



2019 Kamloops Target Sports Association Multi-gun Match

Stage # 1 – Bay 1- The Horseshoe

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 and plate rack must be engaged from platform if engaged with rifle. MGM flash targets and plate rack may be engaged with pistol or PCC from within fault lines. Spinner may be engaged with shotgun, pistol or PCC. Paper targets can be engaged with pistol, rifle or PCC. Clays must be engaged with birdshot. If using PCC clays will be replaced with plates.

Par time is 300 seconds.

SCORING: Time Plus Points, Max points is fastest time

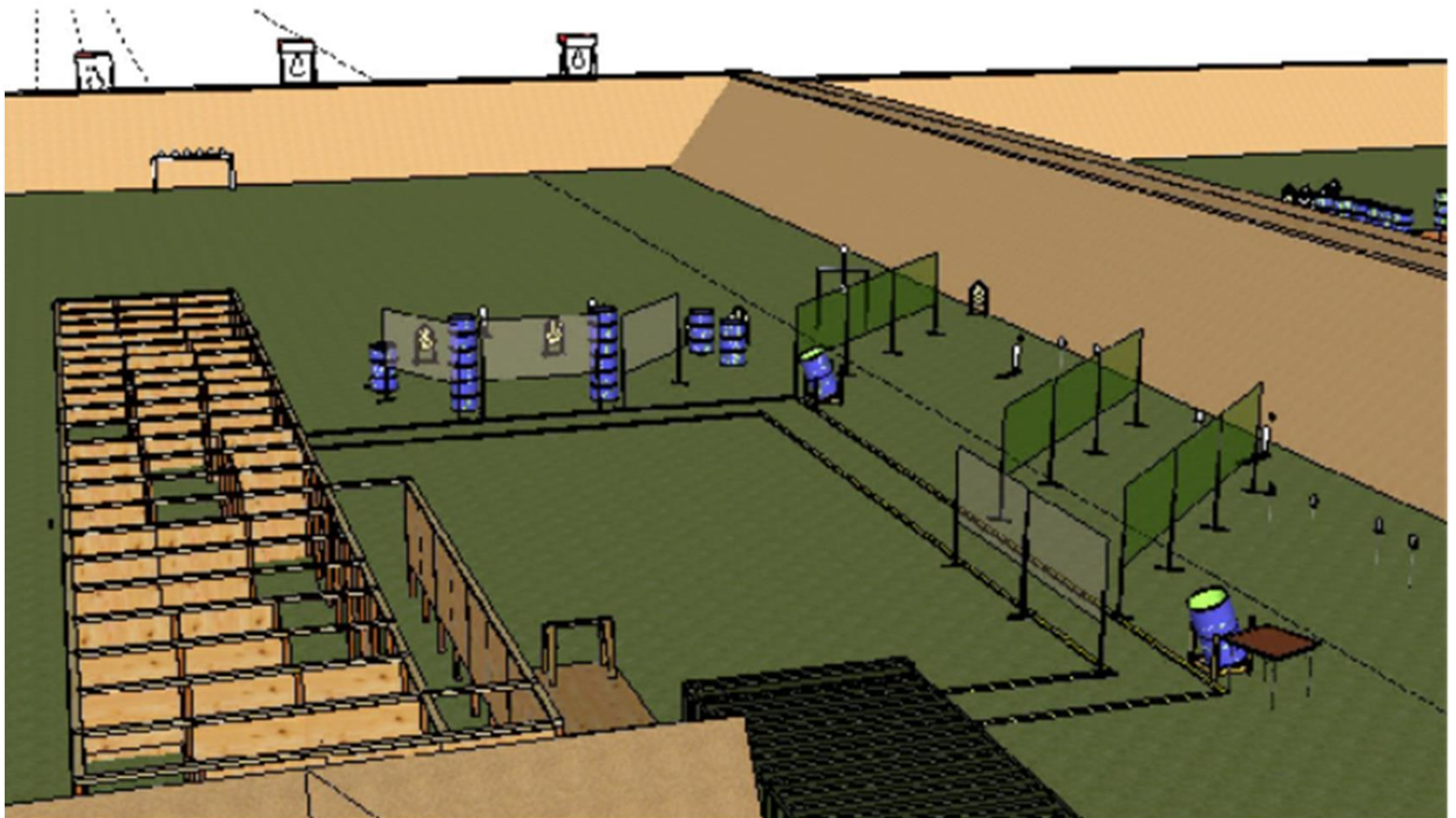
ROUNDS: 42 if 2 on each paper

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 – 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.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. Paper must be engaged with rifle. Knockdowns must be engaged with shotgun. Steel IPSC targets must be engaged with 1 slug each. Poppers must be engaged with pistol. Steel IPSC targets must be engaged with 2 pistol rounds each. All targets may be engaged with PCC. Steel IPSC must be engaged 3 times each for PCC.

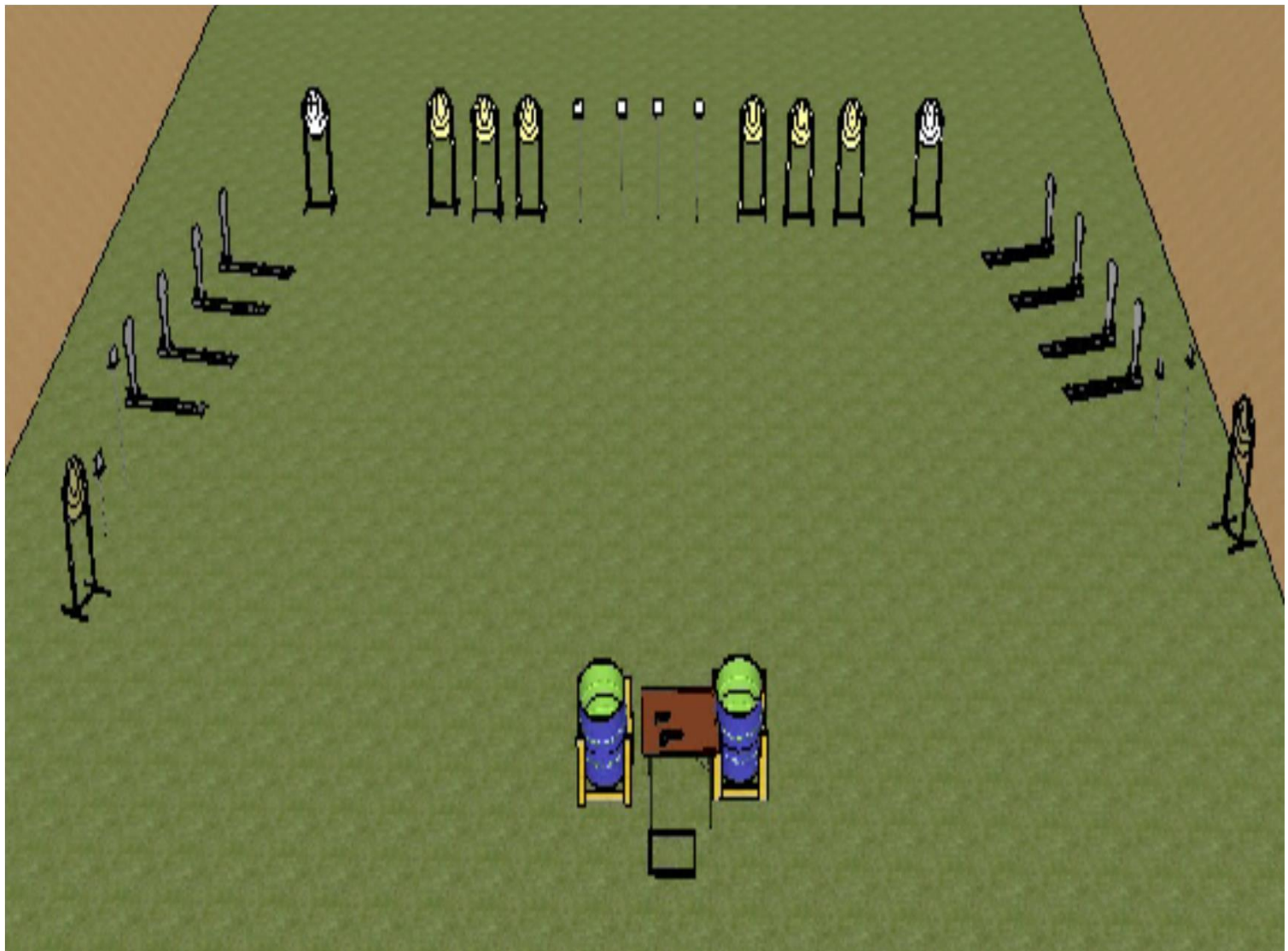
PAR TIME is 180 seconds.

SCORING: Time Plus Points, Max points is fastest time
ROUNDS: 38

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 – 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. If shooting PCC clays will be replaced with steel.

Par time is 180 seconds

SCORING: Time Plus Points, Max points is fastest time
ROUNDS: 41

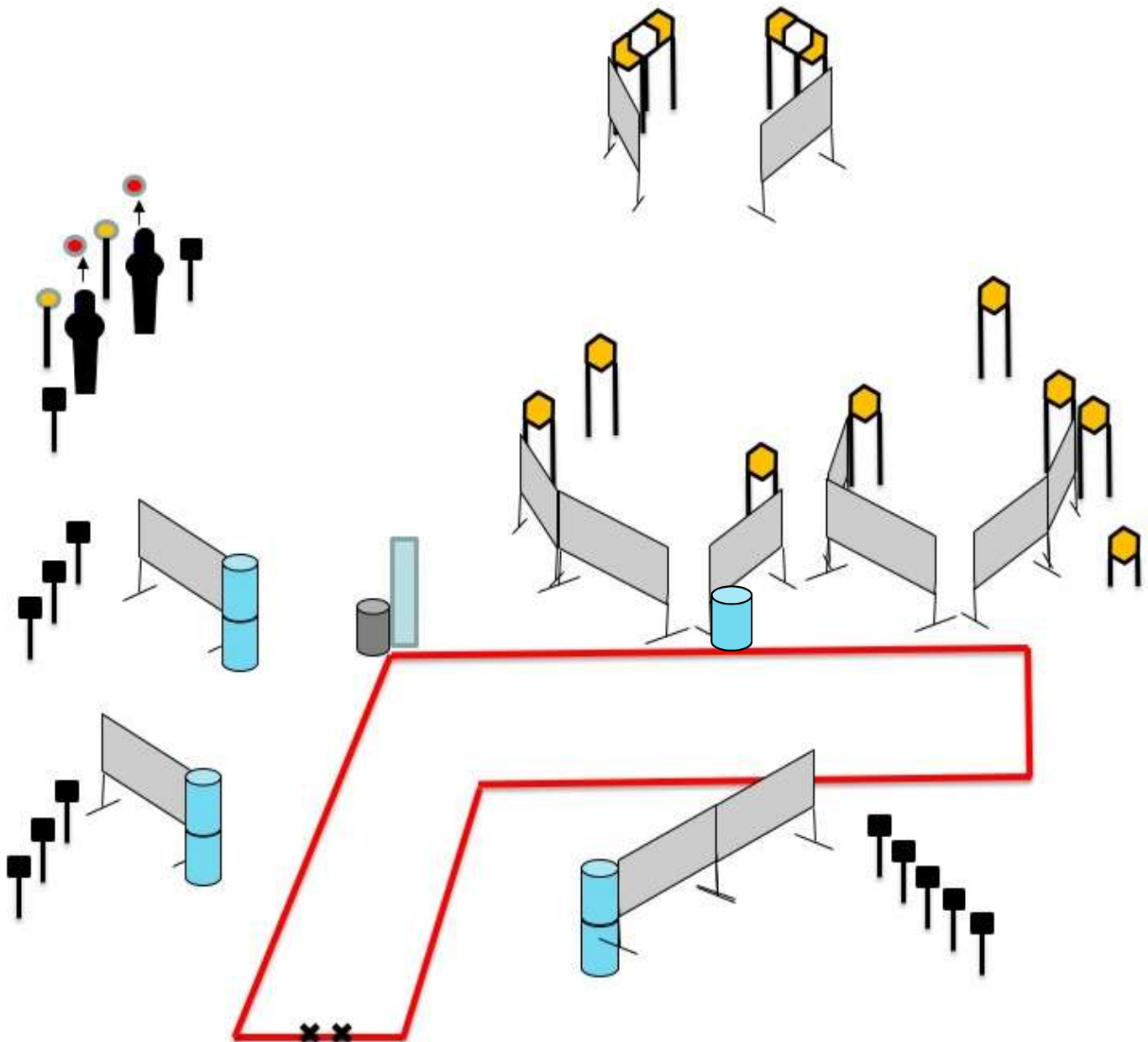
PENALTIES: Expedition Multi-gun Scoring

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 # 4 – Bay 7 – Standard
Course Designer: Geoff House



START POSITION: Standing outside the shooting area Long gun at port arms or hands relaxed at sides.

GUN READY CONDITION: Long guns at port arms or staged, pistol loaded and holstered.

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. Knockdowns must be engaged with birdshot. Poppers must fall to score with pistol hits. PCC engages everything.

SCORING: Time Plus Points, Max points is fastest time
ROUNDS: 30 if 2 on rounds on 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

