

## Associate of Applied Science in Gunsmithing 2024-25 Degree Check

Name: Completed by:					
D: Date:					
General Education Requirements (18 Credits)		Credits	Grade	Semester	Notes
Communication (6 Credits)					
Two of the following:					
ENG 1113 English Composition I		3			
NG 1213 English Comp II NG 1333 Applied Technical Writing					
BC 2113 Business Communications					
SPC 1113 Fundamentals of Speech		3			
COM 1233 Interpersonal Communication					
History and U.S. Government (6 Credits)					
HST 1483 US History to the Civil War <b>or</b> HST 1493 US History since the Civil War		3			
GVT 1113 American Federal Government 3					
Mathematics and Business (6 Credits)					
MTH 1123 Technical Math <b>or</b> MTH 1513 Precalculus (Algebra)		3			
BM 1403 Business Mathematics					
Student Success (1 Credit) For first-time freshmen					
COL 1211 Success Strategies		1		-	
Program Requirements (51 Credits)	Rotation	Credits	Grade	Semester	Notes
Foundation Year Core (27 Credits)	l				
GS 1001 Basic Firearm Maintenance	Fall	1			
GS 1012 Gun Bluing	Fall	2			
GS 1113 Introduction to Firearms Repair I	Fall	3			
GS 1213 Bench Metal Work	Fall	3			
GS 1313 Machine Tool Practices	Fall	3			
GS 1512 Blueprint Reading	Fall	2			
GS 2122 Introduction to Firearms Repair II	Spring	2			
GS 2223 General Metals	Spring	3			
GS 2324 Machine Metal Work I	Spring	4			
GS 1911 Technician Development	Spring	1			
GS 2613 Riflesmithing	Spring	3			
Technology Year Core (24 Credits)					
GS 2023 Metal Finishing	Fall	3			
GS 2133 Introduction to Firearms Repair III	Fall	3			
GS 2623 Stockmaking I	Fall	3			
GS 2653 Shotgunsmithing	Fall	3			
GS 2142 Introduction to Firearms Repair IV	Spring	2			
GS 2163 Applied Repair Techniques	Spring	3			
GS 2333 Machine Metal Work II	Spring	3			
GS 2521 Gun Store Management	Spring	1			
GS 2633 Pistolsmithing	Spring	3			
Electives (0 Credits) Any course with a GS prefix					
All substitutions must be approved by Program Chair					
Total credit hours required: 68 15 hours at MSC	Min 2.0 GF	'A ∐		Min 18	hours in Gen Ed Core