrieve Rifle from barrel and engage Classic targets R1-4 and Acrylic Squares R5-9. Acrylic squares must fall to score. When done ground rifle in barrel per MG10.5.3
- Draw handgun and engage Metric targets P1-6
- When grounding one gun and retrieving another there can only be 1 gun per barrel.
- 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 another firearm.

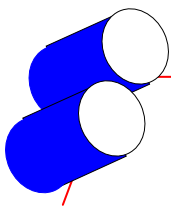
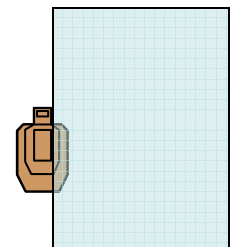
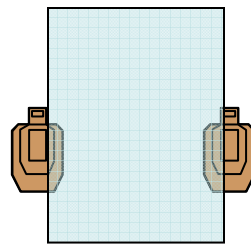
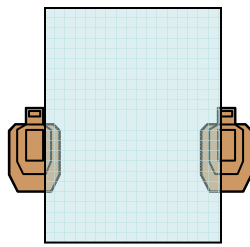
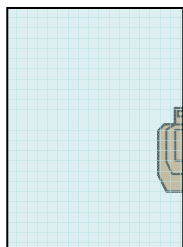
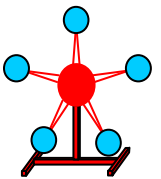
**SCORING:** Time Plus USPSA 9.12—9.13.2  
**TARGETS:** Shotgun: Steel 22  
 Rifle: 4 Classic Targets  
 Rifle: 5 Acrylic Squares on posts  
 Handgun: 6 Metric Targets  
**SCORED HITS:** Time Plus Method  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Time Plus Method



Rifle- Acrylic Squares

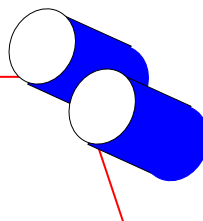


Shotgun Steel Plates



XX

XX



**SETUP NOTES:** See setup page.

**RO NOTES:** All guns must be grounded unloaded or with safety on.