



USPSA 2012 Multi-gun Nationals
Stage #1 Desert Run No More
Course Designer: Multi-gun Design Team

Rifle
Handgun
Shotgun

START POSITION: Standing outside fault lines toes touching Xs

GUN READY CONDITION: As per 8.1, Handgun loaded and holstered, rifle loaded and held at low ready, shotgun loaded and staged in barrel.

STAGE PROCEDURE: Upon start signal, engage targets when visible, from within the fault lines. Metric targets to be engaged with the rifle, Classic targets and plates 1-4 to be engaged with the handgun. PP1, plates 5-12 and clays to be engaged with the shotgun. PP1 activates flying clay.

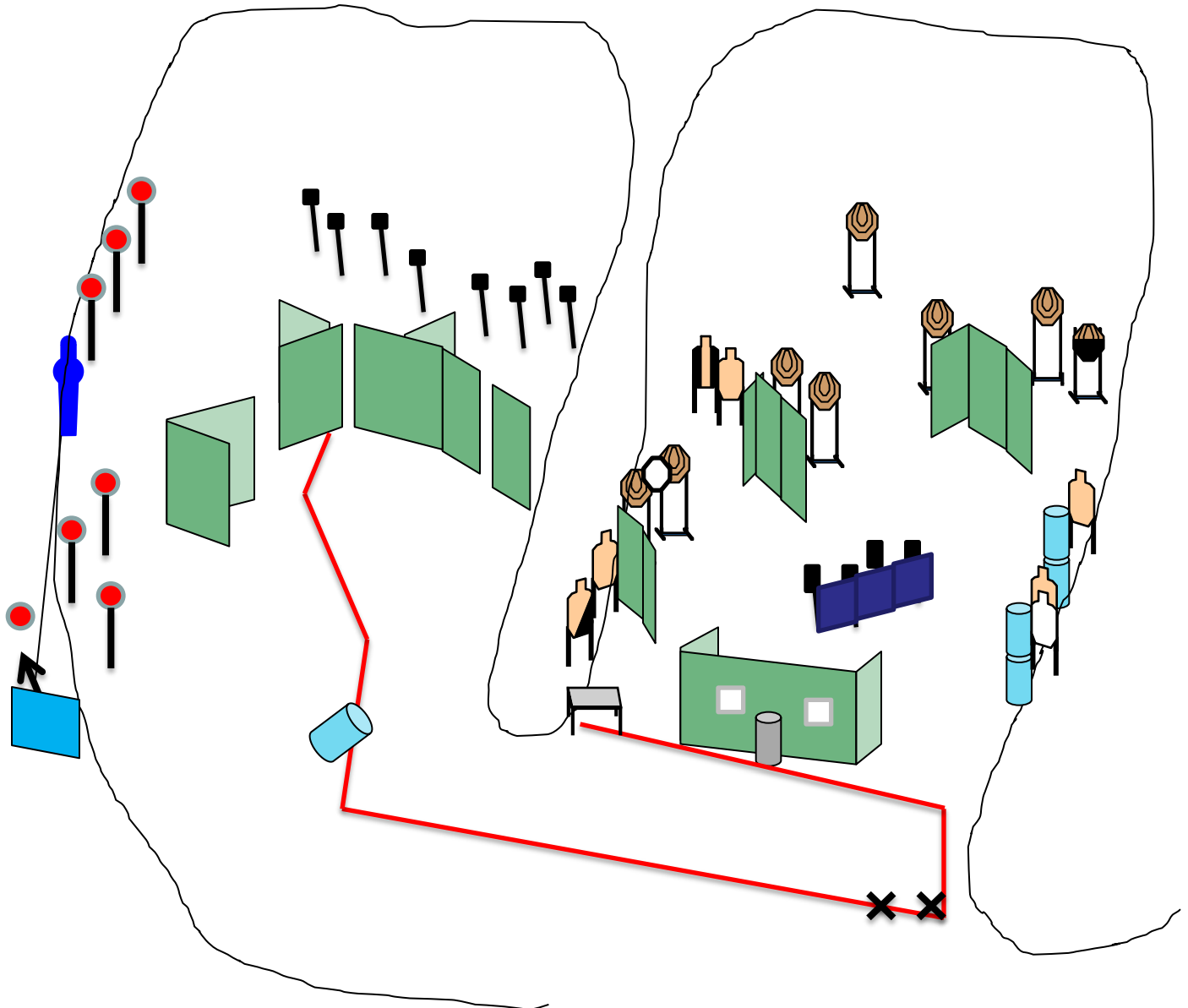
SCORING: Time Plus, 16 rounds rifle, 16 rounds handgun, 16 rounds birdshot, 100 points

TARGETS: 6 Metric, 8 Classic, 12 plates, 1 popper, 7 clays

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

START-STOP: Audible - Last shot

RULES: USPSA current editions





USPSA 2012 Multi-gun Nationals

Stage #3 Big Transitions

Course Designer: Multi-gun Design Team

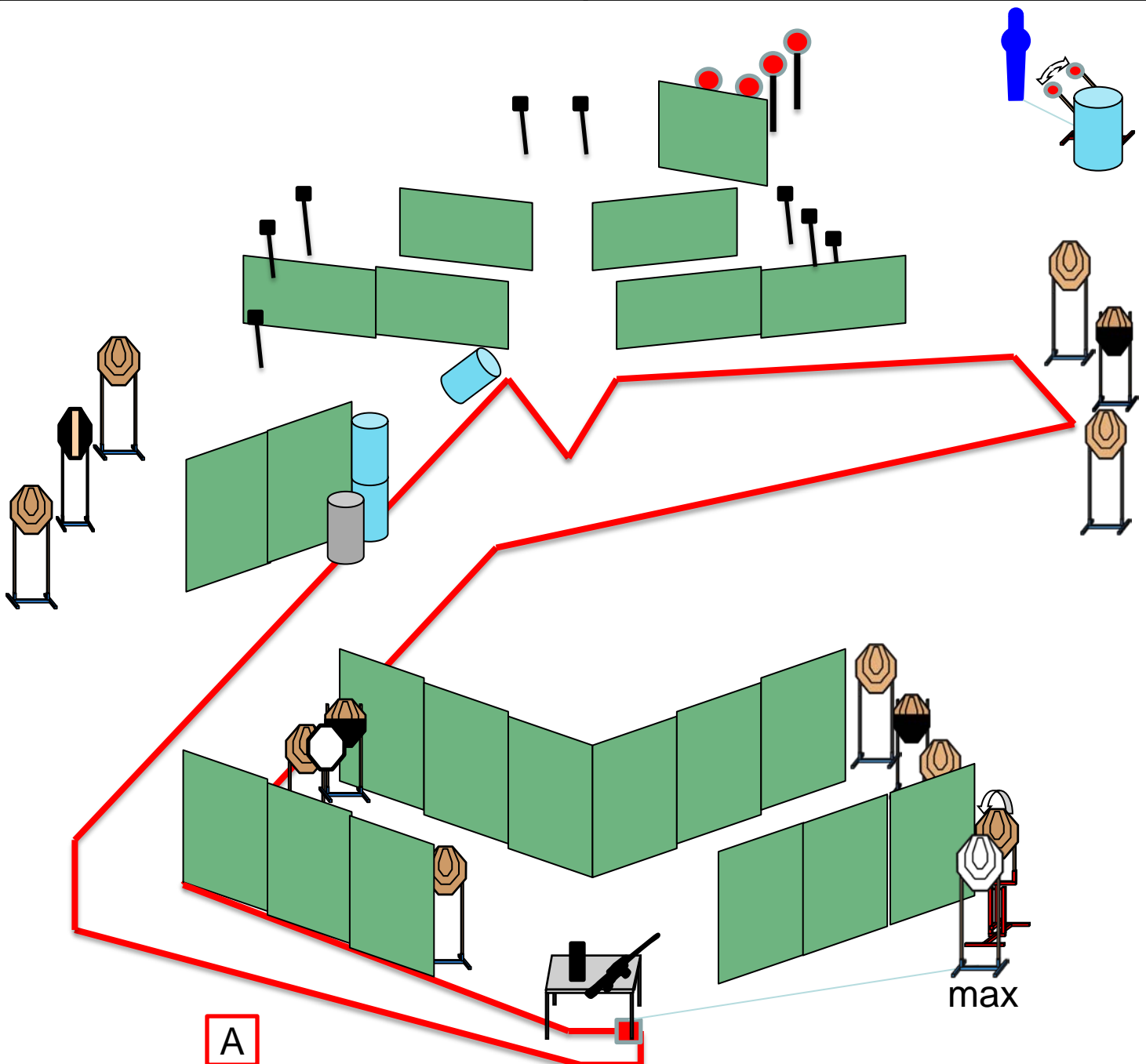
Rifle
Shotgun

START POSITION: Standing in box A

GUN READY CONDITION: As per 8.1, the rifle is unloaded and staged on table, the shotgun is loaded and stage in the barrel.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic targets to be engaged with the rifle. PP1, clays and plates 1-8 are to be engaged with the shotgun. Pressure pad activates disappearing target. PP1 activates two swing clays.

SCORING: Time Plus, 26 rounds rifle, 15 rounds birdshot, 100 points
TARGETS: 13 Classic, 1 PP, 8 Plates, 6 clays
SCORED HITS: Paper must be neutralized, steel must fall, clays must break
START-STOP: Audible - Last shot
RULES: USPSA current editions





USPSA 2012 Multi-gun Nationals
Stage #4 Not as Nice as She Seems
Course Designer: Multi-gun Design Team

Handgun
Shotgun

START POSITION: Standing outside fault lines, wrists above shoulders, toes on X's.

GUN READY CONDITION: As per 8.1, Handgun is loaded and holstered. Shotgun is loaded and staged in the barrel.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Metric targets and PP1-4 to be engaged with the handggun. Clays, plate 1-7 and PP5-8 to be engaged with the shotgun. PP1 activates clamshell target, which remains visible at rest. Activator at table opens port exposing PP1.

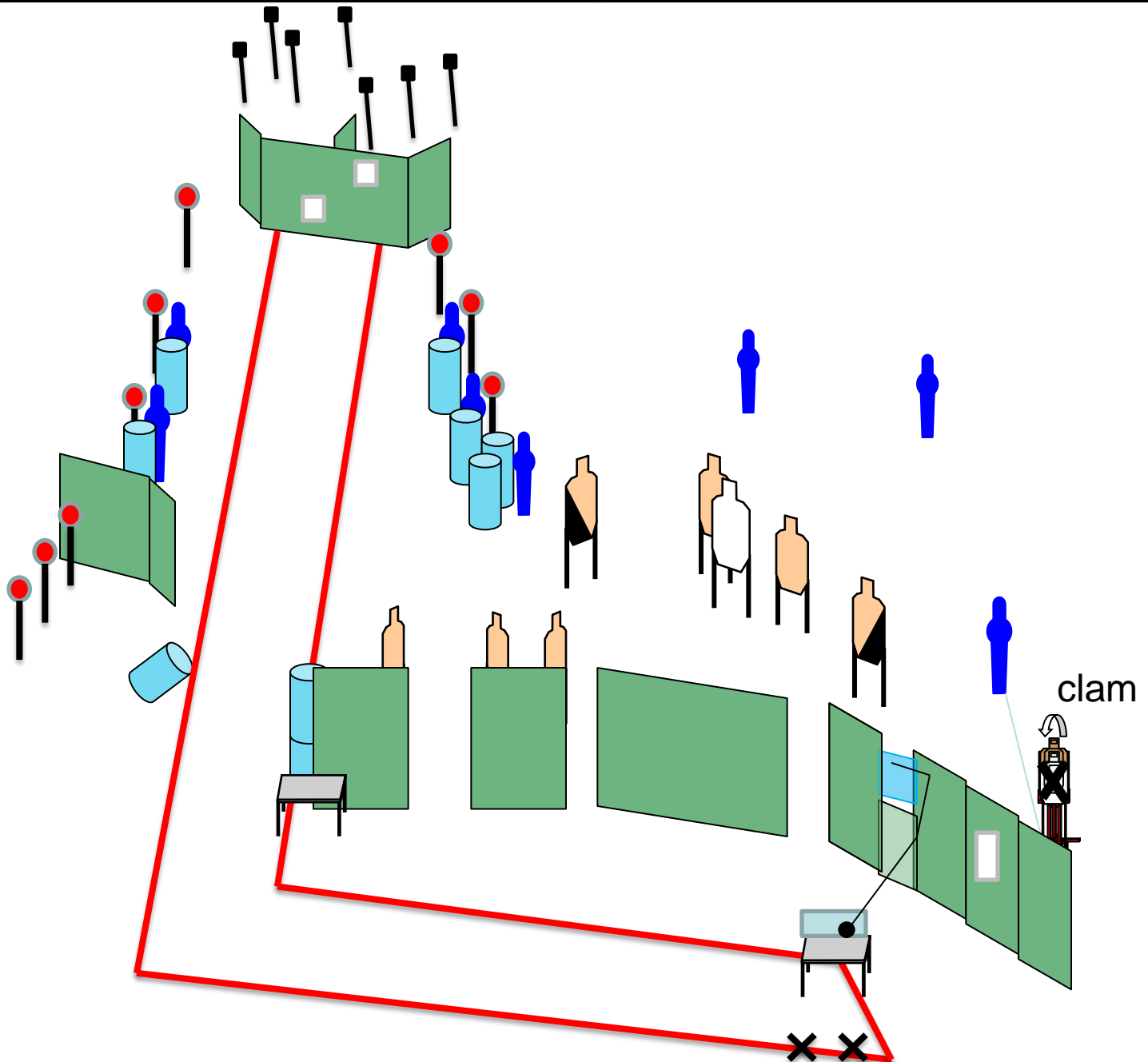
SCORING: Time Plus, 20 rounds handgun, 20 rounds birdshot, 100 points

TARGETS: 8 Metric, 8 PP, 9 Clays, 7 Plates

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

START-STOP: Audible - Last shot

RULES: USPSA current editions





USPSA 2012 Multi-gun Nationals
Stage #6 Spray -N- Pray
Course Designer: Multi-gun Design Team

Handgun
Rifle

START POSITION: Standing outside rear fault lines

GUN READY CONDITION: As per 8.1, Handgun is unloaded and on barrel with all ammunition, rifle is loaded and staged in the barrel.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Metric targets and poppers to be engaged with the handgun. Classic targets to be engaged with the rifle.

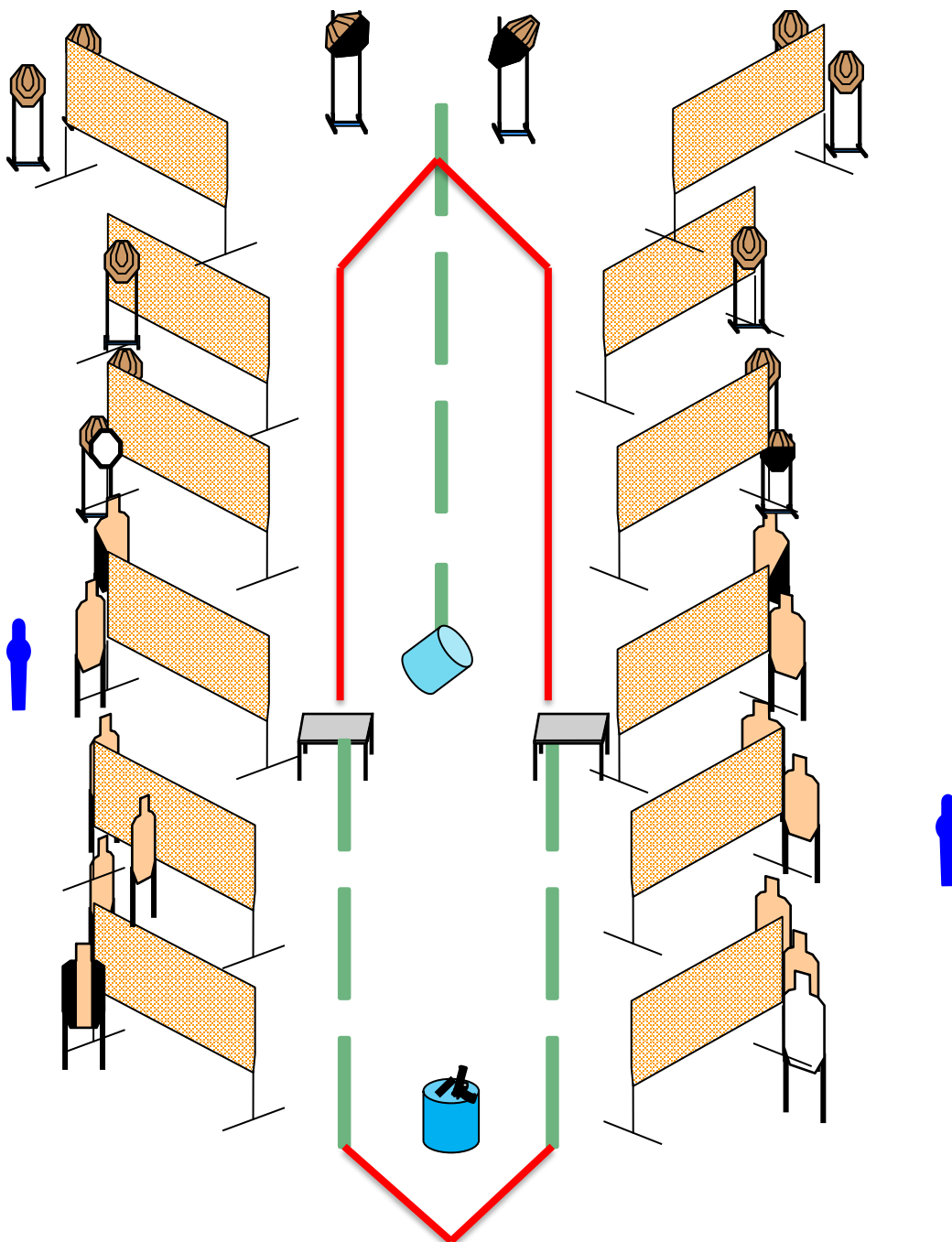
SCORING: Time Plus, 26 rounds handgun, 24 rounds rifle, 100 points

TARGETS: 12 Metric, 12 Classic, 2 PP

SCORED HITS: Paper must be neutralized, steel must fall

START-STOP: Audible - Last shot

RULES: USPSA current editions





USPSA 2012 Multi-gun Nationals
Stage #7 I'm Up, They See Me, I'm Down
Course Designer: Multi-gun Design Team

Rifle

START POSITION: Seated inside position A.

GUN READY CONDITION: As per 8.1, Rifle is loaded and held at low ready.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Five LaRue targets to be engaged as visible from positions A, B and C.

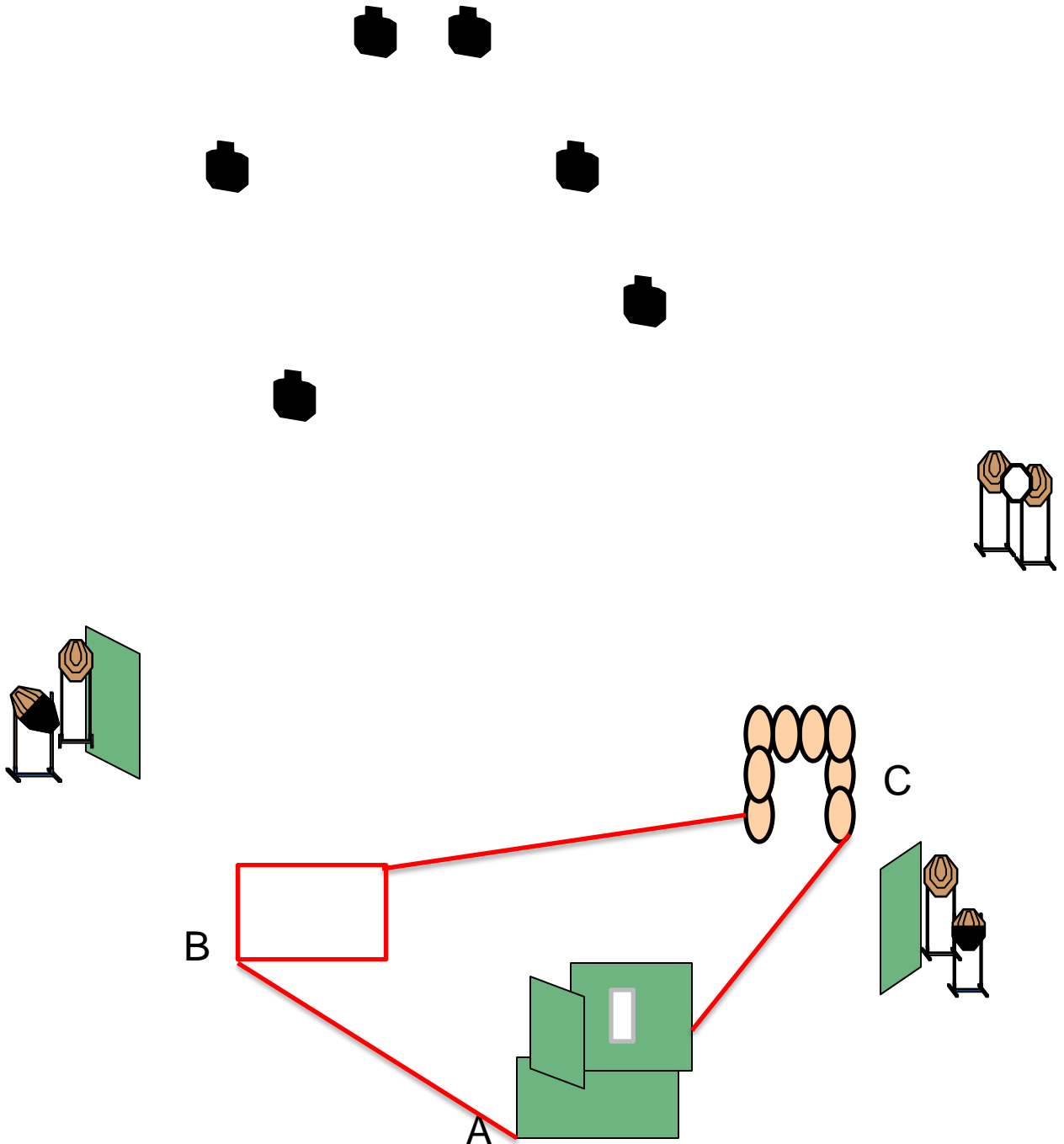
SCORING: Time Plus, 27 rounds, 100 points

TARGETS: 6 Classic, 6 LaRue

SCORED HITS: Paper must be neutralized, steel must fall

START-STOP: Audible - Last shot

RULES: USPSA current edition





USPSA 2012 Multi-gun Nationals
Stage #8 Shotgun Revenge
Course Designer: Multi-gun Design Team

Shotgun
Handgun

START POSITION: Standing inside fault lines heels touching X's.

GUN READY CONDITION: As per 8.1, shotgun is loaded and held at low ready. Handgun is loaded and holstered.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic targets to be engaged with slugs only. Clays to be engaged with birdshot. Metric targets and plates to be engaged with the handgun.

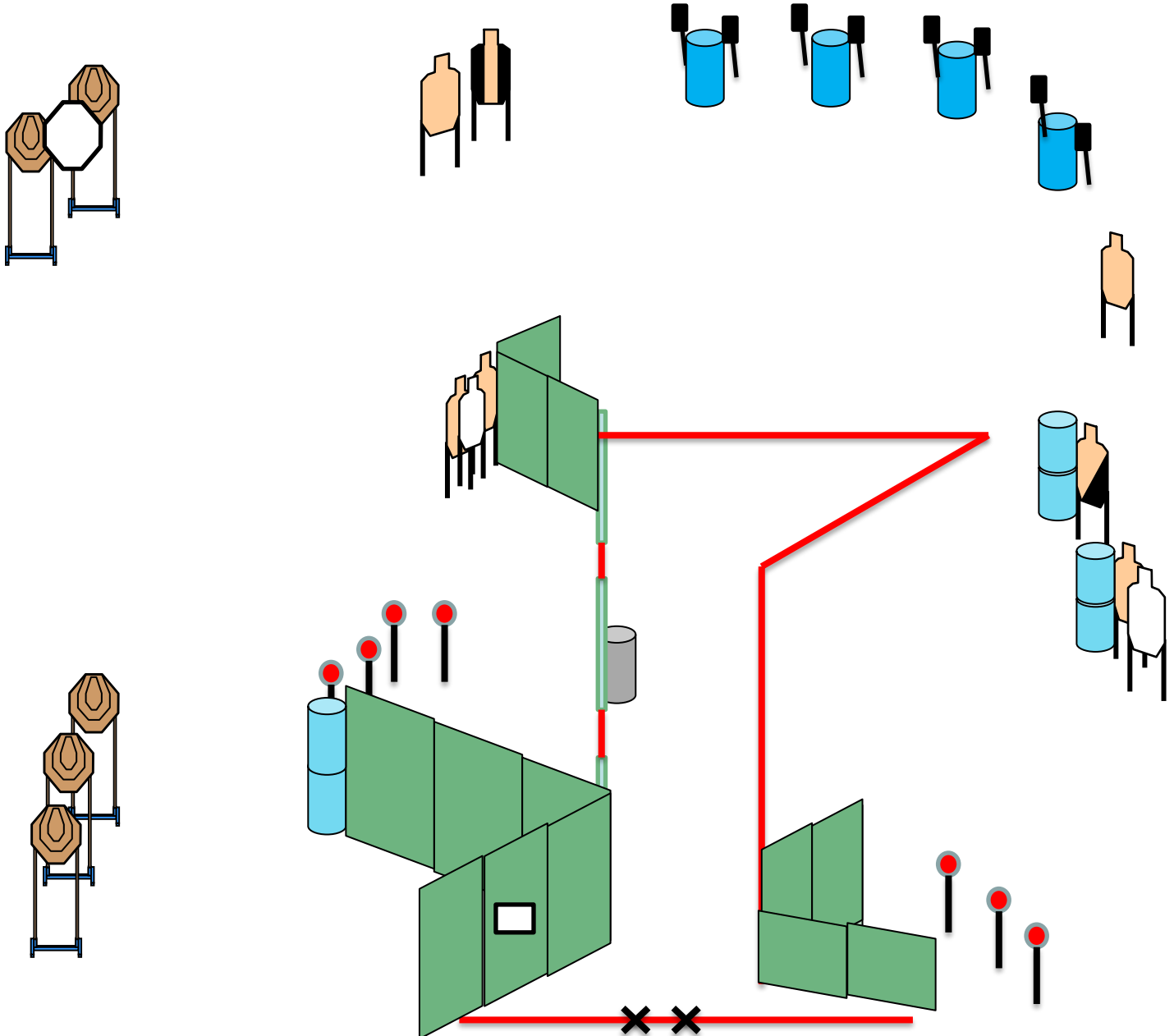
SCORING: Time Plus, 10 slugs, 7 birdshot, 22 handgun rounds, 100 points

TARGETS: 5 Classic, 7 Metric, 7 clays, 8 Plates

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

START-STOP: Audible - Last shot

RULES: USPSA current editions





USPSA 2012 Multi-gun Nationals
Stage #9 Flashers and Flyers
Course Designer: Multi-gun Design Team

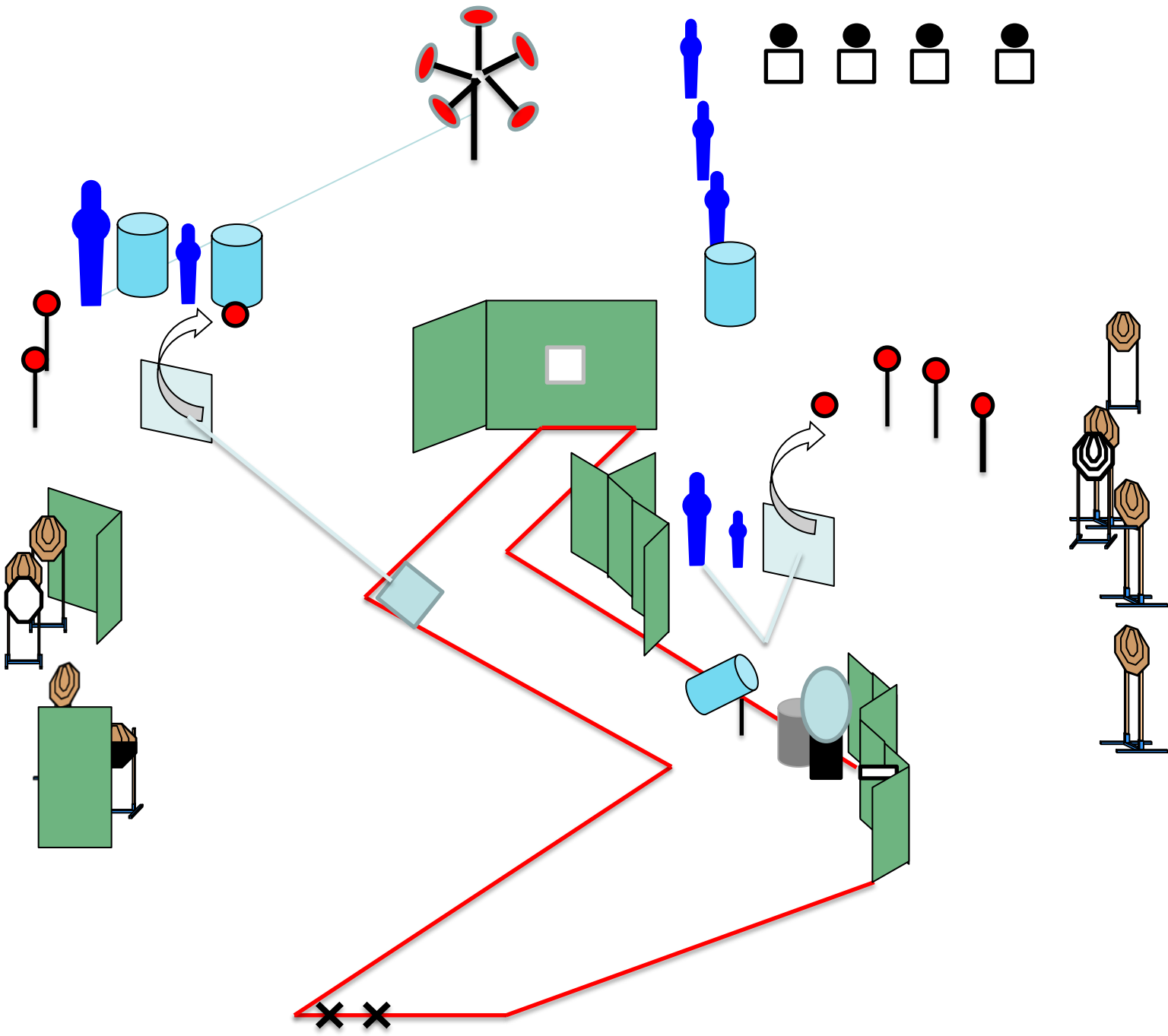
Rifle
Shotgun

START POSITION: Standing outside fault lines toes touching X's.

GUN READY CONDITION: As per 8.1, rifle is loaded and held at port arms. Shotgun is loaded and staged in the barrel.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic targets and plates to be engaged with the rifle. Poppers and clays to be engaged with the shotgun. Pressure pad and PP1 activate flying clays. PP3 activates clay star.

SCORING: Time Plus, 20 rifle rounds, 20 birdshot, 100 points
TARGETS: 6 Classic, 7 PP, 12 clays, 4 Plates
SCORED HITS: Paper must be neutralized, steel must fall or self indicate, clays must break
START-STOP: Audible - Last shot
RULES: USPSA current editions





USPSA 2012 Multi-gun Nationals
Stage #10 This Bridge Rocks!
Course Designer: Multi-gun Design Team

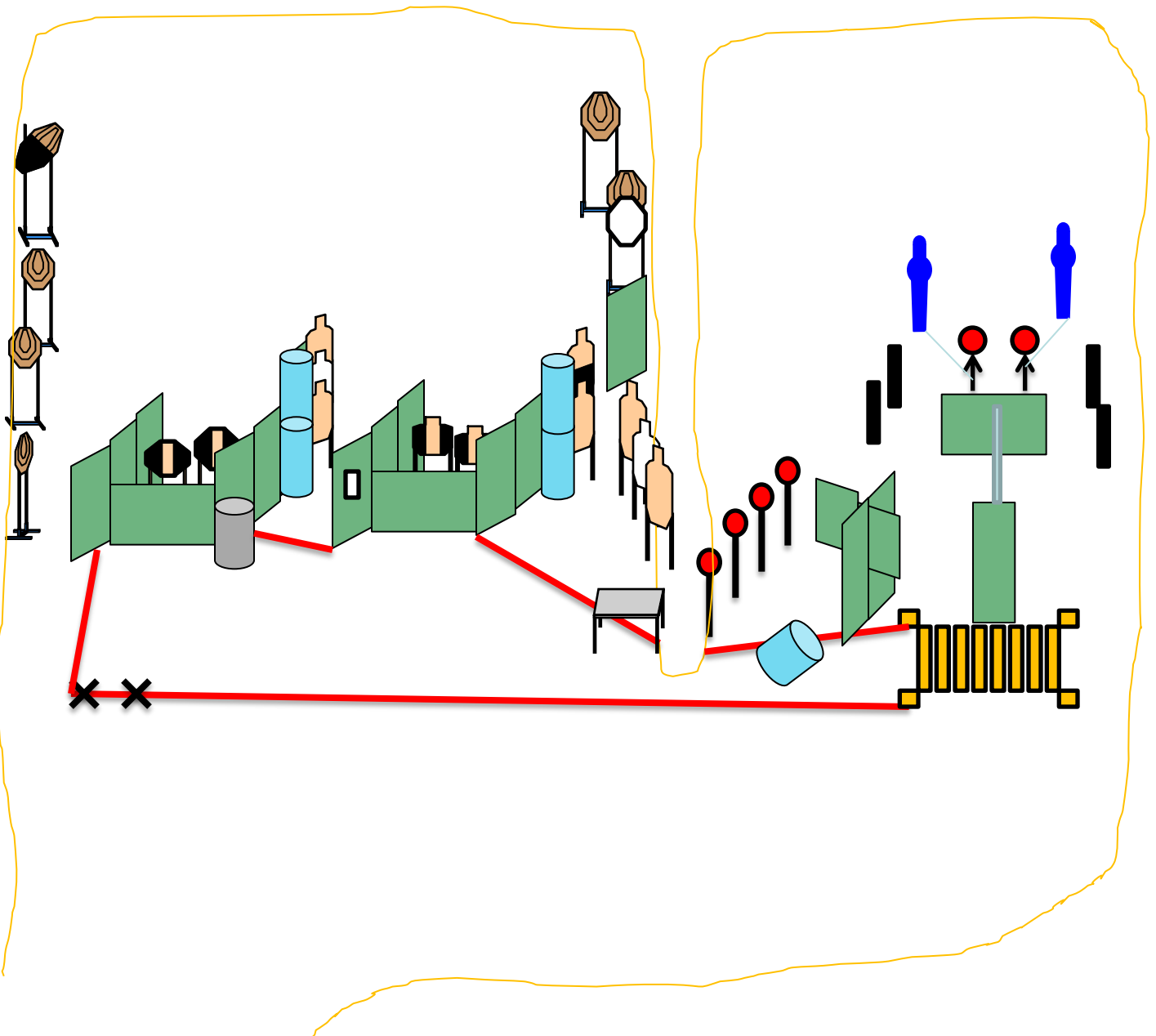
Rifle
Handgun
Shotgun

START POSITION: Standing inside fault lines heels touching X's.

GUN READY CONDITION: As per 8.1, rifle is loaded and held at low ready, handgun is loaded and holstered, shotgun is loaded and staged in the barrel.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Classic targets to be engaged with the rifle. Metric targets to be engaged with the handgun. Popper, plates and clays to be engaged with birdshot.

SCORING: Time Plus, 16 rifle rounds, 16 handgun rounds, 12 birdshot, 100 points
TARGETS: 8 Classic, 8 Metric, 2 PP, 6 clays, 4 Plates
SCORED HITS: Paper must be neutralized, steel must fall, clays must break
START-STOP: Audible - Last shot
RULES: USPSA current editions





USPSA 2012 Multi-gun Nationals
Stage #11 Tower Transitions
Course Designer: Multi-gun Design Team

Handgun
Rifle

START POSITION: Standing outside fault lines hands touching Xs, on barrel

GUN READY CONDITION: As per 8.1, handgun is loaded and lying flat on the barrel. Rifle is loaded and staged in the barrel.

SCORING: Time Plus, 20 handgun rounds, 26 rifle rounds, 100 points

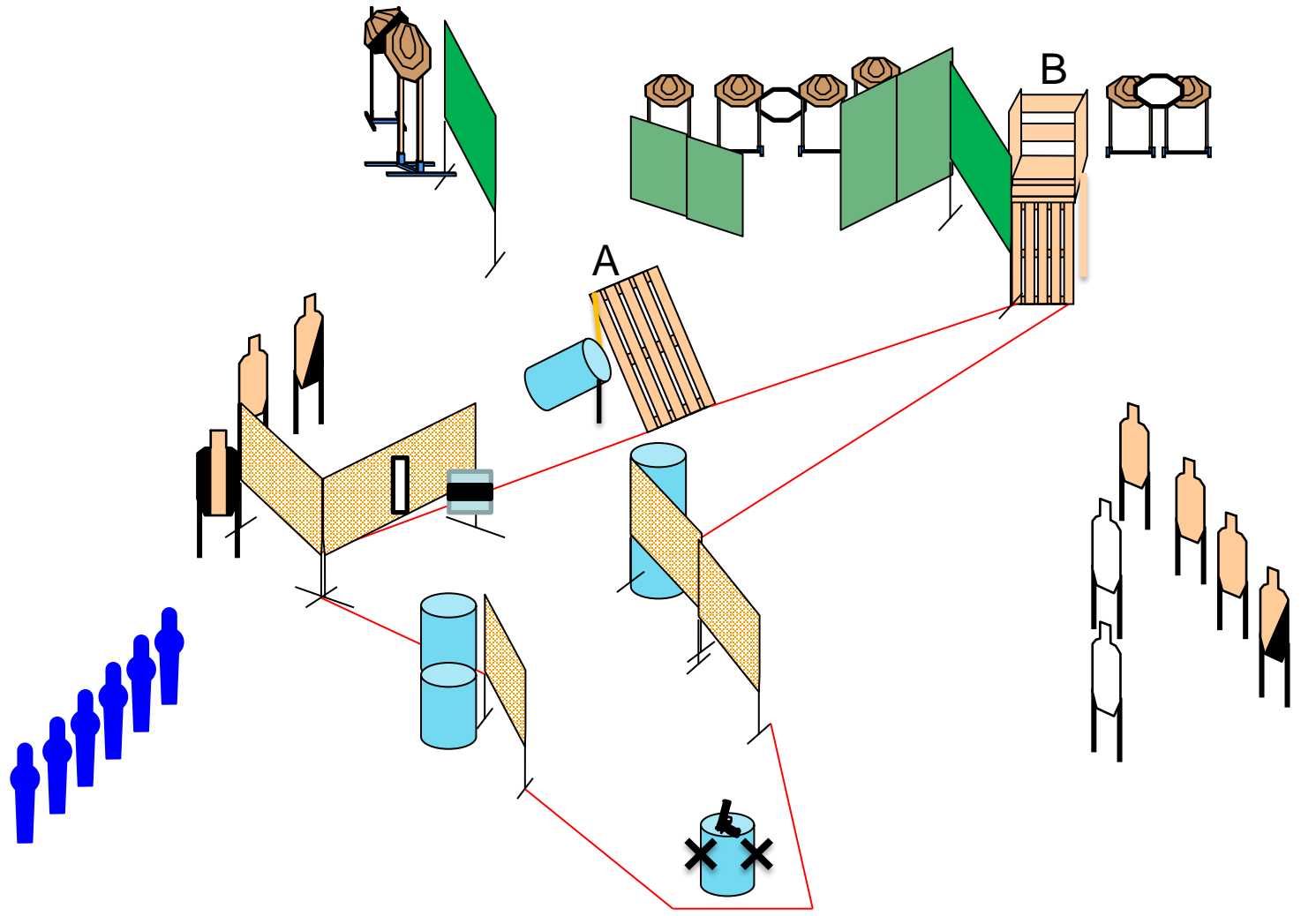
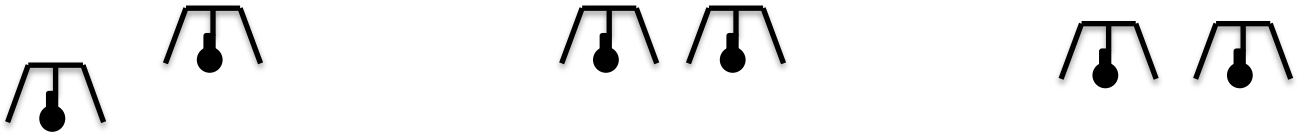
TARGETS: 7 Metric, 8 Classic, 6 PP, 6 Plates

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Metric targets and poppers to be engaged with the handgun. Classic targets and plates to be engaged with the rifle. Five visible plates to be engaged at positions A and B.

SCORED HITS: Paper must be neutralized, steel must fall or self indicate

START-STOP: Audible - Last shot

RULES: USPSA current editions





USPSA 2012 Multi-gun Nationals

Stage #12 Brady Bunch

Course Designer: Multi-gun Design Team

Shotgun

START POSITION: Standing outside fault lines, toes touching X's.

GUN READY CONDITION: As per 8.1, shotgun is loaded and staged on the table.

STAGE PROCEDURE: Upon start signal, engage targets from within the fault lines. Metric targets and round plates to be engaged with slugs. Clays and rectangular plates to be engaged with birdshot. Pressure plate activates moving clays.

SCORING: Time Plus, 8 slugs, 22 birdshot, 100 points

TARGETS: 2 Metric, 12 clays, 14 Plates

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

START-STOP: Audible - Last shot

RULES: USPSA current edition

