





# 2016 USPSA Multi-gun Nationals

## Stage # 2 Wine and Dine

Course Designer: Multi-gun Design Team

# Shotgun Rifle

**START POSITION:** Standing outside the fault lines, toes touching X's.

**FIREARM READY CONDITION:** Rifle loaded and staged on either table. Shotgun loaded held at port arms.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Plates 1-12, Poppers 1-3 and clays 1-4 to be engaged with birdshot only. Classic targets 1-14 to be engaged with the rifle only. Flying clays 1&2 are activated by Poppers 1&2. Swinging clays 3&4 are activated by PP3 and remain visible at rest. Missed flying clays will be scored miss penalties.

**SCORING:** Time Plus 100 POINTS

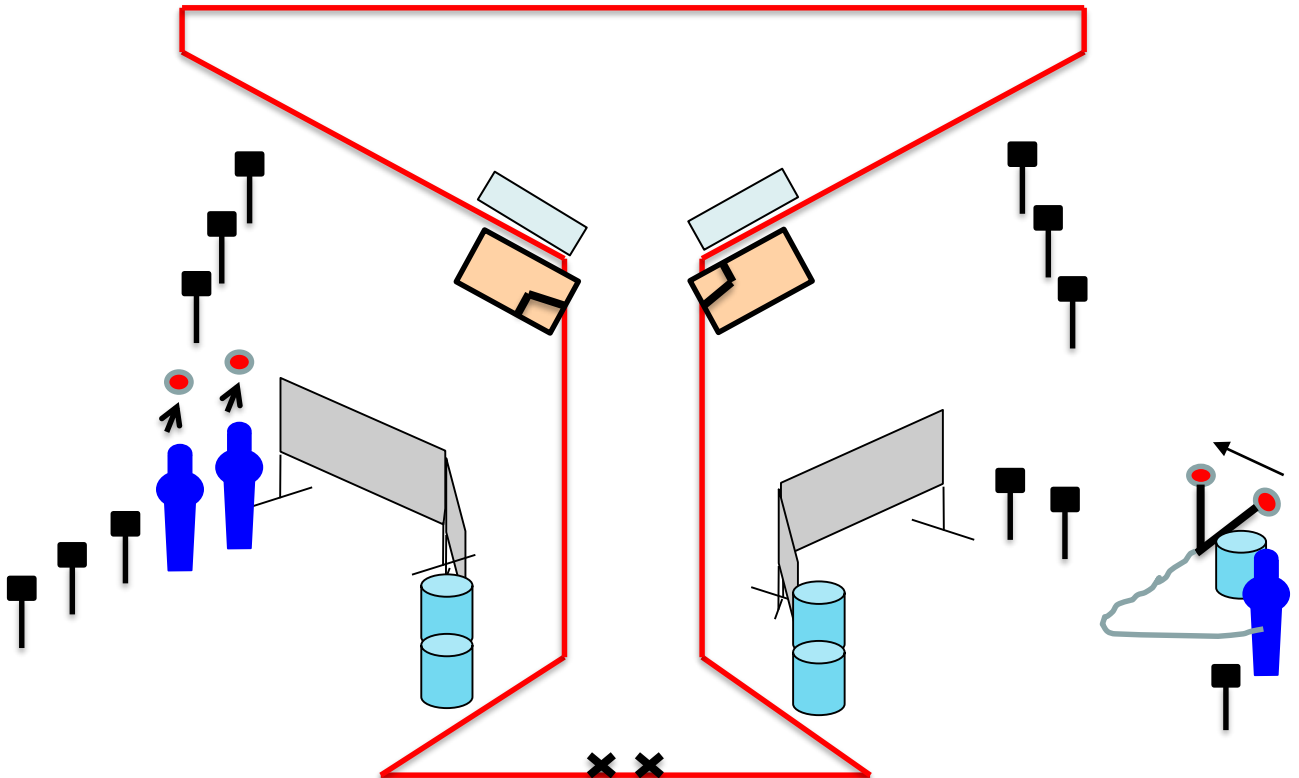
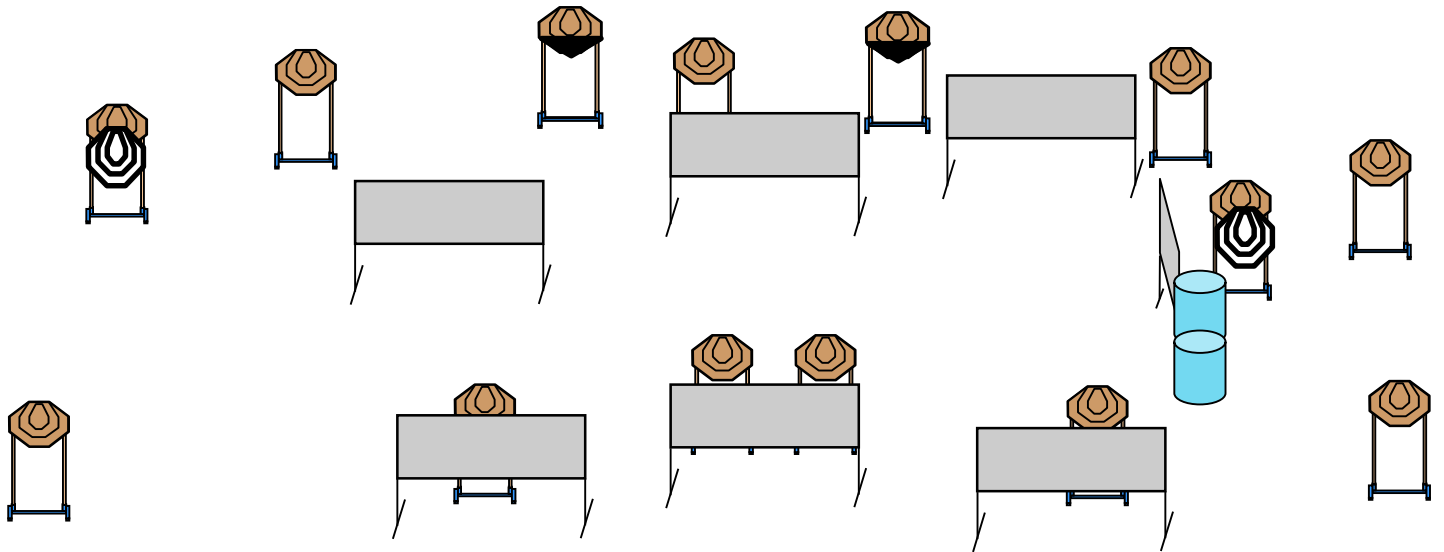
**ROUNDS:** 19 Birdshot / 28 Rifle.

**TARGETS:** 14 Classic, 3 Poppers, 12 Plates, 4 clays

**SCORED HITS:** Paper must be neutralized, clays must break, steel must fall.

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

**RULES:** USPSA Rifle, Shotgun and Multigun rulebook, 2015 edition







2016 USPSA Multi-gun Nationals  
 Stage # 4 No Strings Attached  
 Course Designer: Multi-gun Design Team

Handgun  
 Shotgun

**START POSITION:** Standing outside the fault lines, toes touching X's. Shotgun held at port arms.

**FIREARM READY CONDITION:** Handgun loaded and holstered. Shotgun loaded.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Engage Poppers 1&2, Plates 1-11 and clays 1-4 with birdshot only. Metric targets 1-12 and Poppers 3-6 to be engaged with the handgun only.

**SCORING:** Time Plus 100 POINTS

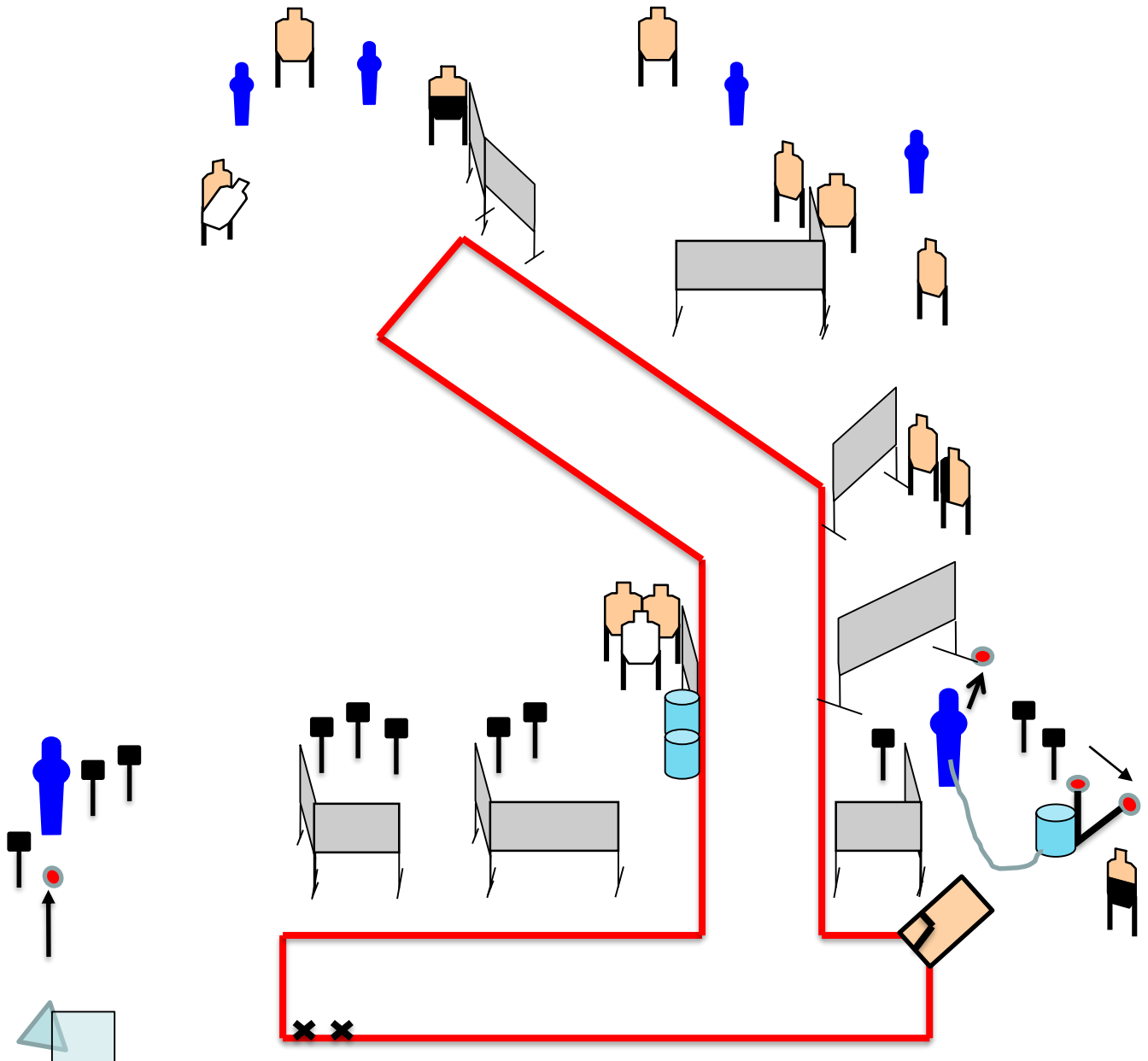
**ROUNDS:** 17 Shotgun / 28 handgun

**TARGETS:** 12 Metric, 6 Poppers, 11 Plates, 4 Clays

**SCORED HITS:** Paper must be neutralized, clays must break, steel must fall.

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

**RULES:** USPSA Rifle, Shotgun and Multigun rulebook, 2015 edition





2016 USPSA Multi-gun Nationals  
 Stage # 5 Because I Can  
 Course Designer: Multi-gun Design Team

Handgun  
 Rifle  
 Shotgun

**START POSITION:** Standing inside the fault lines, Toes touching X's. Rifle held at low ready.

**FIREARM READY CONDITION:** Shotgun loaded and staged on table. Handgun loaded and holstered. Rifle loaded.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Classic targets 1-11 and flash target 1-4 to be engaged with the rifle only. Metric targets 1-7 and plates 1-4 to be engaged with the handgun only. Plates 5-13 to be engaged with birdshot only.

**SCORING:** Time Plus 100 POINTS

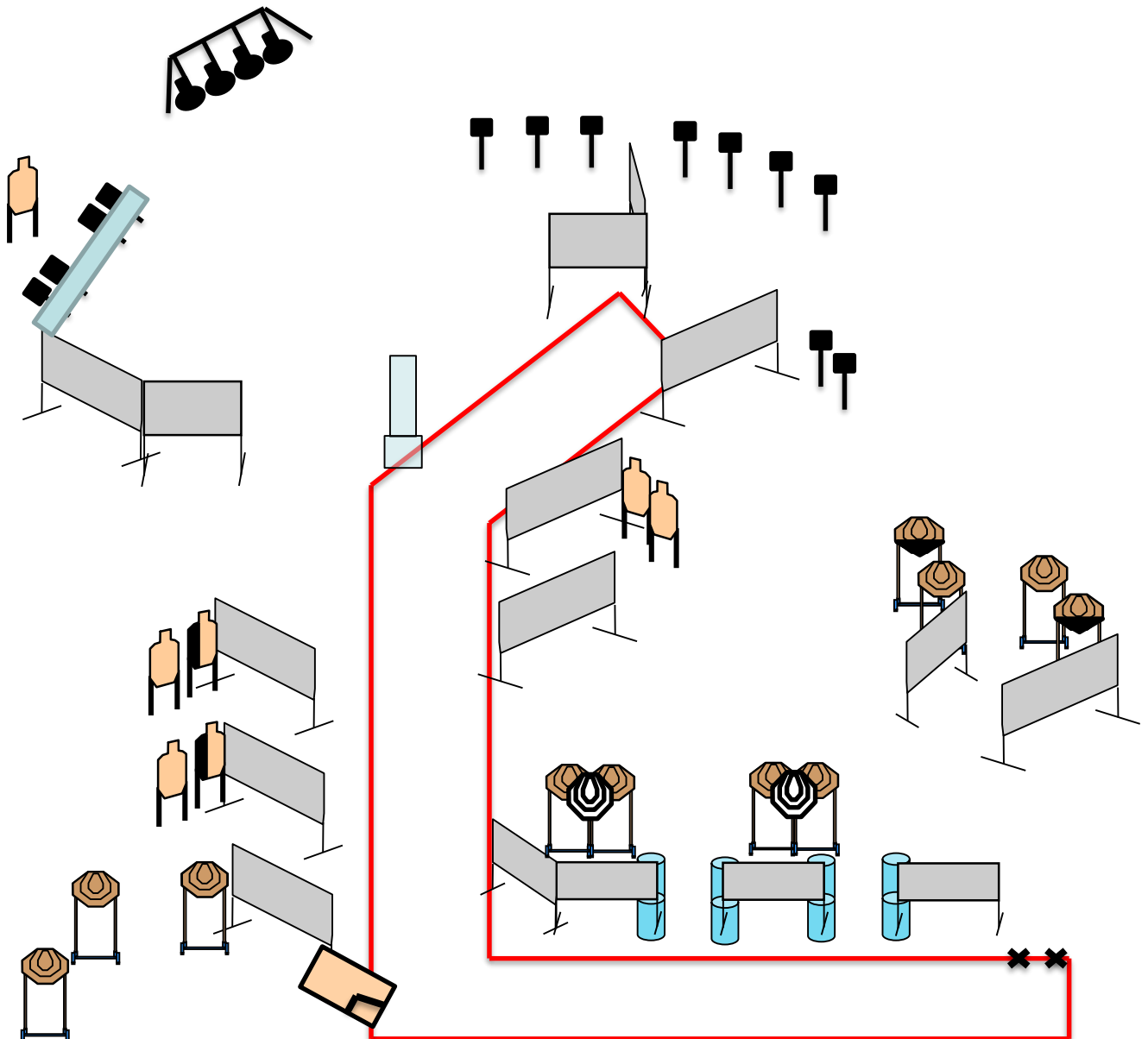
**ROUNDS:** 26 Rifle / 18 Handgun/ 9 Shotgun

**TARGETS:** 11 Classic, 7 Metric, 13 Plates, 4 Flash targets

**SCORED HITS:** Paper must be neutralized, steel must fall, flash targets must self-indicate.

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

**RULES:** USPSA Rifle, Shotgun and Multigun rulebook, 2015 edition





2016 USPSA Multi-gun Nationals  
 Stage # 6 Maybe you're right  
 Course Designer: Multi-gun Design Team

Shotgun  
 Rifle

**START POSITION:** Standing outside the fault lines, toes touching X's. Shotgun held at port arms

**FIREARM READY CONDITION:** Rifle loaded and staged on table. Shotgun loaded.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Slug plates to be engaged with 2 slugs rounds each. Clays 1-3 and plates 1-8 to be engaged with birdshot only. Classic targets 1-13 to be engaged with the rifle only

**SCORING:** Time Plus 100 POINTS

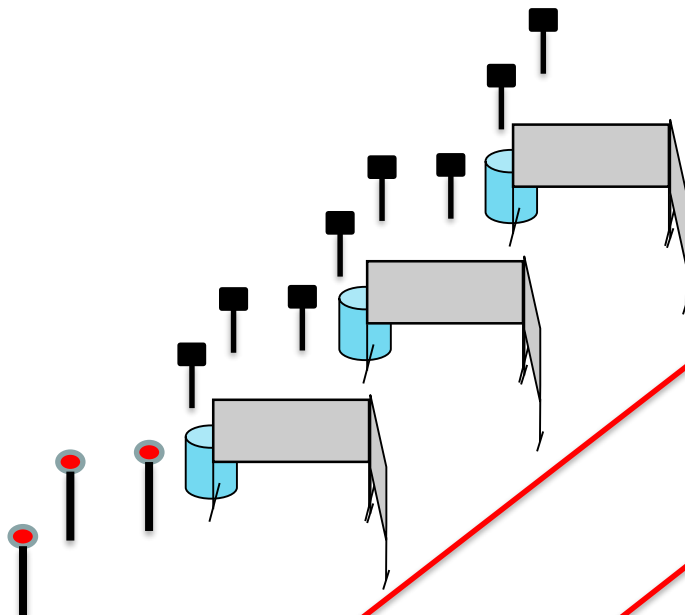
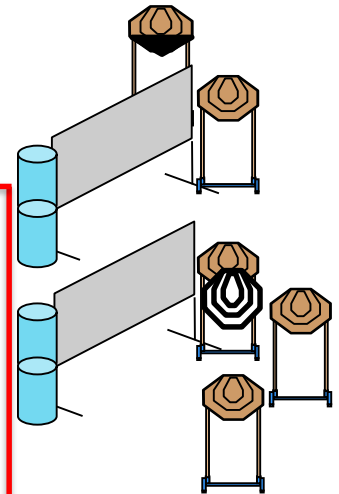
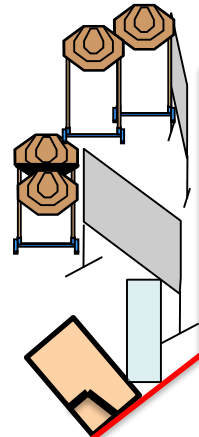
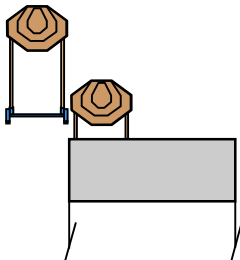
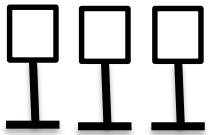
**ROUNDS:** 11 Birdshot / 6 Slugs / 26 Rifle.

**TARGETS:** 13 Classic, 8 Plates, 3 Slug Plates, 3 clays.

**SCORED HITS:** Paper must be neutralized, clays must break, steel must fall, long range must flash.

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

**RULES:** USPSA Rifle, Shotgun and Multigun rulebook, 2015 edition





2016 USPSA Multi-gun Nationals

Stage # 7 Where's My Head.

Course Designer: Multi-gun Design Team

Rifle  
Handgun

**START POSITION:** Standing inside the fault lines, heels touching X's, rifle held at low ready.

**GUN READY CONDITION:** Handgun loaded and holstered, rifle loaded.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Classic targets 1-13 to be engaged with the rifle only. Metric targets 1-10 and popper 1-3 to be engaged with the handgun only. Popper 3 activates max-trap target, which remains visible at rest.

**SCORING:** Time Plus 100 POINTS

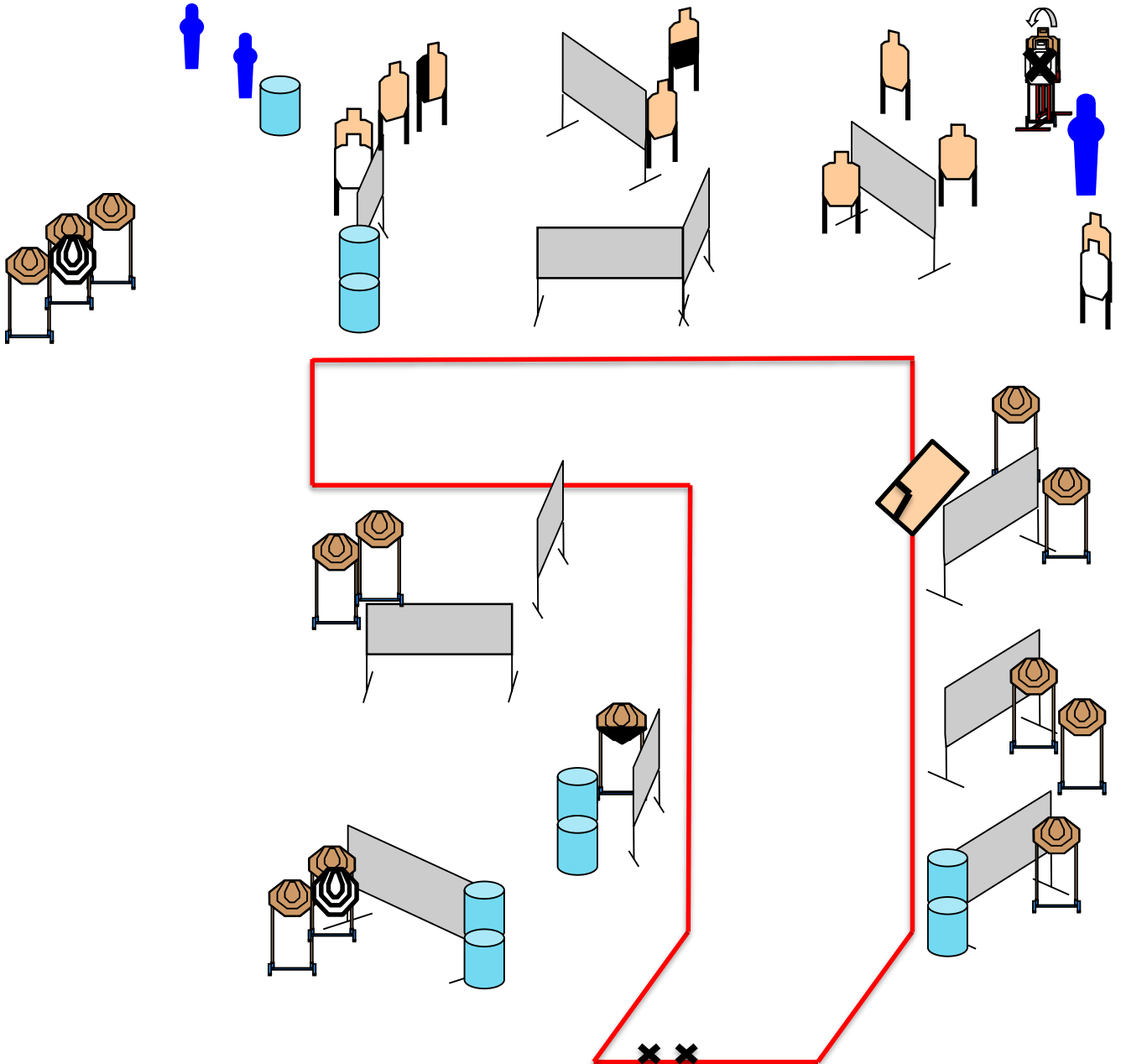
**ROUNDS:** 26 rifle / 23 Handgun

**TARGETS:** 13 Classic, 10 Metric, 3 Poppers

**SCORED HITS:** Paper must be neutralized, steel must fall, long range must flash.

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

**RULES:** USPSA Rifle, Shotgun and Multigun rulebook, 2015 edition





**2016 USPSA Multi-gun Nationals**  
**Stage # 8 Shoot the moon**  
**Course Designer: Multi-gun Design Team**

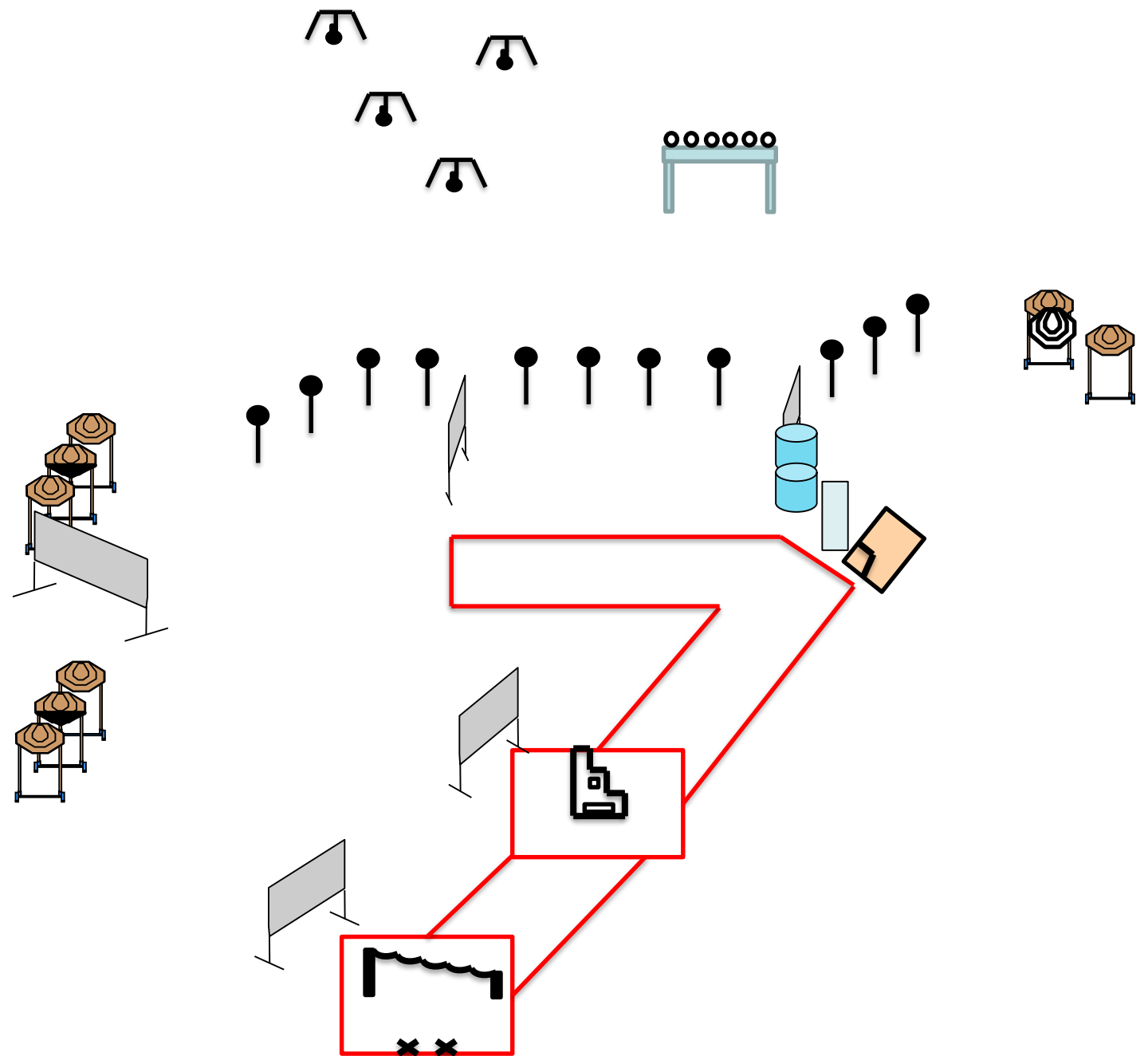
**Rifle**  
**Shotgun**

**START POSITION:** Standing inside Area A, heels touching X's. Rifle held at low ready.

**FIREARM READY CONDITION:** Shotgun loaded and staged on table. Rifle loaded.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Flash targets 1-4 must be engaged from Area A&B. Metric targets 1-8, flash targets 1-4 and plates 1-6 must be engaged with the rifle only. Plates 7-17 to be engaged with birdshot only. The stage will time out at 240 seconds.

**SCORING:** Time Plus 100 POINTS  
**ROUNDS:** 30 Rifle / 11 Birdshot  
**TARGETS:** 8 Classic, 17 Plates, 4 Flash targets.  
**SCORED HITS:** Paper must be neutralized, steel must fall, long range must flash.  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA Rifle, Shotgun and Multigun rulebook, 2015 edition







2016 USPSA Multi-gun Nationals

Stage # 9 Stay the course.

Course Designer: Multi-gun Design Team

Rifle  
Handgun

**START POSITION:** Standing in start box. Rifle held at low ready.

**GUN READY CONDITION:** Handgun loaded and holstered. Rifle loaded.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Flash targets must be engaged from Platform A only. Classic target 1-10 and flash targets 1-4 to be engaged with the rifle only. Metric targets 1-9 and poppers 1-5 to be engaged with the handgun only. PP1 activates swinging target, which remains visible at rest.

**SCORING:** Time Plus 100 POINTS

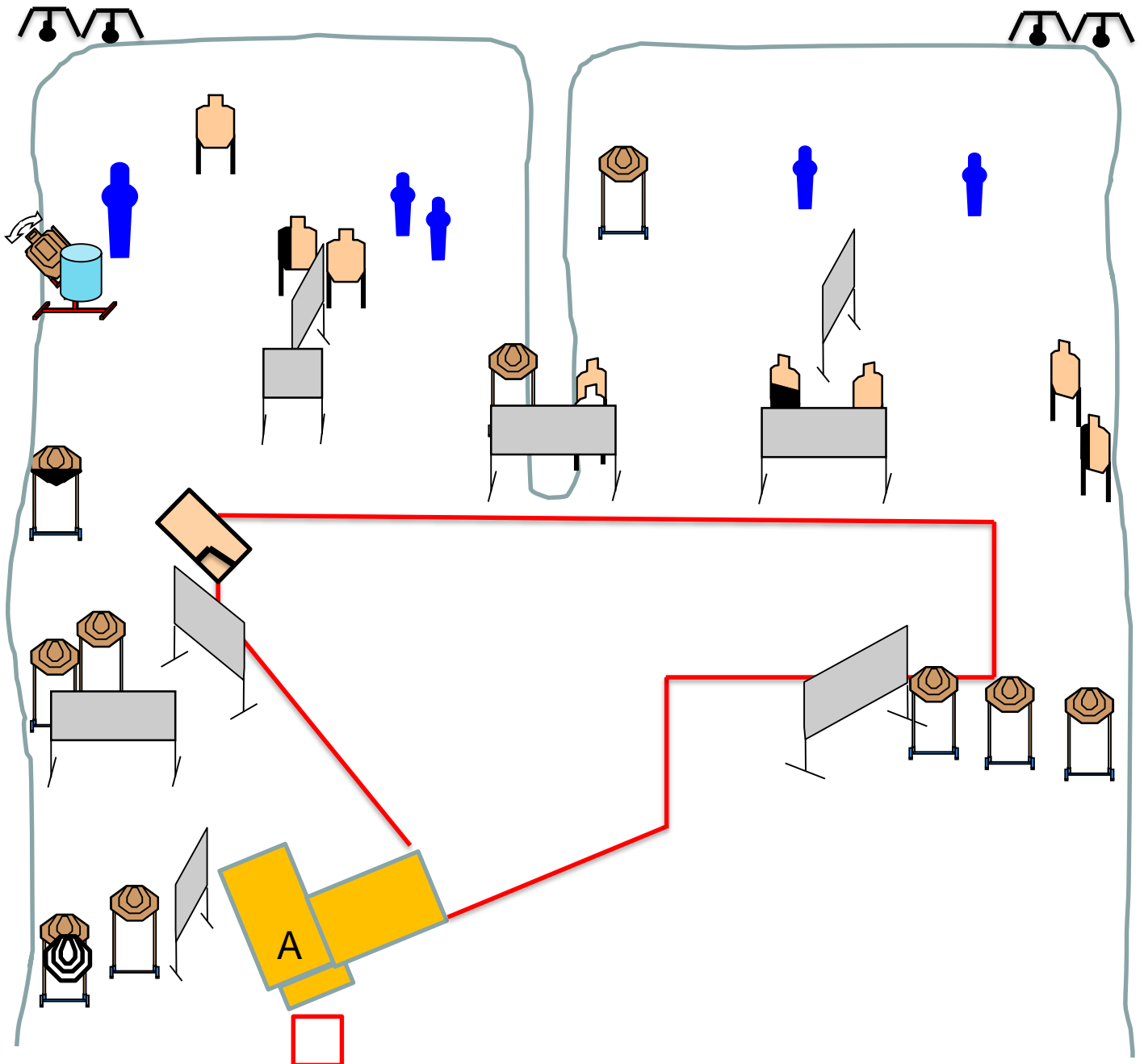
**ROUNDS:** 24 Rifle / 23 Handgun.

**TARGETS:** 10 Classic, 9 Metric, 5 Poppers, 4 flash targets

**SCORED HITS:** Paper must be neutralized, steel must fall, long range must flash.

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

**RULES:** USPSA Rifle, Shotgun and Multigun rulebook, 2015 edition







2016 USPSA Multi-gun Nationals  
 Stage # 11 Over and out  
 Course Designer: Multi-gun Design Team

Handgun  
 Rifle  
 Shotgun

**START POSITION:** Standing outside the fault lines toes touching X's Shotgun held at port arms.

**GUN READY CONDITION:** Handgun loaded and holstered, rifle loaded and staged on table, Shotgun loaded.

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Plates 1-9 to be engaged with birdshot only. Metric targets 1-9 and Poppers 1-2 to be engaged with the handgun only. Classic targets 1-7 and flash targets 1-5 to be engaged with the rifle only.

PP1 activates bobbing targets, which remain visible at rest.

**SCORING:** Time Plus 100 POINTS

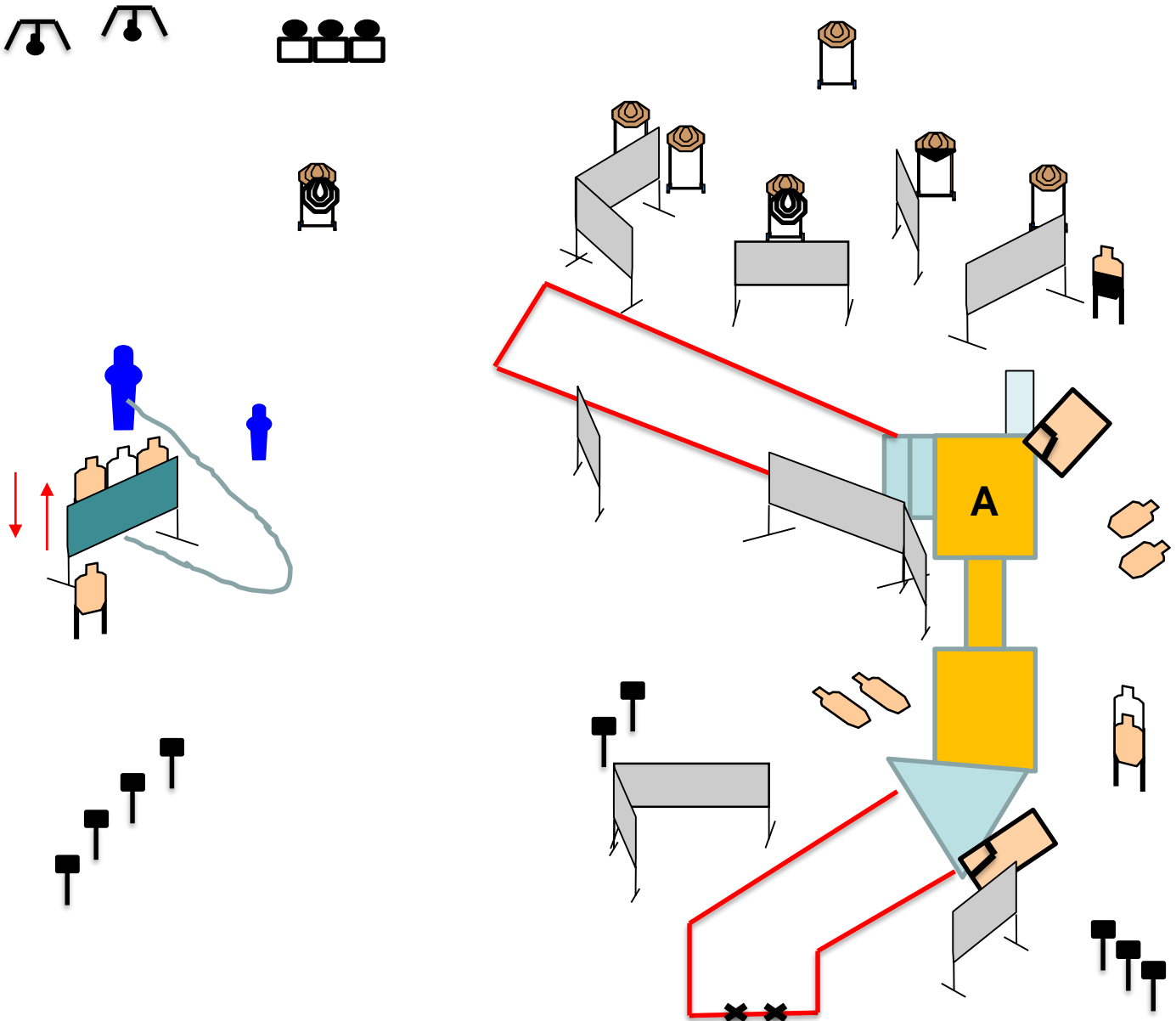
**ROUNDS:** 9 Birdshot / 20 handgun / 19 rifle.

**TARGETS:** 7 Classic, 9 Metric, 2 Poppers, 5 flash targets

**SCORED HITS:** Paper must be neutralized, steel must fall, long range must flash.

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

**RULES:** USPSA current edition





# 2016 USPSA Multi-gun Nationals

## Stage # 12 slug tower.

Course Designer: Multi-gun Design Team

# Handgun Shotgun

**START POSITION:** Standing inside the fault lines heels touching X's. Shotgun held at port arms.

**FIREARM READY CONDITION:** Handgun loaded and holstered, Shotgun loaded

**STAGE PROCEDURE:** Upon start signal, engage targets from within the fault lines. Classic targets 1-3 and flash targets 1-3 to be engaged with slugs only. Plates 1-6 and clays 1-4 to be engaged with birdshot only. Metric targets 1-13 and poppers 1-2 to be engaged with the handgun only.

**SCORING:** Time Plus 100 POINTS

**ROUNDS:** 6 Slugs / 10 birdshot / 28 pistol

**TARGETS:** 3 Classic, 13 Metric, 2 Poppers, 6 Plates, 4 Clays, 3 flash targets

**SCORED HITS:** Paper must be neutralized, clays must break, steel must fall, flash targets must self-indicate.

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

**RULES:** USPSA Rifle, Shotgun and Multigun rulebook, 2015 edition

