

2017

SUREFIRE®



October 6th-8th 2017

Welcome

Welcome to the 2017 Surefire UML World Multi-Gun Championships, hosted by the Pro Gun Club in Boulder City, NV.

To our returning competitors, it's great to see you again! To those of you competing in this match for the first time, thank you for joining us and welcome.

This is our 4th year running this match and its premise has remained the same since the beginning. Within 16 stages, I have created a match that incorporates the various styles of multi-gun you have experienced across the country. I believe this is a true test to crown a World Champion.

Over the years, this championship has proven to be an exciting event to witness. I can't wait to see what this year will bring. Thank you all so much for coming. Enjoy the match and Good Luck!

Pete Rensing

Sponsors

Title

Surefire

Area

Rock Island Armory/Armcor - Hogue - MGM Targets

Silver

Warne - Century Arms - EOTECH - Bushnell - Vortex Optics -
JP Enterprises

Bronze

Sierra Bullets - Montana Gold - Christensen Arms

Stage

Safariland - Liberty Lubricants – Glock

Donor

Seekins Precision - Gun Goddess

Presented by

ISCOPE



2017 UML Surefire World Multi-gun Championships
 Stage # 1 ring of surefire
 Course Designer: PMR



START POSITION: Standing in box A. wrists above shoulders.

GUN READY CONDITION: Pistol loaded and holstered. SG loaded and staged in pickup by box B. Rifle loaded and staged in pickup by box C.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 8- 10x10 KDs are pistol only from box A only. 13- 4x10 KDs are Birdshot only from box B only. Plate rack is rifle only from Box C only. 12 ML targets are option rifle pistol from the correct box.

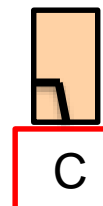
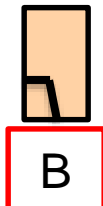
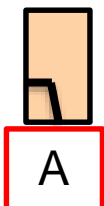
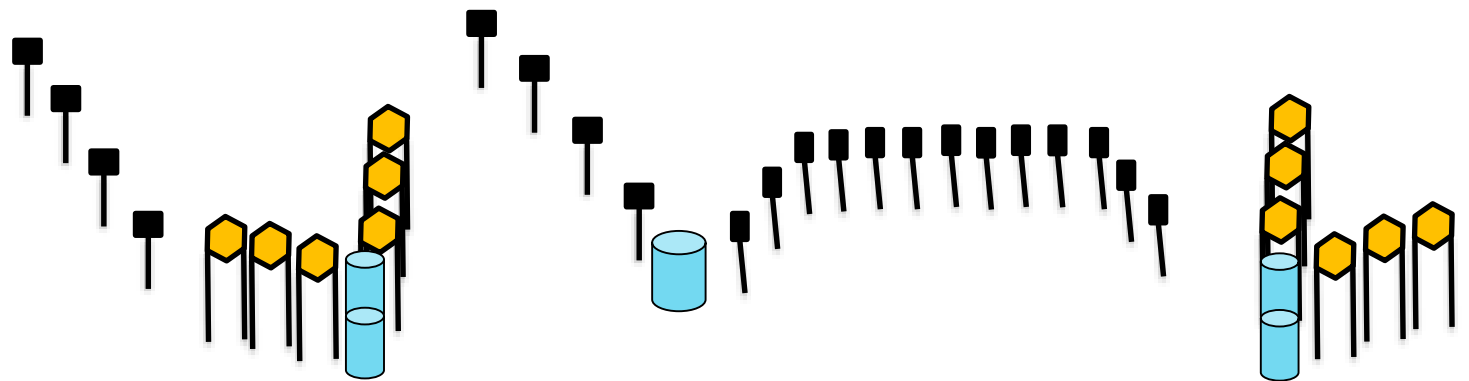
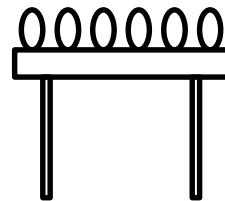
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 51 total rounds 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.





2017 UML Surefire World Multi-gun Championships
 Stage # 2, I Stand for Liberty Lube
 Course Designer: PMR



START POSITION: Standing in box A. wrists above shoulders. Rifle loaded on table.

GUN READY CONDITION: Rifle loaded. SG loaded on 2nd table. Pistol loaded and holstered.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. Rifle from Box A. SG from Box B and pistol From Box C only. MGM Plate rack is rifle from box A or pistol from Box C. 12, 4x10 KDS are SG only from box B. 10x10 KDs are pistol only from Box C only. 12 UML targets option rifle from Box a only or pistol from Box C only.

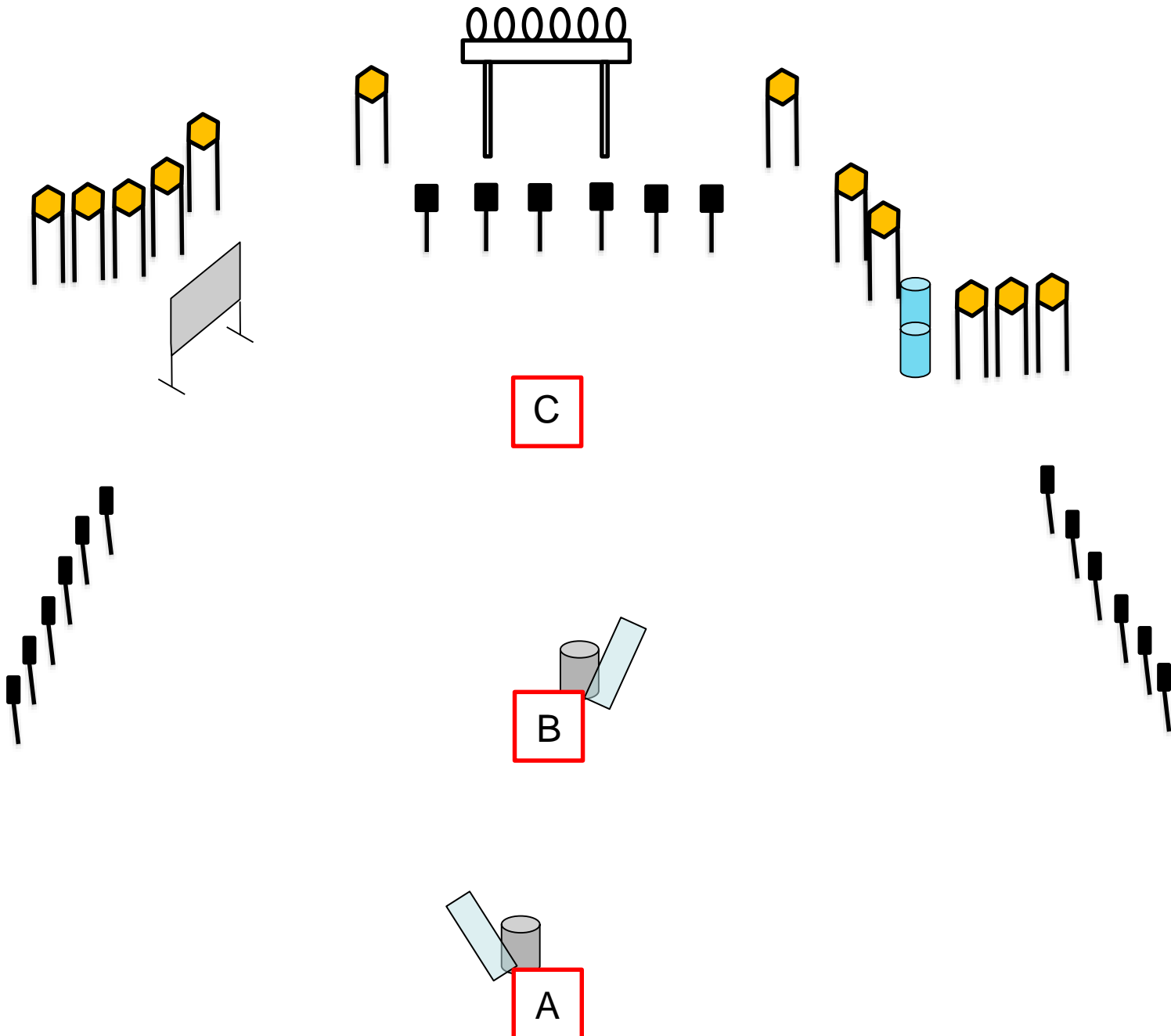
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 48 total rounds 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.





2017 UML Surefire World Multi-gun Championships
 Stage # 3 Safariland Expedition June 8-10

Course Designer: PMR



START POSITION: Standing inside the shooting area Heels touching Xs, SG at port arms.

GUN READY CONDITION: SG loaded at port arms. Rifle loaded on table. Pistol loaded and holstered.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 11 KDs and 5 USPs are option SG or pistol. 3 MGM sportsman's flashers and 2 golf balls are Rifle only. 12 UML targets are option Rifle Pistol.

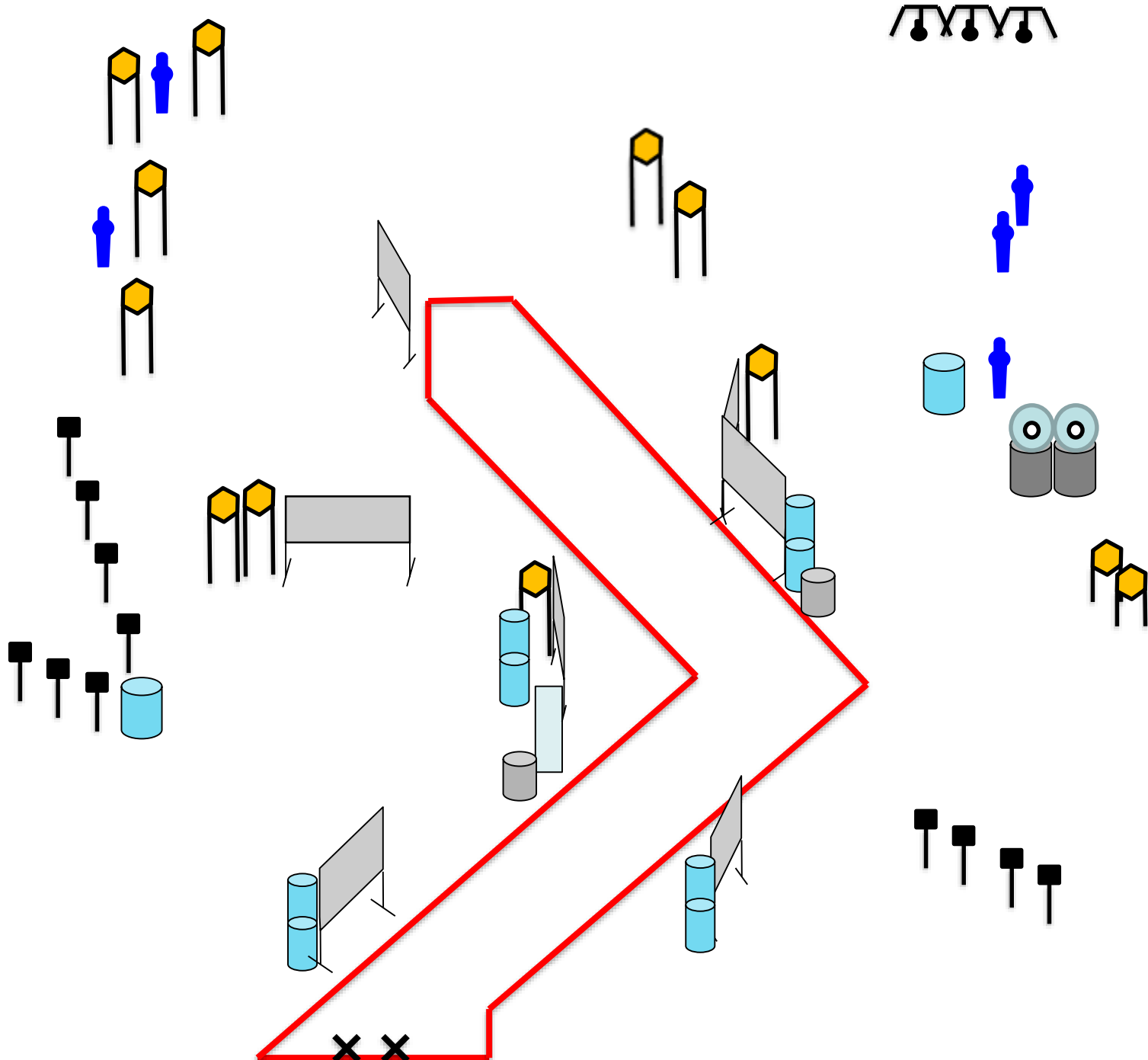
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 45 Total rounds 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.





2017 UML Surefire World Multi-gun Championships
Stage # 4 Dredlocks for all
Course Designer: PMR



START POSITION: Standing inside the shooting area, heels touching Xs. Hands relaxed. At sides

GUN READY CONDITION: pistol loaded and holstered.
SG loaded and staged on table. Rifle loaded and staged
on 2nd table.

STAGE PROCEDURE: Upon start signal, engage correct
targets with correct guns when visible, from within the fault
lines. 2 PPS and 2 USPs and 7 metric targets are pistol only.
9 KDs are SG only. 11 Classic targets are rifle only.

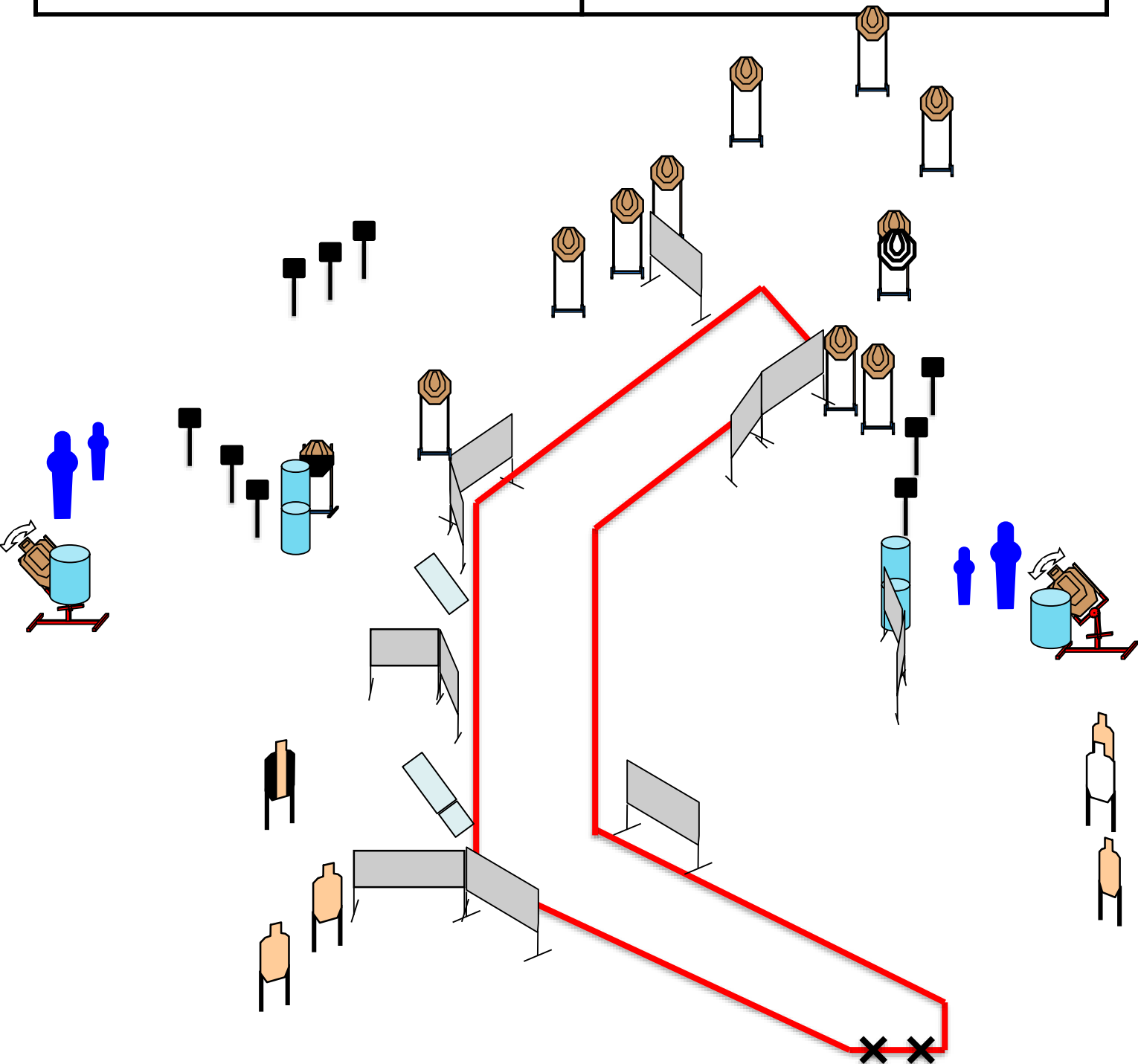
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 49 total rounds 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.





2017 UML Surefire World Multi-gun Championships
Stage # 5 Stop and Bushnell the roses.



Course Designer: PMR

START POSITION: Standing inside the shooting area heels touching Xs, Rifle at port arms.

GUN READY CONDITION: Rifle loaded and held at port arms, Pistol loaded and holstered. SG loaded and staged on table.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 4 rifle MGM flash targets are rifle only. 12 KDs and 2 USPs are option SH or Pistol from safe distances. 14 UML targets are rifle or pistol.

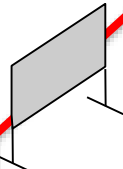
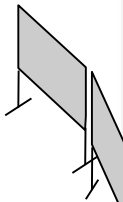
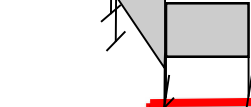
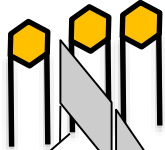
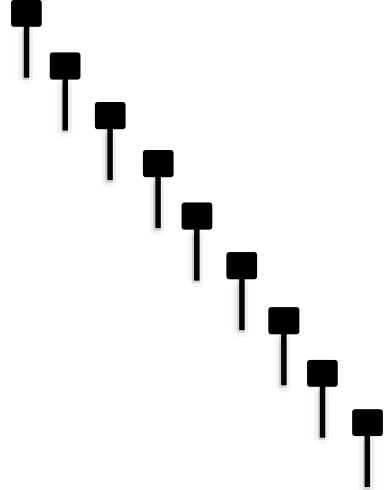
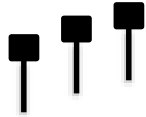
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 46 Total rounds 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.





2017 UML Surefire World Multi-gun Championships
Stage #6 sister Christensen arms.



Course Designer: PMR

START POSITION: Standing inside the shooting area toes touching Xs. Rifle at port arms.

GUN READY CONDITION: Rifle loaded at port arms, SG loaded and staged on table. Pistol loaded and holstered.

SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 52 total rounds if 2 on each paper

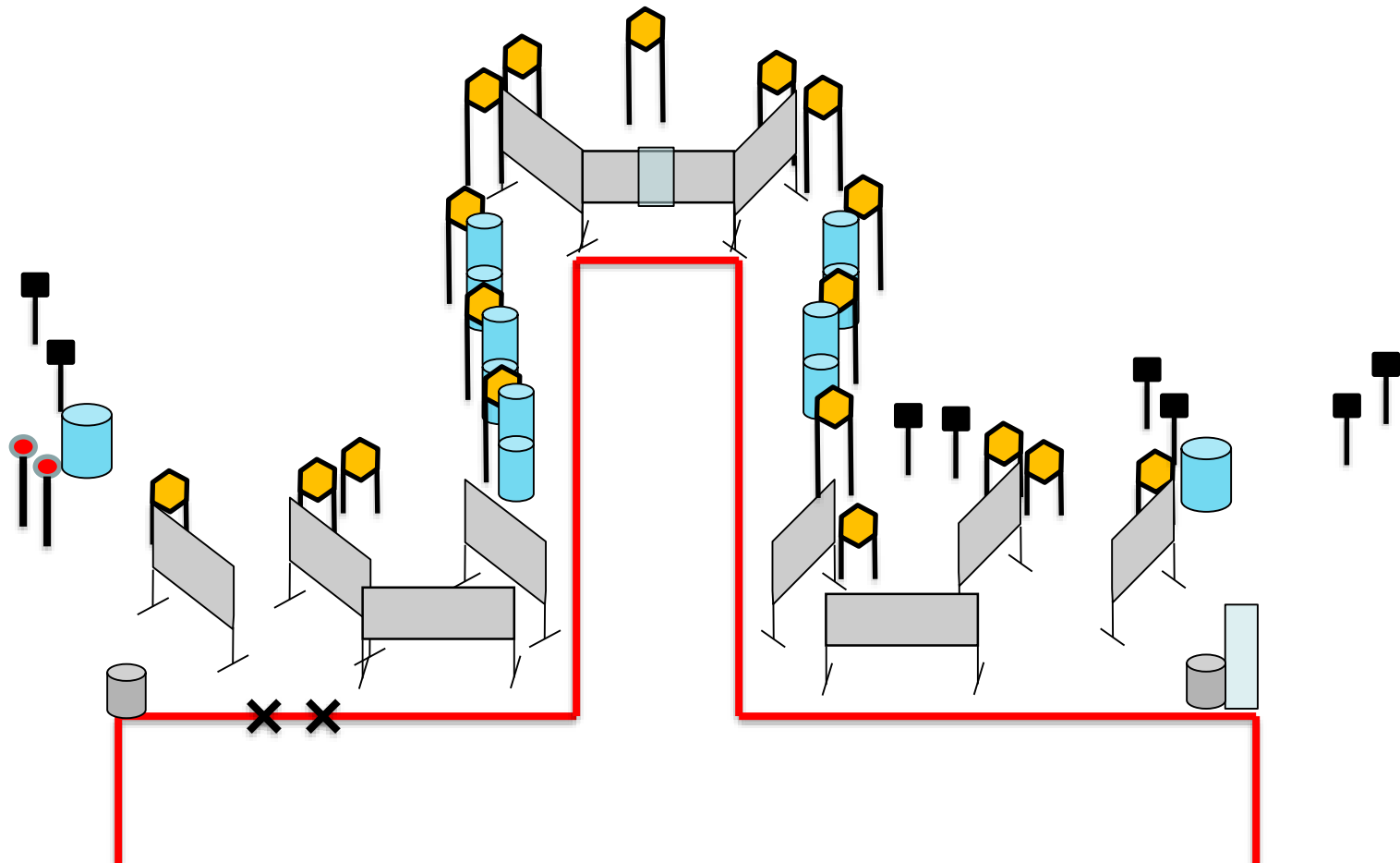
PENALTIES: Expedition Multi-gun Scoring

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.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 3 rifle flash targets are rifle only. 18 UML targets are option rifle or pistol. 10 KDs and 2 clays are birdshot only. 3 12x18 flashers are slugs only. Two 12" gongs are pistol only and require 2 hits to neutralize.





2017 UML Surefire World Multi-gun Championships
 Stage # 7 PB & JP

Course Designer: PMR, sponsored by JP



START POSITION: Standing inside the shooting area Heels touching Xs, Rifle at port arms.

GUN READY CONDITION: Rifle loaded at port arms, SG loaded and staged on table. Pistol loaded and holstered.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 5 MGM auto poppers targets Rifle only. 17 UML paper targets option rifle or pistol. 12 KDs and 3 USPs option pistol or birdshot

SCORING: Time Plus Points, Max points is fastest time

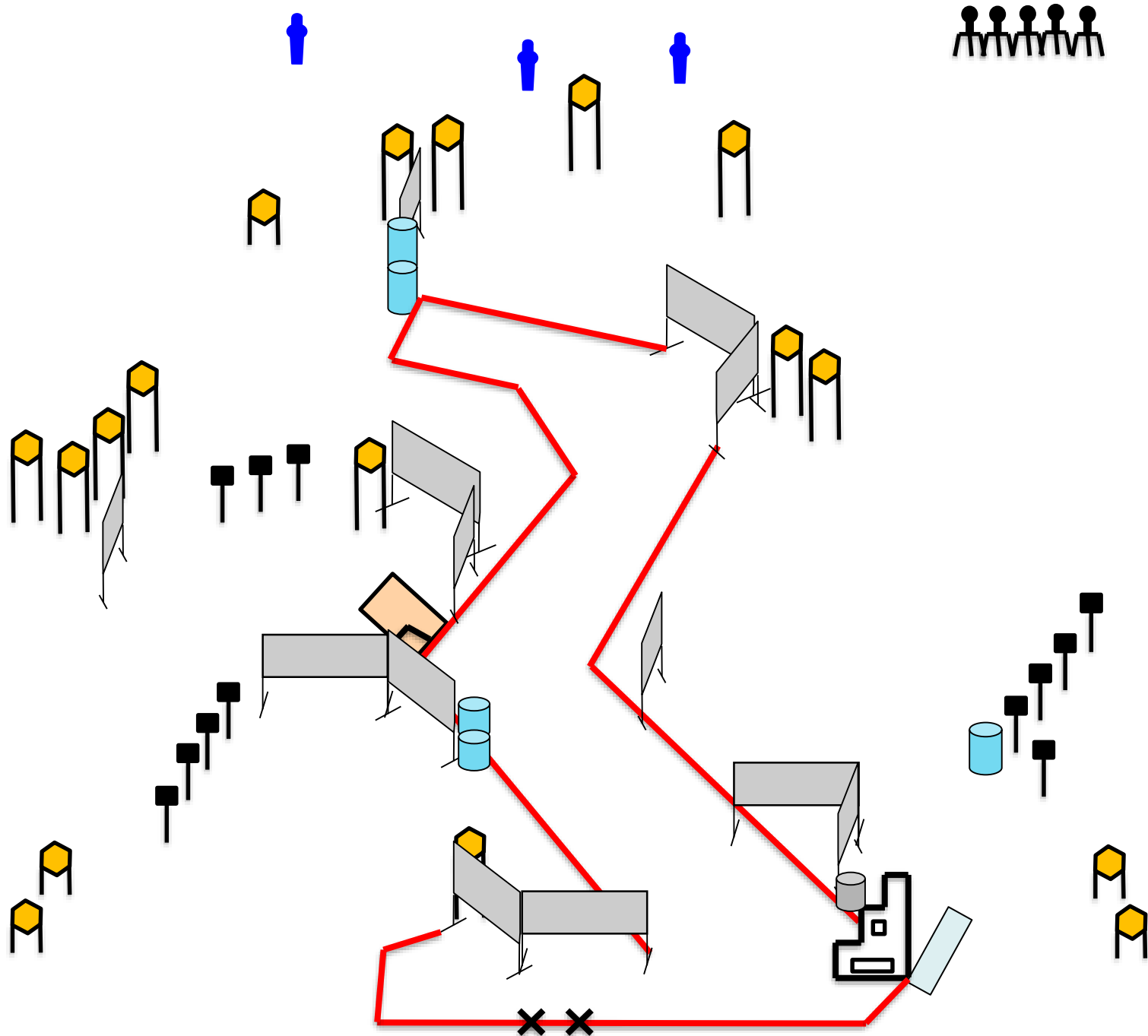
ROUNDS: 54 total rounds if 2 on each paper.

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.





2017 UML Surefire World Multi-gun Championships
 Stage # 8 Let me Warne You
 Course Designer: PMR, sponsored by Warne



START POSITION: Standing inside the shooting area heels touching Xs, hands relaxed.

GUN READY CONDITION: Pistol loaded and holstered, Sg loaded and staged on first table. Rifle loaded and staged on 2nd table

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 2 PPs, 2,USPs and 8 metric targets are pistol only. 9 KDs are SG only. MGM wirlygig is option pistol SG. 10 Classic targets and 3 MGM sportsman's flashers are rifle only

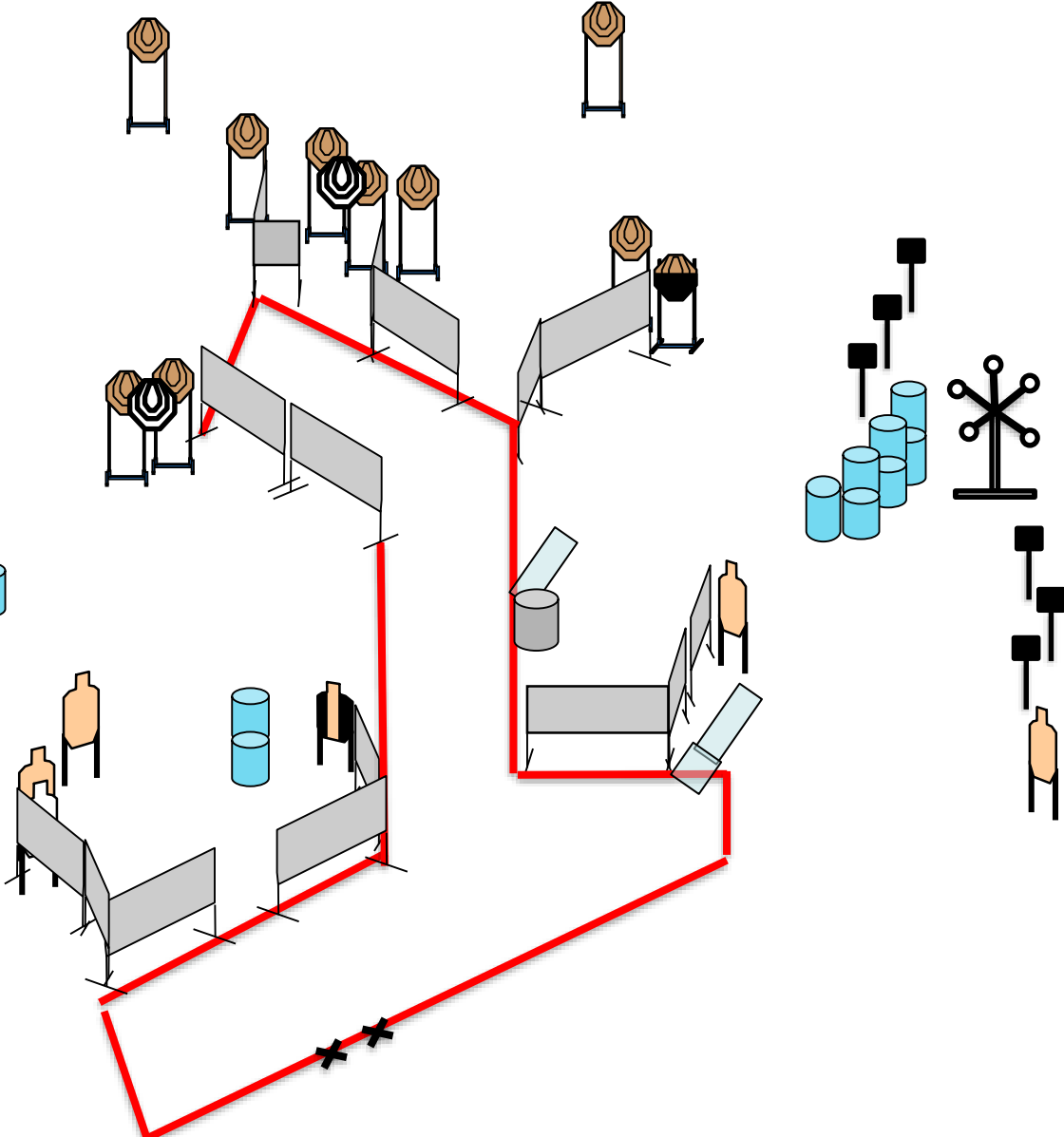
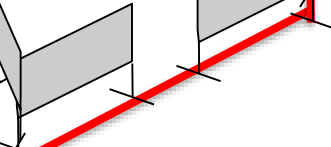
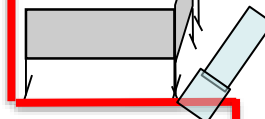
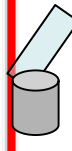
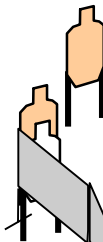
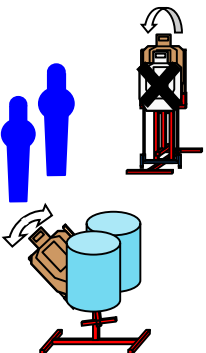
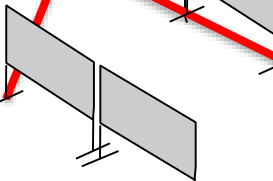
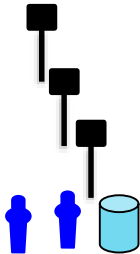
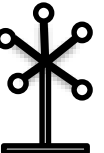
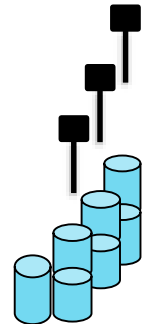
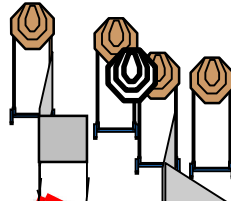
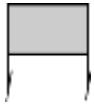
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 57 total rounds 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.





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START POSITION: Standing inside box A on the bridge, rifle at port arms

GUN READY CONDITION: Rifle loaded at port arms.
 Pistol loaded and holstered, SG loaded and staged on table.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 5 flash targets are rifle only from Box A only. 19 UML targets option rifle or pistol. 11 KDs and 3 USPs are option pistol or SG.

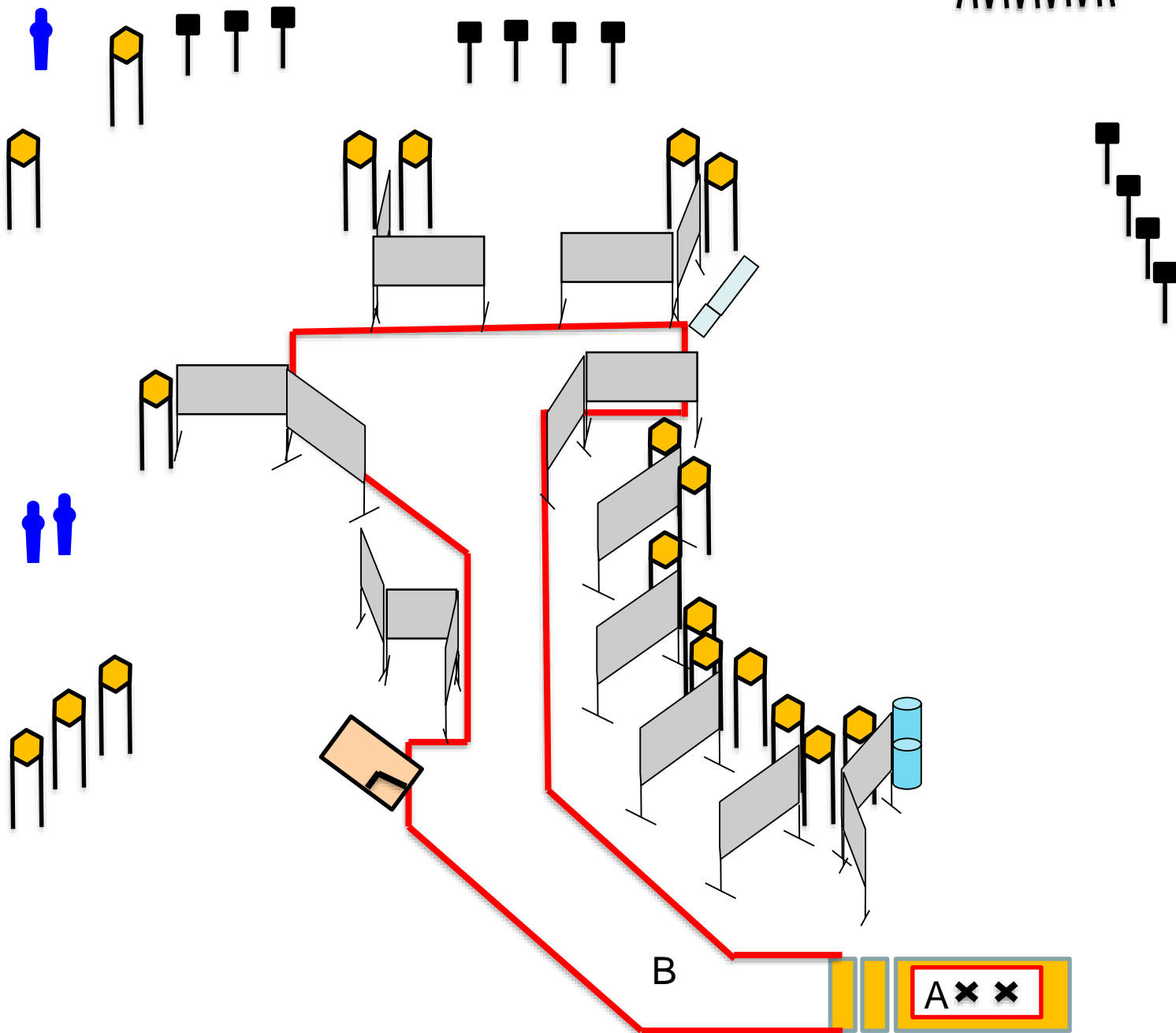
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 57 total rounds 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.





2017 UML Surefire World Multi-gun Championships
 Stage # 10 Armscor Strength
 Course Designer: PMR, sponsored by Armscor



START POSITION: Standing in Box A holding surefire banner behind back in both hands.

GUN READY CONDITION: rifle unloaded on table. All ammo on belt. SG loaded and staged on 2nd table. Pistol loaded and holstered.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. Rifle from Box A. SG from Box B and pistol From Box C only. MGM Plate rack is rifle from box A or pistol from Box C. 4x10 KDS are SG only from box B. 10x10 KDs are pistol only from Box C only. 13 UML targets option rifle from Box a only or pistol from Box C only.

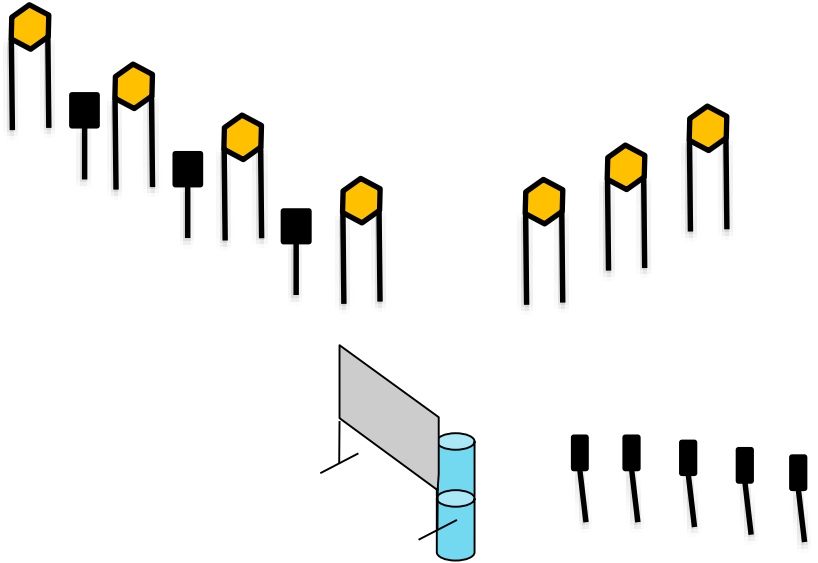
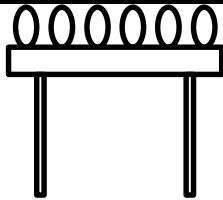
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 51 rounds if 2 on each paper

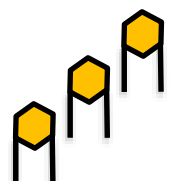
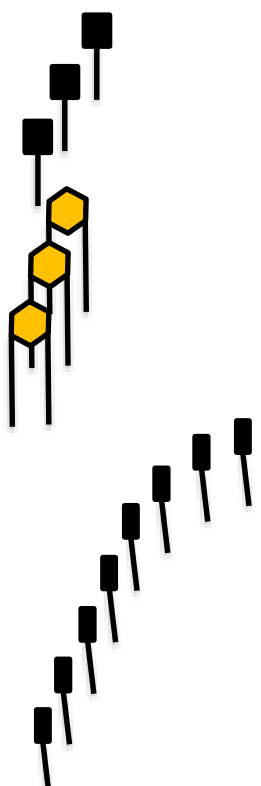
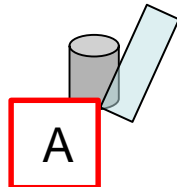
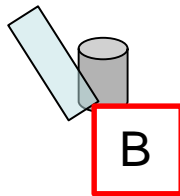
PENALTIES: Expedition Multi-gun Scoring

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.



C





2017 UML Surefire World Multi-gun Championships
 Stage # 11 Seekins you shall find
 Course Designer: PMR, sponsored by Seekins.



START POSITION: Standing in box A Rifle at port arms

GUN READY CONDITION: Rifle loaded at port arms, SG loaded and staged on table, Pistol loaded and holstered.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. Walls go to the ground and to the sky. Box A is part of the shooting area. 3 MGM t-post targets are rifle only. 15 UML targets are option Rifle or pistol. 2 clays are SG only. Two 18x24 gongs are slugs only and require 2 hits to neutralize. 4 steel challenge plates are pistol only and require 2 hits to neutralize. 9 KDS are SG only. 8 Propeller plates are SG or Pistol option.

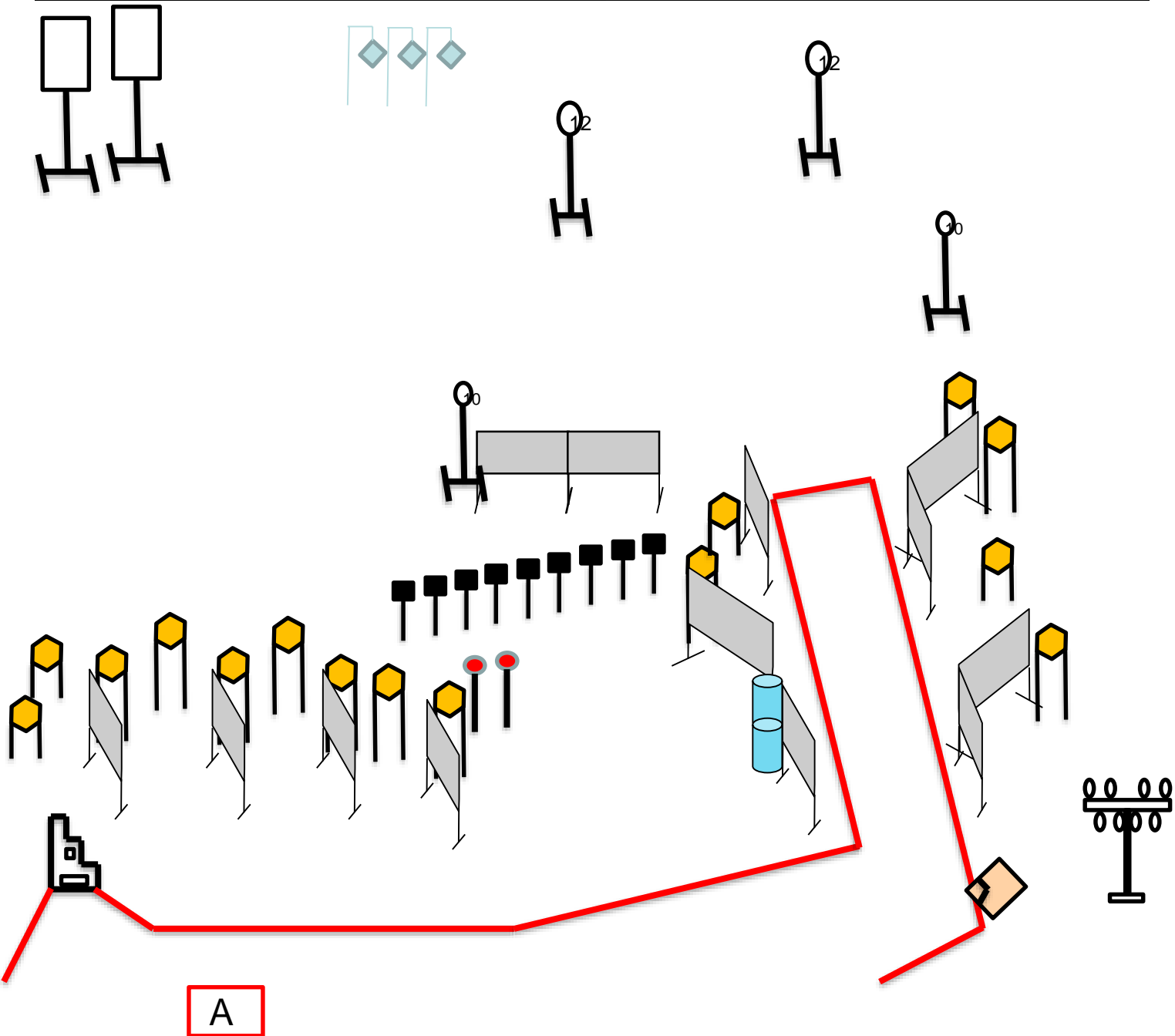
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 53 total rounds 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.





START POSITION: Standing Within 1 yard of the Right spool (position A) Rifle at port arms.

GUN READY CONDITION: Rifle loaded at port arms, SG loaded and staged in MGM pickup. Pistol completely unloaded and holstered.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 5 long range MGM flash targets are rifle only and to be engaged from within 1 yard of position A and again From within 1 yard of position B. MGM spinner is rifle only. two 18x24 gongs are to be engaged with one foot touching position A and also position B total of 8 rounds each target requiring 2 hits to neutralize from each position. 12- 6" KDS, 3 PPS and 3 clays are birdshot only. 3 UML targets are option rifle pistol. 6 Metric targets are pistol only. 4 MGM circle gongs are pistol only and require 2 hits to neutralize.

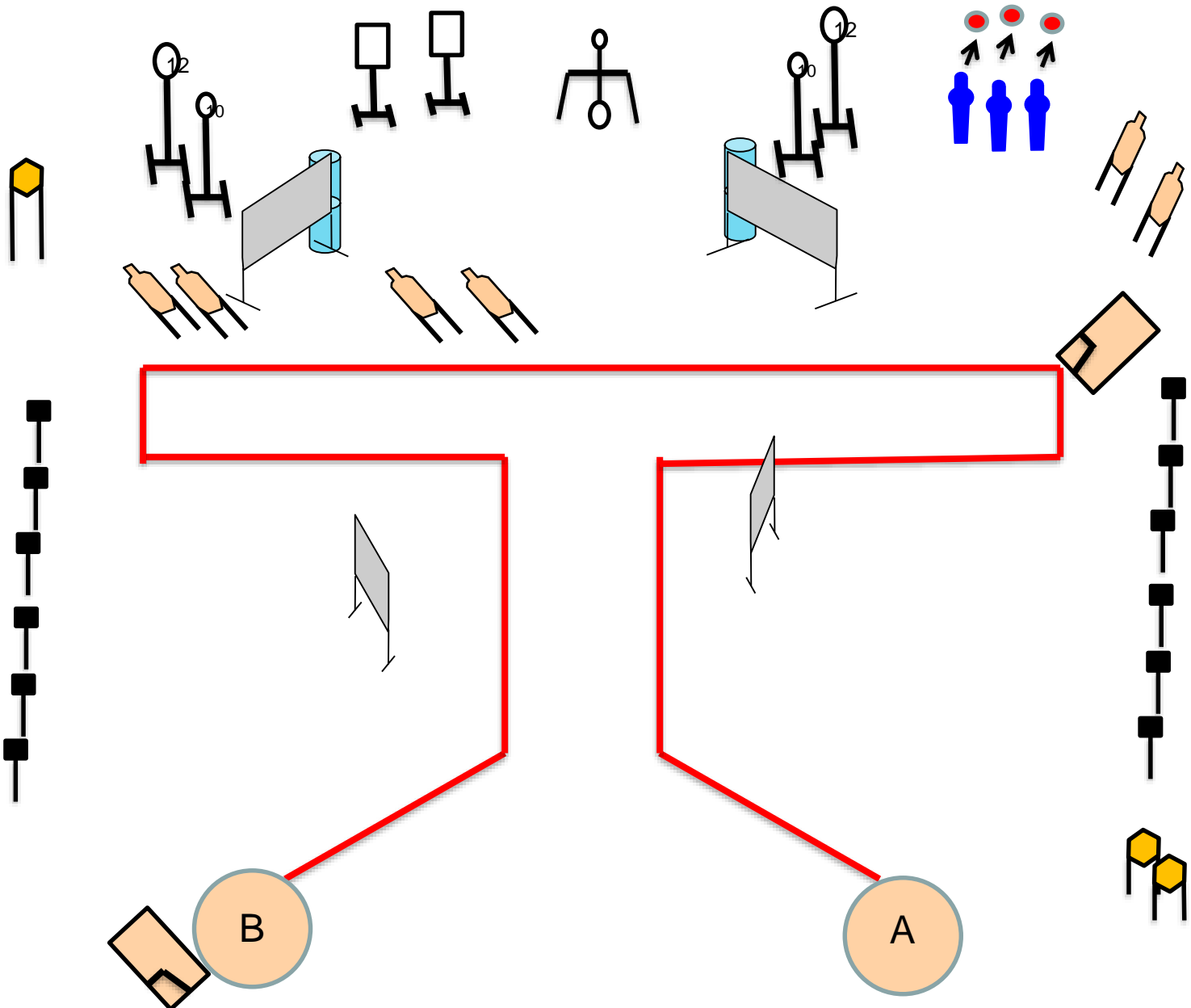
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 72 total rounds 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.





START POSITION: Standing inside the shooting area, Heels touching Xs, SG at port arms.

GUN READY CONDITION: sg loaded at port arms. Rifle loaded and staged in first MGM dump. Pistol unloaded and holstered.

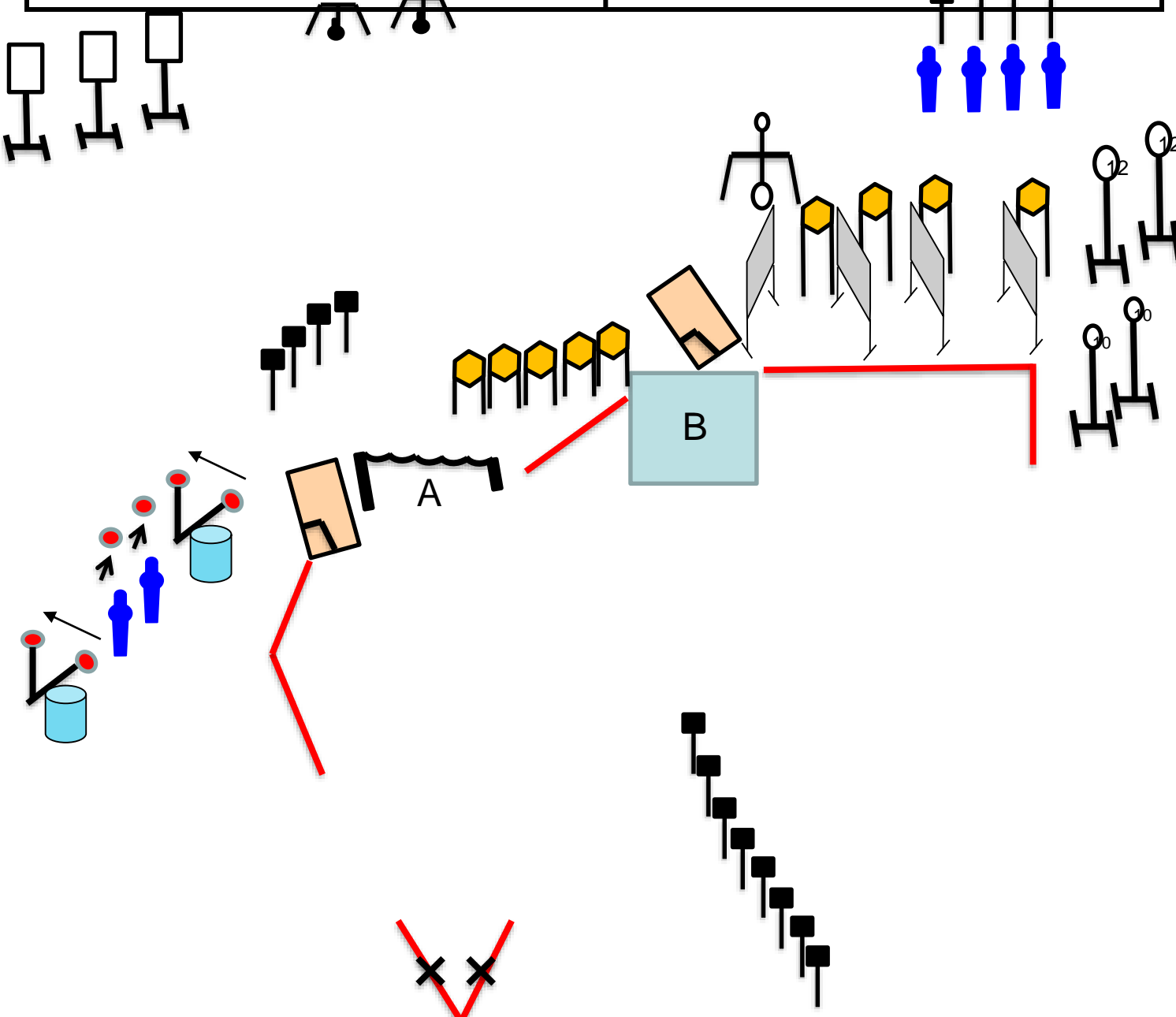
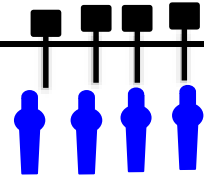
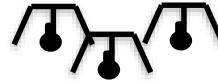
STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. 12- 6" KDS, 2 PPS and 6 clays to be engaged with Birdshot only. 3- 18x24 MGM gongs to be engaged with Slugs only and require 2 hits to neutralize. 5 rifle MGM flash targets to be engaged from within one yard of position A and completely on top of position B. MGM spinner, 4 PPs, 4 - 10" circle KDs and 4 MGM circle gongs to be engaged with pistol and Gongs require 2 hits to neutralize. 9 UML targets to be engaged with rifle or pistol.

SCORING: Time Plus Points, Max points is fastest time
ROUNDS: 70 total rounds 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.





2017 UML Surefire World Multi-gun Championships
Stage # 14 High Sierras
Course Designer: PMR



START POSITION: Standing inside the shooting area heels touching rear fault line.

GUN READY CONDITION: Rifle loaded and held at port arms. Pistol loaded and staged in pickup. All lights off at buzzer.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. All UML targets are option. 1 PP and 3 USPs are pistol only.

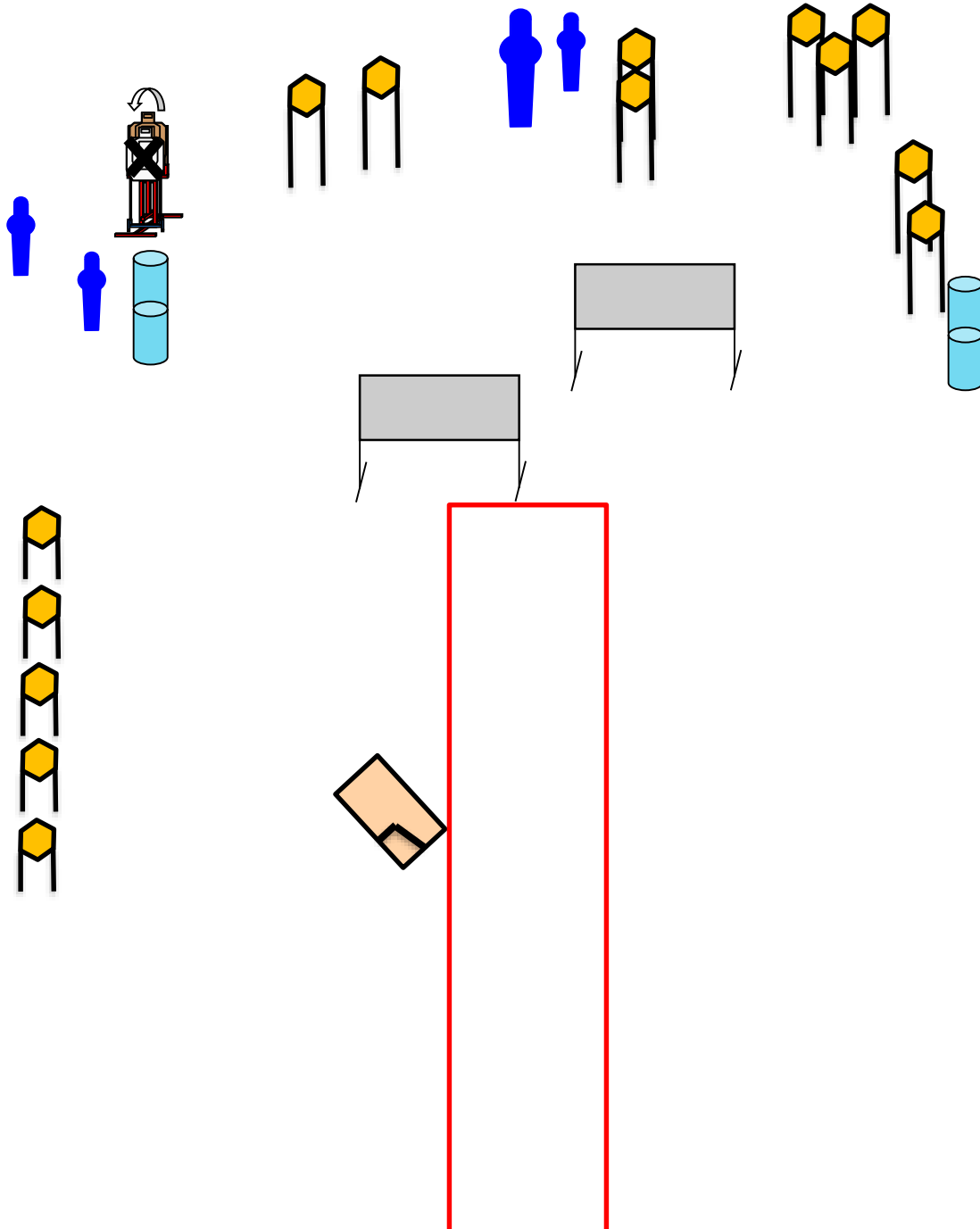
SCORING: Time Plus Points, Max points is fastest time

ROUNDS: 34 total rounds 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.





2017 UML Surefire World Multi-gun Championships
Stage # 15 Montana Goldmember
Course Designer: PMR



START POSITION: Standing inside the shooting area heels touching rear fault line.

GUN READY CONDITION: Shotgun loaded and held at port arms. Pistol loaded and staged in pickup. All lights off at buzzer.

STAGE PROCEDURE: Upon start signal, engage correct targets with correct guns when visible, from within the fault lines. All KDS are Birdshot only. All UML targets are pistol only. 1 PP and 1 USPs are pistol only.

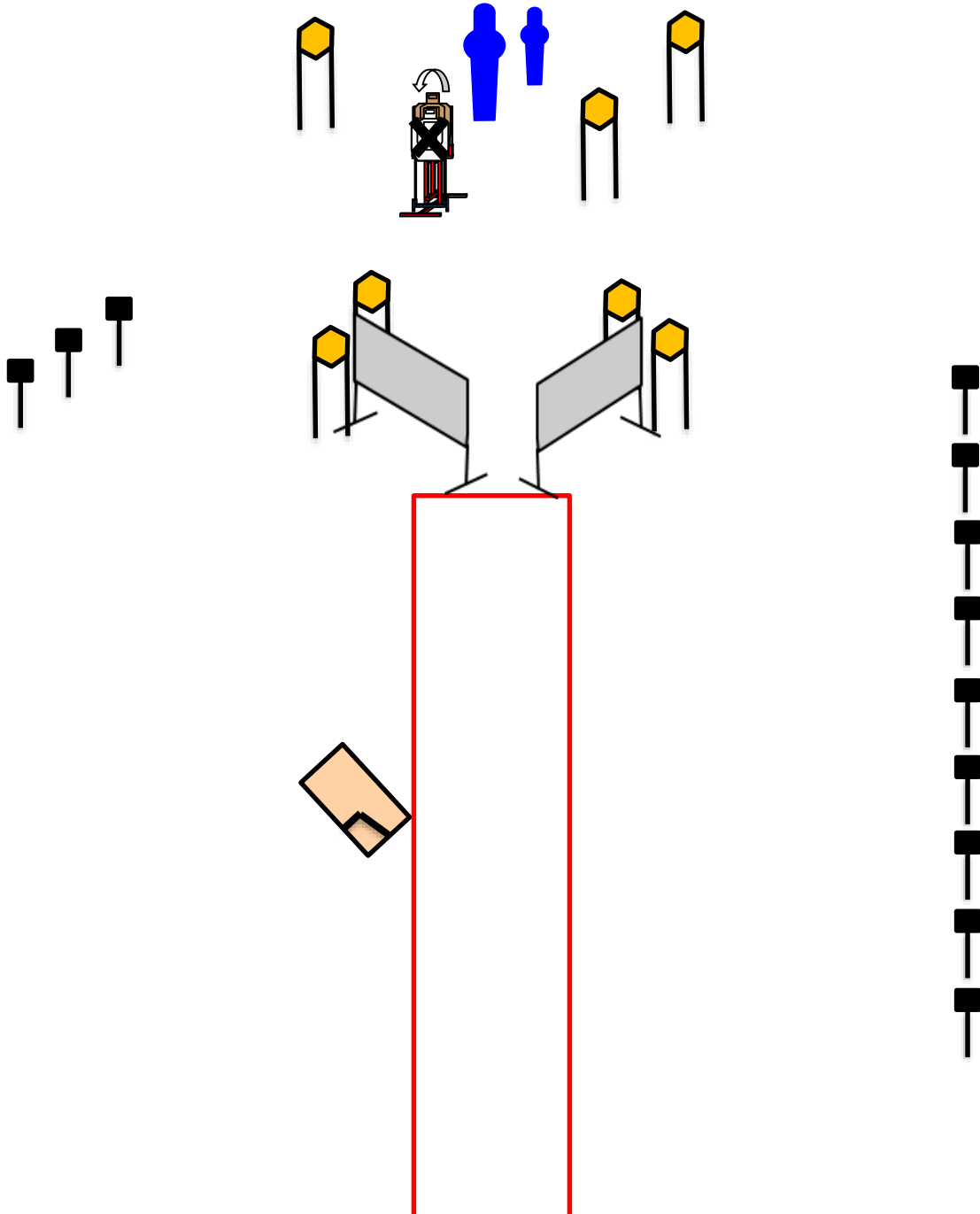
SCORING: Time Plus Points, Max points is fastest time

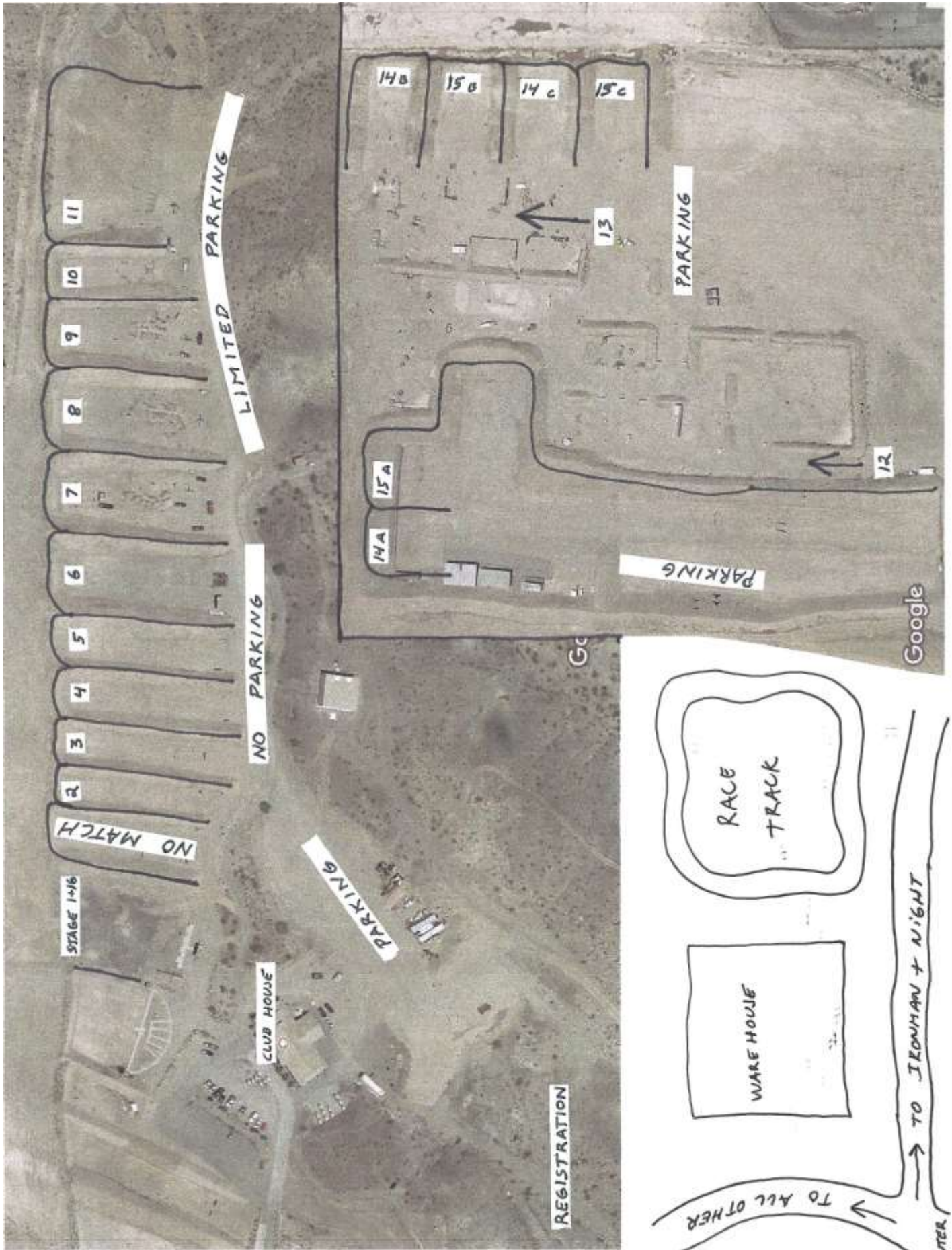
ROUNDS: 30 total rounds if 2 on each paper.

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.







CENTURY ARMS



EOTECH



2017 SUREFIRE

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