



Berry's Cedar Valley Multi Gun
Stage # 1 shootout at the shoot house
Course Designer: "Palmer"

START POSITION: Standing outside the fault lines toes touching Xs, SG at port arms.

GUN READY CONDITION: shotgun loaded held port arms
handgun loaded and holstered

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 7 poppers, 6 Ko's (all steel is optional), 12 paper pistol only.

SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 13 opt, 24 pistol

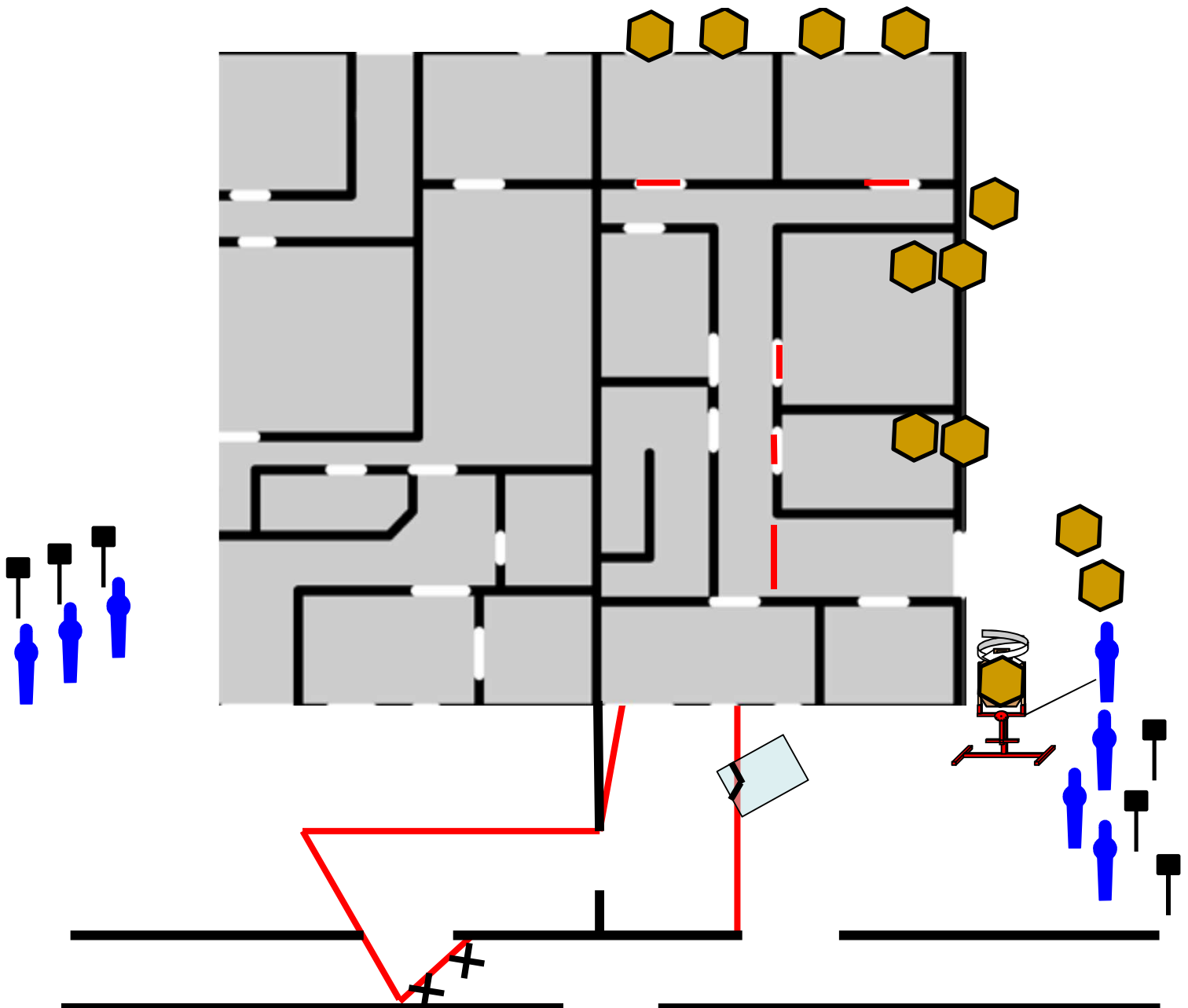
TARGETS: 12 Paper, 7 poppers, 6 KO's

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.

FIREARMS PRO





Berry's Cedar Valley Multi-Gun
Stage # 2 Around the house
Course Designer: "Palmer"

START POSITION: Standing Inside the shooting Area Heels touching Xs Sg at low ready.

GUN READY CONDITION: Pistol loaded and holstered,
SG loaded at low ready.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. All KDS are SG only, Star is option, all paper pistol only and MGM (pistol only) spinner must rotate to avoid penalty.

SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 12SG, 5 option, 36 pistol.

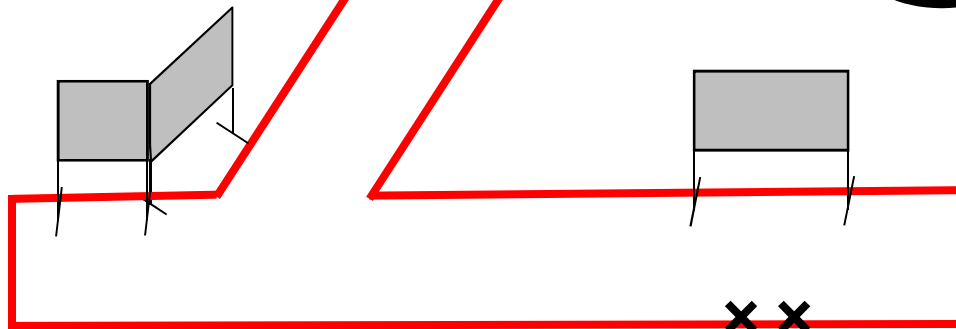
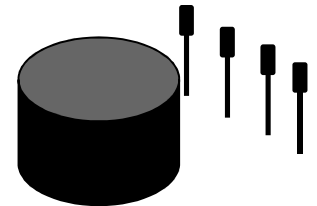
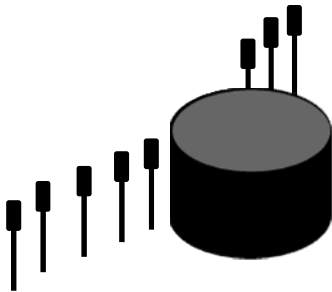
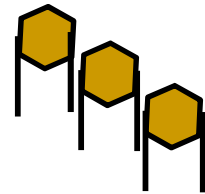
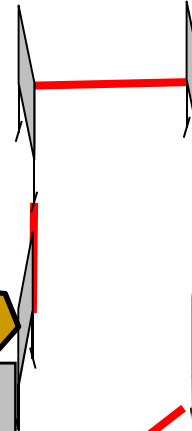
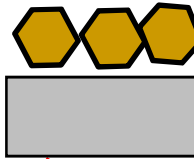
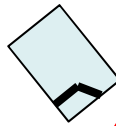
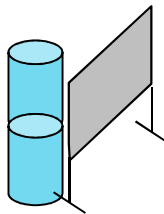
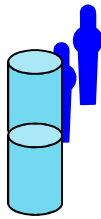
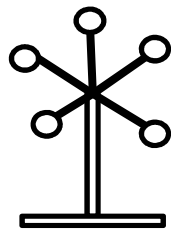
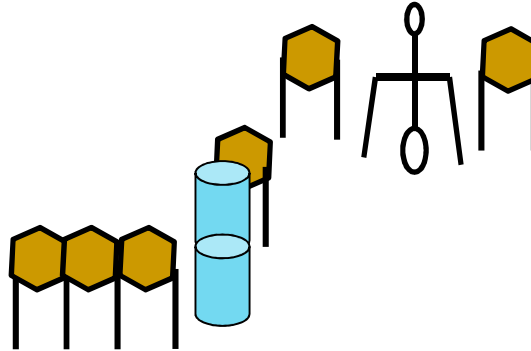
TARGETS: 12 KO, 12 Paper, 5 star plates 1 spin.

PENALTIES: Expedition Multi-gun Scoring

START-STOP: Audible - Last shot

RULES: Current United Multi-gun League Rules

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Berry's Cedar Valley Multi-Gun

Stage # 3 Off Course

Course Designer: "Palmer"

START POSITION: Standing outside the shooting area toes touching Xs, rifle at low ready

GUN READY CONDITION: Handgun mag inserted chamber empty and holstered, rifle loaded and held at low ready

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. All paper targets are Optional, 6 poppers pistol only, Clays are rifle only.

SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 3 rifle, 28 option, 6 pistol

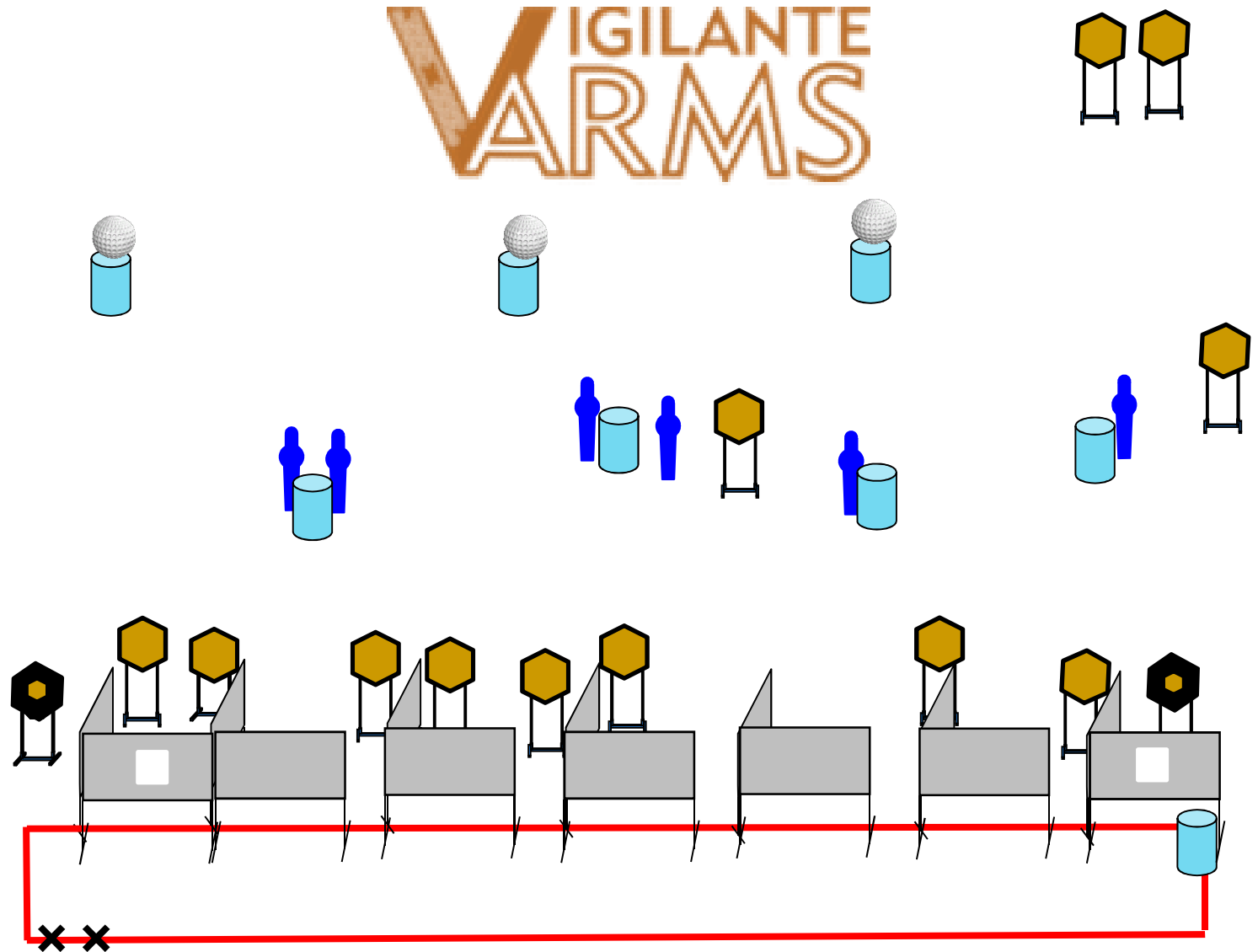
TARGETS: 14 paper, 6 poppers, 3 GOLF BALLS

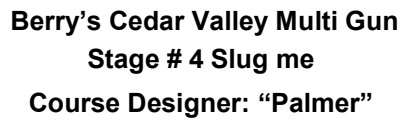
PENALTIES: Expedition Multi-gun Scoring

START-STOP: Audible - Last shot

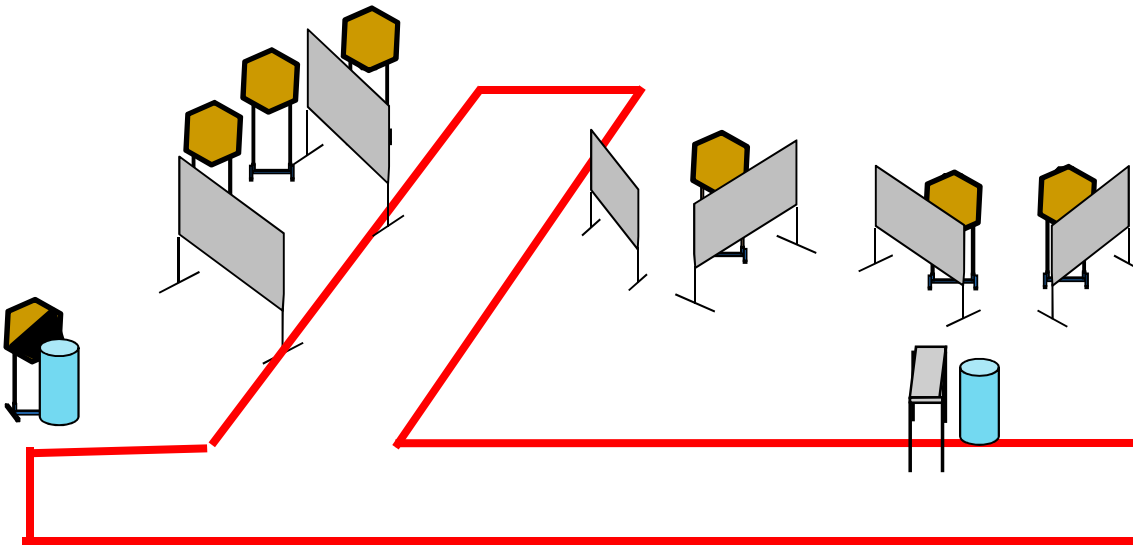
RULES: Current World Multi-gun Rules

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Berry's Cedar Valley Multi Gun
Stage # 5 Around the corral
Course Designer: "Palmer"

START POSITION: Standing outside the shooting area toes touching Xs, rifle at low ready

GUN READY CONDITION: SG loaded and staged on table. Rifle loaded and held at low ready

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. All paper targets are rifle only, 12 KDs are SG only

SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 30 rifle, 12 SG

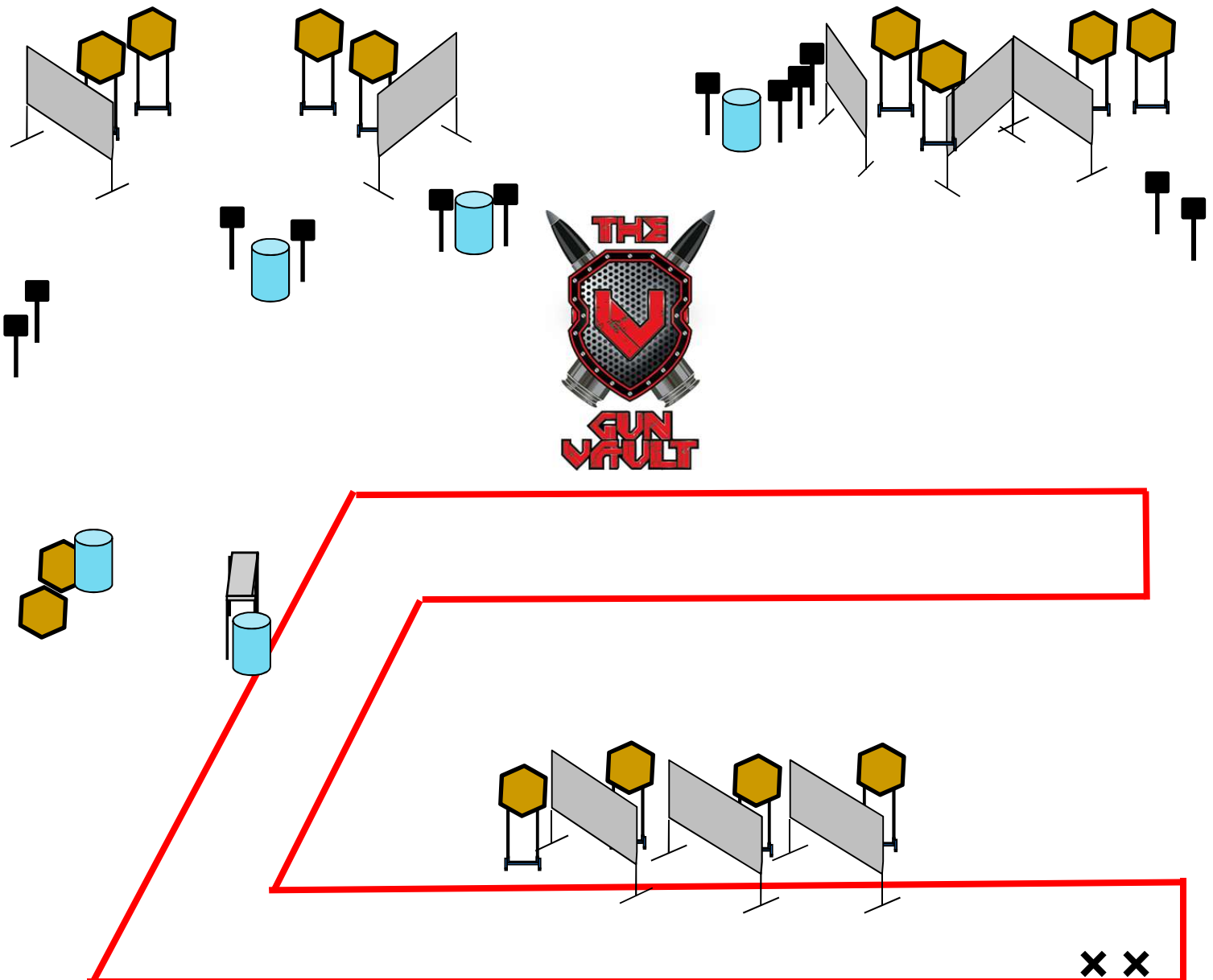
TARGETS: 14 paper, 12 Ko's

PENALTIES: Expedition Multi-gun Scoring

START-STOP: Audible - Last shot

RULES: Current World Multi-gun Rules

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Silver State Practical Expedition Multi-gun
Stage #6 Around the shed
Course Designer: "Palmer"

START POSITION: Standing inside shooting area, heels touching Xs, Rifle at low ready.

GUN READY CONDITION: Pistol mag inserted on empty chamber. rifle loaded and held at low ready.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. (Bay 1) 5 T-post targets 6 paper rifle only. (Bay 2) 8 poppers and 6 paper pistol only. 2 back center poppers activate 2 swingers

SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 17 rifle 22 pistol

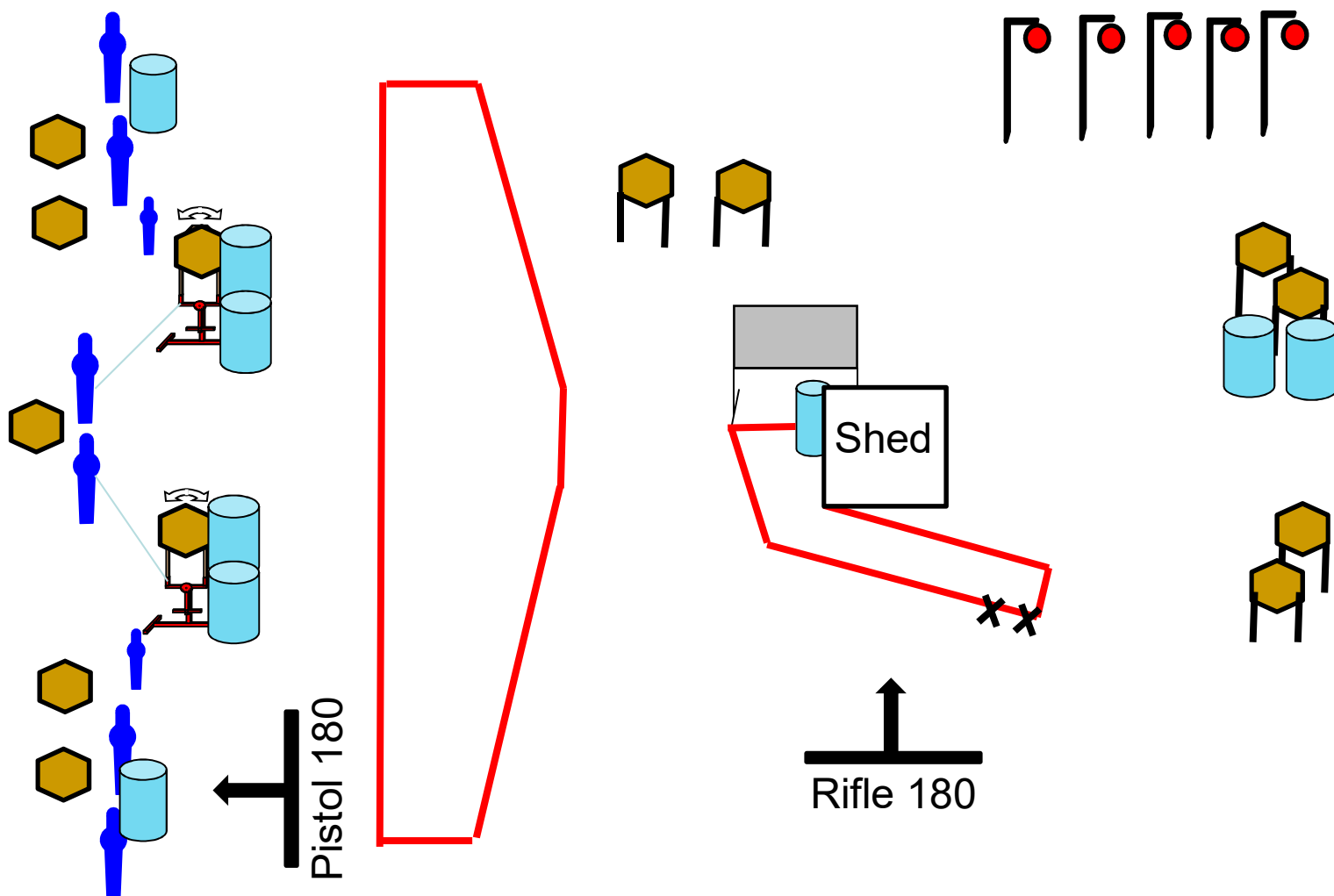
TARGETS: 8 poppers, 13 paper, 4 T-post,

PENALTIES: Expedition Multi-gun Scoring

START-STOP: Audible - Last shot

RULES: Current United Multi-gun League Rules

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Berry's Cedar Valley Multi-gun
Stage #7 pistol gongs get 1 hit
Course Designer: PMR

START POSITION: Standing inside shooting area, heels touching Xs, SG at low ready.

GUN READY CONDITION: Pistol mag inserted on empty chamber. SG loaded and held at low ready.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 9 Ko's shotgun only 6 plates on rack optional, the rest pistol.

SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 9 SG, 6 option, 25 pistol

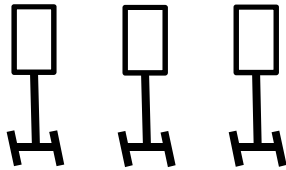
TARGETS: 9 KO, 3 rectangle gong, 4 poppers, 9 paper

PENALTIES: Expedition Multi-gun Scoring

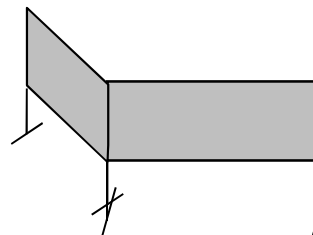
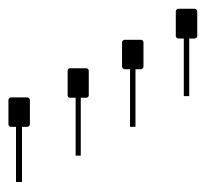
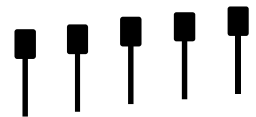
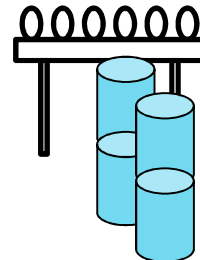
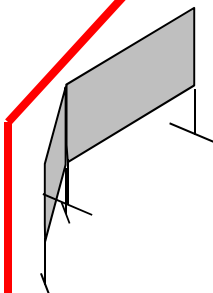
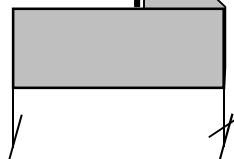
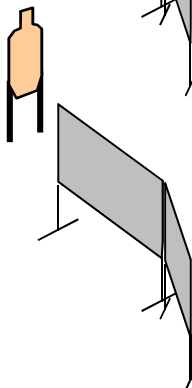
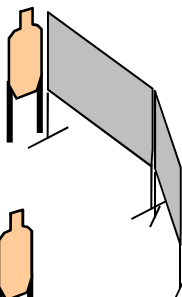
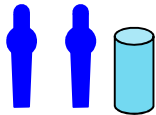
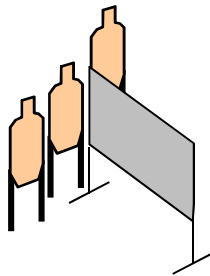
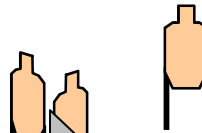
START-STOP: Audible - Last shot

RULES: Current United Multi-gun League Rules

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THE RIGHT GEAR, RIGHT NOW





Berry's Cedar Valley Multi Gun

Stage # 8 turn me over

Course Designer: "Palmer"

START POSITION: Standing inside the shooting area heels touching Xs, Shotgun at low ready

GUN READY CONDITION: Rifle loaded and staged on table. SG loaded and held at low ready

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. All paper, spinner and 3 T-post targets are rifle only, 10 KDs are SG only
Spinner must rotate to avoid penalty

SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 33 rifle, 10 SG

TARGETS: 10 paper, 10 Ko 1 spinner 3 T-post

PENALTIES: Expedition Multi-gun Scoring

START-STOP: Audible - Last shot

RULES: Current United Multi-gun League rules

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