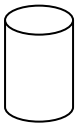
UNITED MOUNTED SHOOTERS COURSEBOOK

LEGEND

Rundown Barrel

Light Balloon

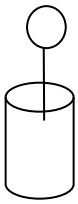


Random Barrel

Dark Balloon

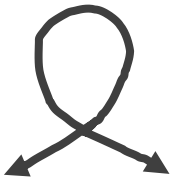
GATE

Gate-You must pass through these 2 objects. This may be done from either side.



TOB rule-If a balloon is set on top of a barrel it may be engaged either coming into or going out of the turn.

Indicates a partial barrel turn.



Indicates a Full Barrel Turn which means crossing your path by completely circling a barrel .

Standard spacing for a Rundown targets are 36 feet.

A standard Gate width is 15 feet

You may go between targets at anytime unless designated otherwise.

Random course indicates light balloons. Light balloons need to be engaged first unless designated otherwise.

If two targets are burst by gunfire, of the same or different color, it will not be considered a miss and poles do NOT have to be engaged. The extra round may be used to engage a missed legal target if the opportunity arises during the engaged course.

Competitors may pass through the gate from either side unless designated. Horse's entire body must pass through gate. Targets may be engaged before, after or while passing through a gate.

If a balloon is set on top of a barrel, it may be engaged going in or coming out of the barrel, (this includes the Rundown barrel).

Rounding a Barrel means going partially around a barrel, not just passing by a barrel, but not a full barrel turn.

FB - A Full Barrel Turn Means crossing your path by completely circling a barrel

A competitor may go back and round a barrel or pass through a gate to avoid a penalty.

Balloons may be engaged in any order, from either side, unless designated.

Idea arena size is 200 feet by 300 feet. Distance between the targets and barrels may be changed to accommodate a smaller arena.

It is each producer's responsibility to insure arena safety. If a competitor is concerned about the safety of an arena, they should withdraw from competition. Competitors enter at their own risk.

When in doubt, favor the competitor

If a competitor corrects their mistake, there is no penalty.

When the instructions indicate that a particular portion of the course is to be completed prior to rounding either the Rundown or Random barrel it shall be a 10 second penalty if any portion is completed after rounding the appropriate barrel unless the competitor goes back and corrects the error.

If the course includes a Rundown barrel, the competitor shall round the Rundown barrel prior to engaging any targets in the Rundown.

5 Second Penalties:

Missed target Knocked over barrel

Knocked over gate cone or automated target inflator

Dropping a gun while engaging the course

Failure to holster first gun

Unsafe gun handling including but not limited to gun twirling

10 Second Penalties:

Failure to engage the targets in proper order

Failure to engage all of the correct targets before rounding the barrel unless re-rounded after engaging all of the correct targets.

Failure to round barrel

Failure to go through the gate

Failure to follow the prescribed pattern

Non-Qualified Run: 60 second penalty

Engaging the course without the Range Masters go signal

Becoming dismounted during the course of fire

Passing behind the timer, being out of control

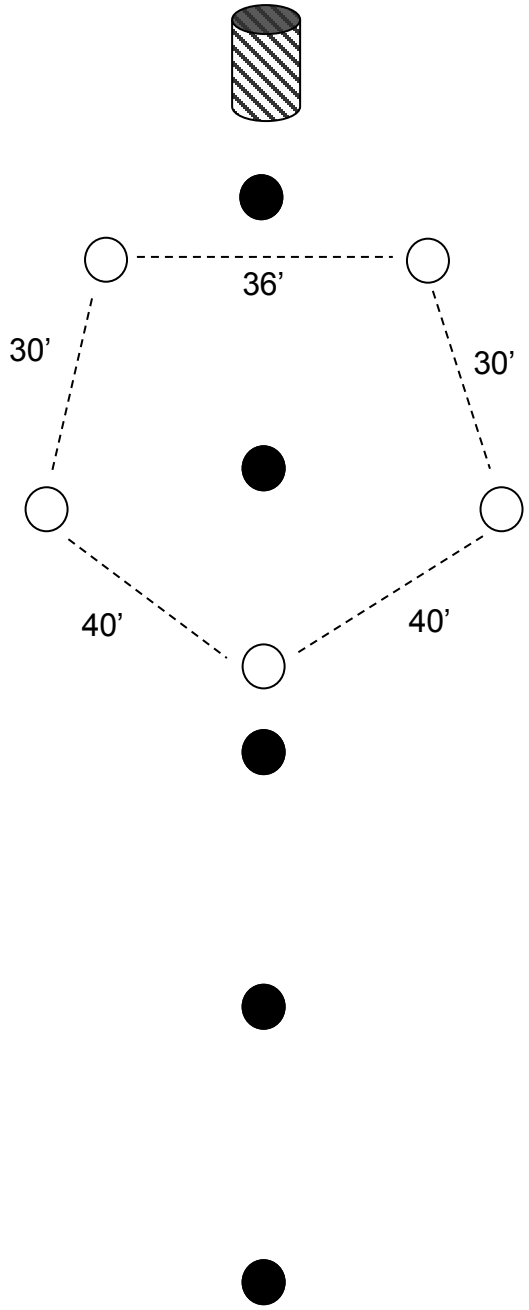
Re-crossing the time line after completing the course of fire and re-starting the timer with no record of the correct time of the run.

Crossing the time line before completing the course of fire.

Discharge of a firearm outside the course of fire at any time or place. The penalty will be assessed for the course immediately following the incident unless the match has concluded, then it will be assessed for the previous course run.

Breaking the timer, without engaging the course, shall have no penalty the first time during an event. The second time during the same event will be a non-qualified run (60 seconds)

If a competitor loads and/or shoots 6 rounds from the same gun in a stage

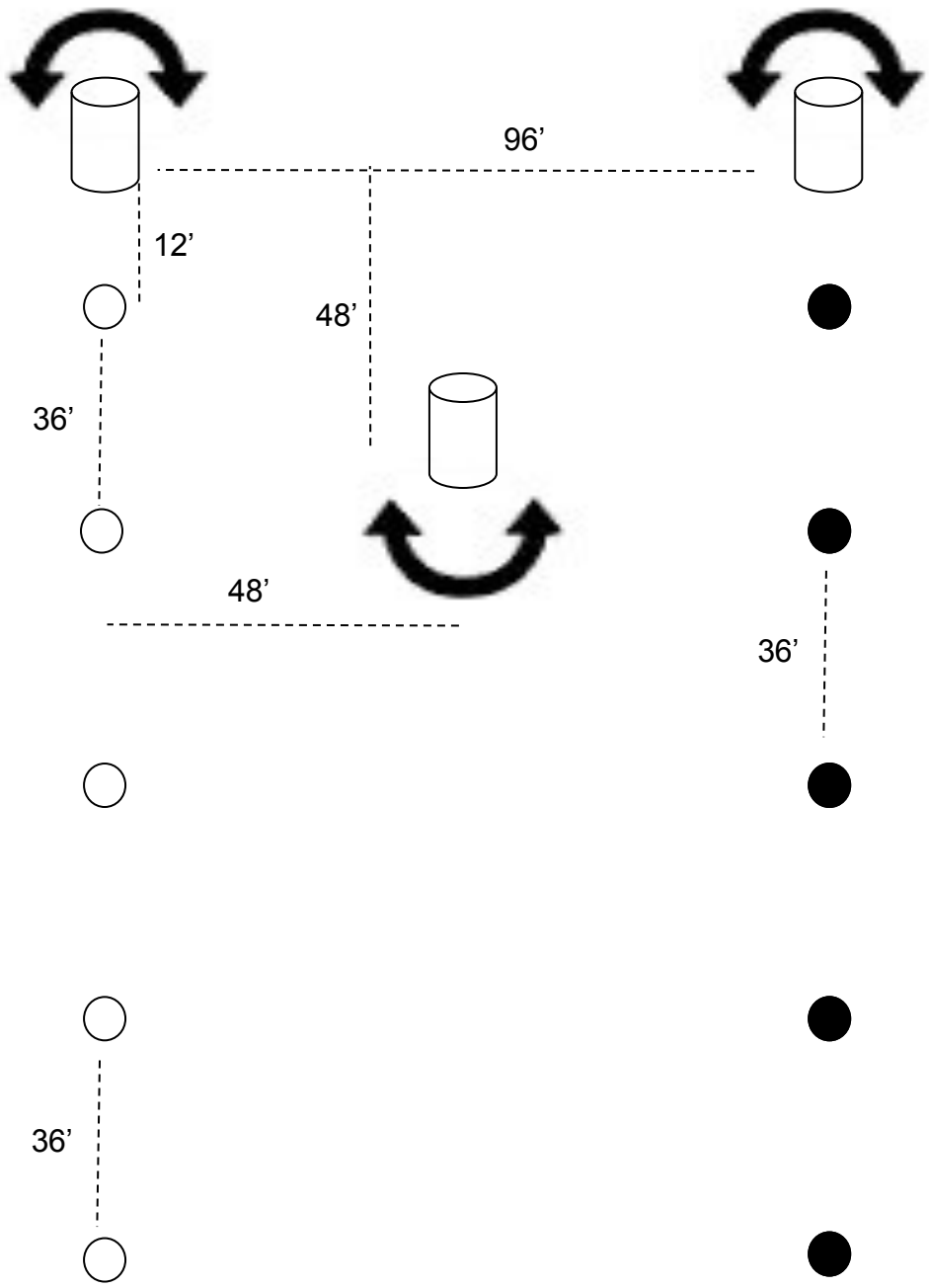


TIME LINE

Engage all light balloons first
Round rundown barrel
Engage all dark balloons
PROCEDURALS
Failure to engage all light balloons before rounding rundown barrel
Failure to round rundown barrel

UMS-Course 1

Rifle/Shotgun Course

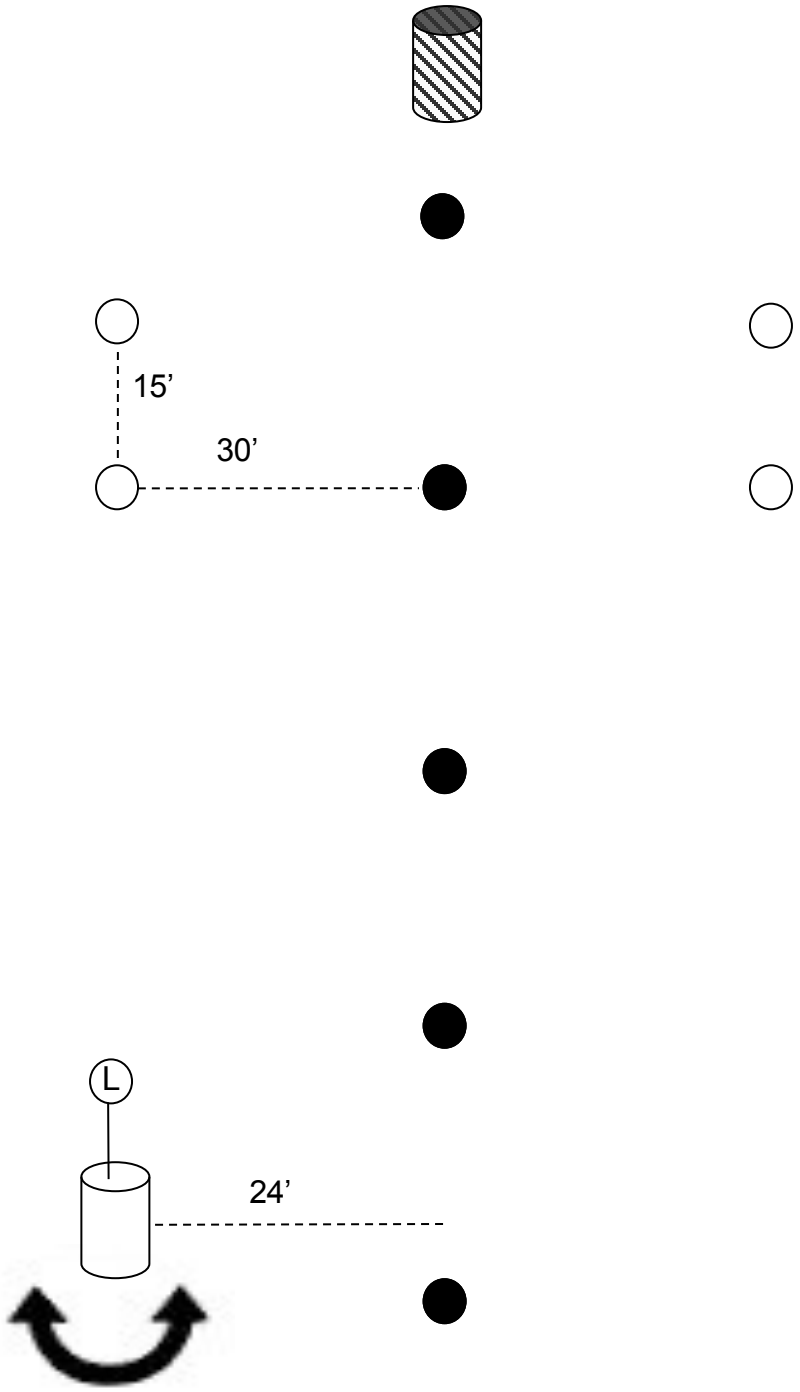


TIME LINE

Engage all balloons of one color then round all three random barrels
Engage all balloons of the second color
PROCEDURALS
Failure to engage all balloons of one color before rounding random barrels
Failure to round all three random barrels

UMS-Course 2

Rifle/Shotgun Course

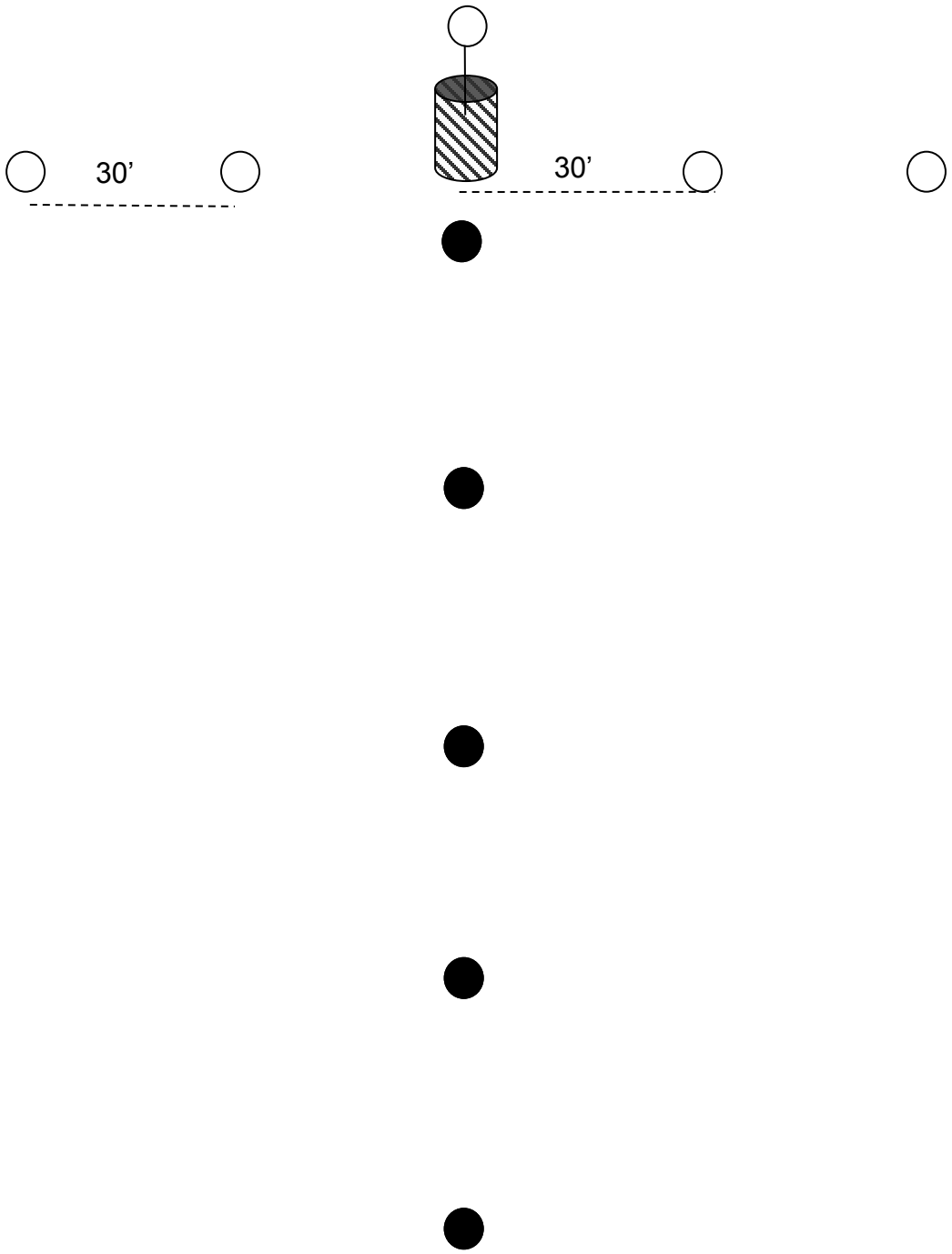


TIME LINE

Engage light balloons first, shooting last balloon on top of the random barrel last. Round the random barrel then round the rundown barrel.
Engage all dark balloons
PROCEDURALS
Failure to follow the prescribed course of fire
Failure to round random barrel
Failure to round rundown barrel

UMS-Course 3

Rifle/Shotgun Course

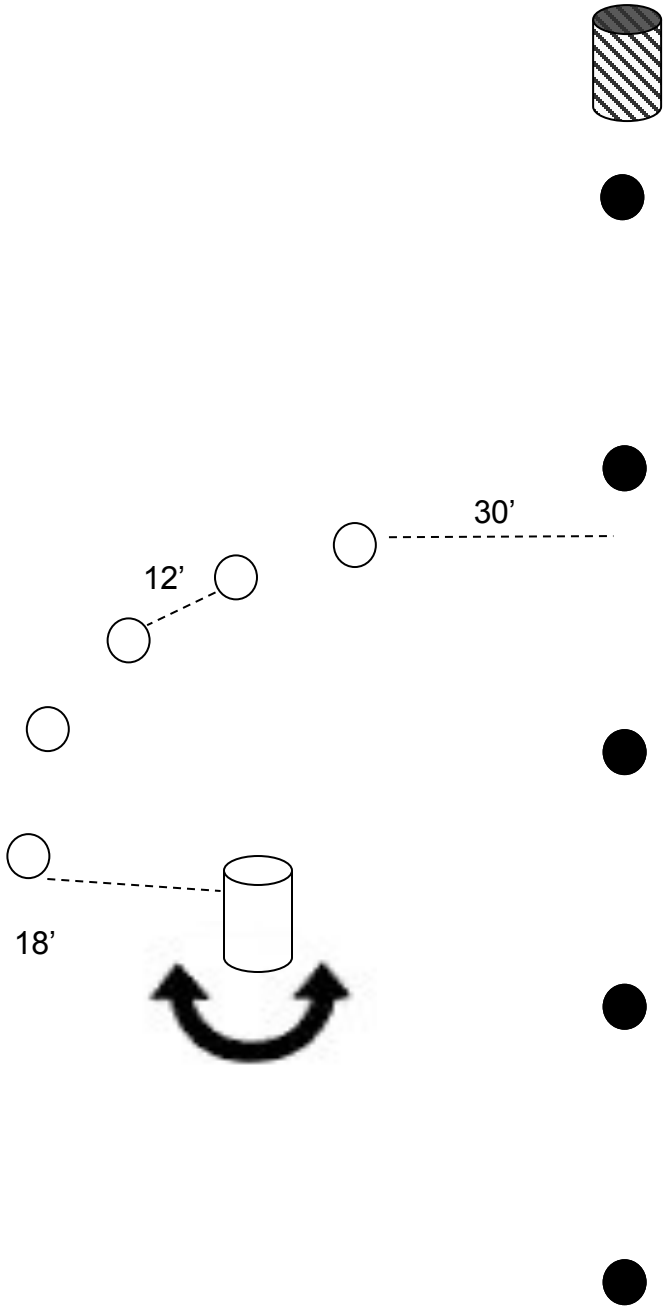


TIME LINE

Engage light balloons, before rounding the rundown barrel
Round the rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons before rounding the rundown barrel
Failure to round rundown barrel

UMS-Course 4

Rifle/Shotgun Course

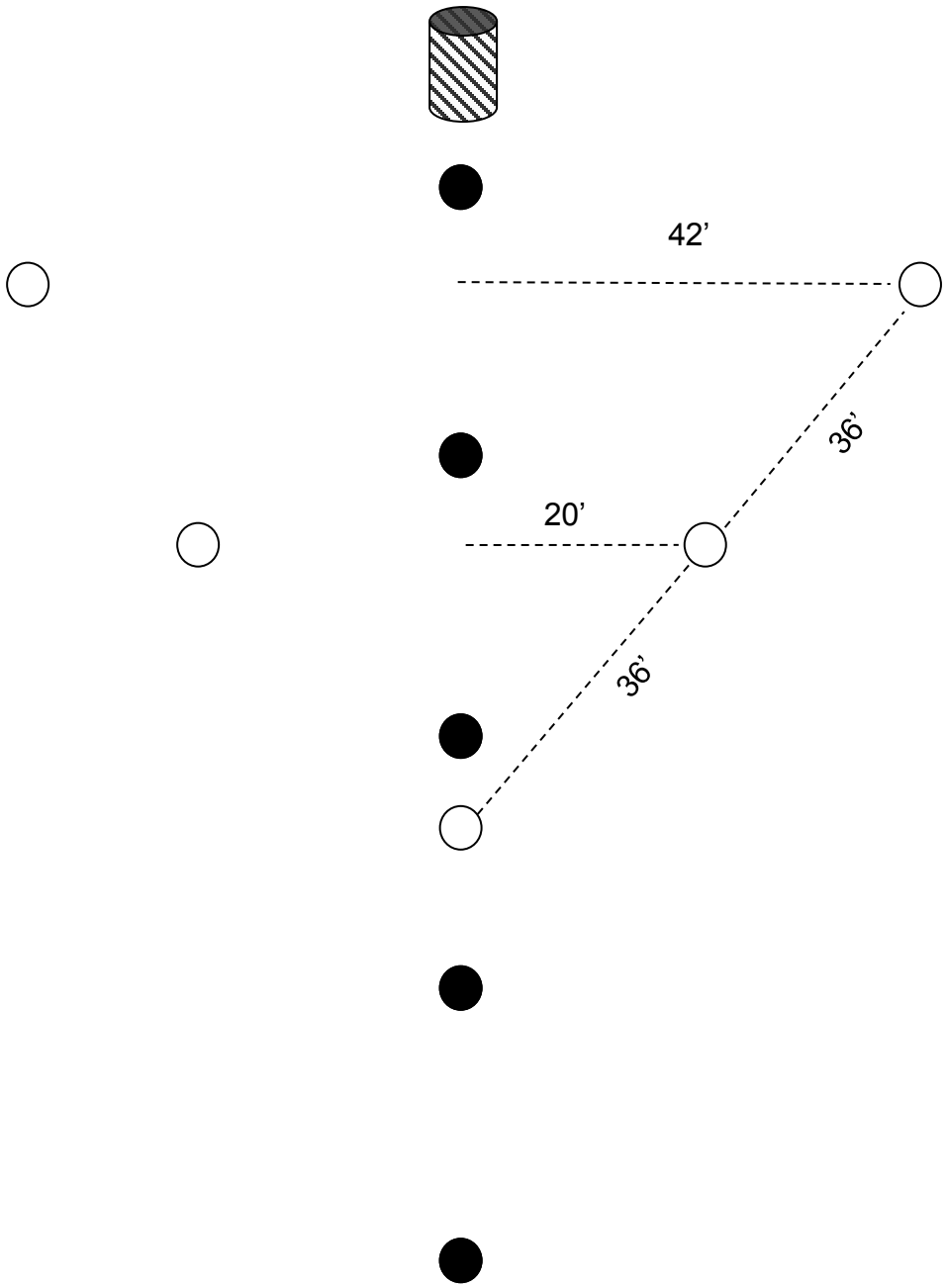


TIME LINE

Engage light balloons before rounding the random barrel
Round random barrel, round rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons first
Failure to round random barrel
Failure to round rundown barrel

UMS-Course 5

Rifle/Shotgun Course

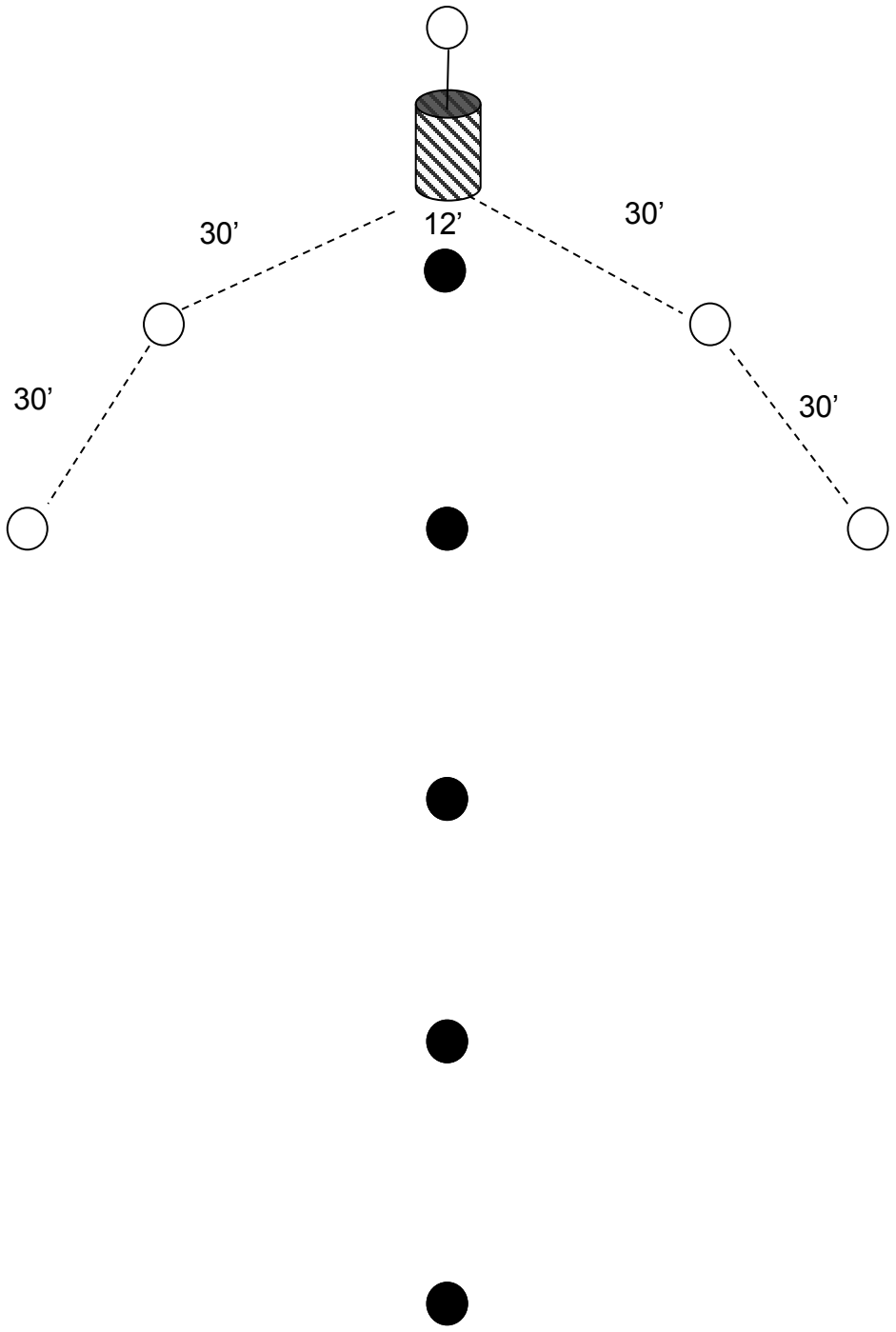


TIME LINE

Engage light balloons
Round the rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons before rounding the rundown barrel
Failure to round rundown barrel

UMS-Course 6

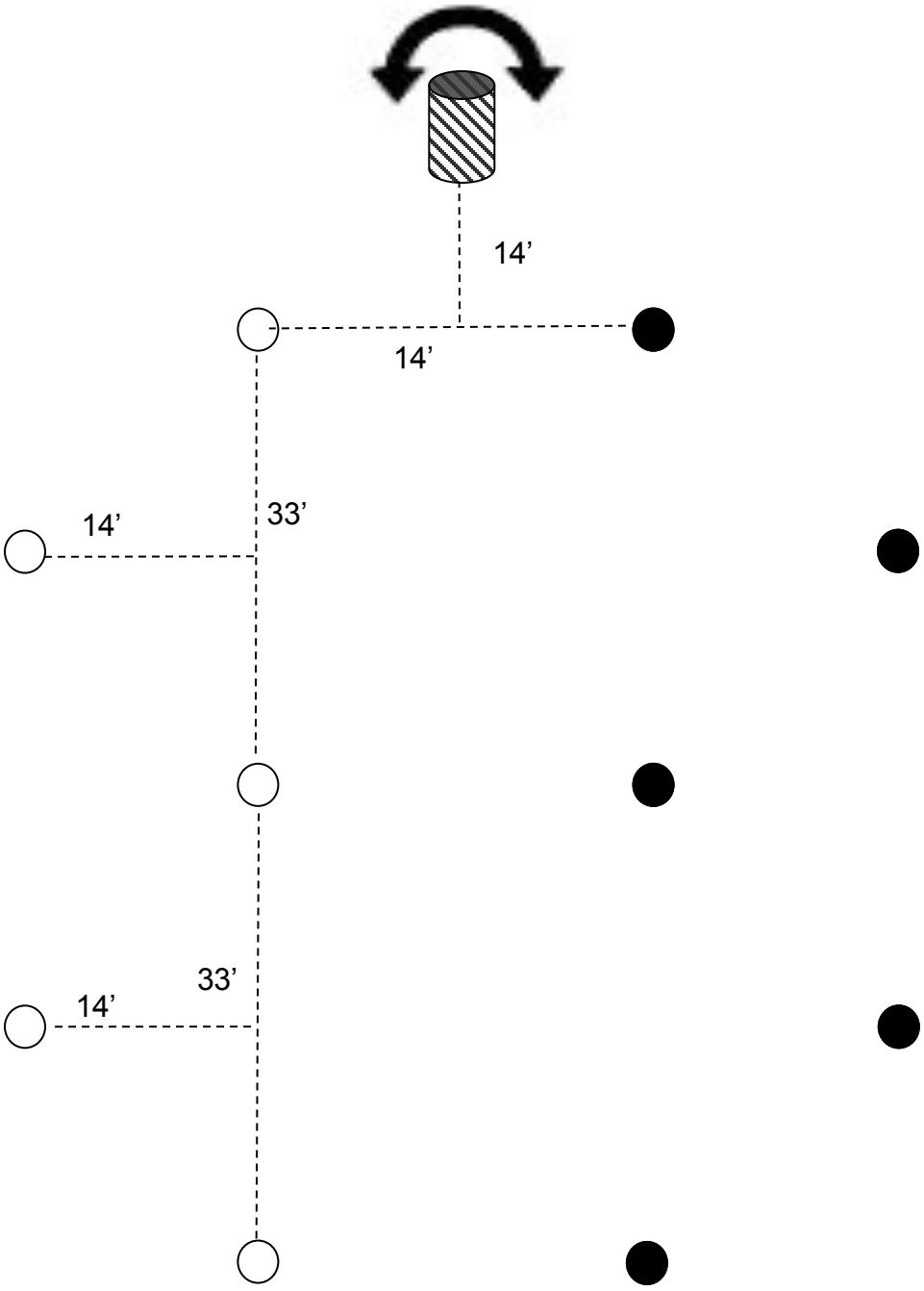
Rifle/Shotgun Course



TIME LINE

Stay on the outside of all the light balloons.
Engage light balloons, before rounding the rundown barrel
Round the rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons before rounding the rundown barrel
Failure to round rundown barrel

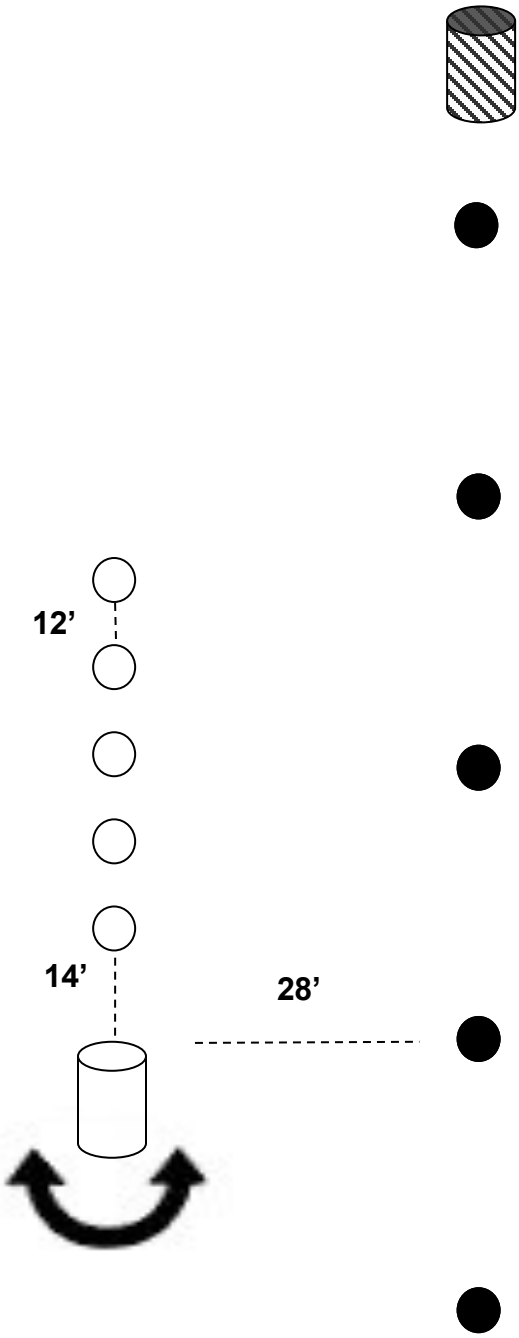
UMS-Course 7



TIME LINE

Engage all balloons of one color then round the barrel
Engage all balloons of the second color
PROCEDURALS
Failure to engage all balloons of one color before rounding rundown barrel
Failure to round rundown barrel

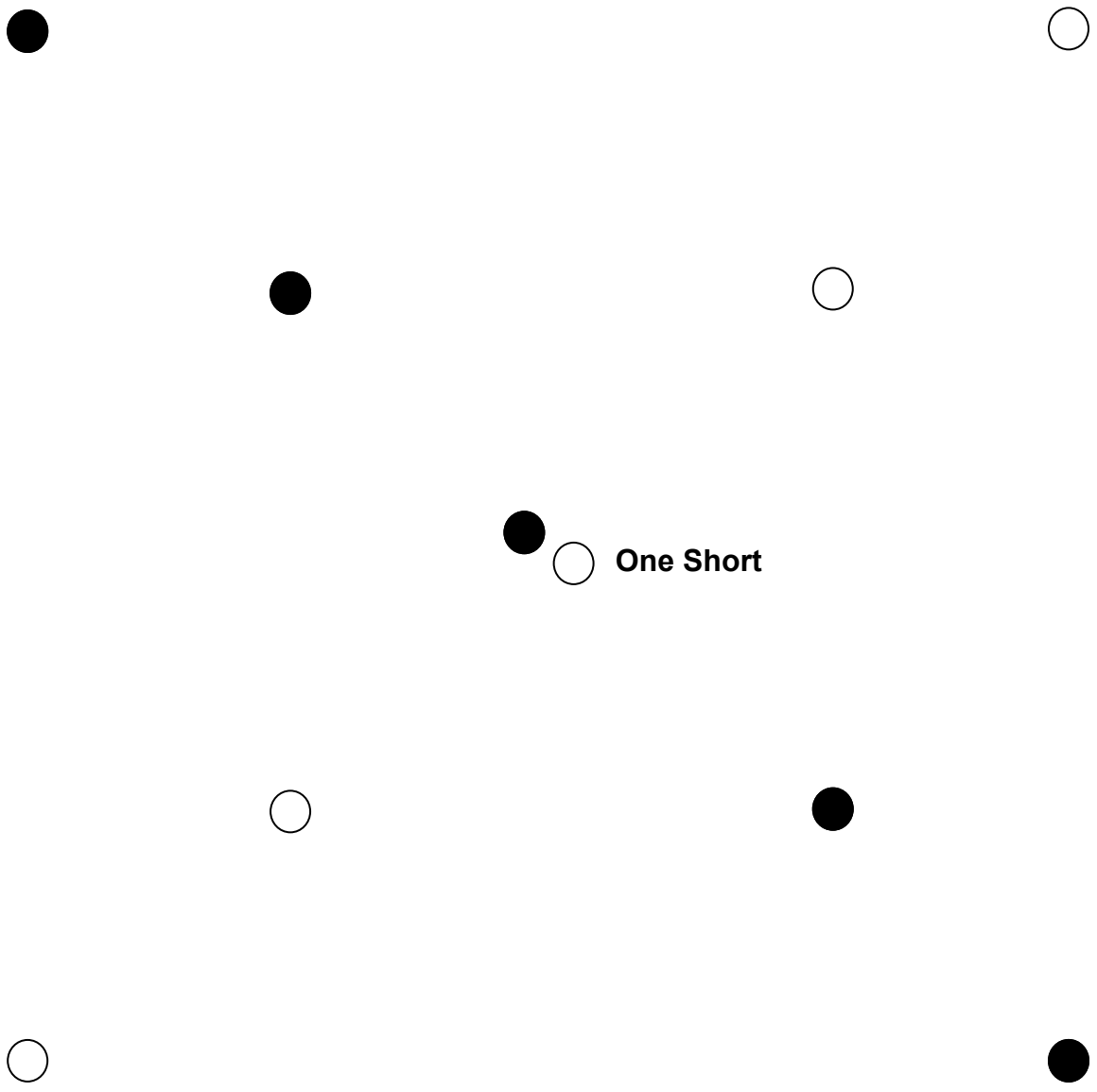
UMS-Course 8



TIME LINE

Engage light balloons before rounding the random barrel
Round random barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons first
Failure to round random barrel
Failure to round rundown barrel

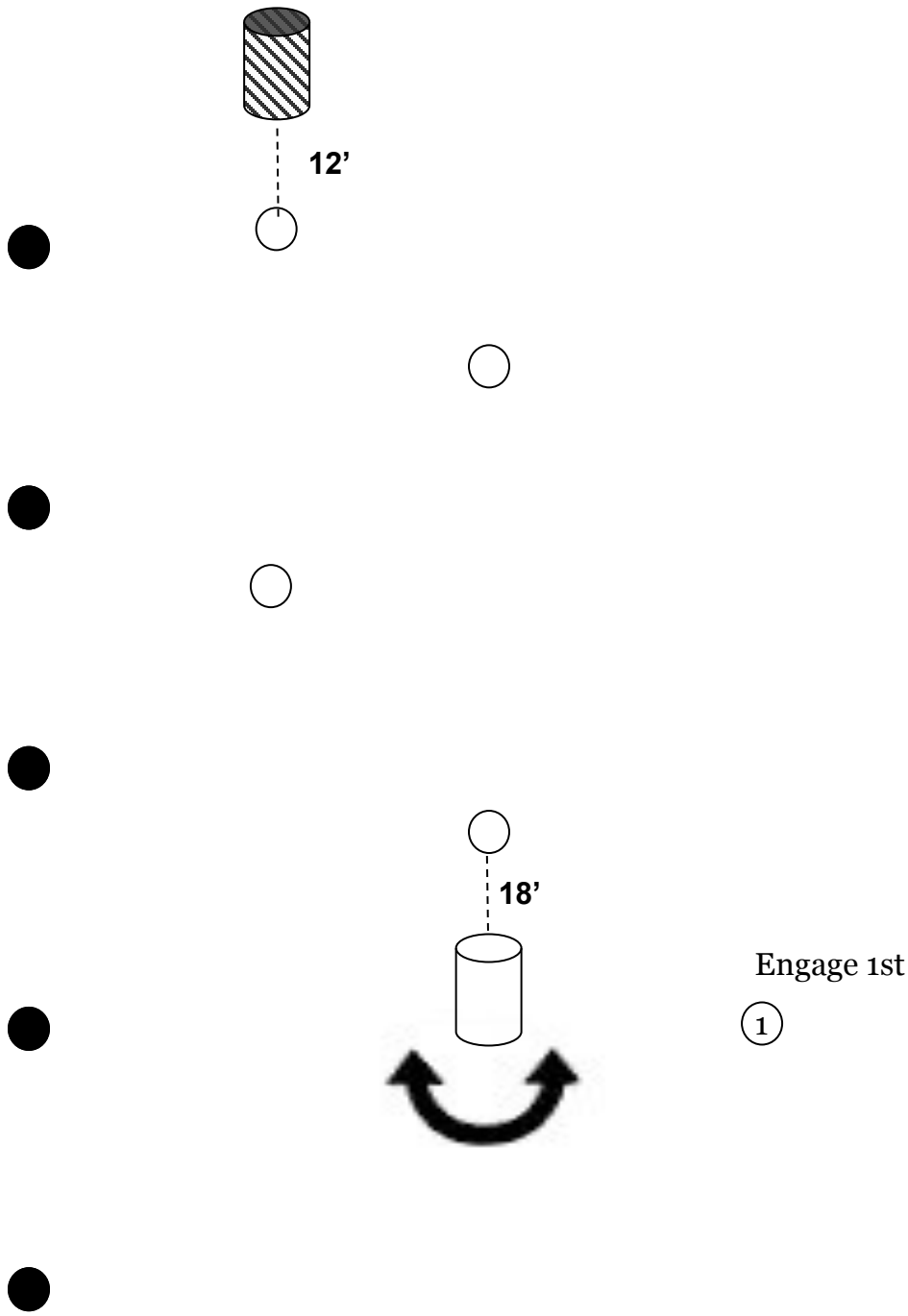
UMS-Course 9



TIME LINE

Engage all balloons of one color
Engage all balloons of the other color
Two target rule

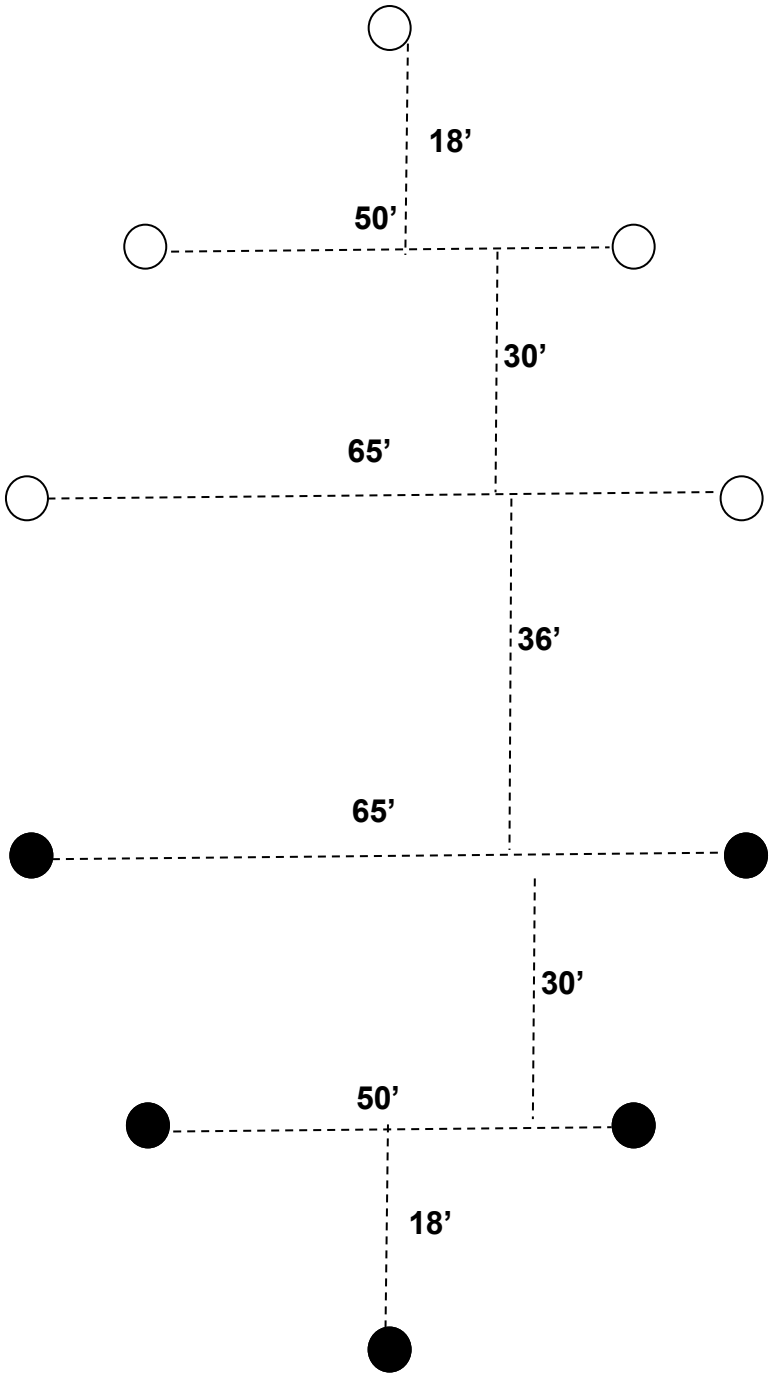
UMS-Course 10



TIME LINE

Engage light balloons before rounding the random barrel, must engage #1 balloon first
Round random barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons first and in proper order
Failure to round random barrel
Failure to round rundown barrel

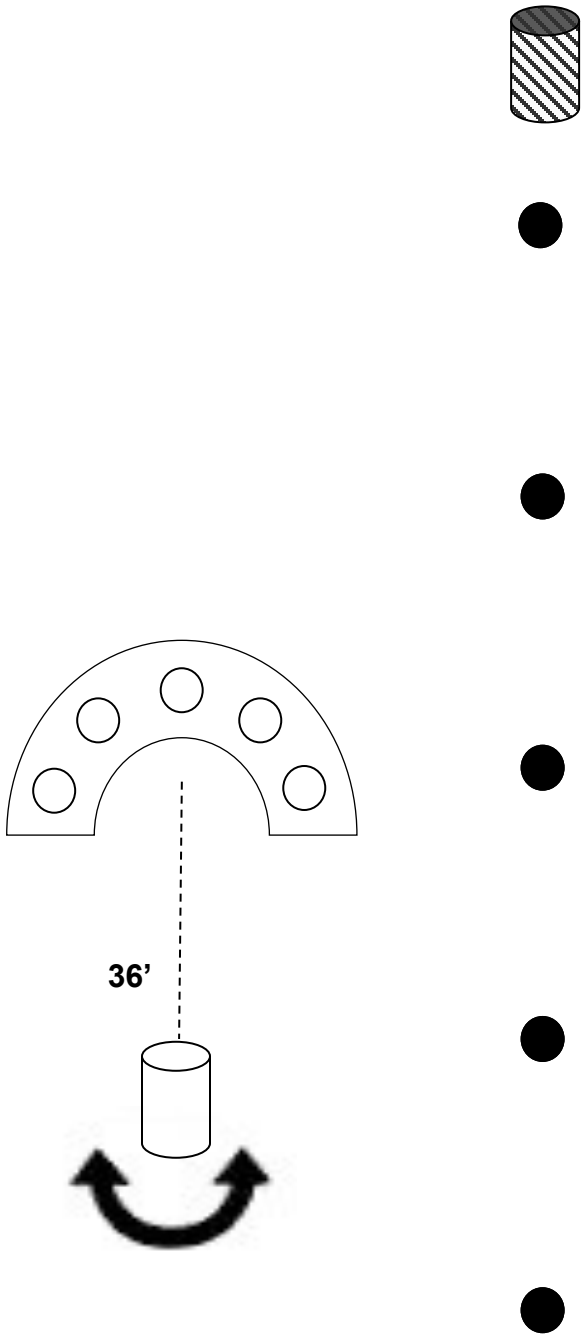
UMS-Course 11



TIME LINE

Engage all balloons of one color
Engage all balloons of the other color
PROCEDURALS
Failure to engage balloons in the proper order

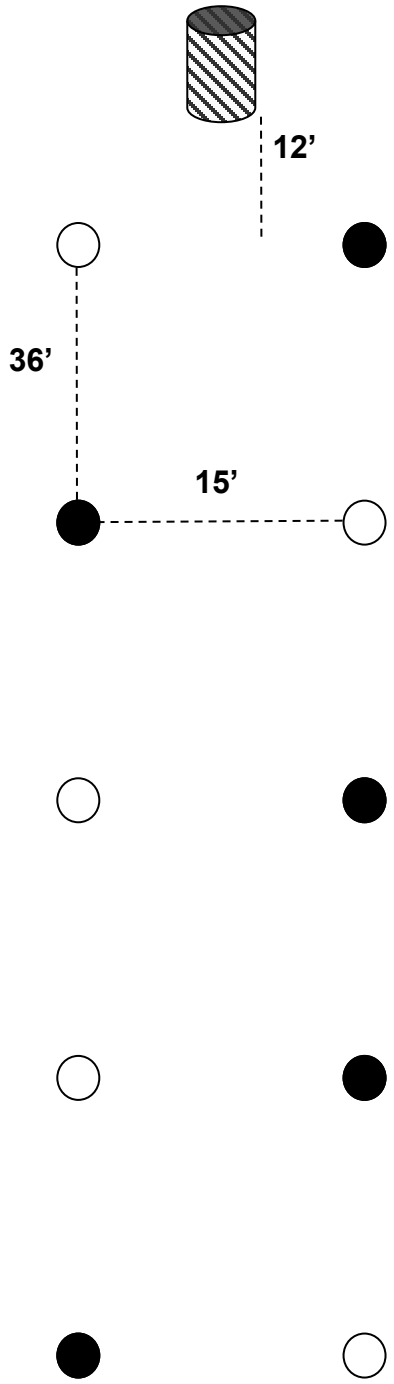
UMS-Course 12



TIME LINE

Engage light balloons before rounding the random barrel
Round random barrel, round rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons first
Failure to round random barrel
Failure to round rundown barrel

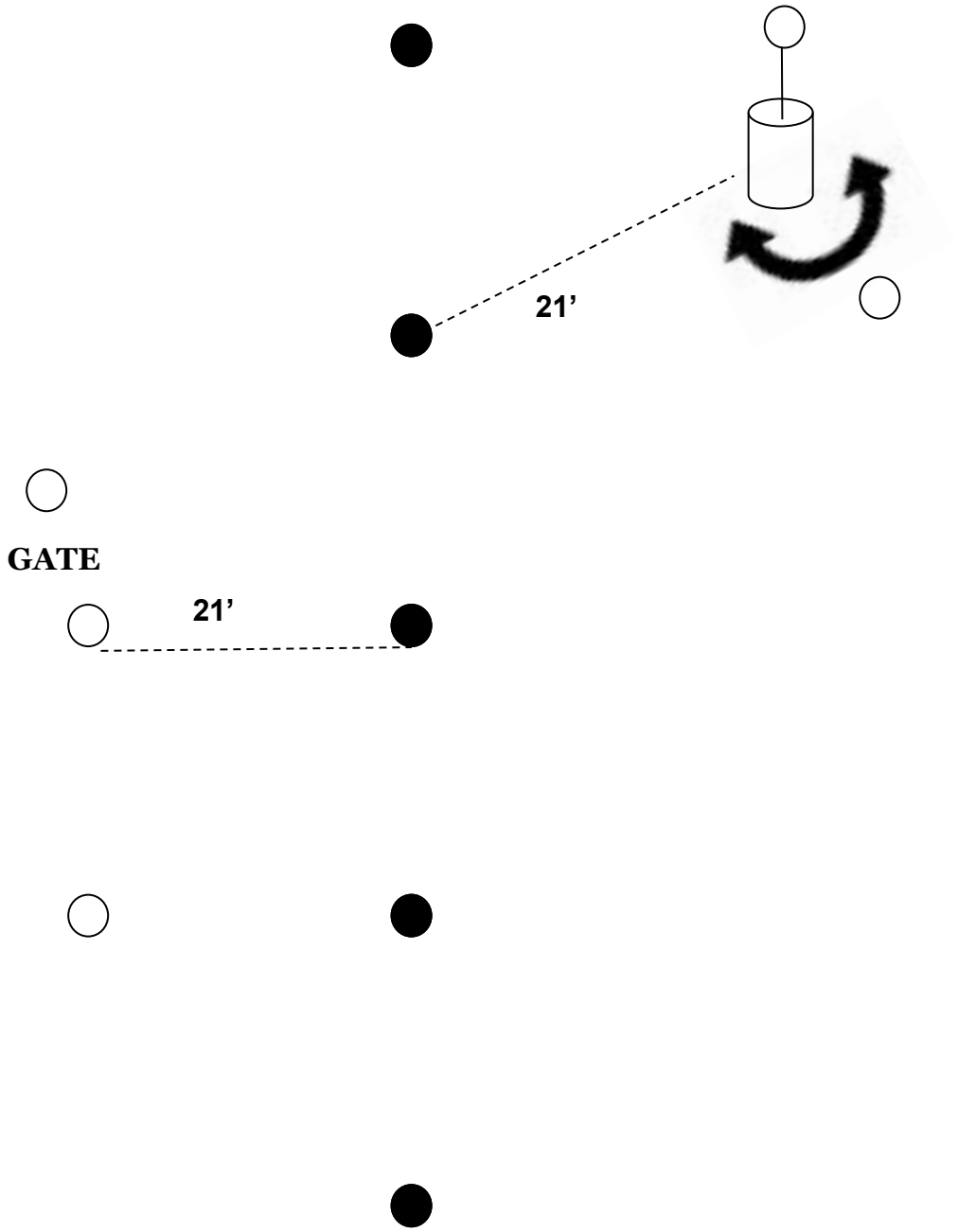
UMS-Course 13



TIME LINE

Engage all balloons of one color then round the rundown barrel
Engage all balloons of the second color
PROCEDURALS
Failure to engage all balloons of one color before rounding
rundown barrel
Failure to round rundown barrel

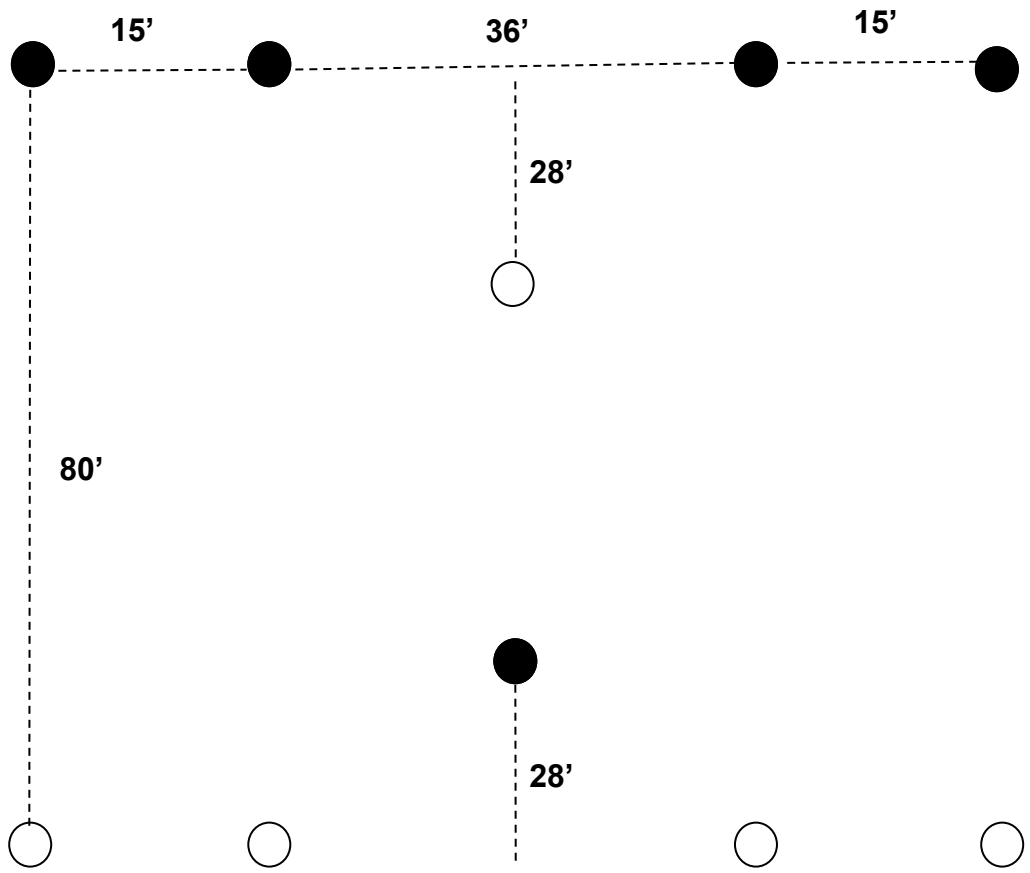
UMS-Course 14



TIME LINE

Engage all light balloons before rounding the random barrel
Round random barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons before rounding random barrel
Failure to round random barrel
Failure to go through gate

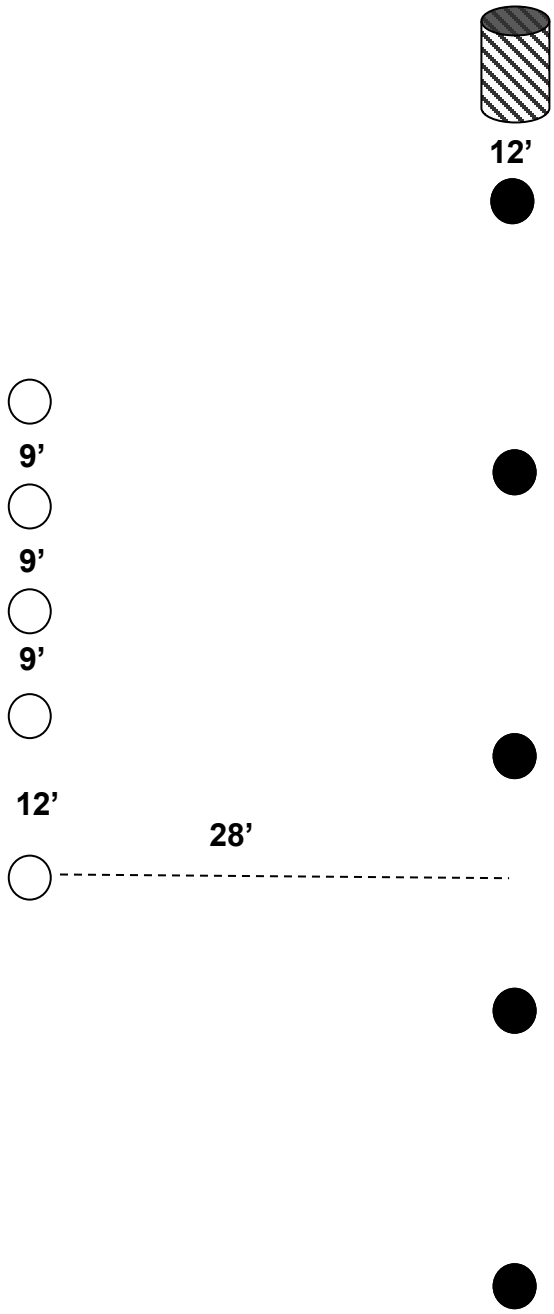
UMS-Course 15



TIME LINE

Engage all balloons of one color then
Engage all balloons of the second color
PROCEDURALS
Failure to engage the balloons in the proper order

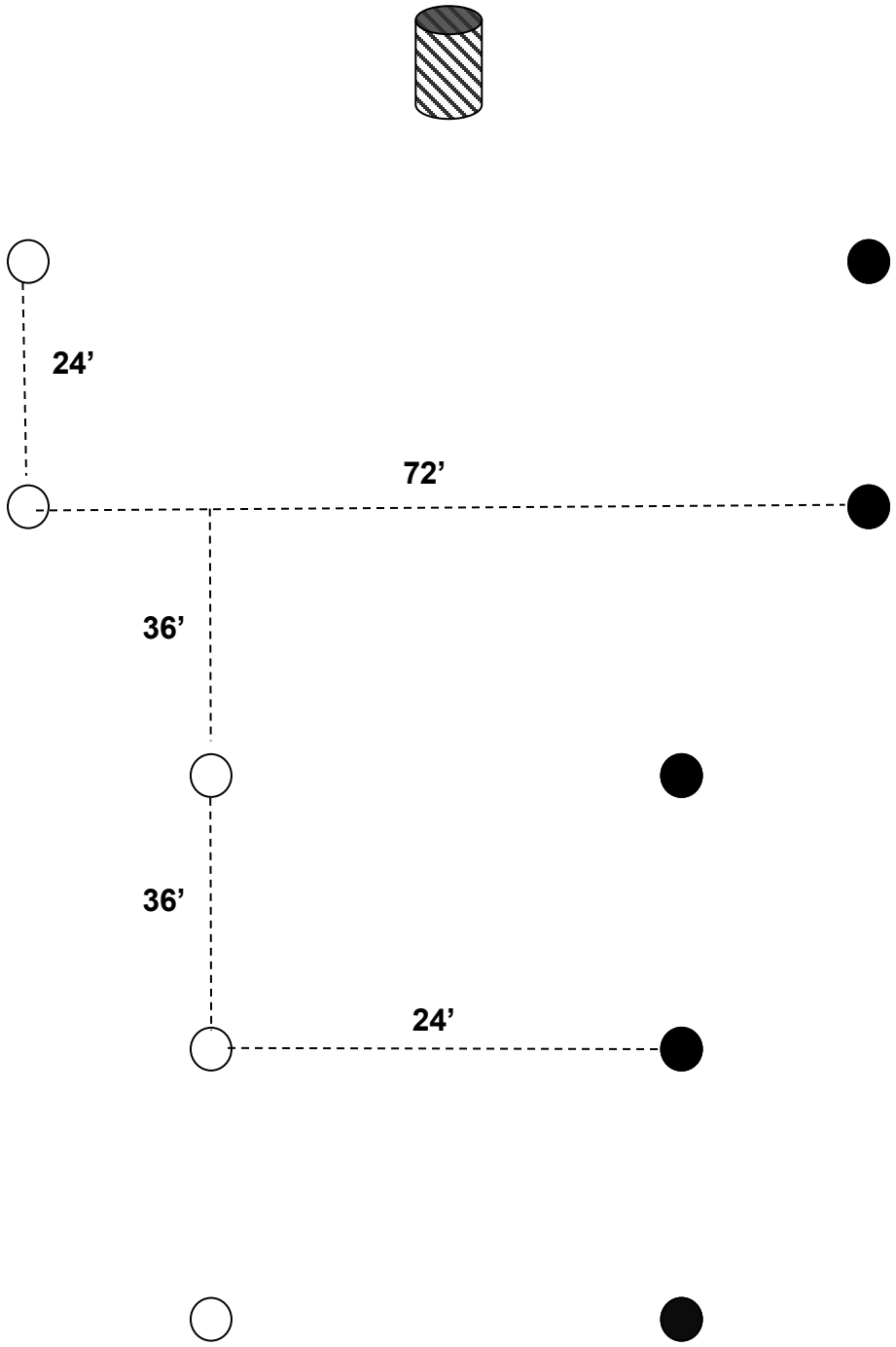
UMS-Course 16



TIME LINE

Engage light balloons, before rounding the rundown barrel
Round the rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons before rounding the rundown barrel
Failure to round rundown barrel

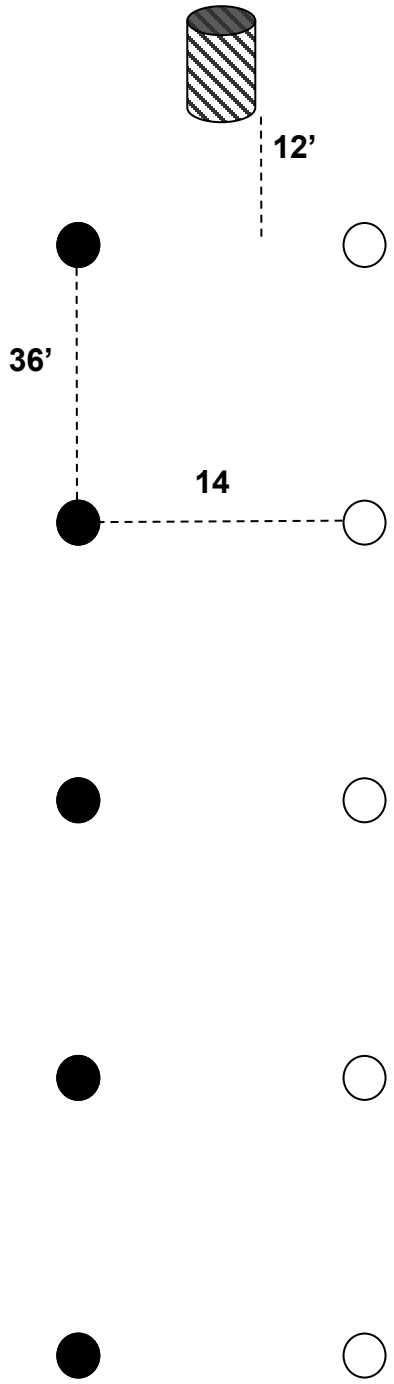
UMS-Course 17



TIME LINE

Engage all balloons of one color then round the rundown barrel
Engage all balloons of the second color
PROCEDURALS
Failure to engage all balloons of one color before rounding
rundown barrel
Failure to round rundown barrel

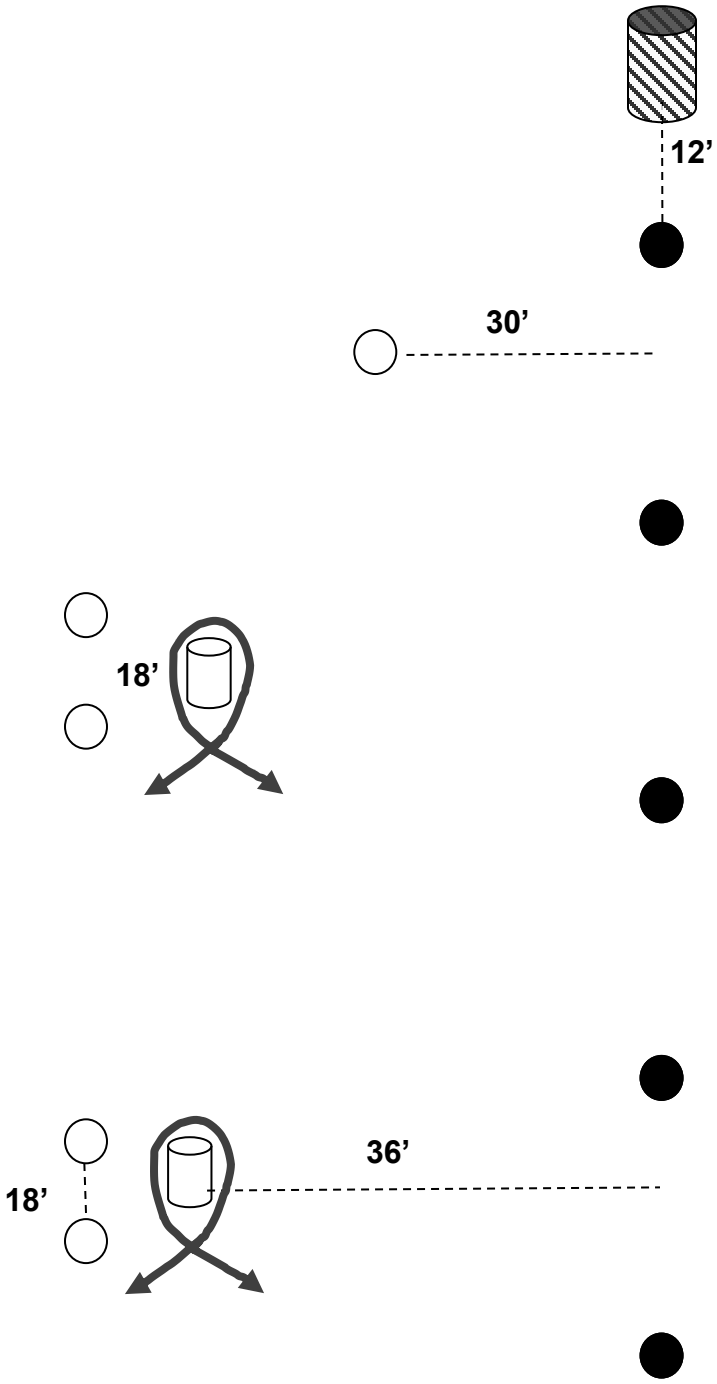
UMS-Course 18



TIME LINE

Engage all balloons of one color then round the rundown barrel
Engage all balloons of the second color
PROCEDURALS
Failure to engage all balloons of one color before rounding
rundown barrel
Failure to round rundown barrel

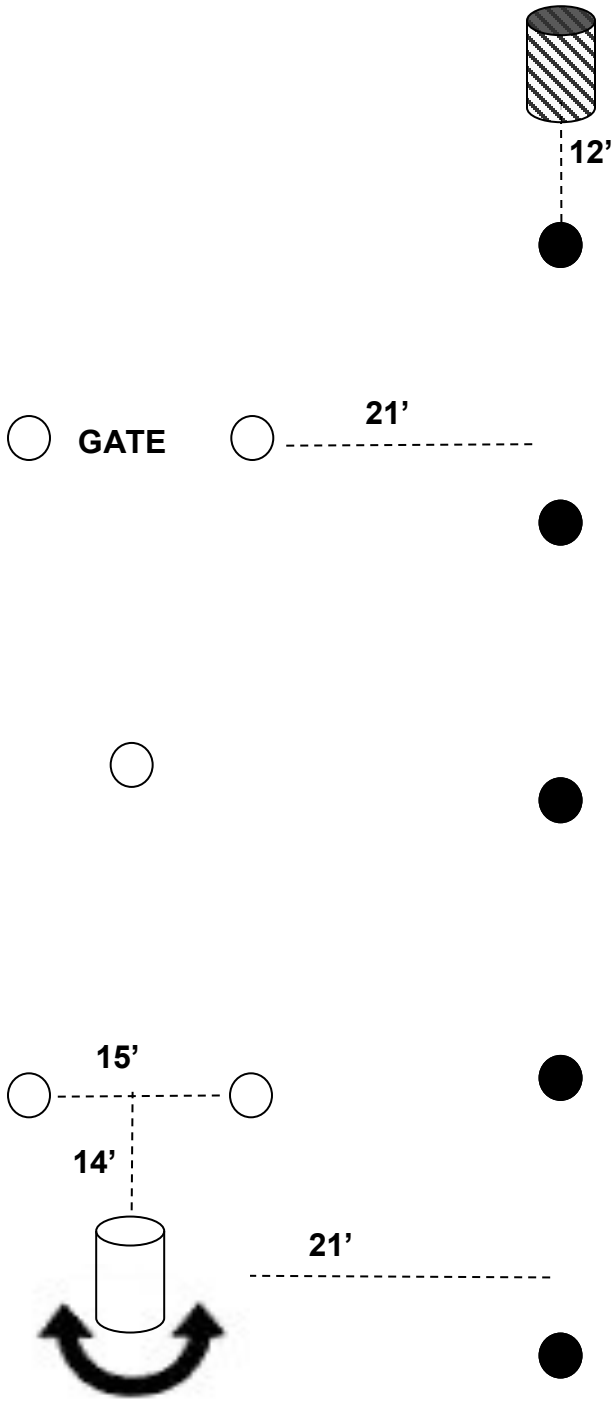
UMS-Course 19



TIME LINE

Engage all light balloons round the rundown barrel
Engage all dark balloons
PROCEDURALS
Failure to engage all balloons of one color before rounding rundown barrel
Failure to round rundown barrel

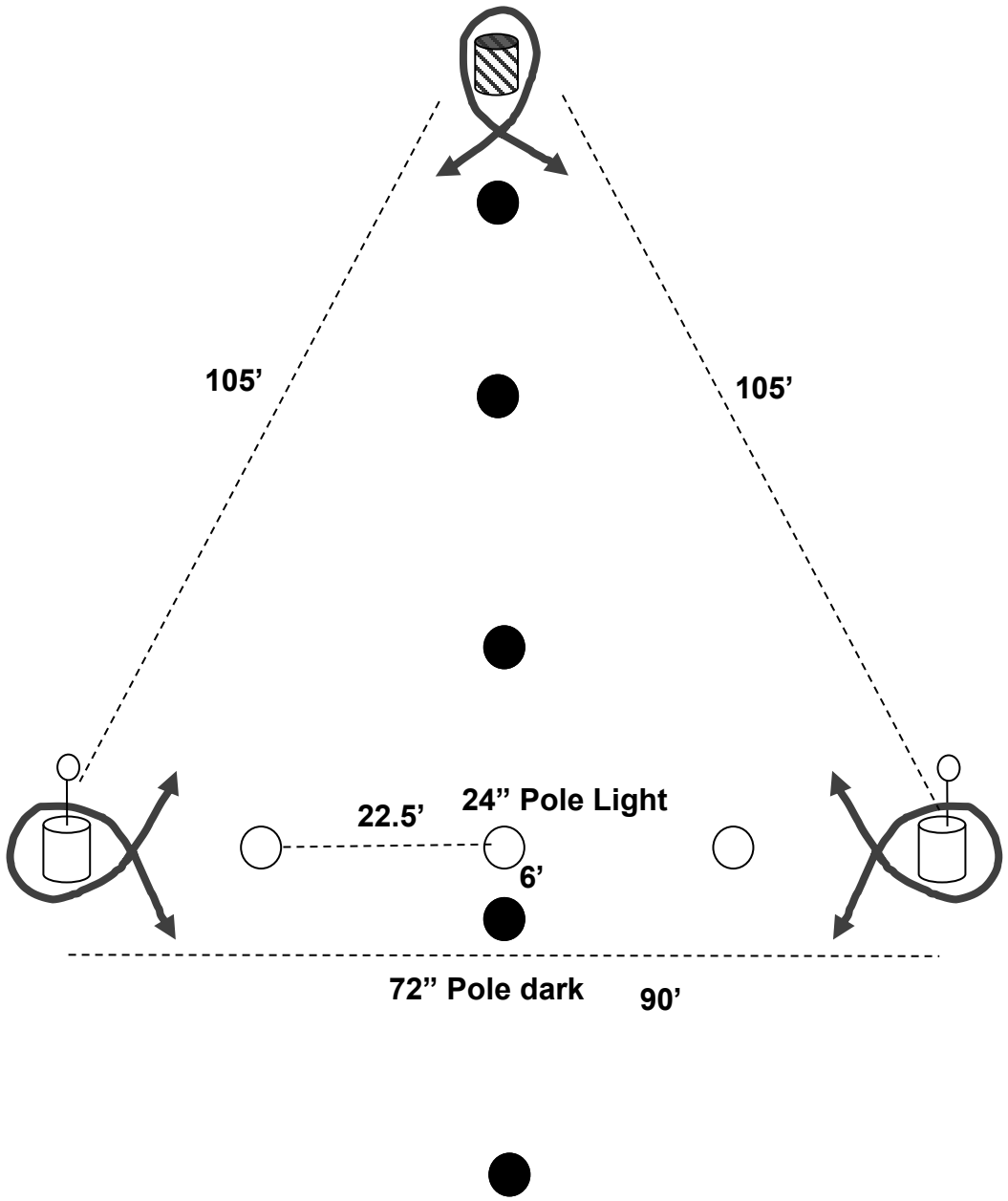
UMS-Course 20



TIME LINE

Engage all light balloons before rounding the random barrel
Round the random barrel, Round the rundown barrel
Engage all dark balloons
PROCEDURALS
Failure to engage all light balloons before rounding random barrel
Failure to go through gate
Failure to round rundown barrel
Gate may be entered from either side, balloons do not have to be
Engaged going through the gate

UMS-Course 21

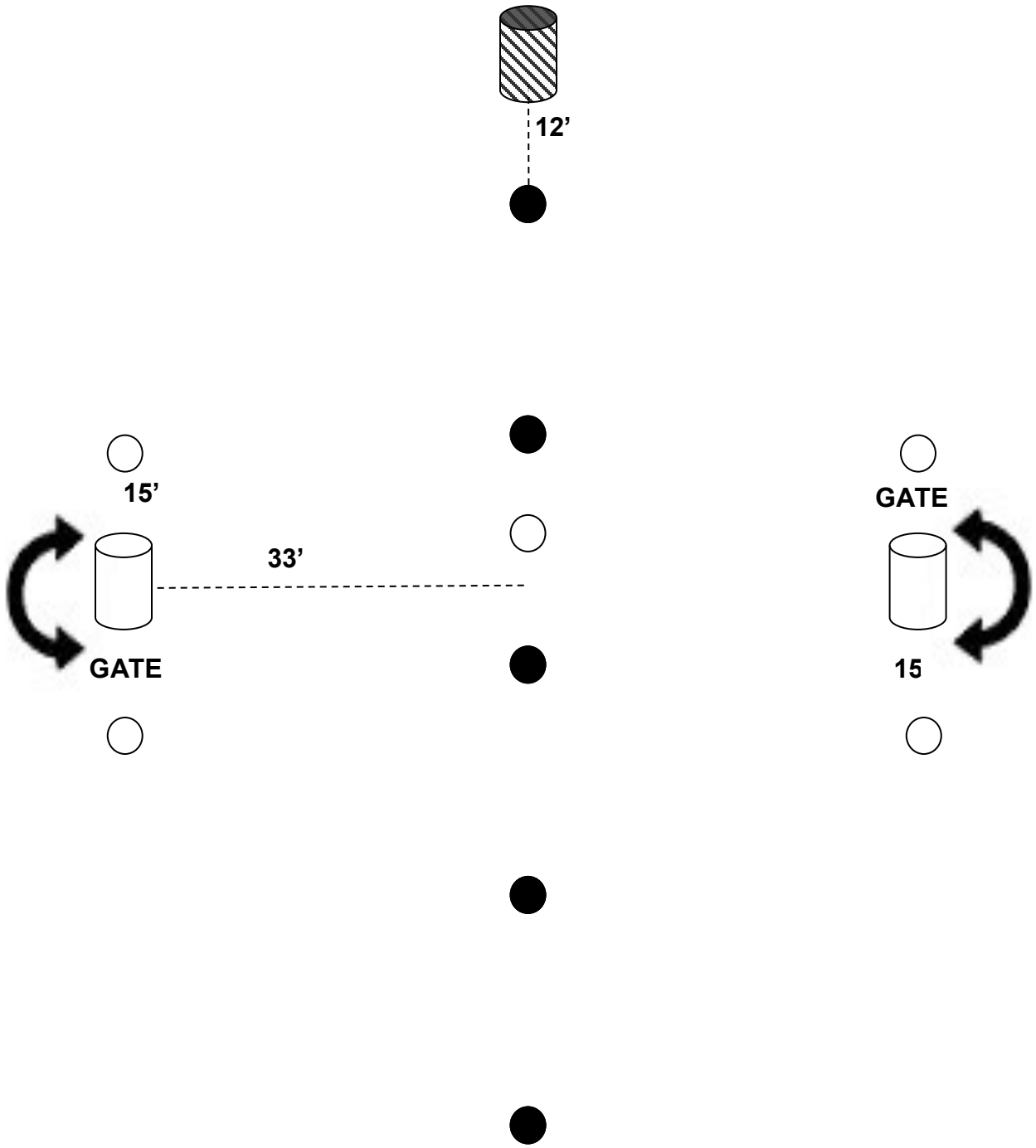


TIME LINE

You may start on either side. When starting on the right, there will be one right turn and two left. When starting on the left, there will be one left turn and two right.

Engage the entire random course, then turn the rundown barrel
Procedurals
Failure to engage all light balloons before turning the rundown barrel
Failure to turn rundown barrel
Two target rule

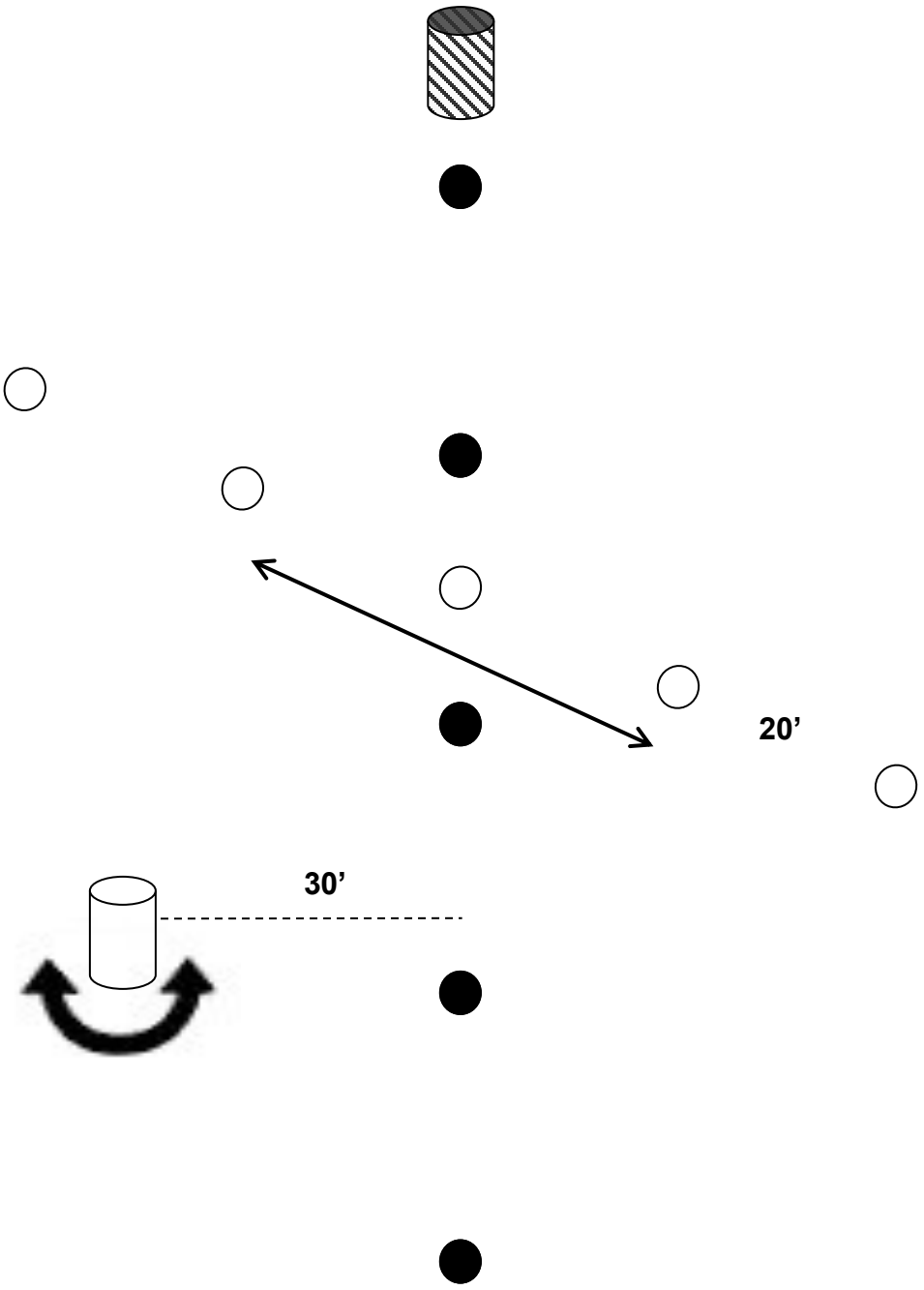
UMS-Course 22



TIME LINE

Engage all light balloons before rounding the rundown barrel
Round the rundown barrel
Engage all dark balloons
PROCEDURALS
Failure to go through gates
Failure to round rundown barrel
Gates may be entered from either side, balloons do not have to be engaged going through the gate

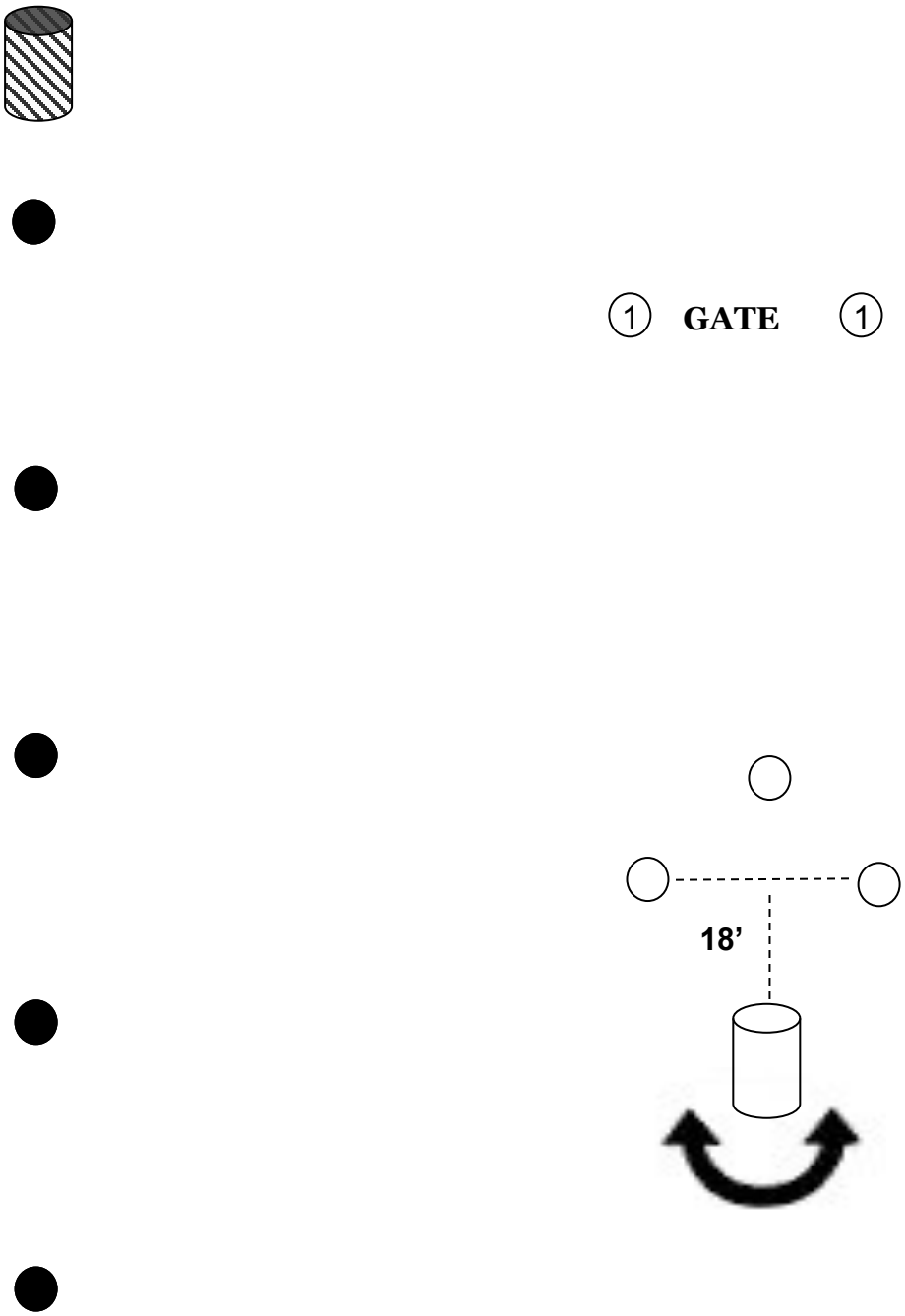
UMS-Course 23



TIME LINE

Engage all light balloons round the random barrel
Engage all dark balloons
PROCEDURALS
Failure to engage all balloons of one color before rounding random barrel
Failure to round rundown barrel

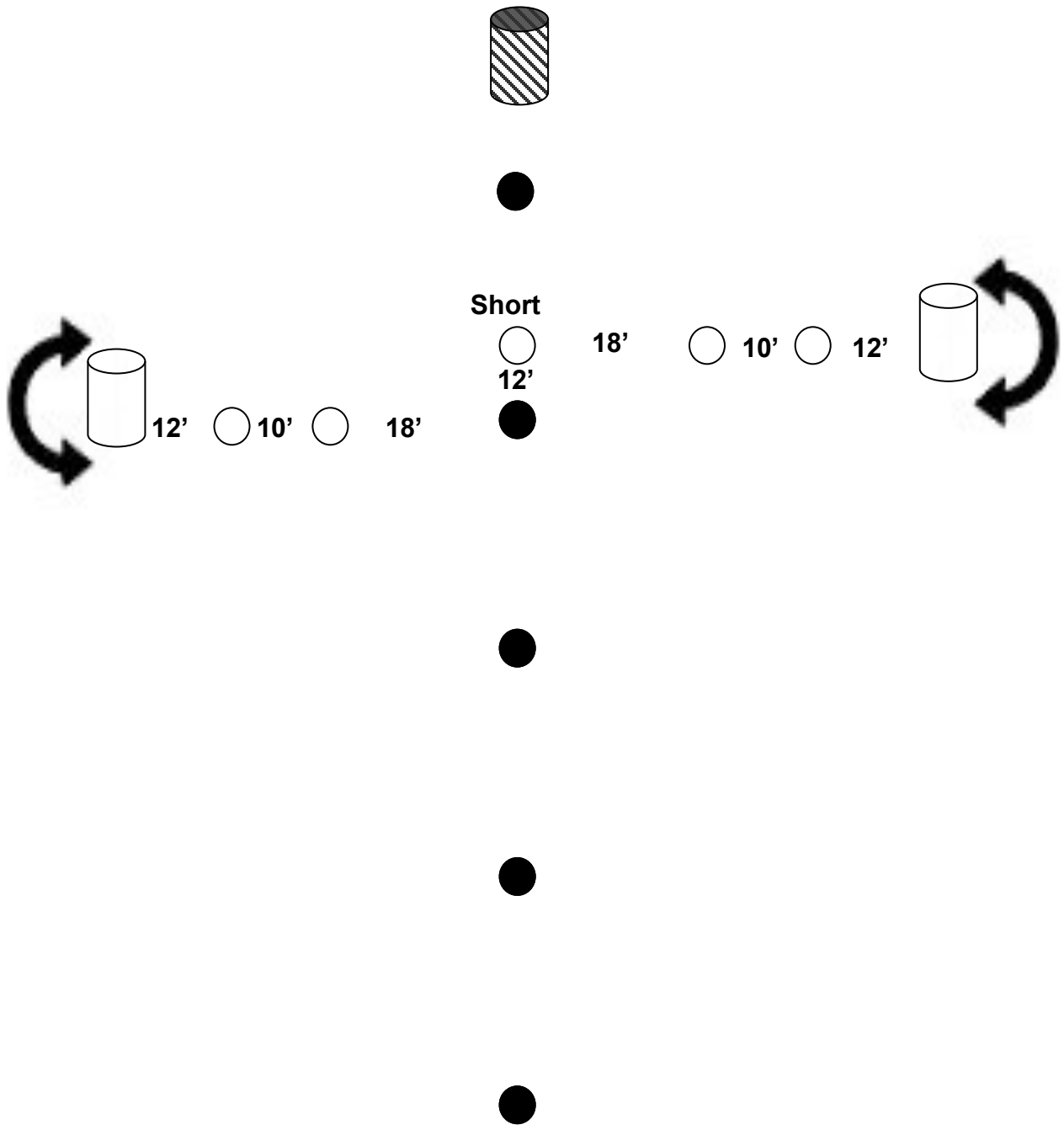
UMS-Course 24



TIME LINE

Engage farthest light balloons first
Engage entire random course before rounding the random barrel
Round random barrel, round rundown barrel, engage dark balloons
PROCEDURALS
Failure to engage light balloons in correct order/ Failure to go through gates
Failure to round rundown barrel
Gates may be entered from either side, balloons do not have to be engaged going through the gate

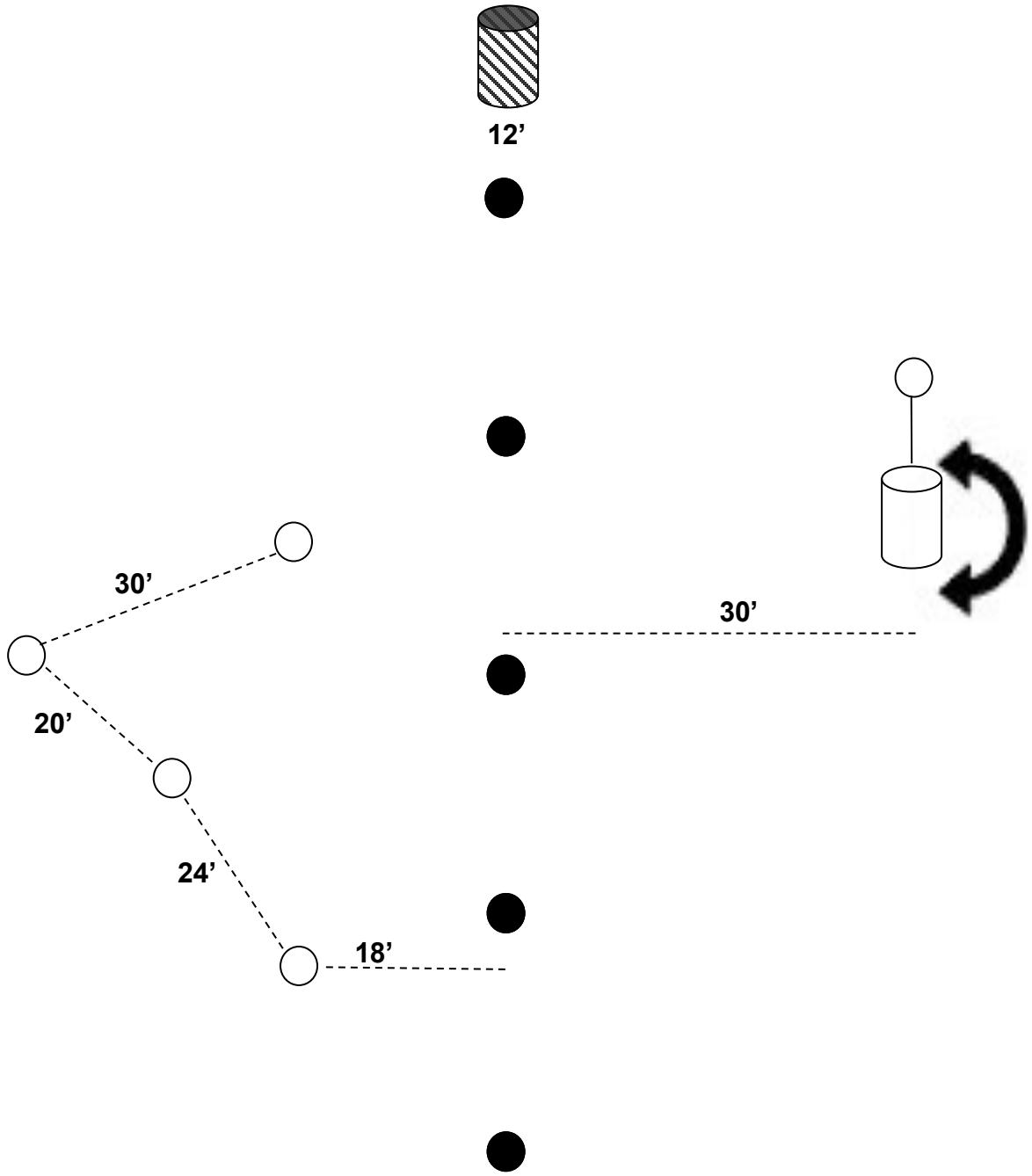
UMS-Course 25



TIME LINE

Engage light balloons before rounding the rundown barrel
Round rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons first
Failure to round random barrels/failure to round rundown barrel
Two target rule

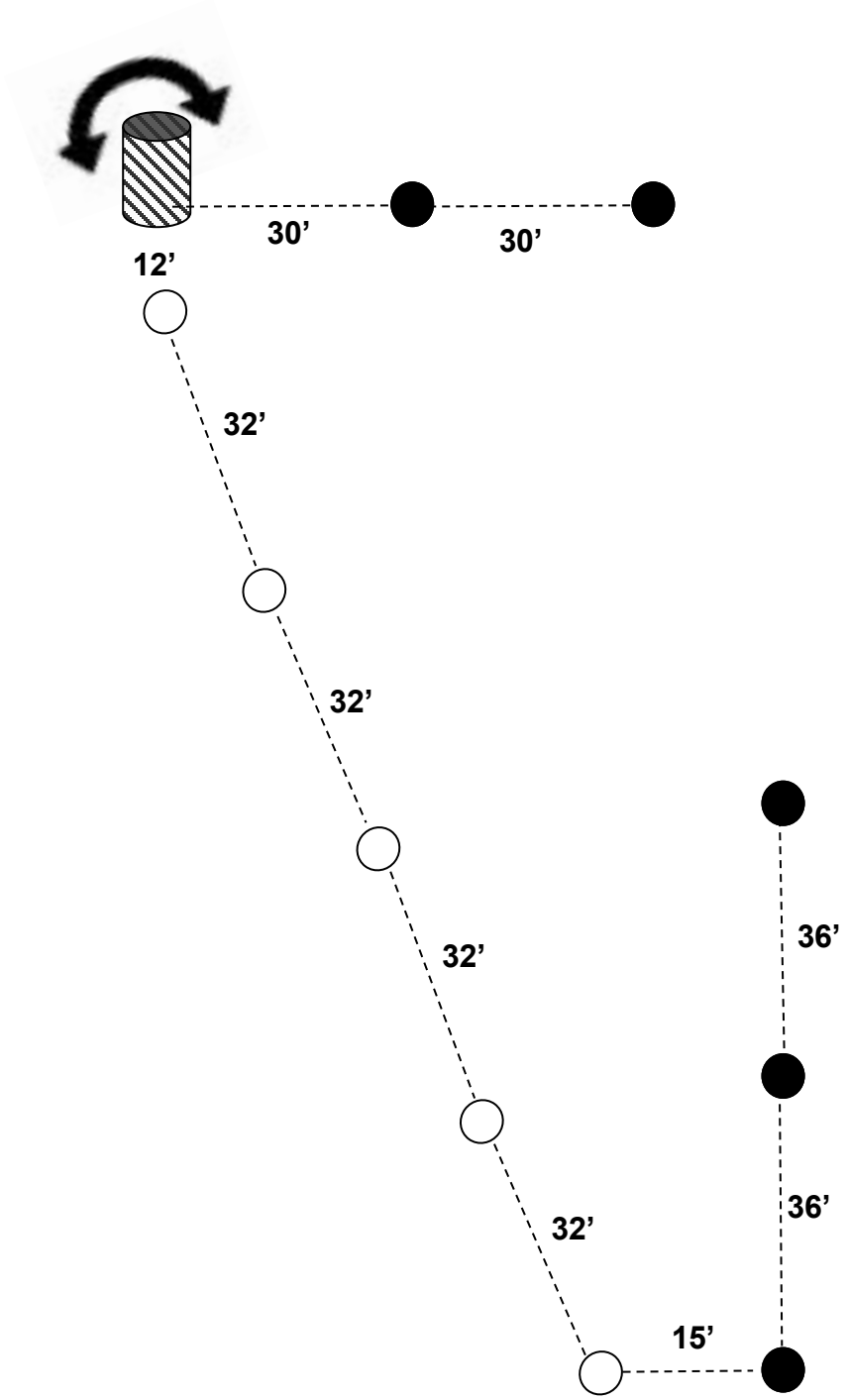
UMS-Course 26



TIME LINE

Engage light balloons before rounding the random barrel
Round rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage light balloons first
Failure to round random barrels/failure to round rundown barrel

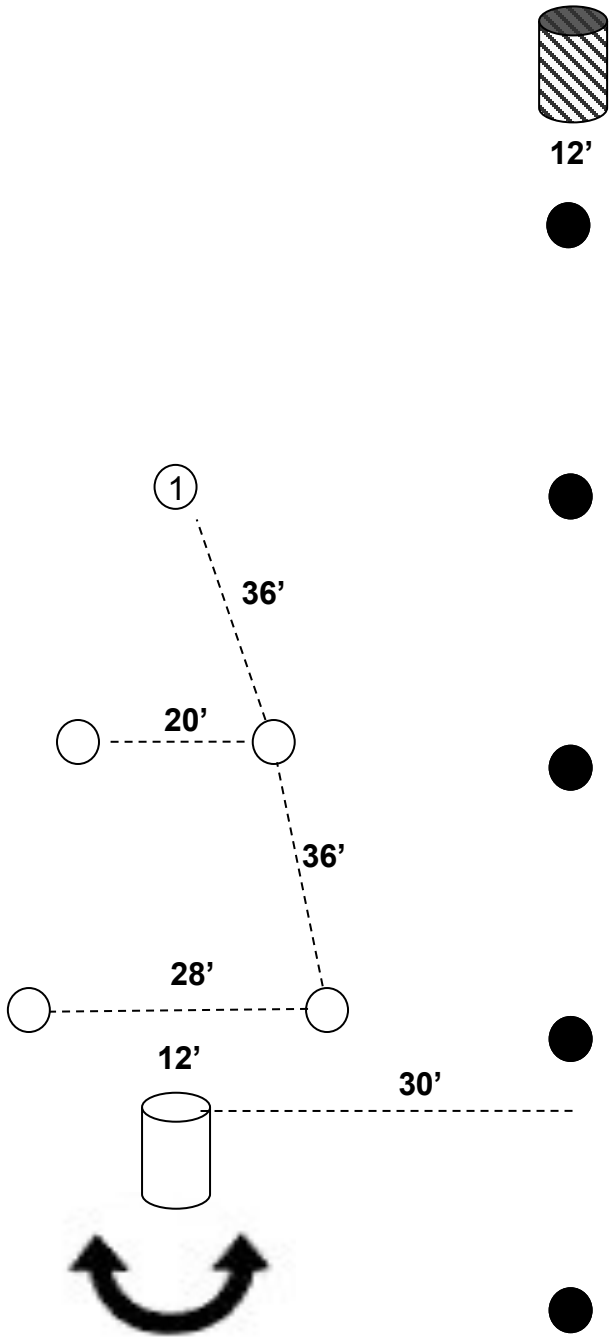
UMS-Course 27



TIME LINE

Engage all balloons of one color
Round the rundown barrel
Engage all the balloons of the other color
PROCEDURALS
Failure to engage all of the first color balloons before rounding rundown barrel
Failure to round rundown barrel

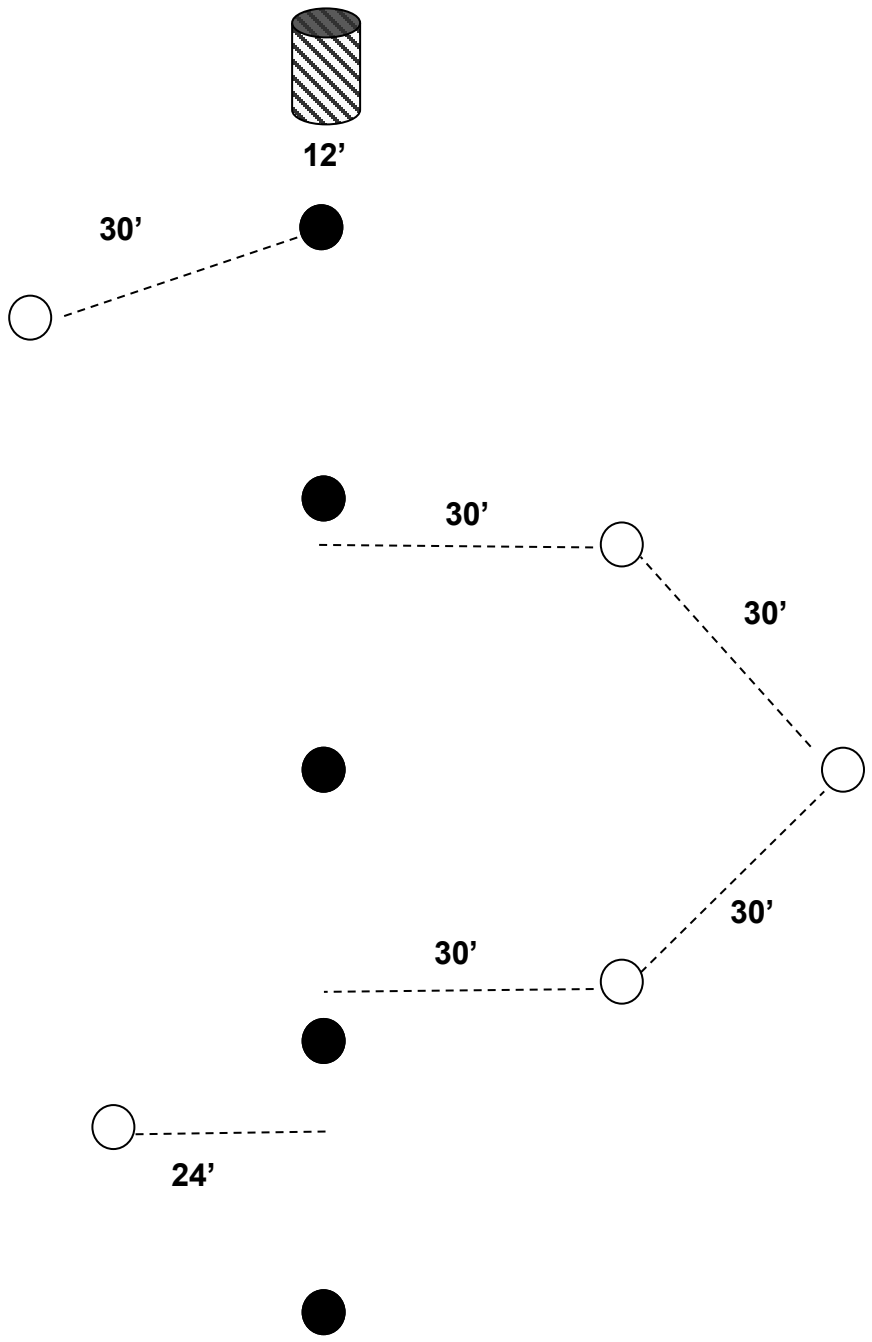
UMS-Course 28



TIME LINE

Engage farthest light balloon first
Engage all the light balloons, then round random barrel
Round rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage balloons in proper order
Failure to round random barrels/failure to round rundown barrel

UMS-Course 29



TIME LINE

Engage all the light balloons
Round rundown barrel
Engage dark balloons
PROCEDURALS
Failure to engage all of the light balloons before rounding rundown barrel
Failure to round rundown barrel

UMS-Course 30