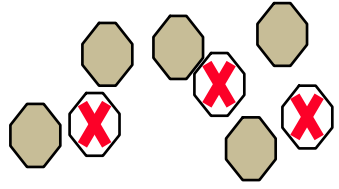


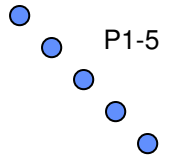
Rock n Roll

Rock 'n Roll

- Comstock – 200 points
 - 14 Rifle – 70 points
 - 12 Birdshot – 60 points
 - 14 Handgun – 70 points
- Targets – 13 USPSA, 2 Poppers, 8 Plates, 4 Clays
- Start
 - Shooter, Heels on marks (XX) facing downrange
 - HG, Magazine inserted but chamber empty and holstered (8.1.3)
 - SG, Loaded and staged in Retention device C (8.1.1.1)
 - R, Loaded with butt to shoulder and muzzle lower than belt (8.1.1.1)
- Start – Audible, Stop – Last Shot
- Rules - Current USPSA MG Rules
- Procedure - On signal
 - Engage T1-7 with Rifle ... Abandon R in Retention device A (Type 1 or 3)
 - Draw Handgun and engage T8-13 and Poppers 1-2.
 - Poppers activate Texas Stars for SG and start them turning
 - Abandon HG in Retention device B (Type 1 or 3)
 - Retrieve Shotgun from Retention device C and engage Clays 1-4 and Plates 1-8 (on Texas Stars)
 - Red Plates on Stars are **NO SHOOTS**
 - Penalty Plates must be shot and fall to incur penalty (SG 9.4.3)
- Scoring – 2 hits on paper, KD Steel = 1A, Broken Clay = 1A, SG NS Must Fall for Penalty



T1-5

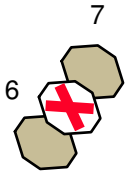


P1-5



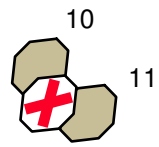
8

9



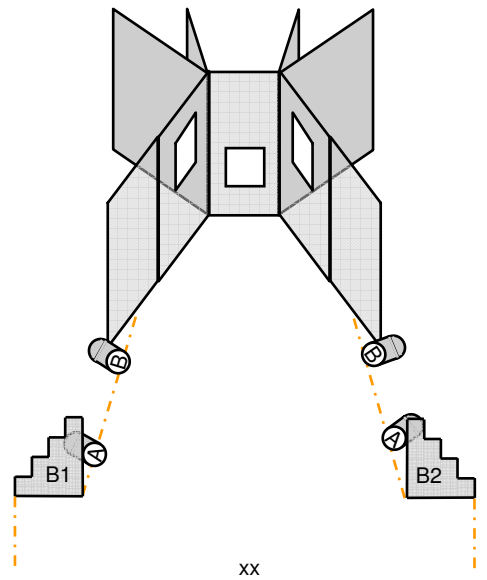
6

7



10

11



xx

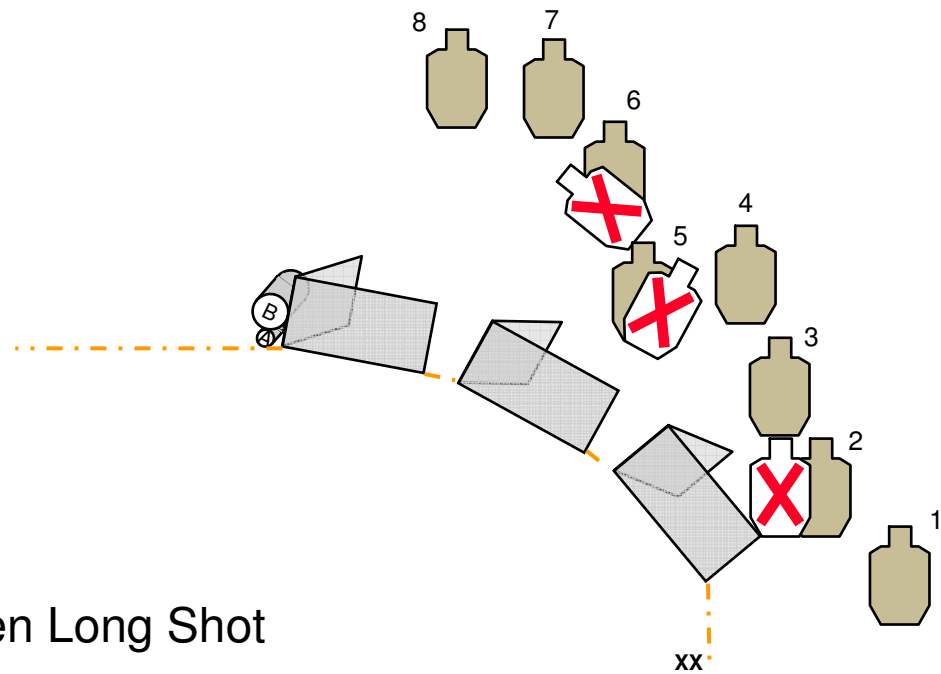
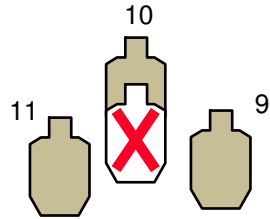
Long Gun Situation

Long Gun Situation

- Comstock – 135 points
 - 15 Rifle – 75 points
 - 12 Slugs – 60 points
- Targets – 11 Classic, 5 Spring-Loaded Plates
- Start
 - Shooter, Heels on marks (XX) facing downrange
 - SG, Loaded and staged in Retention device B – Left or Right side, shooter's choice (8.1.1.1)
 - R, Loaded, Port Arms (8.1.1.1)
- Start – Audible, Stop – Last Shot
- Rules - Current USPSA MG Rules
- Procedure - On signal
 - Engage T1-5 and P1-5 with Rifle from Barricades 1 and 2
 - Abandon R in Retention device A – Left or Right side, shooter's choice (Type 1 or 3)
 - Retrieve Shotgun from Retention device B and engage T6-11
- Scoring – 2 hits on paper, Steel = 1A (must show visible movement)

MGM
Flash Tgt
② ~300 yds
20 pts

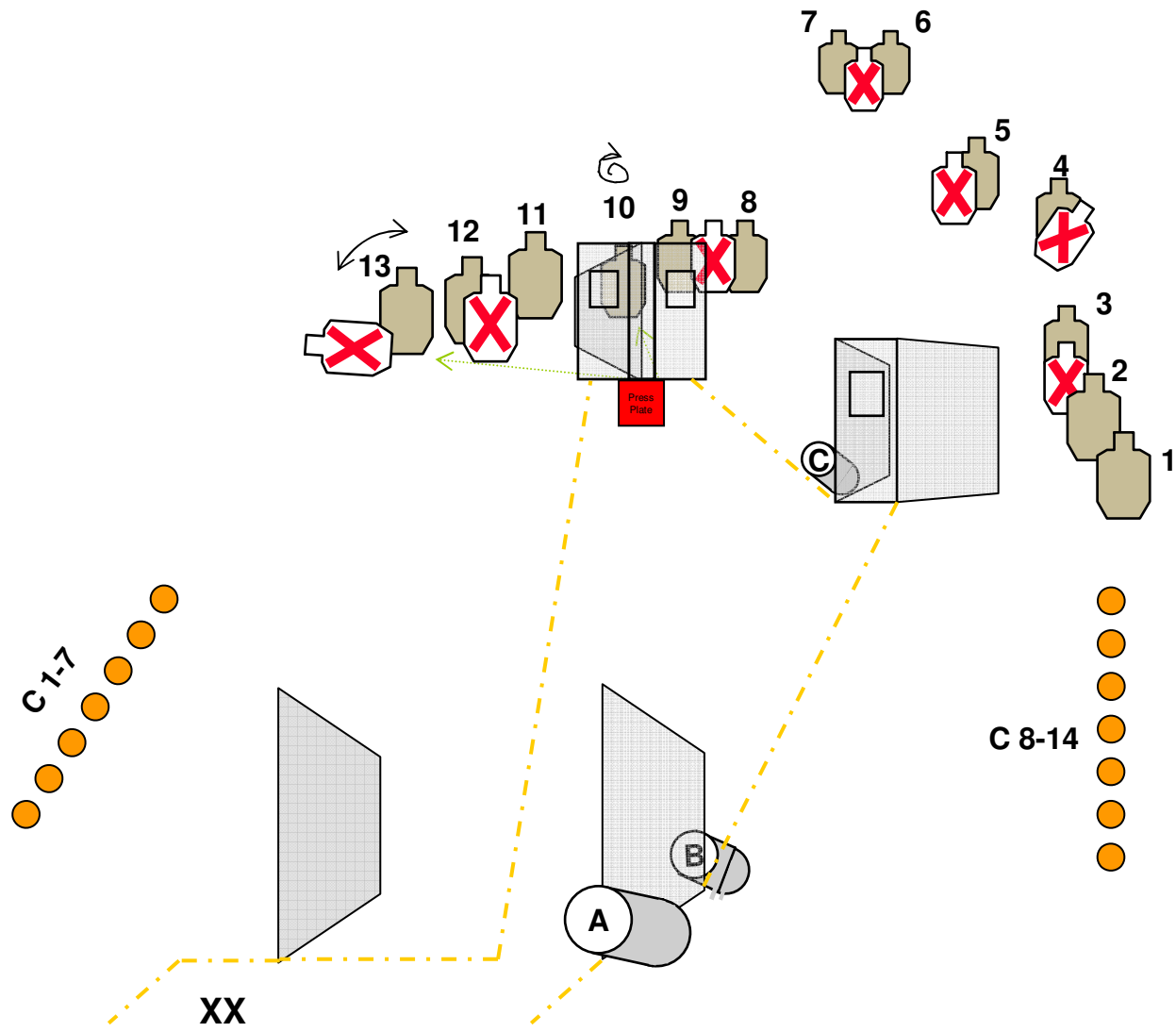
MGM
Flash Tgt
① ~80 yds
10 pts



Run & Gun then Long Shot

Run & Gun then Long Shot

- Comstock – 140 points
 - 8 Rifle – 60 points
 - 16 Pistol – 80 points
- Targets – 11 USPSA, 2 MGM Flashers
- Start
 - Shooter, Heels on marks (XX) facing T1-2
 - R, Loaded in Retention device B (8.1.1.1)
 - HG, Loaded and holstered (8.1.1 or 8.1.2)
- Start – Audible, Stop – Last Shot
- Rules - Current USPSA MG Rules
- Procedure - On signal
 - Engage T1-8 with Handgun
 - Abandon HG in Retention device A (Type 1 or 3)
 - Retrieve Rifle from Retention device B and engage T9-11 and MGM Flashers 1 and 2
 - MGM F 1 = 10 points
 - MGM F 2 = 20 points
- Scoring – 2 hits on paper, MGM F 1 = 2A, MGM F 2 = 4A (must show visible movement)

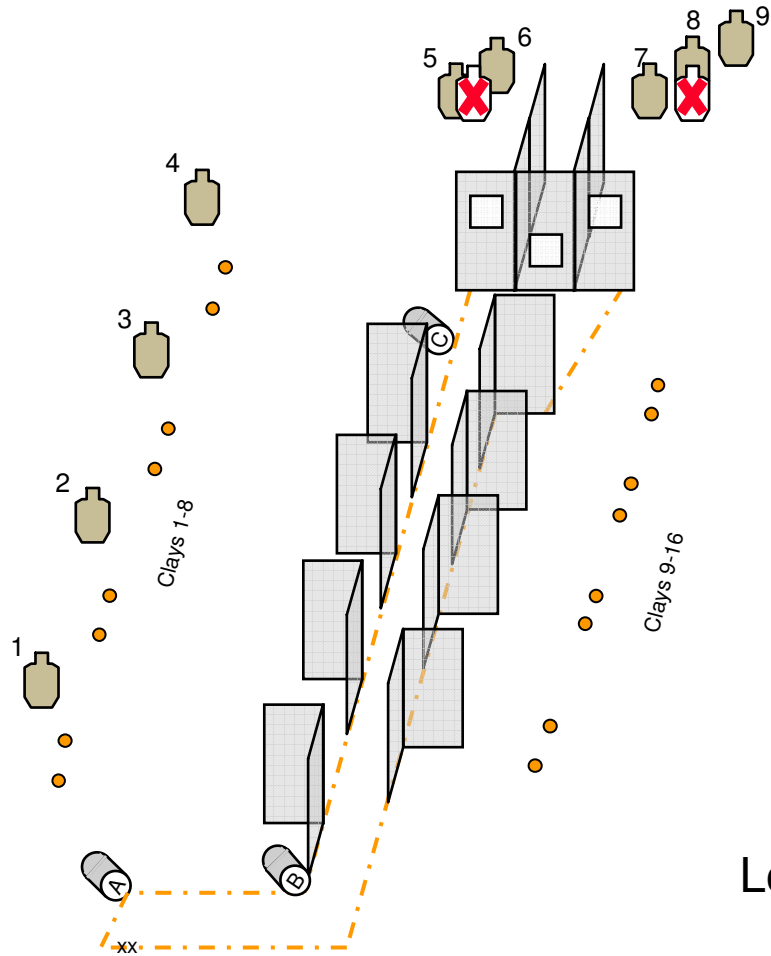
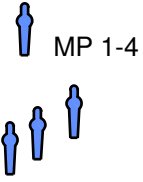


Git a Move On

Git a Move On!

- Comstock – 200 points
 - 14 Rifle – 70 points
 - 14 Birdshot – 70 points
 - 12 Handgun – 60 points
- Targets – 13 USPSA, 14 Clays
- Start
 - Shooter, Heels on marks (XX) facing downrange
 - HG, Magazine inserted but chamber empty and holstered (8.1.3)
 - R, Loaded and staged in Retention device B (8.1.1.1)
 - SG, Loaded with butt to shoulder and muzzle lower than belt (8.1.1.1)
- Start – Audible, Stop – Last Shot
- Rules - Current USPSA MG Rules
- Procedure - On signal
 - Engage C1-14 with Shotgun ... Abandon SG in Retention device A (Type 1 or 3)
 - Retrieve Rifle from Retention device B and engage T1-7
 - Abandon R in Retention device C (Type 1 or 3)
 - Draw Handgun and engage T8-13
 - Stepping on Pressure Plate activates Swinger T13 and Gravity Turner T10
 - T13 remains visible at rest; T10 appears and disappears and carries no miss penalties
- Scoring – 2 hits on paper, Broken Clay = 1A

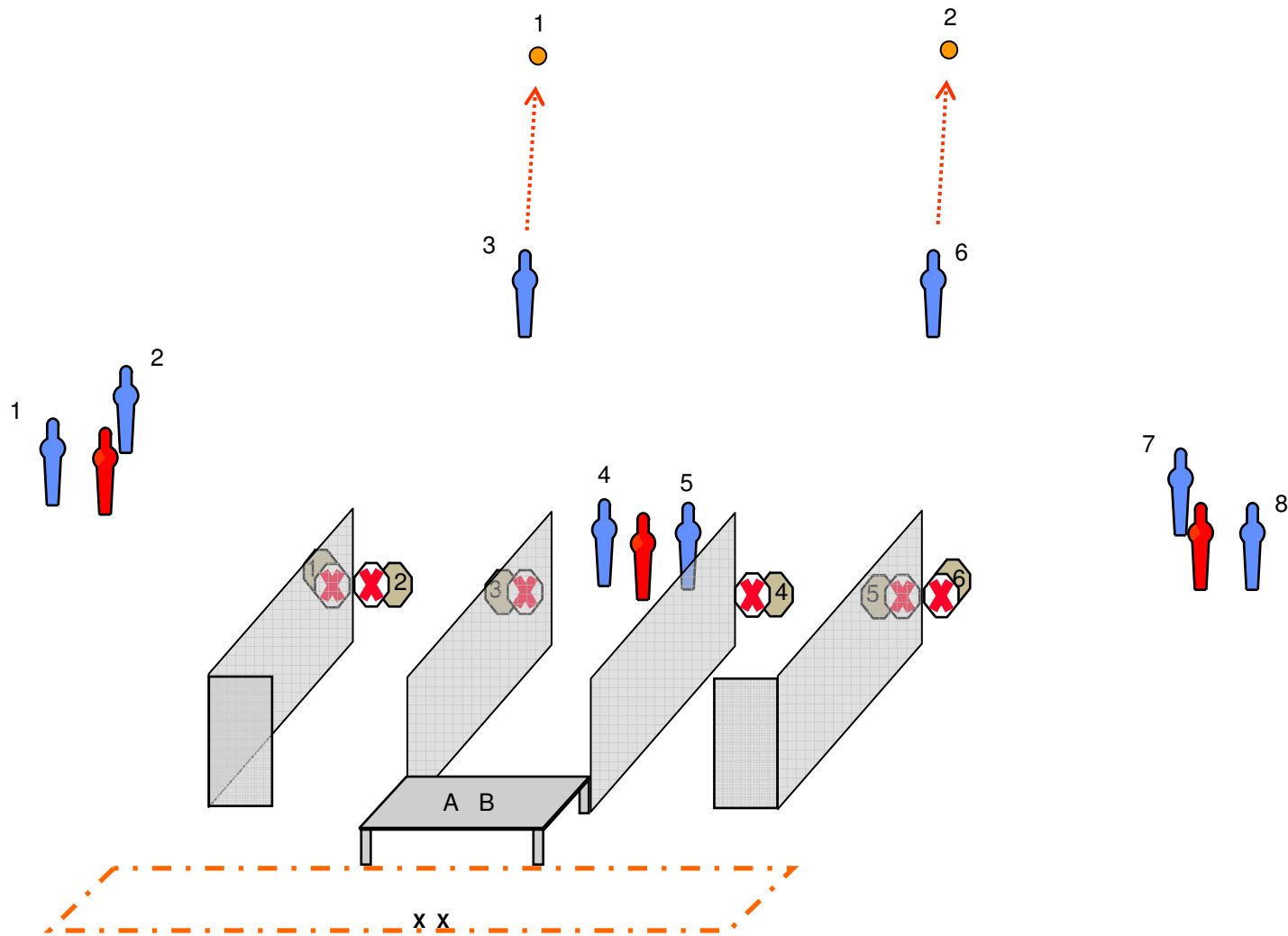
1 ~ 100 yds
● 10 pts



Long Road Home

Long Road Home

- Comstock – 200 points
 - 9 Rifle – 50 points
 - 16 Birdshot – 80 points
 - 14 Pistol – 70 points
- Targets – 9 USPSA, 4 mini Poppers, 16 Clays, 1 Spring-loaded Plate
- Start
 - Shooter, Heels on marks (XX) facing down range
 - SG, Loaded in Retention device B (8.1.1.1)
 - HG, Loaded, chamber empty, holstered (8.1.3)
 - R, Loaded with butt to shoulder and muzzle lower than belt (8.1.1.1)
- Start – Audible, Stop – Last Shot
- Rules - Current USPSA MG Rules
- Procedure - On signal
 - Engage T1-4 and Plate 1 with Rifle
 - Spring-loaded Plate is worth 10 points
 - Abandon R in Retention device A (Type 1 or 3)
 - Retrieve SG from Retention device B and engage Clays 1-16
 - Abandon SG in Retention device C (Type 1 or 3)
 - Draw HG and engage T5-9 and mini-Poppers 1-4
- Scoring – 2 hits on paper, Steel Plate (rifle) = 2A (must show visible movement when hit), Mini-Poppers Knocked Down = 1A, Broken Clay = 1A



How Much Choke?

How much Choke?

- Comstock – 140 points
 - 10 Birdshot – 80 points
 - 12 Pistol – 60 points
- Targets – 6 Classic, 8 Poppers, 3 NS Poppers, 2 Flying Clays
- Start
 - Shooter, Heels on marks (XX) facing table
 - SG, Loaded in Retention device A (8.1.1.1)
 - HG, Loaded in Retention device B (8.1.3)
- Start – Audible, Stop – Last Shot
- Rules - Current USPSA MG Rules
- Procedure - On signal (*Shooter may choose to start with either the HG or the SG and shoot the appropriate targets, then abandon it and switch to the other gun.*)
 - Retrieve HG from Retention device A and engage T1-6 with Handgun
 - Abandon HG in Retention device A (Type 1 or 3)
 - Retrieve SG from Retention device B and engage Poppers 1-8 and Flying Clays 1-2
 - P3 flips one clay, P6 flips another clay
 - Clay targets are “bonus” targets and are considered disappeared when they hit the ground – FC = 20 points each
 - Red Poppers are No Shoots (SG) but must fall to incur the penalty (SG 9.4.3)
 - Abandon SG in Retention device B (Type 1 or 3)
- Scoring – 2 hits on paper, Steel down = 1A, Flying Clay = 4A each