

### Stage 1 Course Designer: BPSA Design Team



START POSITION: Standing in either box A or B.

GUN READY CONDITION: This stage uses rifle only. Rifle

loaded at low ready.

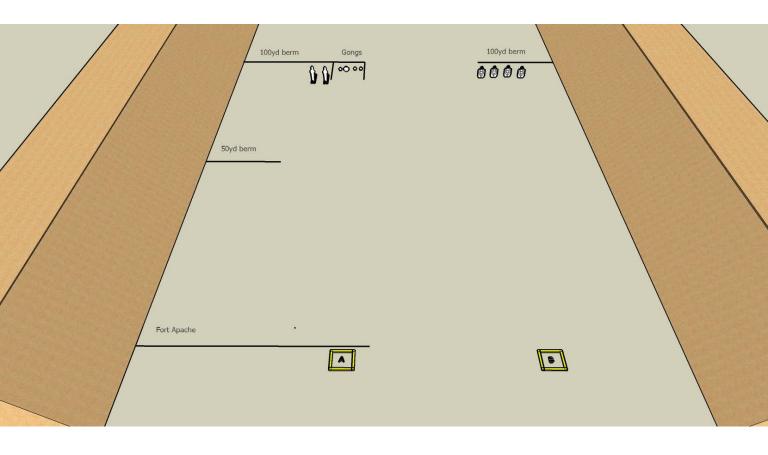
SCORING: Time Plus
TARGETS: 10 static steel
SCORED HITS: 1 hit on static
START-STOP: Audible - Last shot
RULES: USPSA current edition

#### **STAGE PROCEDURE:**

Engage two poppers and all four gongs on the left side from Box A. You can use wall for support.

Engage the four silhouette targets on the right from box B, offhand and unsupported.

\*\*\* Must make a mandatory reload between boxes. \*\*\*



SETUP NOTES:	Scoring:



# Stage 2 Course Designer: BPSA Design Team



**START POSITION:** Toes on XX's.

GUN READY CONDITION: This stage uses your choice of 2 guns. Starting with one gun of choice. Rifle or shotgun at low ready, or pistol loaded and holstered. Second gun of choice loaded and placed on table or holstered.

SCORED HIS START-STO

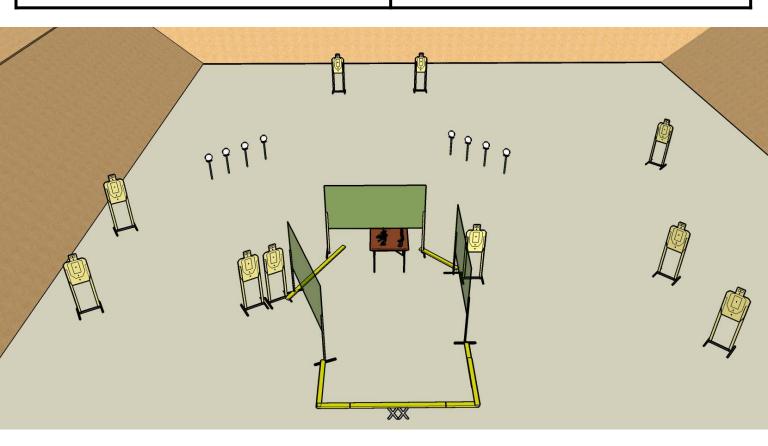
STAGE PROCEDURE: Upon start signal, engage all targets from within shooting area. Steel must be engaged with shotgun or pistol, Paper must be engaged with rifle or pistol. Cannot use pistol for both, must engage paper and steel arrays with different gun.

**SCORING:** Time Plus

**TARGETS: 10** metric, 8 steel

SCORED HITS: 1 A/B or 2 anywhere, steel must fall

**START-STOP:** Audible - Last shot **RULES:** USPSA current edition



SETUP NOTES:	Scoring:



#### Stage 3

**Course Designer: BPSA Design Team** 



**START POSITION:** Heels on XX's.

GUN READY CONDITION: This stage uses your choice of 2 guns. Starting with one gun of choice. Rifle or shotgun at low ready, or pistol loaded and holstered. Second gun of choice loaded and placed on table or holstered.

SCORED HIS START-STO

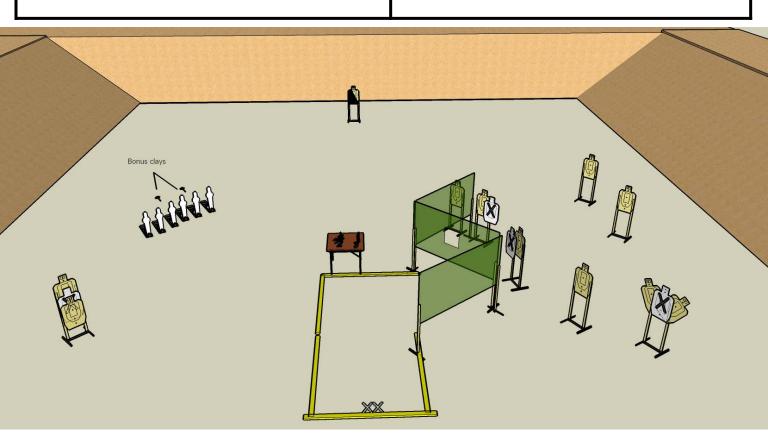
STAGE PROCEDURE: Upon start signal, engage all targets from within shooting area. Steel must be engaged with shotgun or pistol, Paper must be engaged with rifle or pistol. Cannot use pistol for both, must engage paper and steel arrays with different gun.

\*\*\* Bonus clays are worth 2 seconds each, and can only be shot with shotgun. \*\*\*

**SCORING:** Time Plus

TARGETS: 11 metric, 6 steel, 2 bonus clays SCORED HITS: 1 A/B or 2 anywhere, steel must fall

**START-STOP:** Audible - Last shot **RULES:** USPSA current edition



SETUP NOTES:	Scoring:



## Stage 4 Course Designer: BPSA Design Team



**START POSITION:** Touching start pole.

**GUN READY CONDITION:** This stage uses all three guns. Shotgun loaded and placed on Table A or Table B. Pistol loaded and holstered. Rifle \*UNLOADED\* and placed on table A with magazine on table.

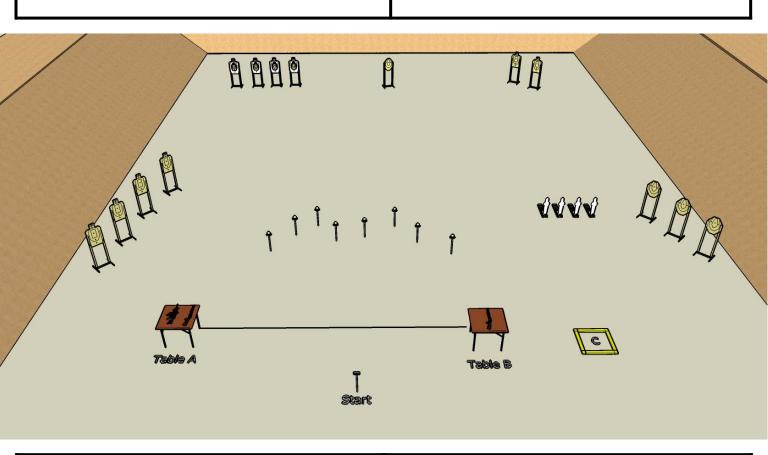
**STAGE PROCEDURE:** Engage metric targets (with heads) with rifle. Engage small steel with shotgun. Engage classic targets (headless) and poppers with pistol. Can engage in any order.

**SCORING:** Time Plus

TARGETS: 10 metric, 4 classic, 8 steel, 4 poppers

SCORED HITS: 1 A/B or 2 anywhere, steel must fall START-STOP: Audible - Last shot

**RULES:** USPSA current edition



SETUP NOTES:	Scoring: