

Shotgun Stage I

Disturbing the Peace

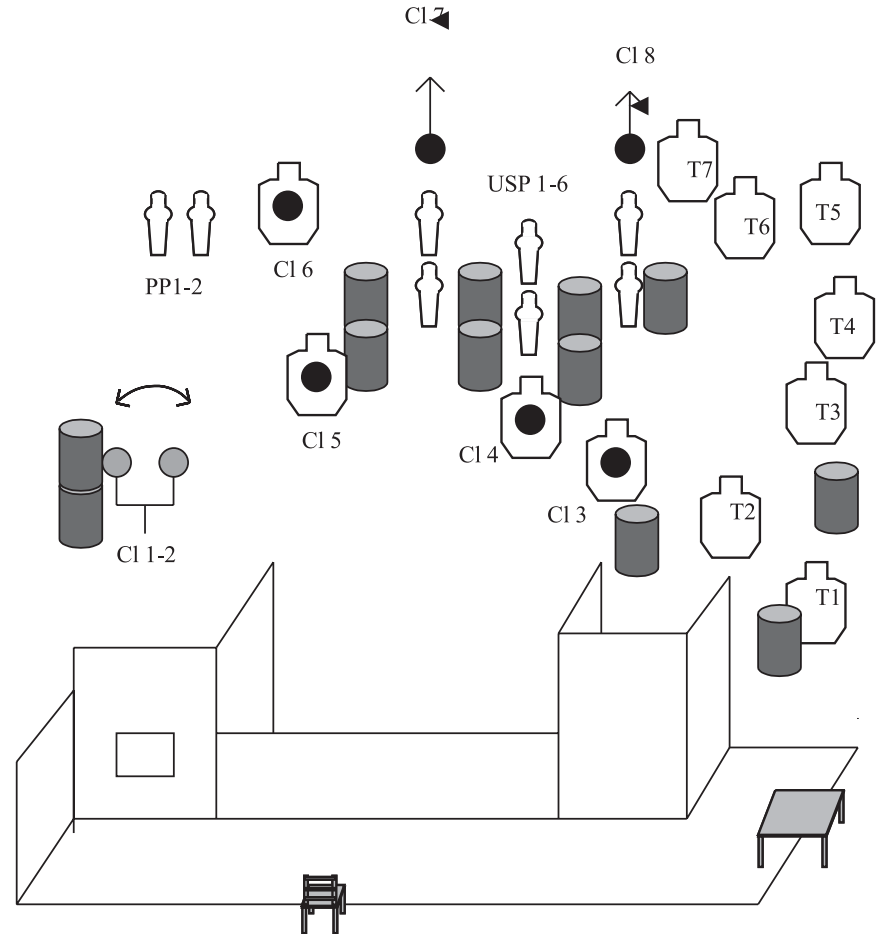
Stage I (Multi-Gun)

Stage Designer: David Benzick, modified by 3gmd.
Scoring Method: Comstock
Firearms: Shotgun, Pistol
Targets: 7 IPSC, 6 US Poppers, 8 Clays, 2 Pepper poppers
Points/Rounds: 150 points / 30 rounds
 16 birdshot, 14 pistol
Start/Stop: Audible / Last Shot

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

Starting Position:
 Seated in chair with loaded shotgun resting on both legs, loaded pistol on table in box.

Stage Procedure:
 Engage PP1-2, USP 1-6 and clay targets 1-8 with shotgun only. Clays 7-8 are launched by USP 1 and USP 2 and are disappearing targets. PP1 activates swinging clays 1-2. Bird shot hits on paper will not score. Place unloaded shotgun at X. Engage targets T1-7 with pistol only.



PERSONAL STAGE DATA

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