



2017 USPSA Multi-gun Nationals
Stage # 1
Course Designer: Multi-gun Design Team

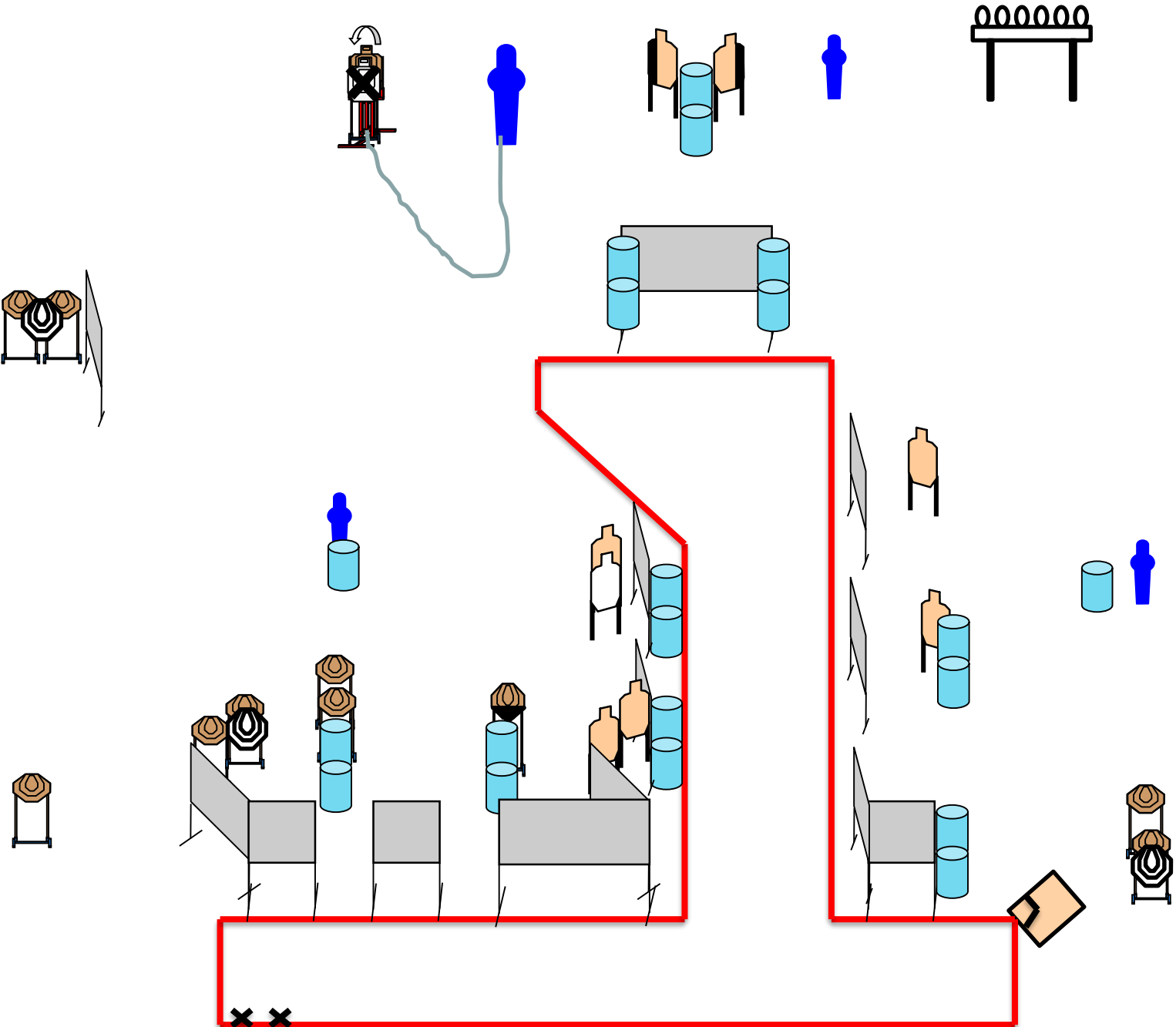
Rifle
Shotgun

START POSITION: Standing inside the fault lines, heels touching X's, rifle at port arms

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

SCORING: Time Plus 100 POINTS
ROUNDS: 26 rifle, 20 handgun
TARGETS: 10 Classic, 8 Metric, 4 Poppers, 6 Plates
SCORED HITS: Paper must be neutralized, steel must fall.
START-STOP: Audible - Last shot
RULES: USPSA current edition

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic 1-10 and plates 1-6 must be engaged with the rifle. Metric 1-8 and poppers 1-4 must be engaged with the handgun. PP2 activates max trap target, which remains visible at rest.





2017 USPSA Multi-gun Nationals

Stage # 2

Course Designer: Multi-gun Design Team

Handgun Shotgun

START POSITION: Standing outside the fault lines toes touching Xs, hands relaxed at sides

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

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Metric 1-11 and PP1 must be engaged with the handgun. Plates 1-13, PP2 and flying clay must be engaged with birdshot. PP1 activates drop turner and max trap targets. Max trap will remain visible at rest, drop turner will disappear. Missed flying clay equals + 10 seconds.

SCORING: Time Plus 100 POINTS

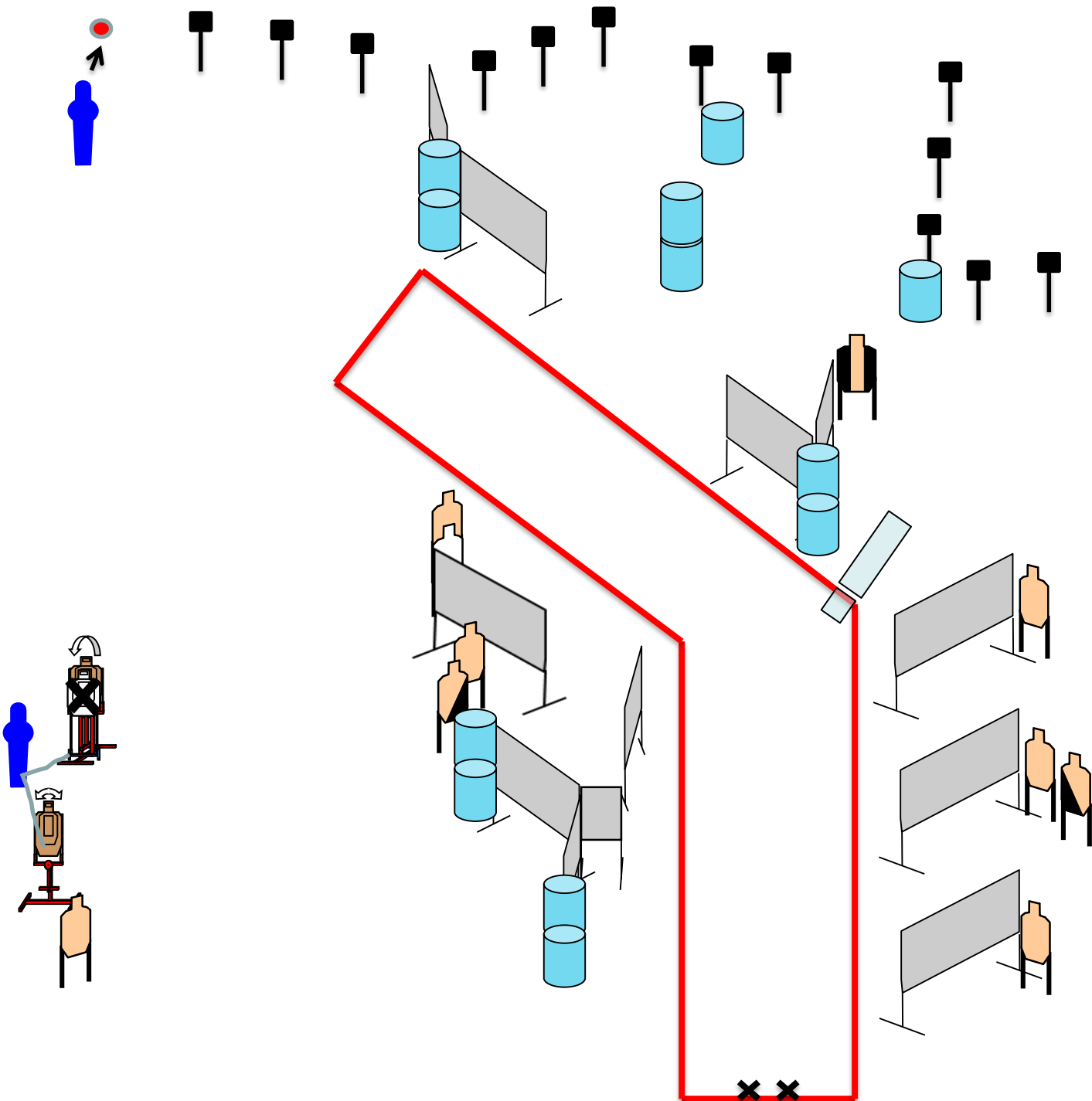
ROUNDS: 23 handgun, 15 birdshot

TARGETS: 11 Metric, 2 Poppers, 13 Plates, 1 Clay

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

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals
Stage # 3
Course Designer: Multi-gun Design Team

Rifle
Shotgun

START POSITION: Standing inside the fault lines, heels touching X's, Shotgun at low ready

GUN READY CONDITION: Rifle loaded on table, Shotgun loaded.

SCORING: Time Plus 100 POINTS

ROUNDS: 14 birdshot, 26 rifle

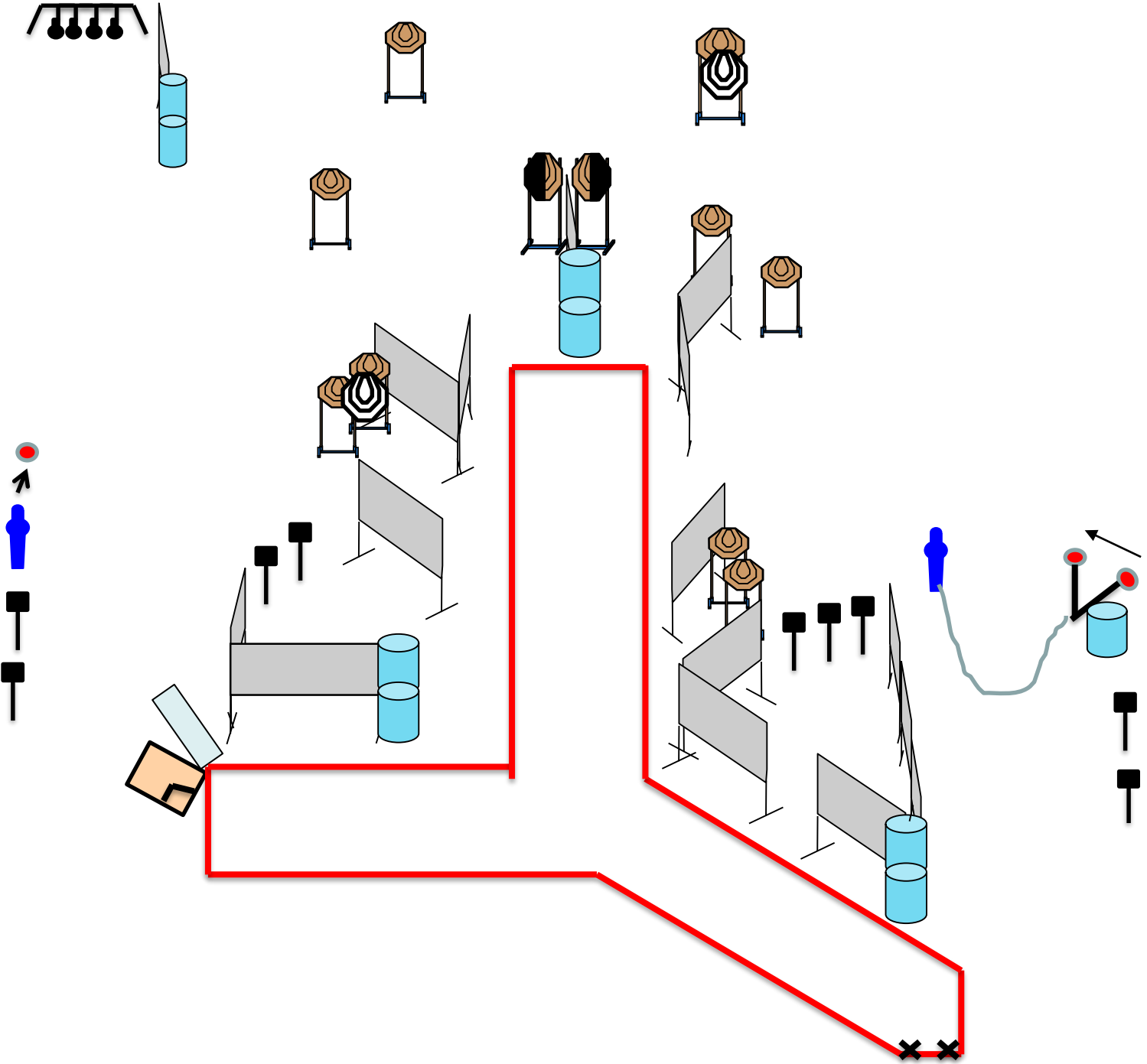
STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Plates 1-9, PP1-2 and clays to be engaged with birdshot only. Classic 1-11 and plates 10-13 to be engaged with the rifle only. PP1 activates flying clay. Miss on flying clay equals +10 seconds. PP2 activates swinging clays, which remain visible at rest.

TARGETS: 11 Classic, 13 Plates, 2 Poppers, 3 Clays

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

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals
Stage # 4
Course Designer: Multi-gun Design Team

Rifle
Shotgun

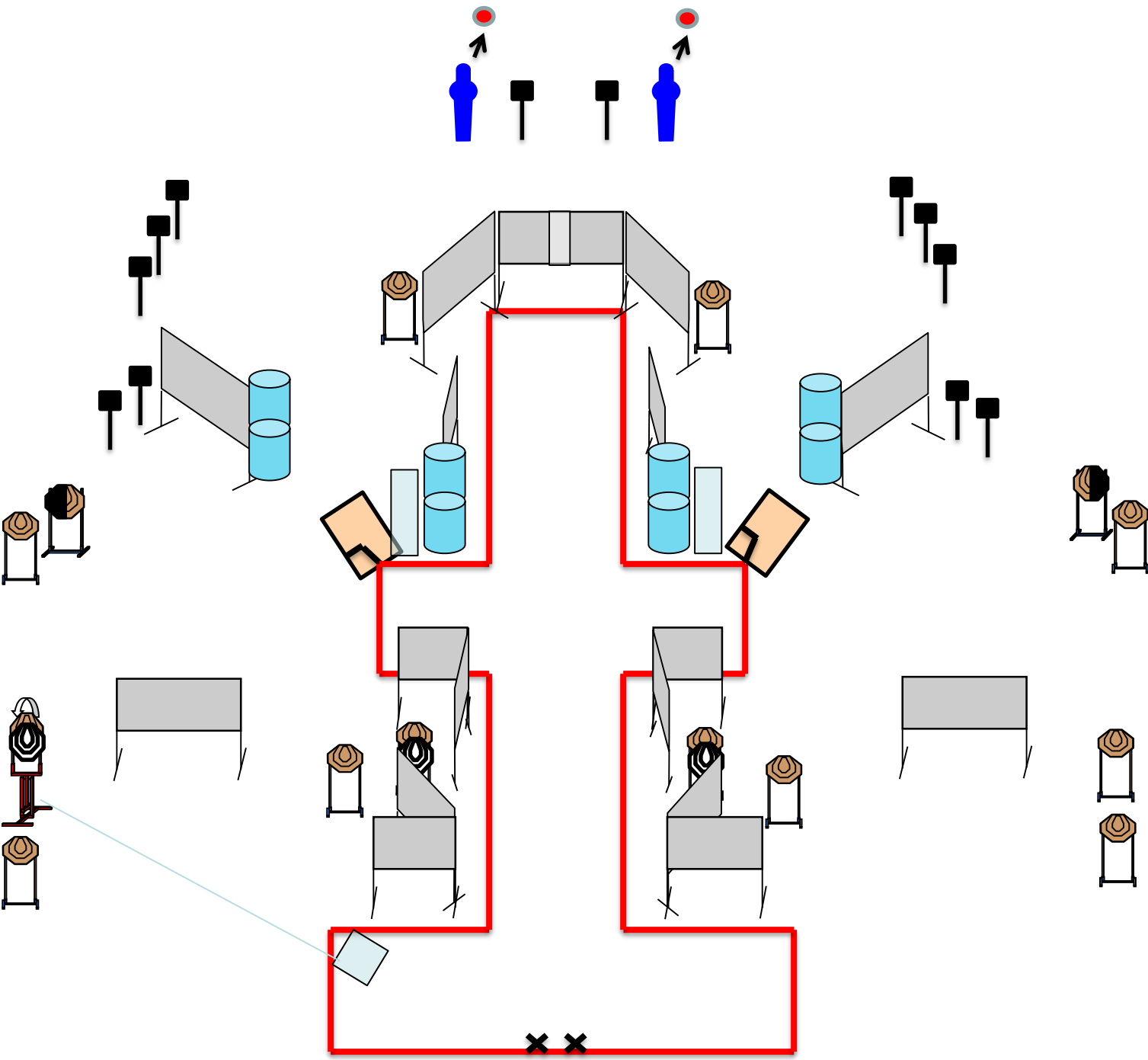
START POSITION: Standing outside the fault lines, toes touching Xs, rifle at low ready.

GUN READY CONDITION: Shotgun loaded and staged on table, Rifle loaded.

SCORING: Time Plus 100 POINTS
ROUNDS: 28 rifle, 16 birdshot

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic 1-14 to be engaged with the rifle only. Plates 1-12, Poppers 1-2 and clays 1-2 to be engaged with birdshot only. Pressure pad activates max trap target, which remains visible at rest. PP1-2 activates flying clays. Missed clay equals +10 seconds.

TARGETS: 14 Classic, 2 Poppers, 12 plates, 2 clays.
SCORED HITS: Paper must be neutralized, clays must break, steel must fall.
START-STOP: Audible - Last shot
RULES: USPSA current edition





2017 USPSA Multi-gun Nationals

Stage # 5

Course Designer: Multi-gun Design Team

Shotgun Handgun

START POSITION: Standing outside the fault lines toes touching Xs, Shotgun at low ready

GUN READY CONDITION: Handgun loaded and holstered, Shotgun loaded.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Metric 1-11 and PP1-3 to be engaged with the handgun only. Plates 1-9 and clays 1-2 to be engaged with birdshot only. Slug plates to be engaged with slugs only.

SCORING: Time Plus 100 POINTS

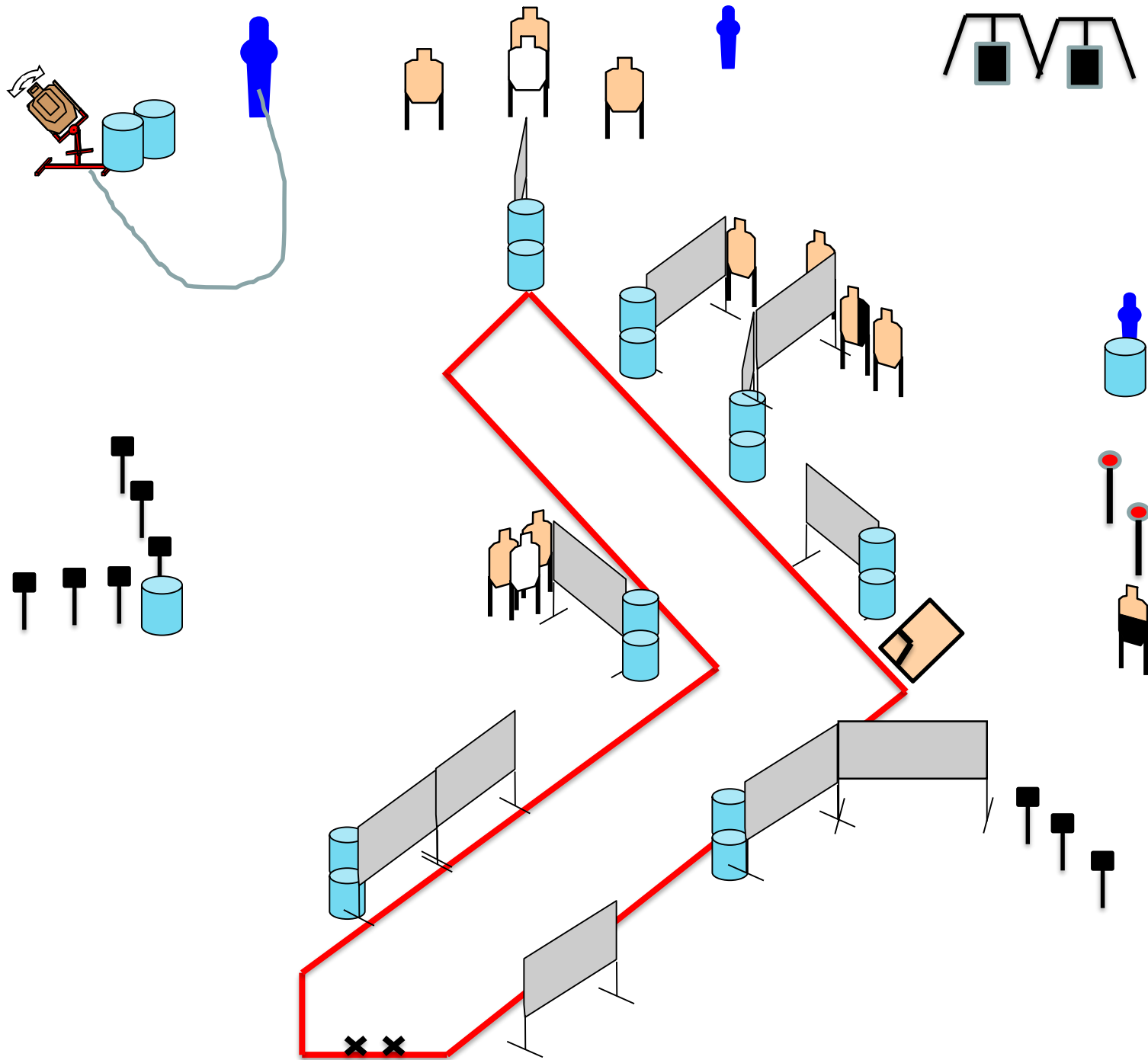
ROUNDS: 11 birdshot, 2 slugs, 25 handgun

TARGETS: 11 Metric, 3 Poppers, 9 Plates, 2 slug plates, 2 clays

SCORED HITS: Paper must be neutralized, clays must break, steel must fall, slug plates must flash.

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals
 Stage # 6
 Course Designer: Multi-gun Design Team

Rifle
 Handgun
 Shotgun

START POSITION: Standing inside the fault lines heels touching X's, Rifle at low ready

GUN READY CONDITION: handgun loaded and holstered, Shotgun loaded on table, Rifle loaded.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic 1-8 and Plates 1-6 to be engaged with the rifle only. Plates 1-9 to be engaged with birdshot only. Metric 1-8 and Poppers 1-2 to be engaged with the handgun only.

SCORING: Time Plus 100 POINTS

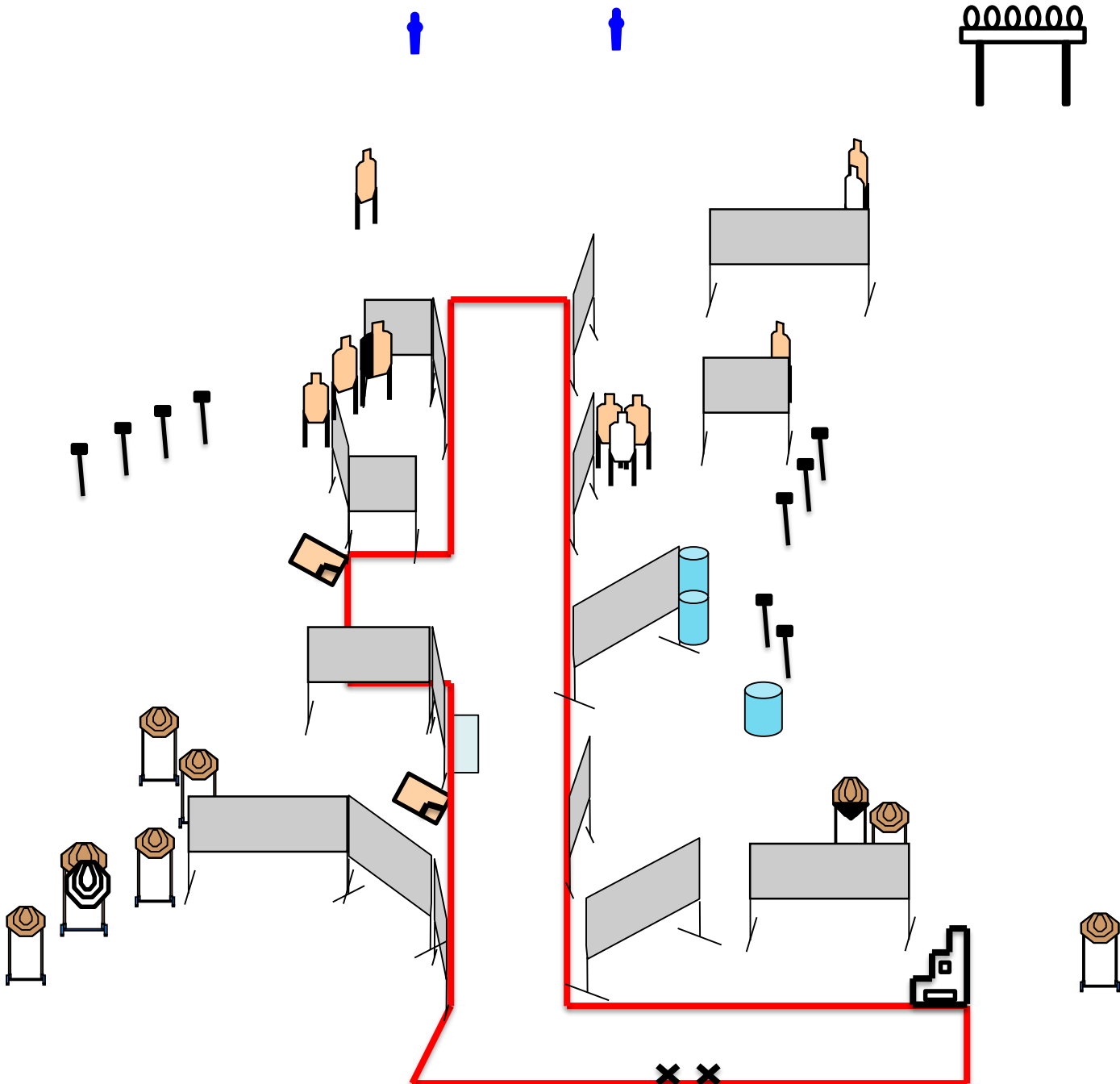
ROUNDS: 22 rifle, 9 Birdshot, 18 handgun

TARGETS: 8 Classic, 8 Metric, 15 Plates, 2 Poppers

SCORED HITS: Paper must be neutralized, steel must fall.

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals
Stage # 7
Course Designer: Multi-gun Design Team

Rifle
Handgun
Shotgun

START POSITION: Standing outside the fault lines, toes touching Xs Shotgun at port arms.

GUN READY CONDITION: handgun loaded and holstered, Rifle loaded on table, Shotgun loaded.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Metric 1-9 and Poppers 1-3 to be engaged with the handgun only. Classic 1-10 to be engaged with the rifle only. Slug plate 1-4 to be engaged with slugs only. PP2 activates swinging target, which remains visible at rest.

SCORING: Time Plus 100 POINTS

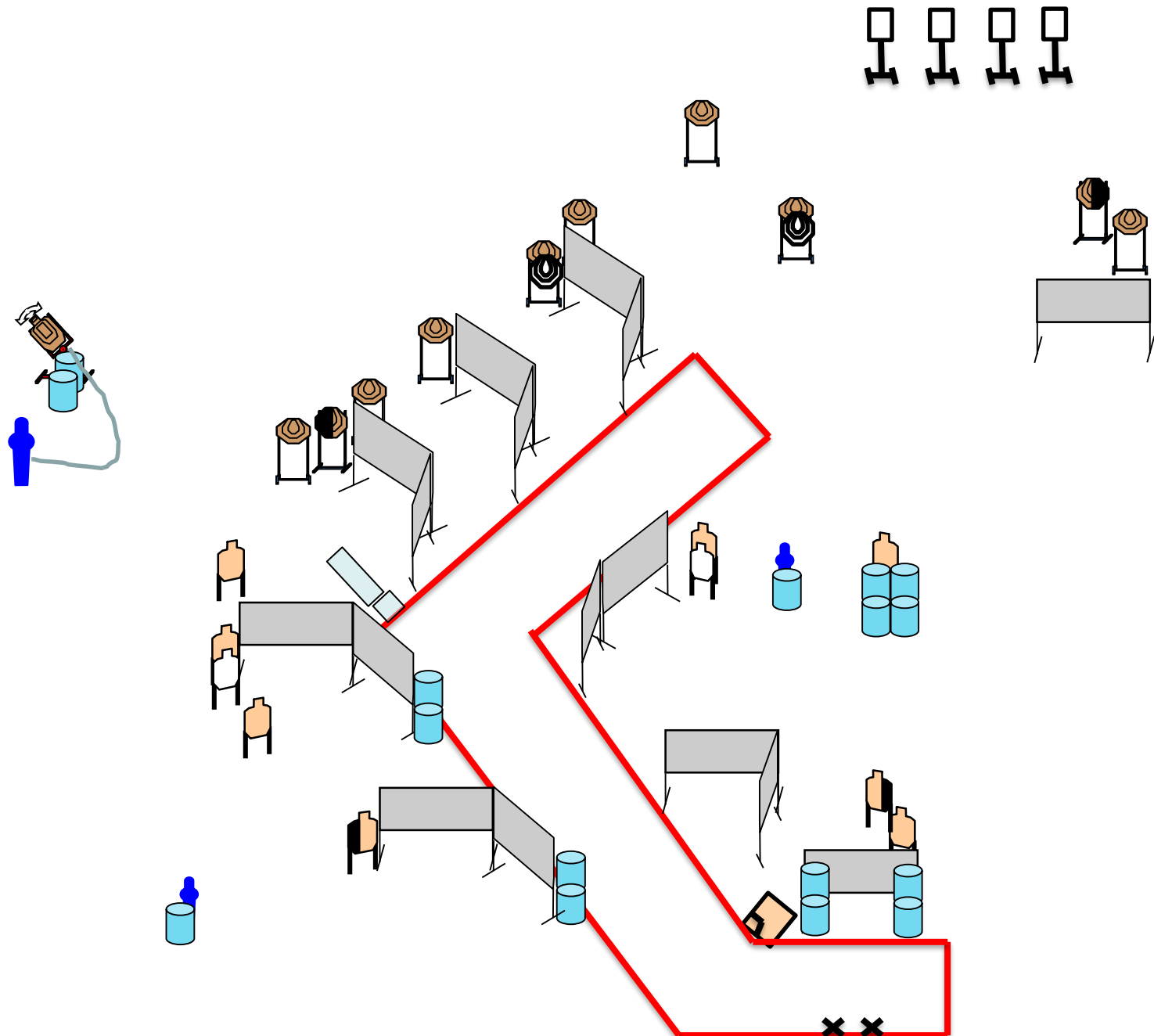
ROUNDS: 8 Slugs, 21 handgun, 20 rifle

TARGETS: 9 Metric, 10 Classic, 3 Poppers, 4 Slug plates

SCORED HITS: Paper must be neutralized, slug plates must be hit twice.

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals

Stage # 8

Course Designer: Multi-gun Design Team

Rifle
Handgun
Shotgun

START POSITION: Standing inside the fault lines, heels touching Xs, Rifle at low ready.

GUN READY CONDITION: handgun loaded and holstered, Shotgun loaded and staged on table. Rifle loaded.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic 1-7 and Plates 1-4 must be engaged with the rifle only. Metric 1-8 and Poppers 1-3 to be engaged with the handgun only. Plates 5-15 to be engaged with birdshot only.

SCORING: Time Plus 100 POINTS

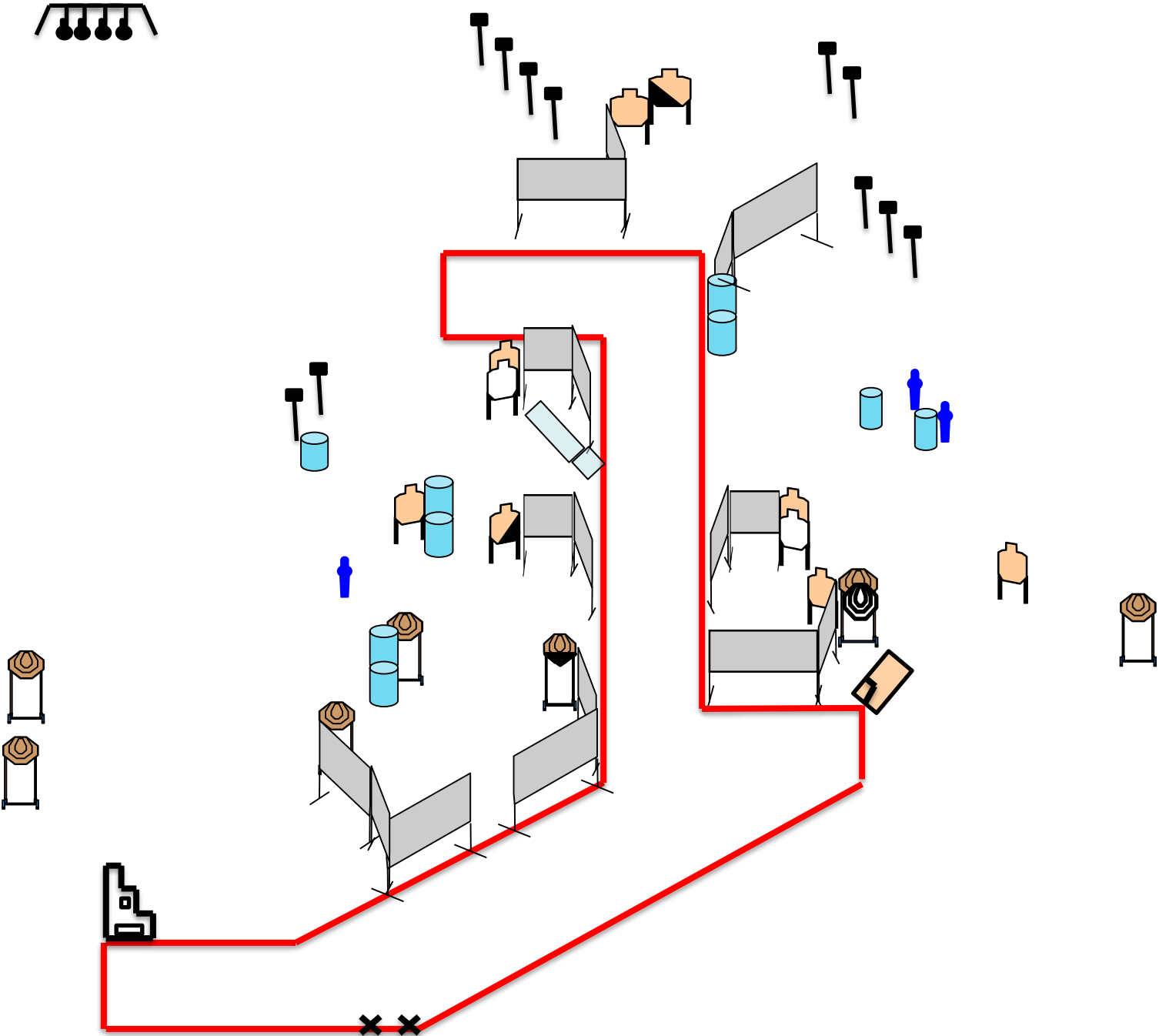
ROUNDS: 18 Rifle, 19 handgun, 11 Birdshot

TARGETS: 7 Classic, 8 Metric, 3 Poppers, 15 plates

SCORED HITS: Paper must be neutralized, steel must fall, flash targets must flash.

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals

Stage # 9

Course Designer: Multi-gun Design Team

Rifle
Handgun
Shotgun

START POSITION: Standing on the bridge, feet on X's, Shotgun at port arms.

GUN READY CONDITION: handgun loaded and holstered, Rifle loaded on table, Shotgun loaded.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Plates 1-5, Poppers 1-2 and clays 1-3 must be engaged with birdshot only. Classic 1-8 and Plates 6-8 must be engaged with the rifle only. Metric 1-8 and Poppers 3-4 must be engaged with the handgun only. PP1 activates flying clay. PP2 activates swinging clay which remain visible at rest. Missed flying clay equals + 10 seconds.

SCORING: Time Plus 100 POINTS

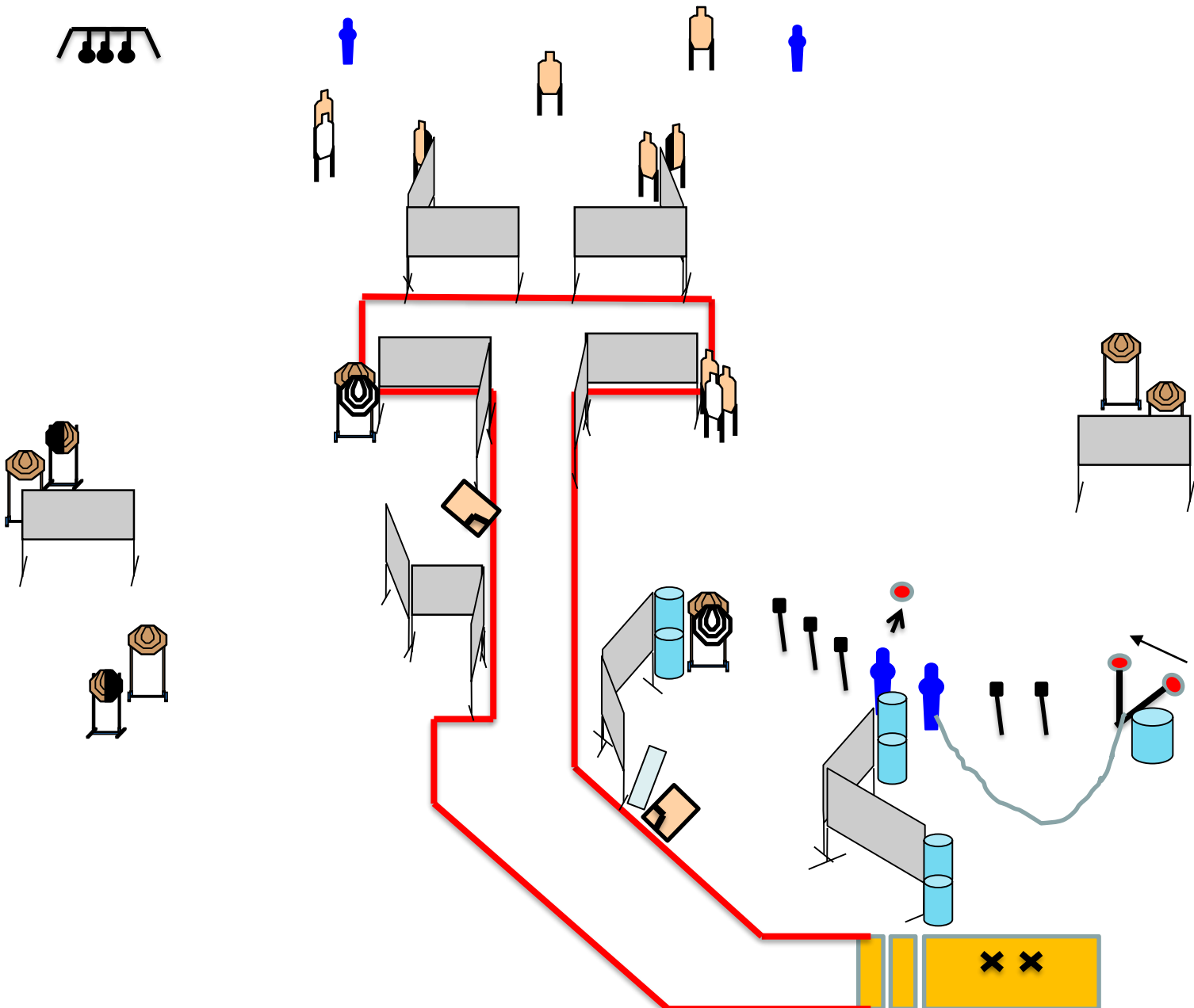
ROUNDS: 10 Birdshot, 19 rifle, 18 handgun

TARGETS: 8 Classic, 8 Metric, 4 Poppers, 8 Plates, 3 clays

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

START-STOP: Audible - Last shot

RULES: USPSA current edition

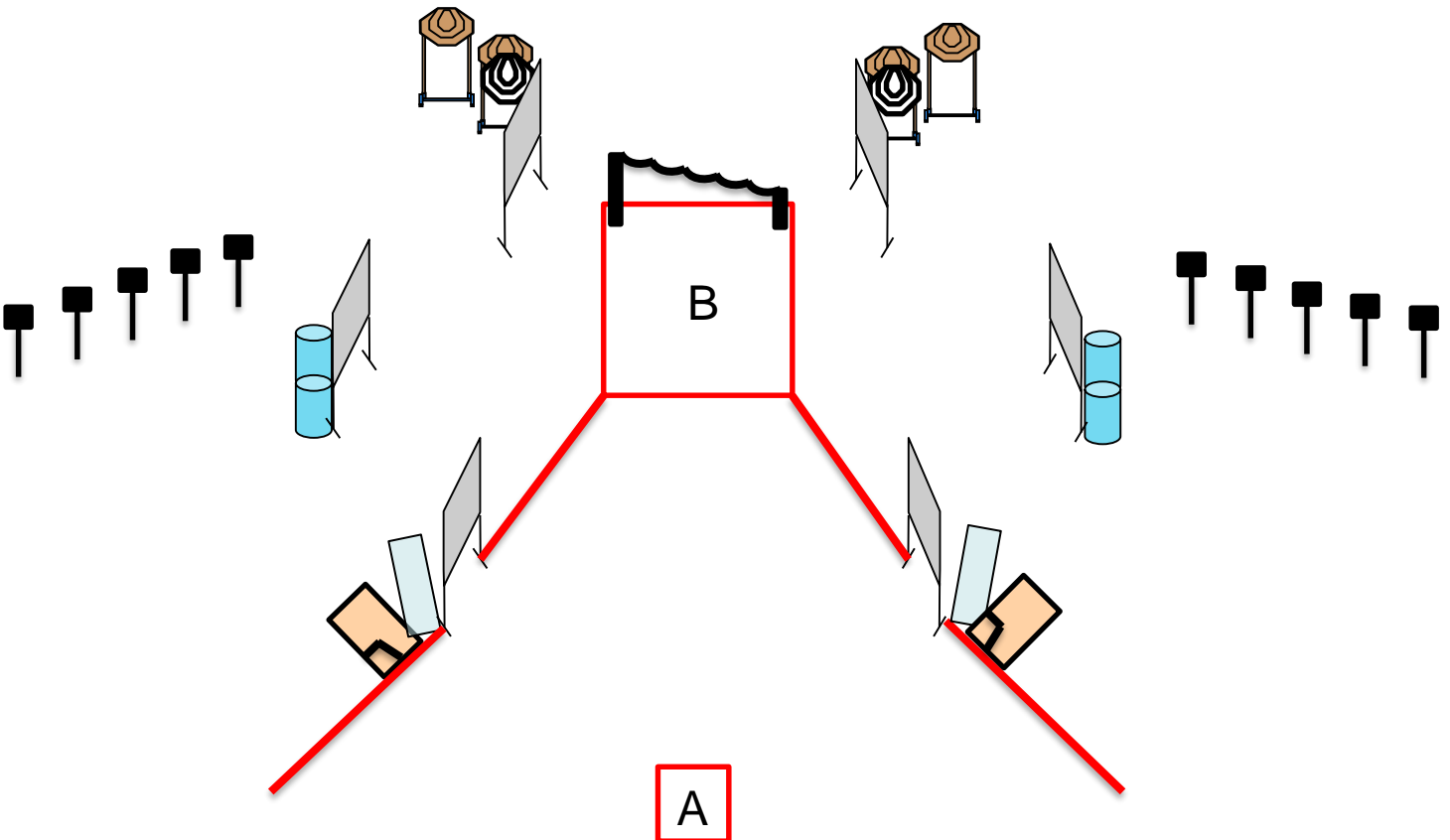
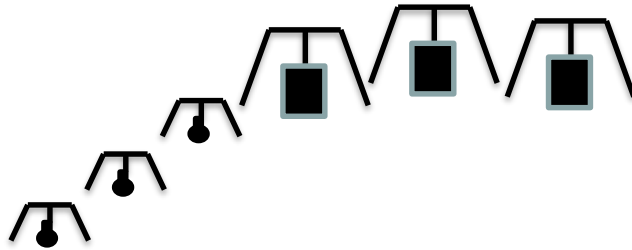




2017 USPSA Multi-gun Nationals
Stage # 10
Course Designer: Multi-gun Design Team

Rifle
Shotgun

| | |
|--|---|
| START POSITION: Standing in box A, shotgun at port arms. | |
| <p>GUN READY CONDITION: Rifle loaded on either table. SG loaded.</p> <p>STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Plates 1-10 to be engaged with birdshot only. Classic 1-4 and flash targets 1-6 to be engaged with the rifle only. Long range plates 1-6 to be engaged from position B only. The stage will time out at 200 seconds.</p> | <p>SCORING: Time Plus 100 POINTS</p> <p>ROUNDS: 10 Birdshot, 14 rifle</p> <p>TARGETS: 4 Classic, 10 Plates, 6 Flash targets</p> <p>SCORED HITS: Paper must be neutralized, steel must fall, long range must flash.</p> <p>START-STOP: Audible - Last shot</p> <p>RULES: USPSA current edition</p> |





2017 USPSA Multi-gun Nationals
Stage # 11
Course Designer: Multi-gun Design Team

Rifle
Handgun

START POSITION: Standing inside the shooting area Heels touching X's, wrists above shoulders.

GUN READY CONDITION: Rifle loaded and staged on table. handgun loaded and holstered.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic 1-4 and flash targets 1-6 must be engaged with the rifle only. Metric 1-9 and Poppers 1-2 must be engaged with the handgun only. PP2 activates max trap and drop turning targets. Max trap remains visible at rest. Drop turner disappears at rest. The stage will time out at 200 seconds.

SCORING: Time Plus 100 POINTS

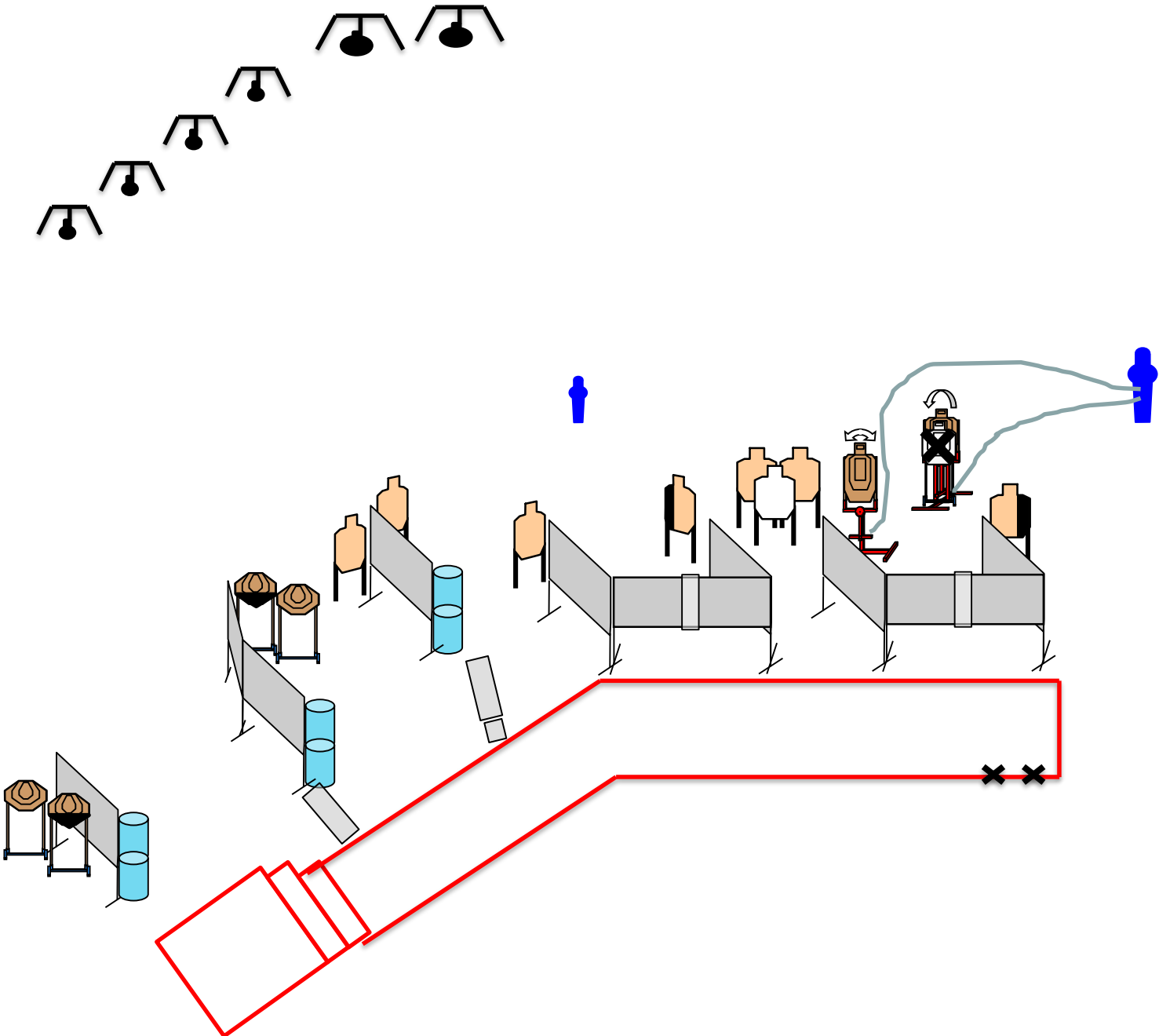
ROUNDS: 20 handgun, 14 rifle

TARGETS: 4 Classic, 9 Metric, 2 Poppers, 6 flash targets

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

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals
Stage # 12
Course Designer: Multi-gun Design Team

Handgun
Shotgun

START POSITION: Standing in Box A Palms flat on Xs on table.

GUN READY CONDITION: handgun unloaded and holstered, Shotgun unloaded on table.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Poppers 1-8 must be engaged with the handgun only. Plates 1-8 must be engaged with birdshot only.

SCORING: Time Plus 100 POINTS

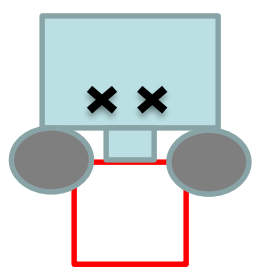
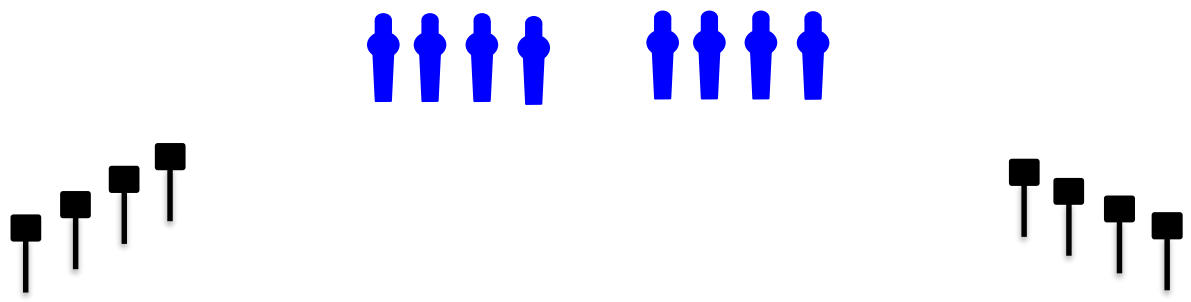
ROUNDS: 8 birdshot, 8 handgun

TARGETS: 8 Poppers, 8 Plates

SCORED HITS: Steel must fall.

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals
Stage # 13
Course Designer: Multi-gun Design Team

Rifle
Handgun

START POSITION: Standing in Box A Palms flat on X's on table.

GUN READY CONDITION: Handgun and rifle unloaded per 8.1.4.1 and lying flat on the table. All magazines to be placed on the table.

SCORING: Time Plus 100 POINTS

ROUNDS: 12 rifle, 12 handgun

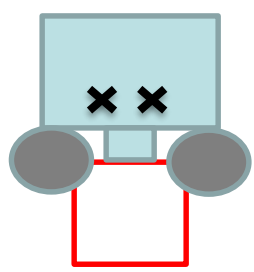
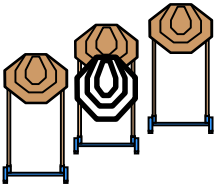
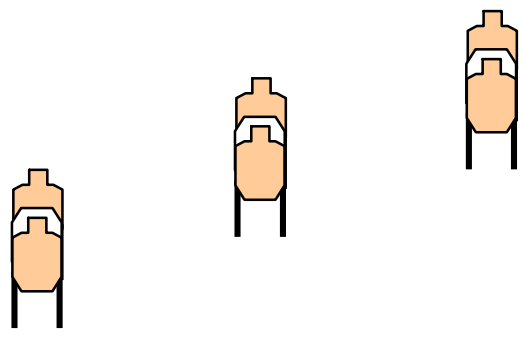
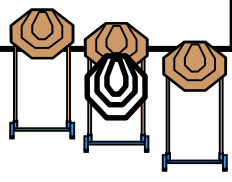
TARGETS: 6 Classic, 6 Metric

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic 1-6 must be engaged with the rifle only. Metric 1-6 must be engaged with the handgun only.

SCORED HITS: Paper must be neutralized.

START-STOP: Audible - Last shot

RULES: USPSA current edition





2017 USPSA Multi-gun Nationals

Stage # 14

Course Designer: Multi-gun Design Team

Rifle
Handgun
Shotgun

START POSITION: Standing in box A, Palms flat on X's

GUN READY CONDITION: Shotgun Unloaded on table, Rifle unloaded on table, handgun unloaded and holstered.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Metric 1-4 must be engaged with the handgun. Classic 1-4 must be engaged with the rifle. Plates 1-8 must be engaged with birdshot only.

SCORING: Time Plus 100 POINTS

ROUNDS: 8 birdshot, 8 rifle, 8 handgun

TARGETS: 4 Metric, 4 Classic, 8 Plates

SCORED HITS: Paper must be neutralized, steel must fall.

START-STOP: Audible - Last shot

RULES: USPSA current edition

