

Shotgun Stage 3

Battery Ram

Stage 7 (Multi-Gun)

Stage Designer: Ronald Walter Filho, modified by 3gmd.
Scoring Method: Comstock
Firearms: Pistol, Rifle, Shotgun
Targets: 6 IPSC (best 2 rifle), 5 Pepper poppers, 6 US Poppers, 8 Clays
Points/Rounds: 155 points / 31 rounds
 6 pistol, 13 birdshot, 12 rifle
Start/Stop: Audible / Last Shot

Penalties:

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

Starting Position:

Standing in Box "A" with pistol loaded and holstered. Shotgun will be loaded and laying on the barrel at shooting area B. Rifle will be loaded laying in box at the front right corner of shooting area C.

Stage Procedure:

Draw and engage only PP1-6 with your pistol from area A only. Once you are done with your pistol, place on the table in box unloaded. Then grab the battering ram and knock down Door #1. Proceed into area B, grab your shotgun and engage only PP1-5, and Clay targets #1-8 from area B only. Once you are done with your shotgun, place it inside the drum unloaded. Then KICK Door #2 down and proceed into area C, grab your rifle and engage only T1-T6 from area C only.

Notes:

PP4 will activate swinger C5 & 6 which will remain visible at rest. PP5 will activate swinger C7 & 8 which will remain visible at rest.

PERSONAL STAGE DATA

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

