

STAGE 4 BAY 8

Rifle/Pistol/Shotgun

"BAMM"

RULES: USPSA MultiGun, Latest Edition

COURSE DESIGNER: Mike McDowell

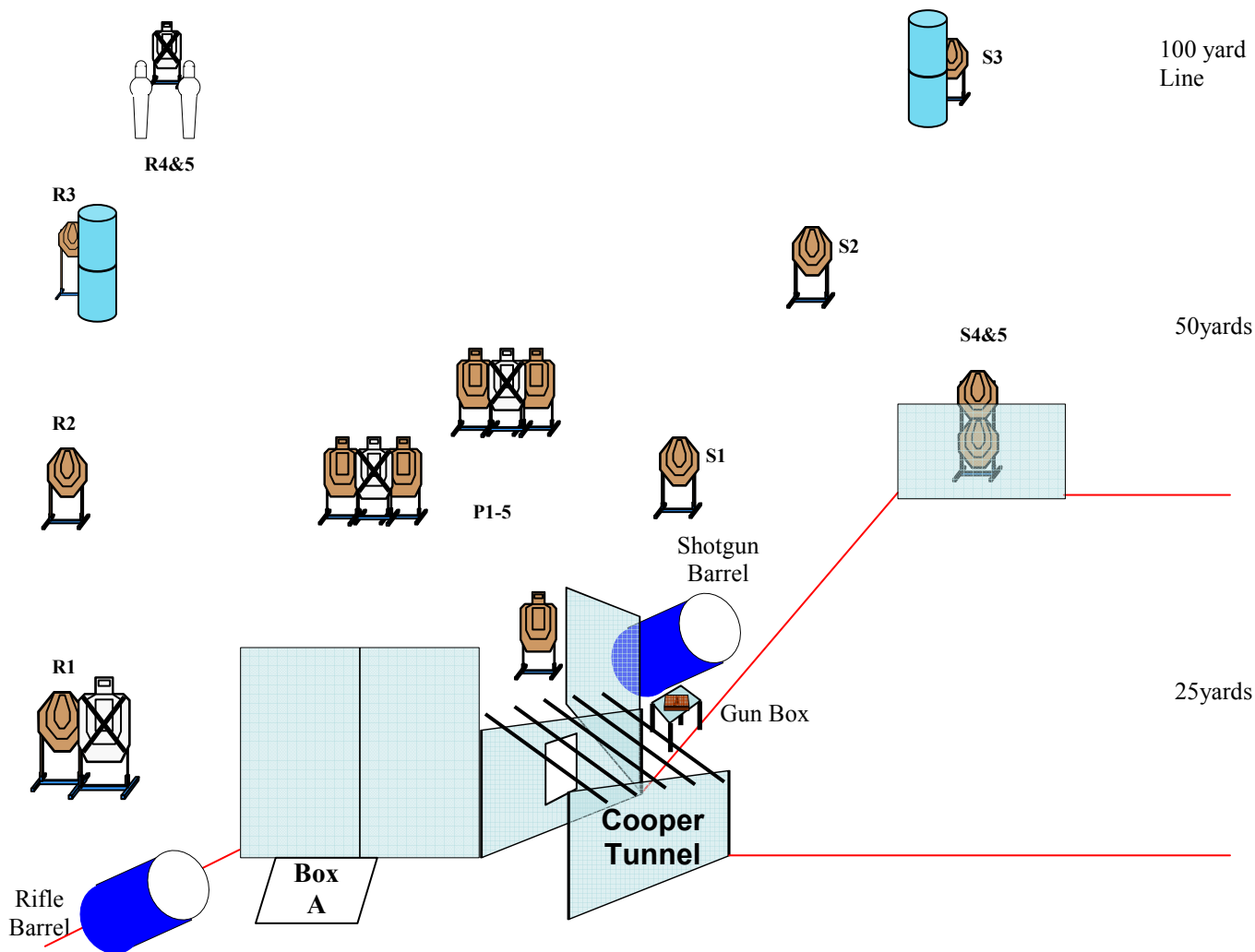
START POSITION: Handgun, Shotgun & Rifle loaded and ready per 8.1. Shotgun grounded in shotgun barrel per MG10.5.3. Handgun Holstered. Rifle at low ready with heels touching XX's in Box A.
REMINDER-NO STEEL CORE BULLETS- RO WILL CHECK WITH MAGNET.

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

- Rifle Classic targets R1-3 & Rifle Steel Pepper Poppers R4&5 must be engaged from Box A at start position. **NO STEEL CORE BULLETS ON RIFLE STEEL.** Ground Rifle in Rifle Barrel per MG10.5.3
- Metric targets P1-5 must be engaged with pistol free-style from within Cooper Tunnel and through port. 1 procedural penalty for each piece of Cooper roof material that falls. Ground pistol in gun box per 10.5.3
- Retrieve shotgun from barrel and engage Shotgun Classic Targets S1-5 with shotgun slugs.
- When finished with one firearm you must ground it in gun box (pistol) or 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 3, Rifle Steel 2, Metric 5 Classic Shotgun 5
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 2 STEEL TARGETS IN THIS STAGE. DAMAGE TO STEEL WILL RESULT IN A FINE ON A TARGET BY TARGET BASIS. THIS STEEL COSTS OVER \$200. 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.

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