

Pistol Stage 3

Shakey Bridge

Stage 10 (Multi-Gun)

Stage Designer: Ronald Walter Filho, modified by 3gmd.
Scoring Method: Comstock
Firearms: Pistol, Shotgun
Targets: 10 IPSC (best two pistol), 12 US Poppers
Points/Rounds: 160 points / 32 rounds
 20 pistol, 12 birdshot
Start/Stop: Audible / Last Shot

Penalties:

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

Starting Position:

Laying flat on bed with hands behind your head. Gun will be with a empty chamber, hammer down but with a magazine in it already, and it will be inside night stand's drawer which will be closed. Shotgun loaded, magazine filled and fitted, chamber empty, action closed, placed in drum.

Stage Procedure:

Retrieve your pistol, exit your room then engage only T1-T10 from the top of the platform and from the top of the moving bridge. Place empty pistol in box. Then engage only PP1-PP12 through any of the three ports from inside Dead End Tunnel with shotgun only.

PERSONAL STAGE DATA

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

