

# STAGE 4 BAY 8

# Rifle/Pistol

# "BAMM2"

**RULES:** USPSA MultiGun, Latest Edition

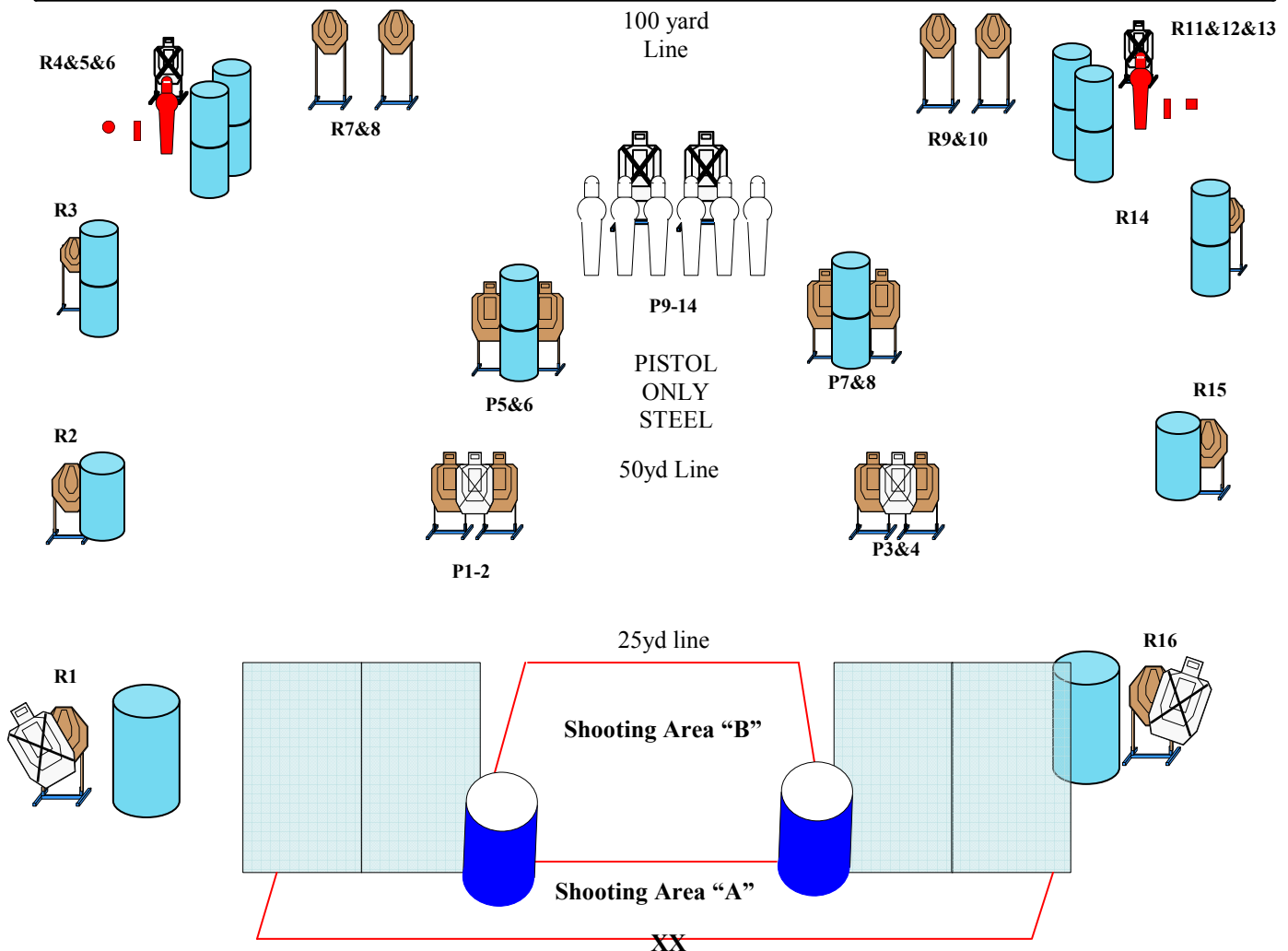
**COURSE DESIGNER:** Michael Craig

**START POSITION:** Handgun & Rifle loaded and ready per 8.1. Handgun Holstered. Rifle at low ready with heels touching XX's. **REMINDER-NO STEEL CORE BULLETS ON STEEL- RO WILL CHECK WITH MAGNET.**

**STAGE PROCEDURE:** Upon start signal engage all targets as they become visible from respective shooting areas.

- Engage Rifle targets R1-16 from shooting area "A" only. **NO STEEL CORE BULLETS ON RIFLE STEEL. DO NOT SHOOT AT PISTOL STEEL WITH RIFLE ROUNDS. DQ**  
Ground Rifle in either Rifle Barrel per MG10.5.3
- Metric targets P1-8 and Pepper Poppers P9-14 must be engaged with pistol freestyle from within shooting area "B" only.
- When finished with one firearm you must ground it in gun barrel (rifle) unloaded or in a safe condition before retrieving 2nd firearm.

**SCORING:** Time Plus USPSA 9.12—9.13.2  
**TARGETS:** Classic Rifle 10, Rifle Steel 6, Pistol Metric 8, Pistol Steel 6  
**SCORED HITS:** Time Plus Method  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Time Plus Method  
**REMINDER: NO STEEL CORE BULLETS TO BE USED ON STEEL TARGETS. THERE ARE 6 STEEL TARGETS IN THIS STAGE. DAMAGE TO STEEL WILL RESULT IN A FINE ON A TARGET BY TARGET BASIS. THIS STEEL COSTS OVER \$250. A MAGNET HAS BEEN PROVIDED TO R.O. TO CHECK AMMO. IF YOU DO NOT HAVE LEAD CORE BULLETS DO NOT SHOOT AT THE STEEL.**



**SETUP NOTES:** See setup page.  
 42" Pepper Poppers setup 50yds from shooting area B  
 Rifle Steel can only be seen from respective sides.

**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.