



2019 Kamloops Target Sports Association Multi-gun Match

Stage # 1 – Bay 1- Ironman

Course Designer: Geoff House



START POSITION: Standing outside the shooting area toes touching X's. Long gun at port arms, or hands relaxed at sides.

GUN READY CONDITION: Pistol Unloaded and holstered, long guns at port arms or staged.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 3 MGM flash targets must all be hit from above and below the spool, and through all 3 ports in the barricade. The 6 sportsman poppers must be engaged from box A. Knockdowns and clays must be engaged from box A. Steel hexagon must be hit twice with slugs to be neutralized. Paper targets can be engaged with pistol or rifle.

Par time is 300 seconds.

SCORING: Time Plus Points, Max points is fastest time

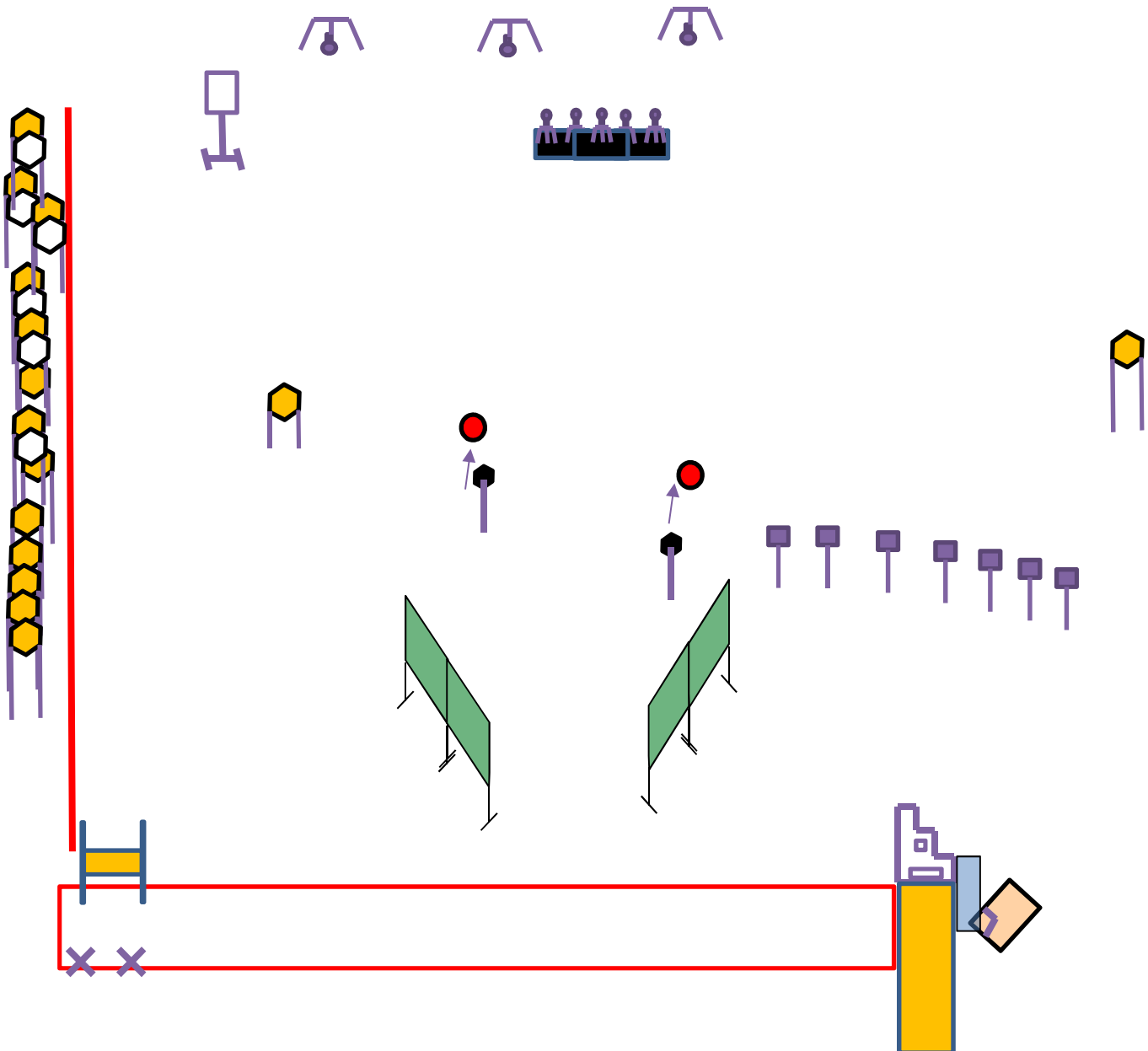
ROUNDS: 64 if 2 on each paper

PENALTIES: Expedition Multi-gun Scoring

START-STOP: Audible - Last shot

RULES: Current United Multi-Gun League Rules

All guns must be ditched in safe condition in appropriate provided gun dumps. Minimum target engagement with each gun is 3. unless noted that Rule 9.1.2.1 is not in effect. All Minimum distance rules apply





2019 Kamloops Target Sports Association Multi-gun Match
Stage #2 – Bay 4 – Run and Gun
Course Designer: Geoff House



START POSITION: Standing outside the shooting area toes touching X's. Long gun at port arms, or hands relaxed.

GUN READY CONDITION: Pistol Loaded and holstered, long guns at port arms or staged.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. Clays must be engaged with Birdshot.

Par time is 180 seconds

SCORING: Time Plus Points, Max points is fastest time
ROUNDS: 64

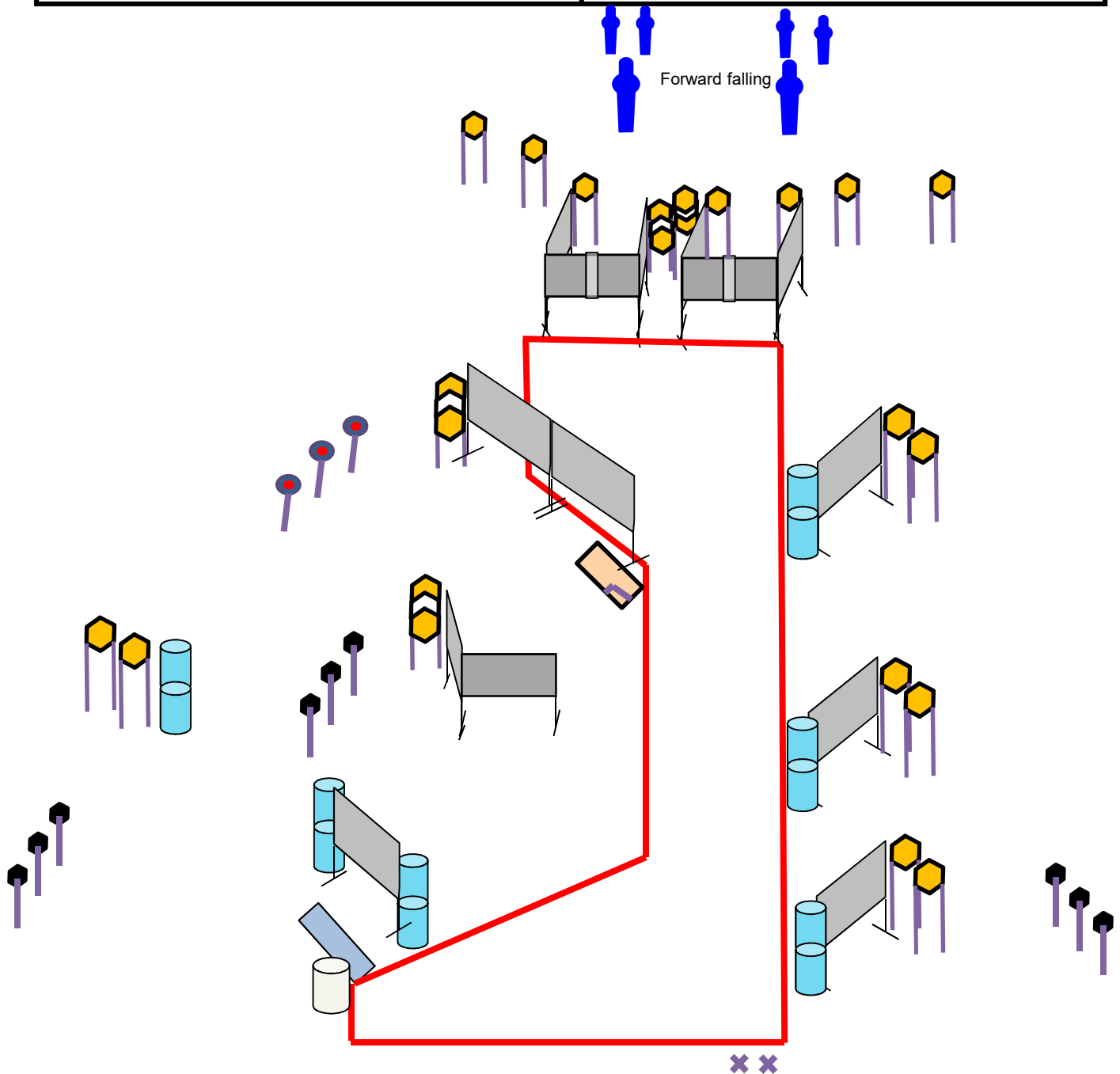
PENALTIES: Expedition Multi-gun Scoring

START-STOP: Audible - Last shot

RULES: Current United Multi-Gun League Rules

All guns must be ditched in safe condition in appropriate provided gun dumps. Minimum target engagement with each gun is 3. unless noted that Rule 9.1.2.1 is not in effect.

All Minimum distance rules apply





2019 Kamloops Target Sports Association Multi-Gun Match
Stage # 3 – Bay 5 – Every shot counts
Course Designer: Geoff House



START POSITION: Standing outside the shooting area toes touching X's. Long gun at port arms, or hands relaxed.

GUN READY CONDITION: Pistol Loaded and holstered, long guns at port arms or staged.

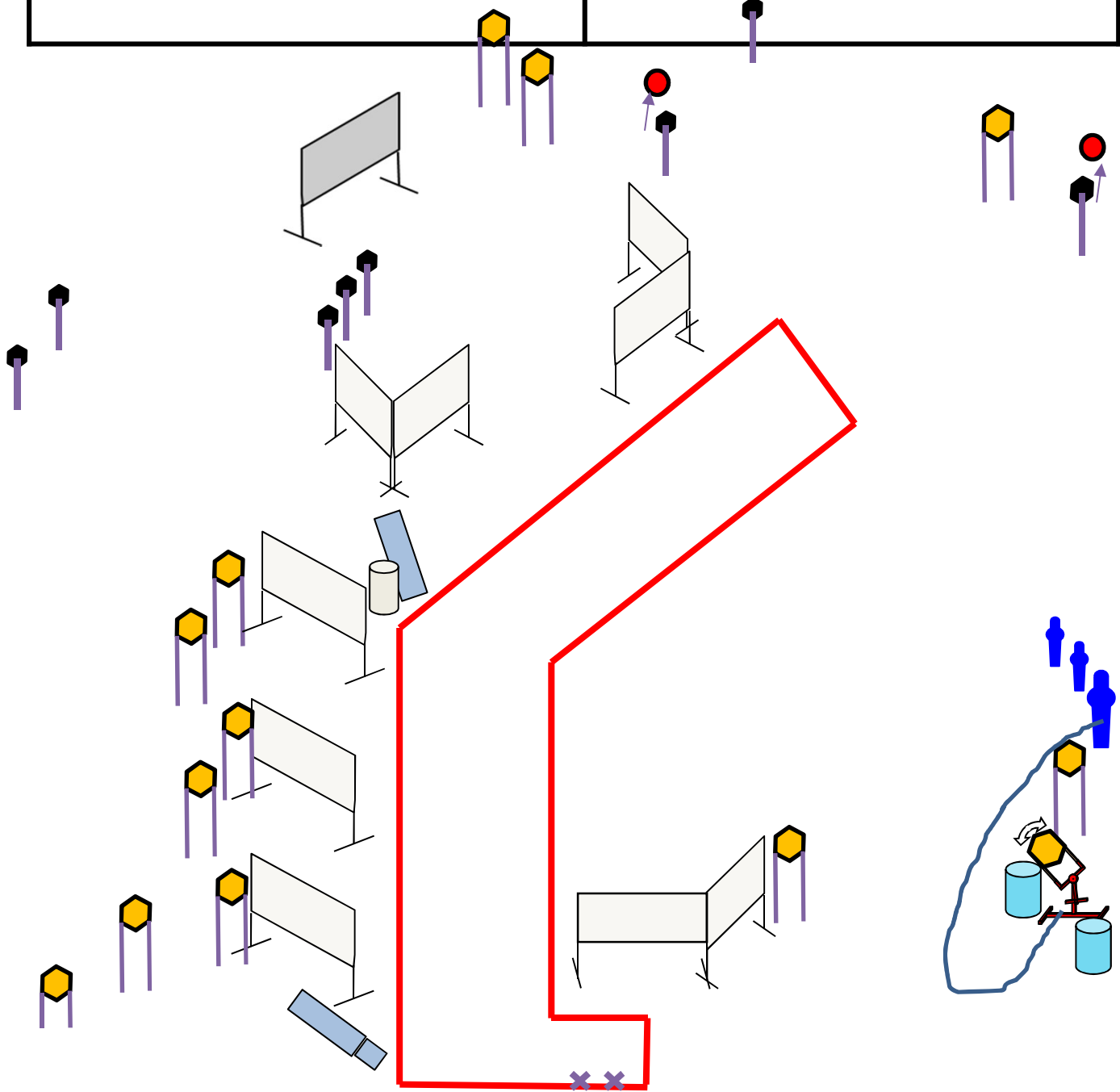
SCORING: Time Plus Points, Max points is fastest time
ROUNDS: 39

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines.

PENALTIES: Expedition Multi-gun Scoring
START-STOP: Audible - Last shot

PAR TIME is 180 seconds.

RULES: Current United Multi-Gun League Rules
All guns must be ditched in safe condition in appropriate provided gun dumps. Minimum target engagement with each gun is 3. unless noted that Rule 9.1.2.1 is not in effect. All Minimum distance rules apply





2019 Kamloops Target Sports Association Multi-Gun Match
Stage # 4 – Bay 7 – Standard
Course Designer: Geoff House



START POSITION: Standing inside the shooting area Long gun at port arms.

GUN READY CONDITION: Long guns at port arms or staged.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. Paper targets must be engaged with rifle. A mandatory reload is required between the 6th and 7th shots
PAR TIME is 30 seconds.

SCORING: Time Plus Points, Max points is fastest time
ROUNDS: 19

PENALTIES: Expedition Multi-gun Scoring
START-STOP: Audible - Last shot
RULES: Current United Multi-Gun League Rules
All guns must be ditched in safe condition in appropriate provided gun dumps. Minimum target engagement with each gun is 3. unless noted that Rule 9.1.2.1 is not in effect. All Minimum distance rules apply

