

# Rifle Stage I

## Thundersticks and Black Rifles

### Stage 2 (Multi-Gun)

**Stage Designer:** Adam Carlton, modified by 3gmd.  
**Scoring Method:** Comstock  
**Firearms:** Rifle, Shotgun  
**Targets:** 12 IPSC, 4 Pepper poppers, 4 Clays  
**Points/Rounds:** 160 points / 32 rounds  
**Start/Stop:** Audible / Last Shot

**Penalties:**

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

**Starting Position:**

Standing Anywhere in area A, loaded shotgun at port arms, Loaded rifle, magazine filled and fitted, chamber empty, action closed, placed at ether X.

**Stage Procedure:**

On signal engage PP1-4 and Clays 1-4 from anywhere in area A only. PP1 activates swinger clay 1-2 and PP4 activates swinger Clay 3-4. Place empty shotgun in barrel. Retrieve rifle and engage T1 – T12 from within fault lines.

**PERSONAL STAGE DATA**

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

