

# STAGE 2 BAY 4

# Shotgun/Rifle

# “BLOCK O v.2”

**RULES:** USPSA MultiGun, Latest Edition

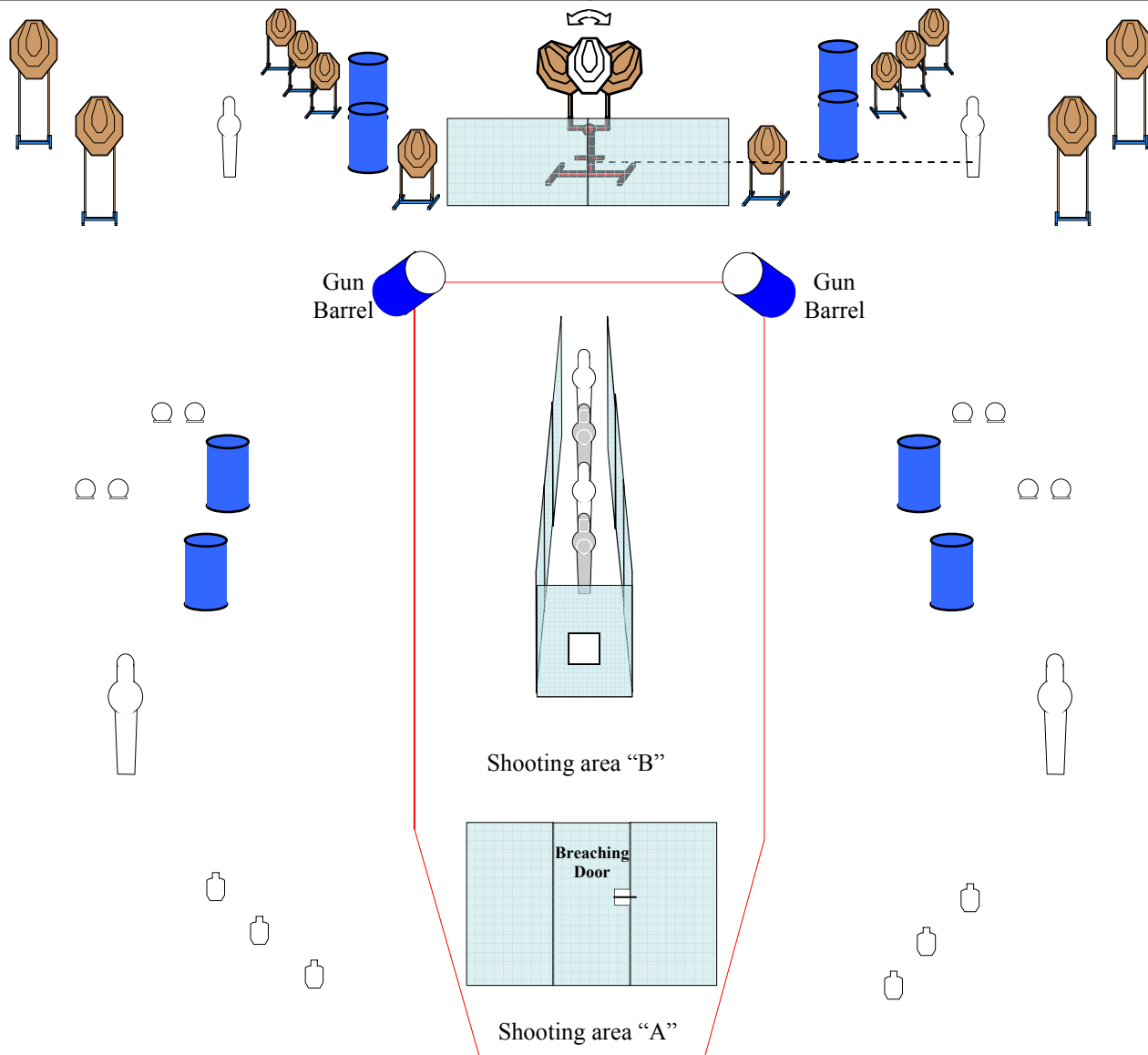
**COURSE DESIGNER:** Michael Craig

**START POSITION:** Rifle & Shotgun loaded per 8.1. Shotgun at low ready. Rifle grounded in barrel of choice per MG10.5.3 Heels on rear fault line in shooting area “A”.

**STAGE PROCEDURE:** Upon start signal engage all targets as they become visible from the shooting area. All steel targets to be engaged with shotgun only and paper classic targets with rifle only. In order to reach shooting area “B” door must be breached/opened by shooting wooden stop with shotgun birdshot.

- Engage S1-22 steel targets with shotgun birdshot. Pepper Popper will activate Rifle swinging targets. Poppers inside center enclosure must be engaged through port only. When done ground shotgun in barrel per MG10.5.3
- Classic targets R1-14 must be engaged from shooting area with rifle. Rifle swinger is not disappearing.

**SCORING:** Time Plus USPSA 9.12—9.13.2  
**TARGETS:** Rifle Classic Targets 14  
Shotgun Steel 22  
**SCORED HITS:** Time Plus Method  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Time Plus Method



**SETUP NOTES:** Center enclosure port must be 20ft from 1st popper.

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