

Pistol Stage I

Speed Em Up

Stage 3 (Multi-Gun)

Stage Designer: Ronald Walter Filho, modified by 3gmd.
Scoring Method: Comstock
Firearms: Shotgun, Pistol
Targets: 16 IPSC, 3 US Poppers, 3 disappearing clays
Points/Rounds: 160 points, 32 rounds
 20 pistol, 6 birdshot, 6 slugs
Start/Stop: Audible / Last Shot

Penalties:

As per latest edition USPSA Rule Book with Multi-gun Addendum.

Starting Position:

Standing in Box A with both hands relaxed at your sides. Pistol is loaded and holstered. Shotgun, magazine filled and fitted, chamber empty, action closed. Laying in barrel X.

Stage Procedure:

On the start signal draw and engage paper targets T1 –T10 as they become visible from within the shooting area with pistol. Place unloaded pistol in box at X. Steel must be engaged with shotgun. Targets 11-16 are slug targets only. Birdshot on paper will not score.

Notes:

Opening door B will activate multiple appearing drop turner T10 and sliding targets T8-T9 which will disappear once they've stopped. Shooter may not cross the door C's fault lines or any other fault line.

PERSONAL STAGE DATA

Points: _____ Stage Points: _____
 Time: _____ Stage Percent: _____
 Hit Factor: _____ Stage Place: _____
 High Hit Factor: _____ HHF Shot by: _____

