

# STAGE 4 BAY 8

# Rifle/Shotgun/Pistol

# “VTAC 9 HOLE”

**RULES:** USPSA MultiGun, Latest Edition

**COURSE DESIGNER:** Viking Tactical & Michael Craig

**START POSITION:** Rifle, Handgun & Shotgun loaded and ready per 8.1 Grounded on table per MG 10.5.3. Shooter in start box A. At start signal shooter may retrieve from table gun of choice. REMINDER-NO STEEL CORE BULLETS ON STEEL- RO WILL CHECK WITH MAGNET.

**STAGE PROCEDURE:** Upon start signal engage all targets as they become visible through the barricade ports.

- With Rifle engage the 12” rifle steel 1 time through each port of barricade. 1 hit on steel through each port required to score. **NO STEEL CORE BULLETS ON RIFLE STEEL. DQ** When done ground Rifle on table per MG10.5.3
- With shotgun engage 1 Clay bird through each of the ports of barricade. 1 hit through each port required to score. When done ground Shotgun on table per MG10.5.3
- Engage 9 Metric targets with pistol through 2 ports outlined in red. Due to safety concerns handgun targets must be engaged through 2 ports outlined in red before last handgun shot. When done ground pistol on table per MG 10.5.3
- When finished with one firearm you must ground it on table unloaded or in a safe condition before retrieving another firearm.

**SCORING:** Time Plus USPSA 9.12—9.13.2  
**TARGETS:** Rifle Steel 1- 9 hits required to score  
 Shotgun - 9 Claybirds  
 Pistol 9 - Metric Targets

**SCORED HITS:** Time Plus Method

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

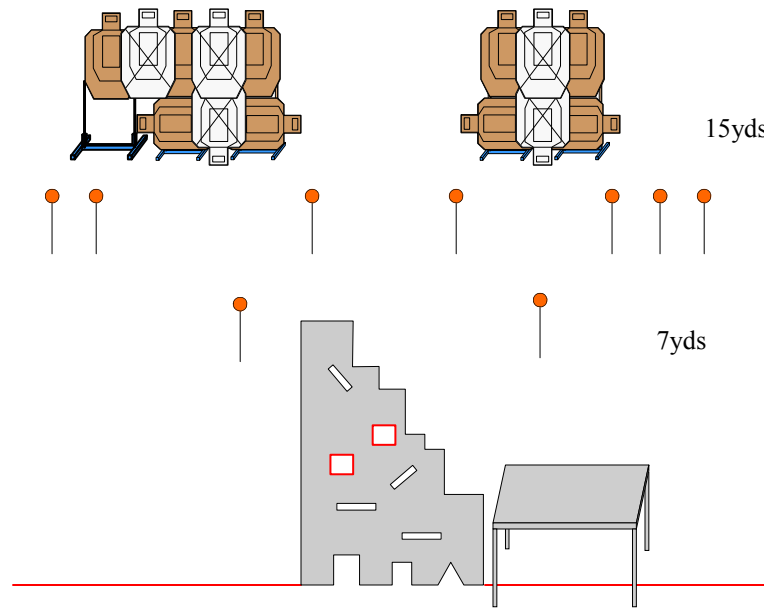
**PENALTIES:** Time Plus Method

**REMINDER:** NO STEEL CORE or STEEL JACK-ETED BULLETS TO BE USED ON STEEL TARGETS. DAMAGE TO STEEL WILL RESULT IN A FINE ON A TARGET BY TARGET BASIS. A MAGNET HAS BEEN PROVIDED TO R.O. TO CHECK AMMO.

**IF YOU DO NOT HAVE LEAD CORE BULLETS DO NOT SHOOT AT THE RIFLE STEEL.**



100 yard  
Line



**Box  
A**

**SETUP NOTES:**

**RO NOTES:**