

STAGE 3 BAY 5

Rifle/Shotgun/Pistol

“OVERDRIVE”

RULES: USPSA MultiGun, Latest Edition

COURSE DESIGNER: Michael Craig

START POSITION: Inside sniper-hide with Rifle, safety engaged, loaded per 8.1 & pointed at target through low port. Shotgun loaded per 8.1. and grounded in Barrel A near sniper hide per MG 10.5.3. Handgun loaded per 8.1 and grounded in gun box per MG 10.5.3

STAGE PROCEDURE:

- At signal, engage Rifle targets R1-9 with rifle only from inside sniper-hide through low port. When done ground rifle per MG 10.5.3.
- Then retrieve shotgun and with birdshot only engage S1-12. Ground shotgun in Barrel B per MG10.5.3
- Retrieve pistol from gun box and engage P1-9 as they become visible. Steel must fall to score.

Remember all grounded guns must be in barrel or box, must be unloaded or must have safety on if applicable.

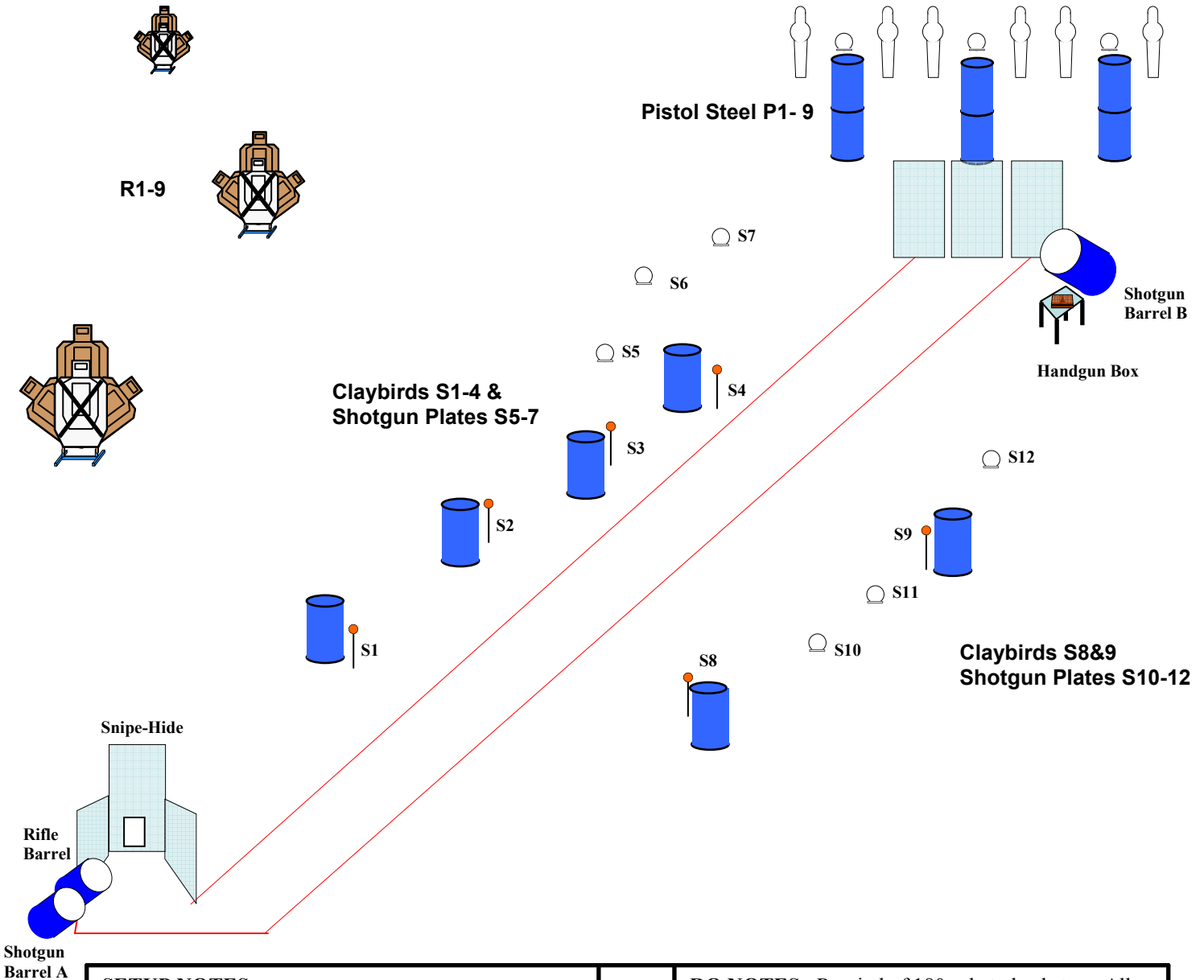
SCORING: Time Plus USPSA MG 9.12—9.13.2

TARGETS: Rifle 9 Metric Targets,
Shotgun 6 CB & 6 Plates
Pistol 6 PP & 3 Plates

SCORED HITS: Time Plus Method

START-STOP: Audible - Last shot

PENALTIES: Time Plus Method



SETUP NOTES:

RO NOTES: Remind of 180 rule to backstop. All guns must be grounded unloaded or with safety on.