



Stage 1 – Rifle Range Relay

Course Designer: BPSA Design Team



START POSITION:

One team member standing in box A, pistol loaded and holstered. Other two team members standing on respective XXs with no firearms. Shotgun loaded to division capacity staged in barrel. Rifle loaded to division capacity staged on table.

STAGE PROCEDURE:

On signal, draw pistol and engage paper targets from Box A, then safely dump pistol in bucket, then run to tag second team member standing on XXs.

Once tagged, second team member retrieves shotgun from barrel, engages clay targets, and then safely dumps shotgun back in barrel, and then runs to tag third team member standing on XXs.

Once tagged, third team member retrieves rifle from table, engages four steel targets from behind table while standing, and then engages the four steel targets again from under table while kneeling or prone.

Team members cannot leave XX's until tagged.

SCORING:

Time Plus Penalties

TARGETS:

5 3GN targets, 4 steel (2 hits each), 8 clays

SCORED HITS:

1 hit in 8" center or 2 anywhere on paper

2 called hits per steel

Clays must break to score

START-STOP:

Audible - Last shot

RULES:

3GN MULTIGUN RULES, Latest Edition

PENALTIES:

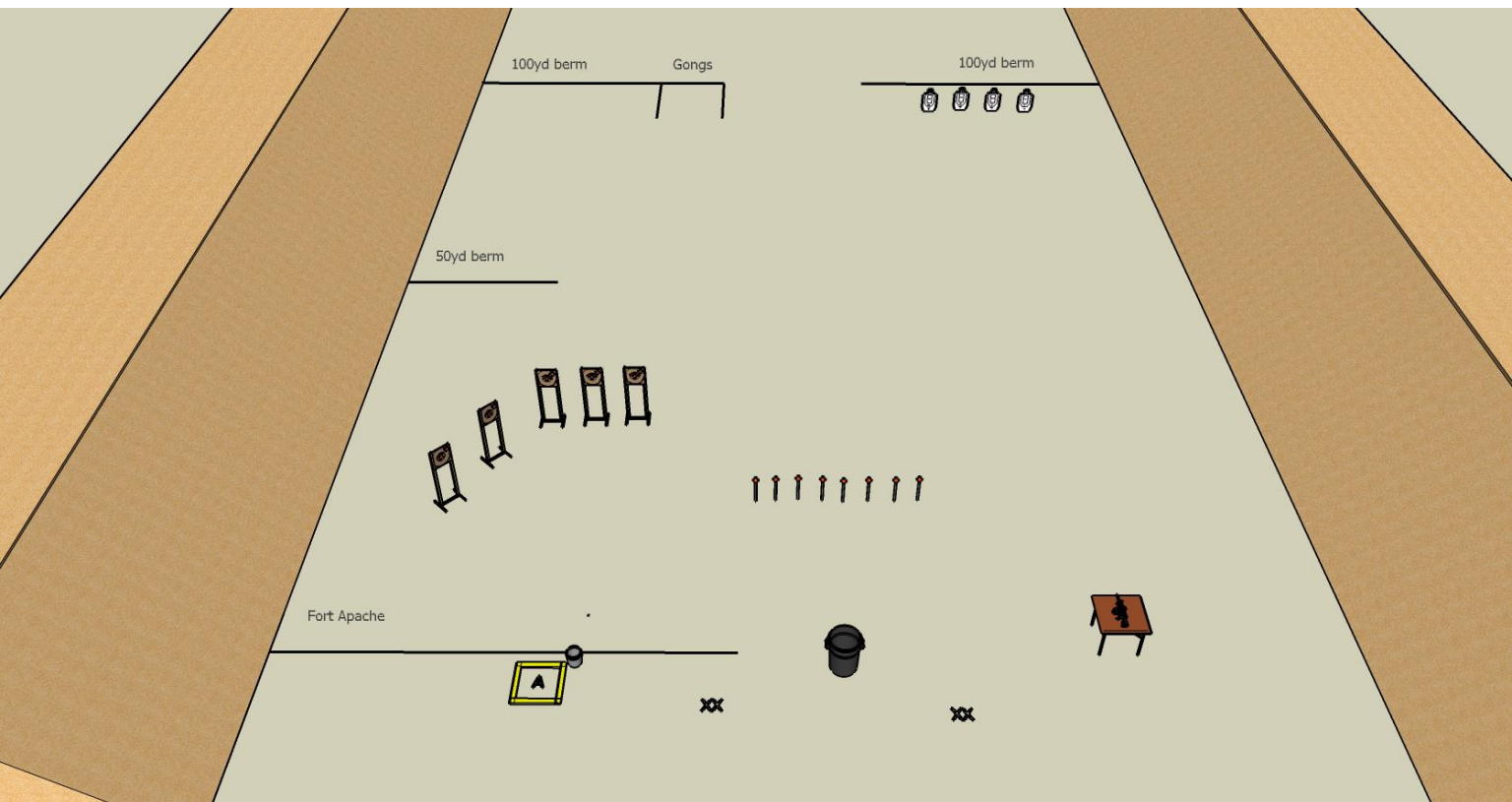
SHT (Single Hit on Target) +2.5 seconds

MOT (Miss on Target) +5 seconds

NS (No Shoot) +5 seconds

FTE (Fail to Engage) +2.5 seconds

PROC (Procedural) +5 seconds





Stage 2 – Three Times a Charm

Course Designer: BPSA Design Team



START POSITION:

Facing downrange, feet on XX's. Pistol, if used, loaded and holstered. Long guns, if used, loaded to division capacity and held at port arms..

STAGE PROCEDURE:

String 1 - First team member engage targets from within fault lines using pistol.

String 2 – Second team member engage targets from within fault lines using rifle.

String 3 – Third team member engage targets from within fault lines using shotgun slugs.

SCORING: Time Plus Penalties

TARGETS: 12 3GN targets

SCORED HITS: 1 hit in 8" center or 2 anywhere on paper

START-STOP: Audible - Last shot

RULES: 3GN MULTIGUN RULES, Latest Edition

PENALTIES:

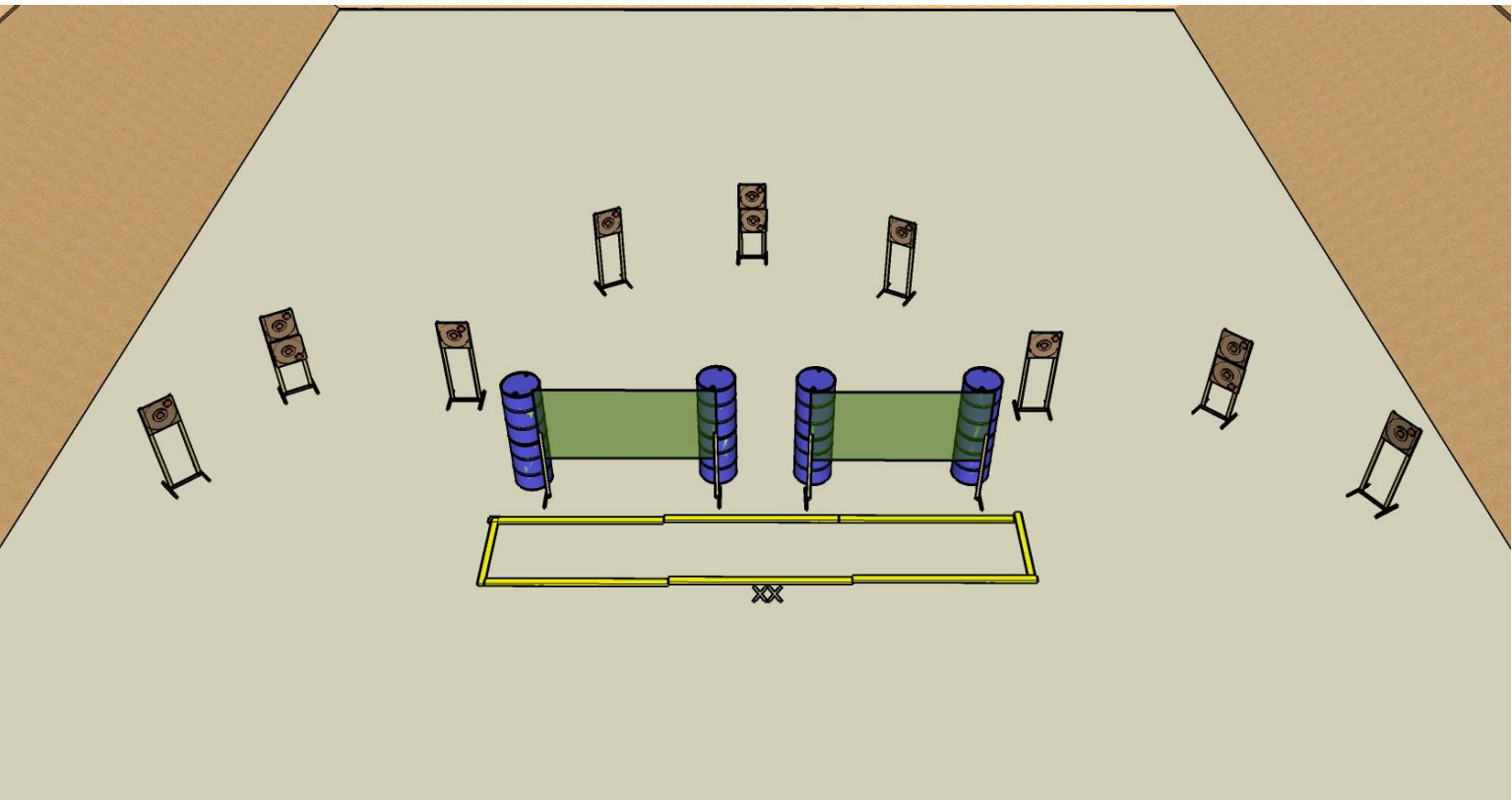
SHT (Single Hit on Target) +2.5 seconds

MOT (Miss on Target) +5 seconds

NS (No Shoot) +5 seconds

FTE (Fail to Engage) +2.5 seconds

PROC (Procedural) +5 seconds





Stage 3 – Firing Squad

Course Designer: BPSA Design Team



START POSITION:

One team member in each respective box. One team member with pistol, loaded and holstered. One team member with shotgun, loaded to division capacity and at port arms. One team member with rifle, loaded to division capacity, at low ready.

STAGE PROCEDURE:

Upon start signal, all team members simultaneously engage targets as follows:

Classic targets engaged with pistol.

Metric targets engaged with rifle.

3GN targets engaged with shotgun slug.

Timer stops at audible last shot.

SCORING: Time Plus Penalties

TARGETS: 8 metric, 8 classic, 8 3GN targets

SCORED HITS: 1 hit in 8" center/ A Zone or 2 anywhere on paper

START-STOP: Audible - Last shot

RULES: 3GN MULTIGUN RULES, Latest Edition

PENALTIES:

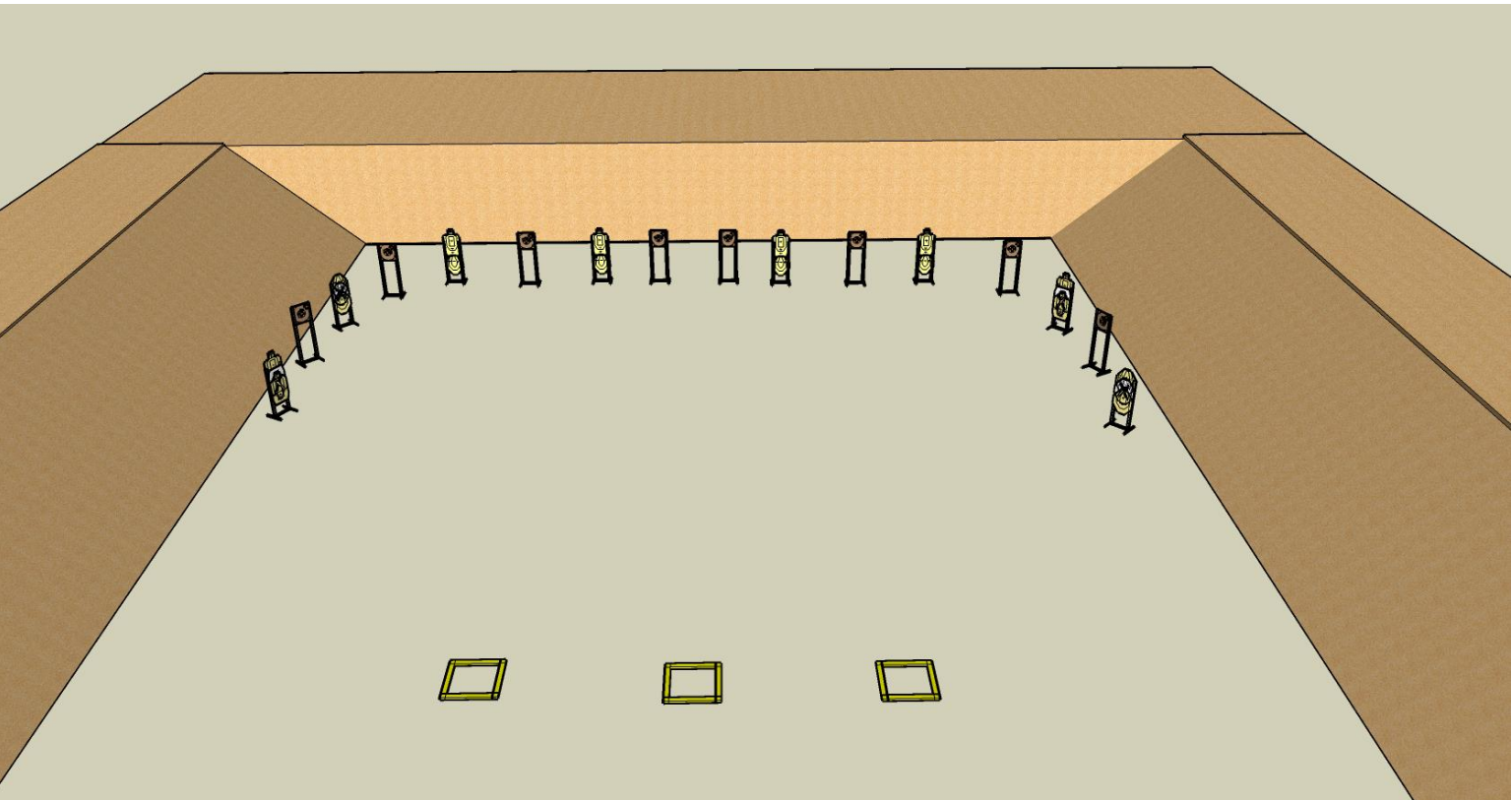
SHT (Single Hit on Target) +2.5 seconds

MOT (Miss on Target) +5 seconds

NS (No Shoot) +5 seconds

FTE (Fail to Engage) +2.5 seconds

PROC (Procedural) +5 seconds





Stage 4 – Steel Gallery

Course Designer: BPSA Design Team



START POSITION:

One team member in each respective box. Each team member can use either shotgun or pistol, but not both. If pistol, loaded and holstered. If shotgun, loaded to division capacity and held at port arms.

STAGE PROCEDURE:

Upon start signal, all team members simultaneously engage targets.

Timer stops at audible last shot.

SCORING: Time Plus Penalties

TARGETS: 31 steel

SCORED HITS: Steel must fall

START-STOP: Audible - Last shot

RULES: 3GN MULTIGUN RULES, Latest Edition

PENALTIES:

MOT (Miss on Target) +5 seconds

FTE (Fail to Engage) +2.5 seconds

PROC (Procedural) +5 seconds

