



★★ 2017 FORT SILL ★★

MULTI-GUN

CHAMPIONSHIP



Stage Brief

16 Sept 2017

DFMWR / DES



Welcome to Ft. Sill, Oklahoma, the Fires Center of Excellence Multi-Gun Championship.

First Stop at Fort Sill

Your first stop on Friday the 15th between 1200 – 1800 (6:00pm) and Saturday the 16th from 0600 – 1000 will be Key Gate West (exit 41 off Highway Interstate 44). Stay in the Far RIGHT lane. When at the gate you will be checked in and given your visitors pass to the range complex.

There are **NO** concealed or open carry of firearms permitted on Fort Sill. It does not matter who you are or what government agency you work for. You are NOT authorized to have a concealed or open carry weapon.

Firearms may be temporarily transported in your vehicle until you reach the Multi-Gun competition.

Firearms must be transported in a case (gun socks not permitted), unloaded with ammunition stored separately from the weapon. Ammunition cannot be in the case with the firearm or within any pocket of the case. Firearms must not be visible from the exterior of the vehicle. Under no circumstances may an uncased firearm be transported under or behind a seat or in a glove compartment, console, seat pouch or similar location. Firearms should be transported in the trunk of vehicles or in the backseat of trucks.



Event Schedule and Time line

Friday 15 September:

- | | |
|-------------|---|
| 0900 – 1400 | RO / Sponsor shoot |
| 1400 – 1800 | <ul style="list-style-type: none">- Sign in at Key Gate West- Stages open for Walkthrough- Weapons Zero / Sighting range open |

Saturday 16 September:

- | | |
|-------------|--|
| 0700 | Breakfast / Sign in |
| 0700 - 0800 | Weapons Zero range open |
| 0800 | Shooter meeting / Opening Ceremony |
| 0830 -1830 | Shoot stages |
| 1830 | Last rounds complete |
| 1900 | Award Ceremony / Prizes (Patriot Club) |

Food

Registered and Paid competitors will receive a free catered breakfast at the range.

There will be food and drink for sale by various vendors on site all day that is available to everyone, starting with breakfast at 0630 then transitioning to lunch and dinner until match is complete, **be sure to bring cash.**

*** FORT SILL ***
MULTI-GUN
CHAMPIONSHIP





Stage #: **1**

Stage Name: **DEALERS CHOICE SPONSORED BY VORTEX OPTICS**

Average Time: **130 SECONDS**



Guns Used and Round Count:

☒ Pistol 29

☐ Rifle 0

☒ Shotgun 20 birdshot, 2 slug

Target Types:

1 shotgun propeller, 12 shotgun Knock Overs, 2 shotgun slug silhouettes (1 with bonus center), 7 small pistol pepper poppers, 8 pistol paper, 1 pistol dueling tree.

Start Position:

In start box pistol holstered "Stage Ready Condition", shotgun staged "Stage Ready Condition" .

Stage Procedure / Narration:

1. Lock and Load shotgun and stage in MGM Gun Box "Stage Ready Condition" (safety on).
2. Lock and Load pistol and holster "Stage Ready Condition" (safety on).
3. Move back to start box.

"Welcome to Dealers Choice sponsored by Vortex Optics".

On the beep, in the order of your choice engage 12 Shotgun steel "Knock Overs" and 2 shotgun slug silhouettes from inside the shotgun area (rope and red line on ground); 7 Pistol pepper poppers while standing on floating box; 8 Pistol paper while on the move and 1 pistol Dueling tree from behind obstacle (flipping all limbs to opposite side of tree), all while keeping both feet inside the shooting roped area at all times.

Pistol can be re-holstered hot and reused at any time on this lane.

One slug target, a hit anyplace on the silhouette counts as a hit, if you hit the green center it's a 5 second deducting bonus.

Questions? Conduct 5 minute walkthrough.

----- Shotgun can be cleared by RO's during course of fire in a safe direction -----

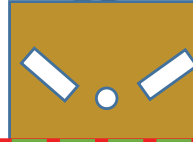
Start shotgun and pistol reset while shooter is at the wall



2 Slug Steel
60 Yards



Stage 1



Dueling Tree
15 Yards

Reset Line

Pistol

12 Shotgun Knock Overs

20 Yards

15 Yards

Shotgun Dump

Shotgun
Zone

Shotgun
Staged

55 Yards

Shotgun Preload And Storage Rack

Next Groups Shotgun Storage Rack

Pistol Steel
3 Yards Apart

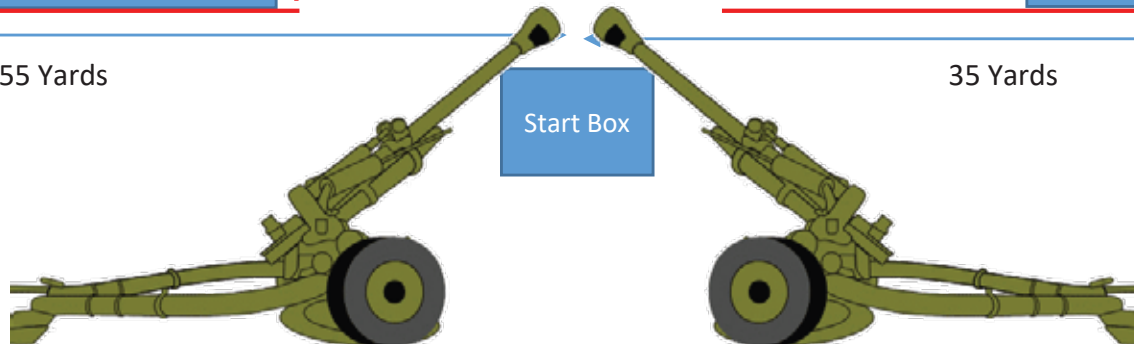
23 Yards

20 Yards

Pistol
Floating
Table

35 Yards

Start Box



Stage 1





Stage #: **2**

Stage Name: **HOGAN'S ALLEY SPONSORED BY 300 BELOW**

Average Time: **110 SECONDS**



Guns Used and Round Count:

X Pistol 18

X Rifle 17

X Shotgun 11 birdshot, 1 slug

Target Types:

9 shotgun clay, 1 shotgun pepper popper with clay thrower, 1 shotgun slug silhouette, 10 large pistol pepper poppers, 4 pistol paper, 6 rifle paper, 5 Larue Tactical Sniper rifle targets.

Start Position:

In start box Shotgun at low ready in "Stage Ready Condition"; pistol holstered "Stage Ready Condition"; Rifle staged with magazine in but no round chambered.

Stage Procedure / Narration:

1. Stage Rifle in MGM box immediately following current shooter completion.
2. Move back to start box.
3. Lock and Load pistol and holster "Stage Ready Condition" (safety on).
4. Lock and Load shotgun in "Stage Ready Condition" (safety on) and hold at Low Ready.

"Welcome to Lane 2 "Hogan's Alley" sponsored by 300 Below weapons cryo treatment.

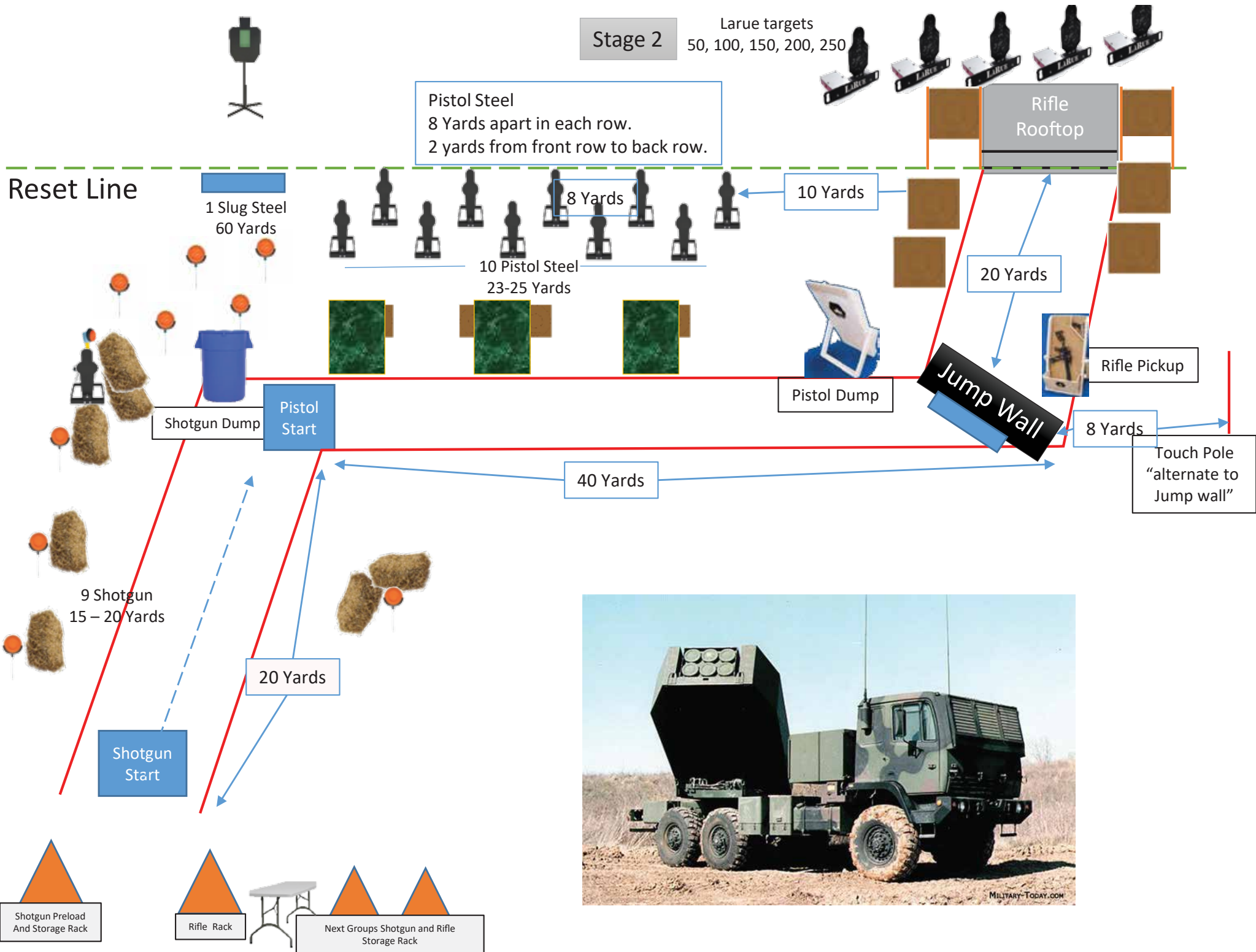
On the beep, engage 9 shotgun clay, 1 shotgun pepper popper, 1 shotgun slug silhouette using dumb barrel when complete, Draw pistol and engage 10 large pistol pepper poppers, 4 pistol paper using MGM dump box when complete, Jump wall (or touch alternate "touch pole"), Recover rifle, engage 4 rifle paper targets, then climb platform and engage 5 Larue rifle targets, all while keeping both feet inside the shooting roped area at all times. One slug target, a hit anyplace on the silhouette counts as a hit, if you hit the green center it's a 5 second deducting bonus. Questions? Conduct 5 minute walkthrough.

----- Shotgun can be cleared by RO's during course of fire in a safe direction -----

----- Pistol can be cleared by RO's during course of fire in a safe direction -----

Start shotgun and pistol reset while shooter is on the rifle platform

Shooter on deck will follow current shooter to wall with rifle in hand ready to stage it.



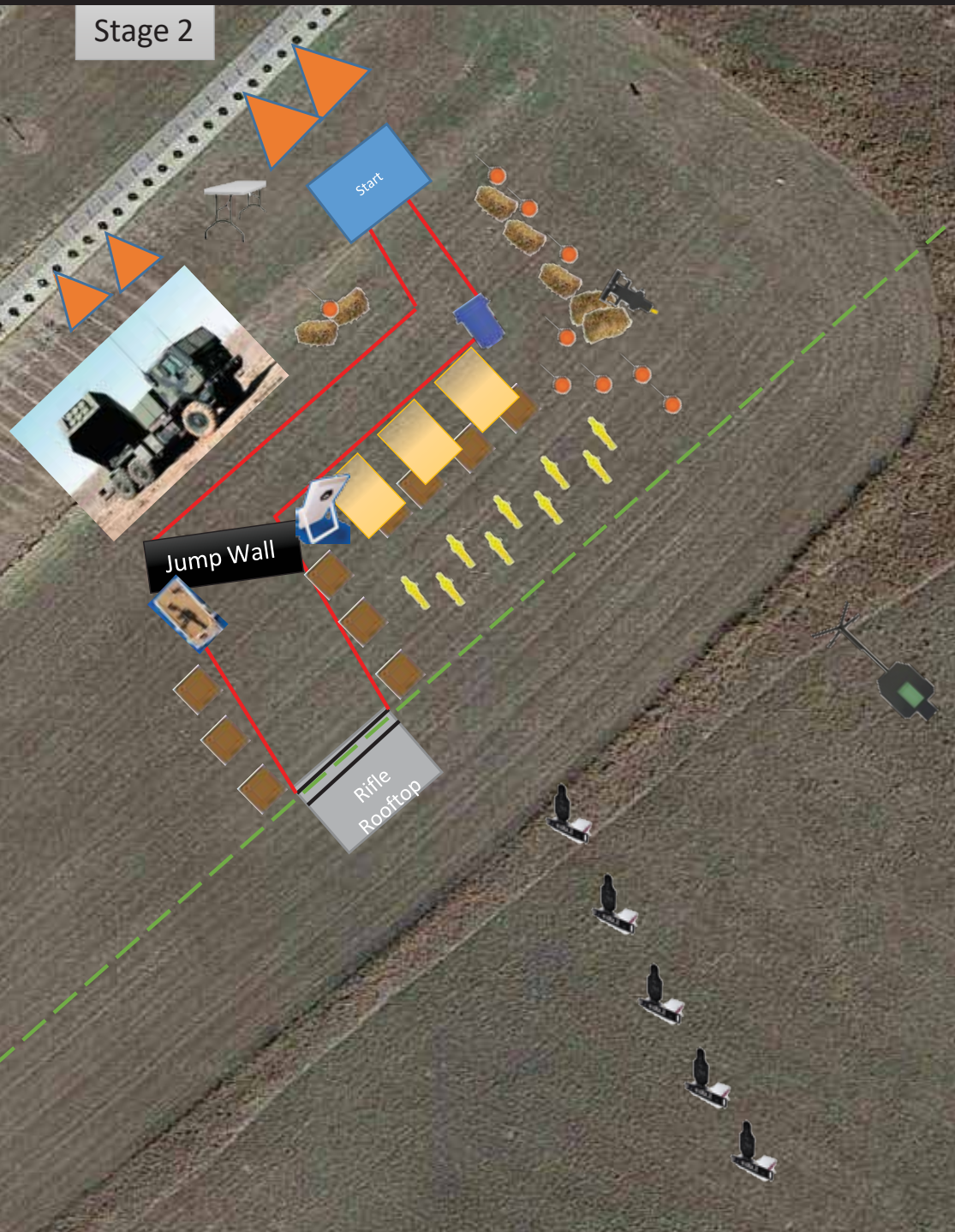
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Accurizing
Cryo
Barrel Stress Relief
A Division of 300° Below, Inc.

300° BELOW INC.
CRYOGENIC TEMPERING SERVICES

Stage 2

Reset Line





Stage #: **3**

Stage Name: **OK CORRAL SPONSORED BY SOUND GEAR**

Average Time: **120 SECONDS**



Guns Used and Round Count:

X Pistol 11

X Rifle 6

X Shotgun 13 birdshot

Target Types:

6 shotgun pepper popper with 6 clay throwers, 1 shotgun spinner, 6 pistol steel knock overs, 1 pistol Texas star, 6 rifle steel silhouettes.

Start Position:

In start box pistol holstered "Stage Ready Condition";

Shotgun staged in either Blue barrel "stage Ready Condition".

Rifle staged in either Blue barrel "Stage Ready Condition".

Stage Procedure / Narration:

1. Move to start box.
2. Lock and Load pistol and holster "Stage Ready Condition" (safety on).
3. Lock and Load shotgun and stage either Blue barrel .
4. Lock and Load Rifle and stage in either Blue barrel.

"Welcome to Lane 3 "The OK corral" sponsored by Sound Gear.

On the beep, in the order of your choice engage 6 shotgun pepper popper with 6 clay throwers, 1 shotgun spinner; 6 pistol steel knock overs, 1 pistol Texas star, 6 rifle steel silhouettes, all with proper weapon, and while keeping both feet inside the shooting area (fence and red ground line).

Shotgun and Rifle can be staged and dumped/abandon in dump barrel at either end of lane and can **NOT** be reused once dumped.

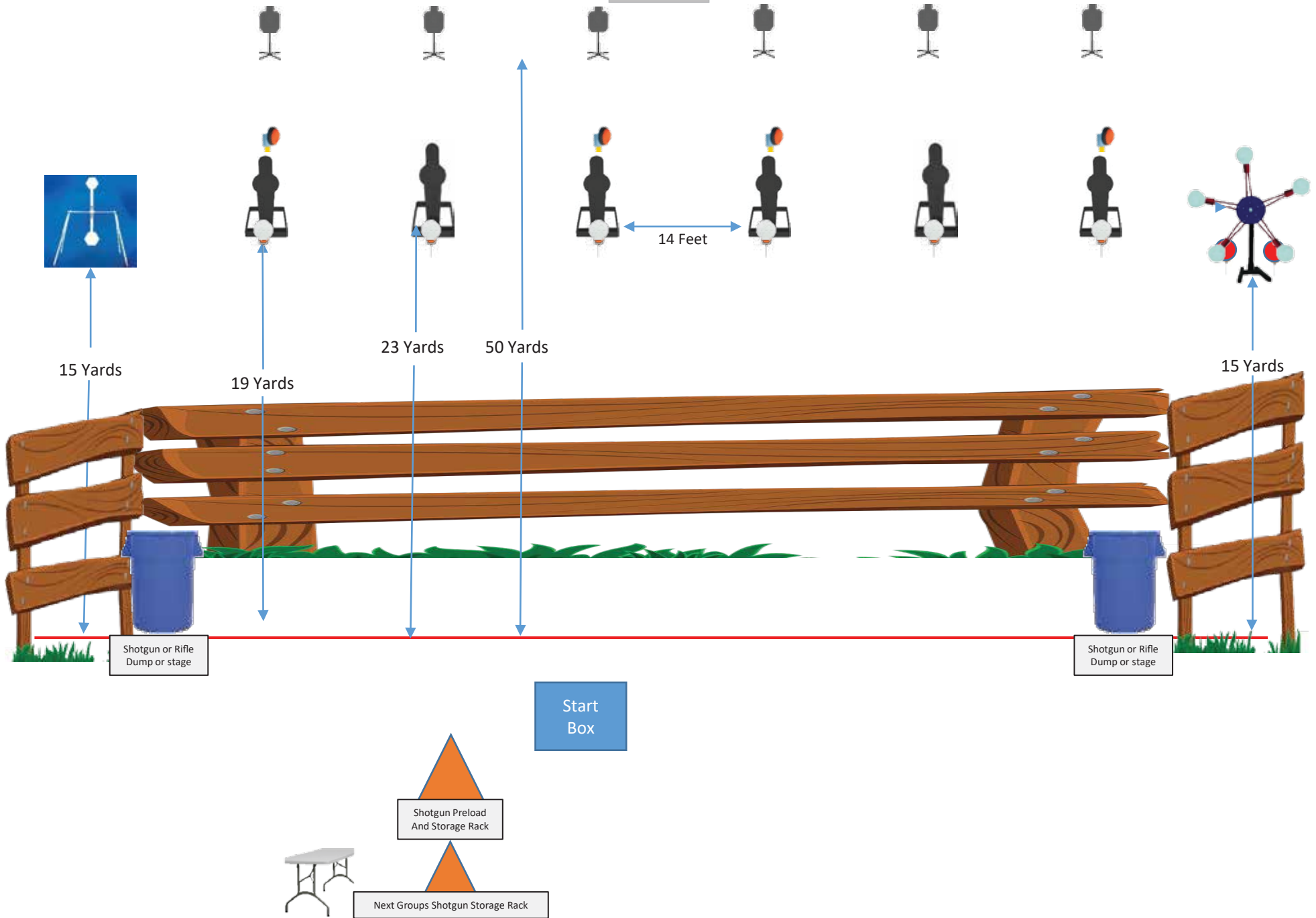
Pistol can be re-holstered hot and reused at any time on this lane.

* 5 second time penalty for knocking over wrong target with wrong weapon, 5 second penalty for knocking over red "no shoot" below the Texas Star.

* Questions? Conduct 5 minute walkthrough.

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Stage 3





SOUNDGEAR™

POWERED BY Starkey Hearing Technologies™

Stage 3





Stage #: **4**

Stage Name: **ARMY RIFLE QUALIFICATION SPONSORED BY BUSHNELL**

Average Time: **NA**



Guns Used and Round Count:

☐ Pistol 0

☒ Rifle 40

☐ Shotgun 0

Target Types:

40 plastic human silhouette.

Start Position:

One rifle and three loaded magazines, a 20 rounder, 10 rounder and a 10 rounder.

Stage Procedure / Narration:

1. Move to start lane and stand by for commands from the tower.

“Welcome to Lane 4 “Army Rifle Qualification”.

Entire squad will shoot at the same time, in their own assigned lane, at timed silhouette targets ranging from 25 to 330 yards.

Prone supported 20 rounds.

Prone unsupported 10 rounds.

Kneeling 10 rounds.

Baseline for everyone is 30 seconds.

Then you add 5 seconds for every miss target.

No misses equals (40 of 40) 30 seconds

Example = Miss 4 (36 of 40 hits) equals +20 seconds penalty equals 50 seconds total time for the stage.

Questions? Conduct popup demonstration “Watch your lane”.





Stage #: **5**

Stage Name: **NEED FOR SPEED SPONSORED BY GRUNT STYLE**

Average Time: **40 SECONDS**



Guns Used and Round Count:

X Pistol 8

X Rifle 15

X Shotgun 9 birdshot

Target Types:

6 rifle paper, 3 rifle steel silhouettes, 2 pistol pepper popper, 9 shotgun clay, 1 pistol plate rack.

Start Position:

All weapons staged in MGM box's "Stage Ready Condition".
And shooter standing at start table with start buzzer under hand.

Stage Procedure / Narration:

1. Lock and load Rifle and stage in MGM Gun Box "Stage Ready Condition" (safety on).
2. Lock and load shotgun and stage in MGM Gun Box "Stage Ready Condition" (safety on).
3. Lock and load Pistol and stage in MGM Gun Box "Stage Ready Condition" (safety on).

"Welcome to Lane 5 "the Need for Speed" sponsored by Grunt Style.

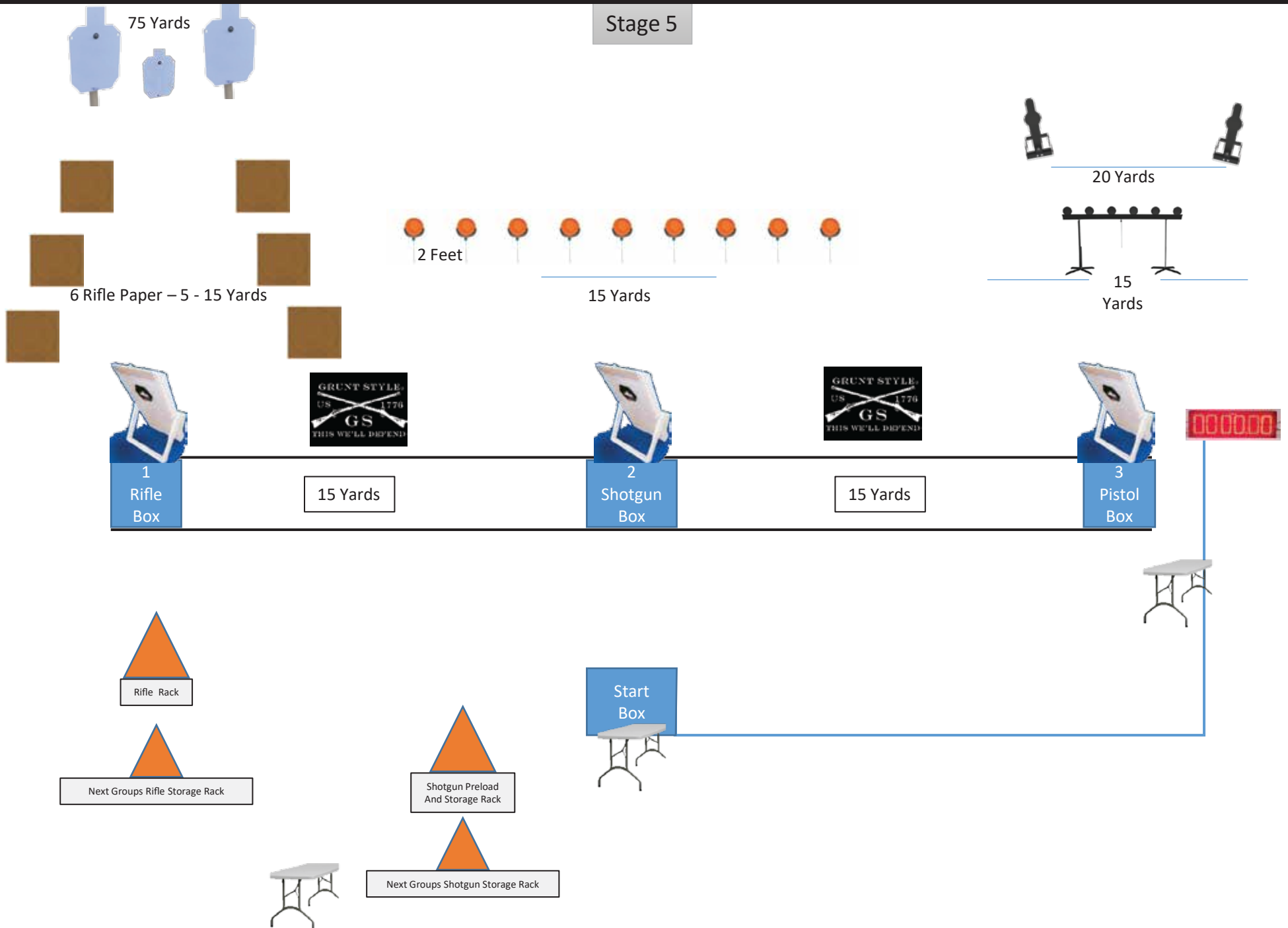
When you are ready, push the start buzzer and move to box 1 Rifle, engage 6 paper targets and 3 steel silhouettes from standing unsupported position, steel require 1 hit each, ground ripple and move to box 2 Shotgun, engage 9 clay targets, ground shotgun and move to box 3 Pistol, knock over all plates on the plate rack and 2 black pepper poppers, ground pistol and move to finish table and press stop timer button, keeping feet inside shooting box's at all time.

Questions? Conduct 5 minute walkthrough.

A lane safety will be assigned to each weapons box, once each weapon is used and grounded, that safety will clear the weapon and remove from firing line ASAP, then stage reset, then set next shooters weapons.

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Stage 5



Stage 5

GRUNT STYLE®
US 1776
GS
THIS WE'LL DEFEND





Stage #: **BONUS**

Stage Name: **BONUS STAGE SPONSORED BY ANGEL FIRE AMMO**

Average Time: **6 SECONDS**



Guns Used and Round Count:

☒ Pistol 6

☐ Rifle 0

☐ Shotgun 0

Target Types:

5 pistol small pepper poppers, 1 pistol crossover pepper popper.

Start Position:

Pistol in holster at "Stage Ready Condition" while keeping both feet inside the shooting area.

Stage Procedure / Narration:

1. Lock and load pistol re-holster "Stage Ready Condition" (safety on).

"Welcome to the Bonus Lane "from Angel Fire Ammunition".

Two person head to head shoot off, on the beep draw your weapons and first person to knock over all 5 of their pepper poppers and be the first person to knock over the crossover pepper popper wins a bonus time reduction from their overall match score.

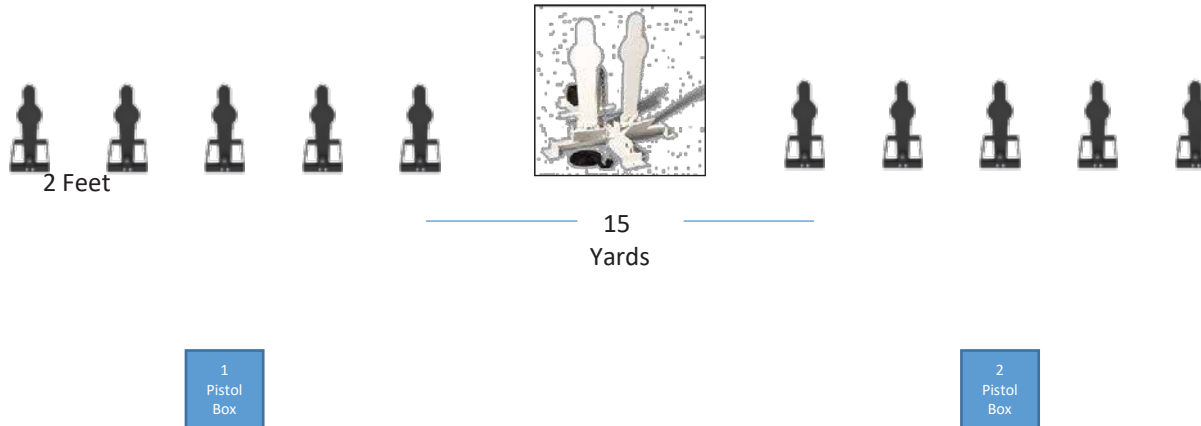
Questions?

Head to Head Shoot off Challenge



ANGEL FIRE[™]
AMMUNITION

ANGELFIREAMMO.COM



Vendor Table

FOB

Food Vendor Area

Podium

Registration
Tent

Parking



Team Schedule

	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
Sunrise 0718					
0830 - 0930	1	2	3	4	5
0930- 1030	6	7	8	9	10
1030 - 1130	5	1	2	3	4
1130 - 1230	10	6	7	8	9
1230 - 1330	4	5	1	2	3
1330 - 1430	9	10	6	7	8
1430 - 1530	3	4	5	1	2
1530 - 1630	8	9	10	6	7
1630 - 1730	2	3	4	5	1
1730 - 1830	7	8	9	10	6
2000	Award Ceremony				
Sunset 1935					

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Sponsored by:

Platinum Sponsors:



Gold & Stage Sponsors:



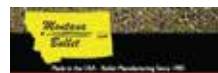
Stage Sponsors:



Silver Sponsors:



Bronze Sponsors:



Contributor:

