



2017 Kel-Tec Area 6 Multigun Championship

Stage: 1

"Minute Of Angle"

Course Designer: 3GN / Mercak / Smitty / Duane



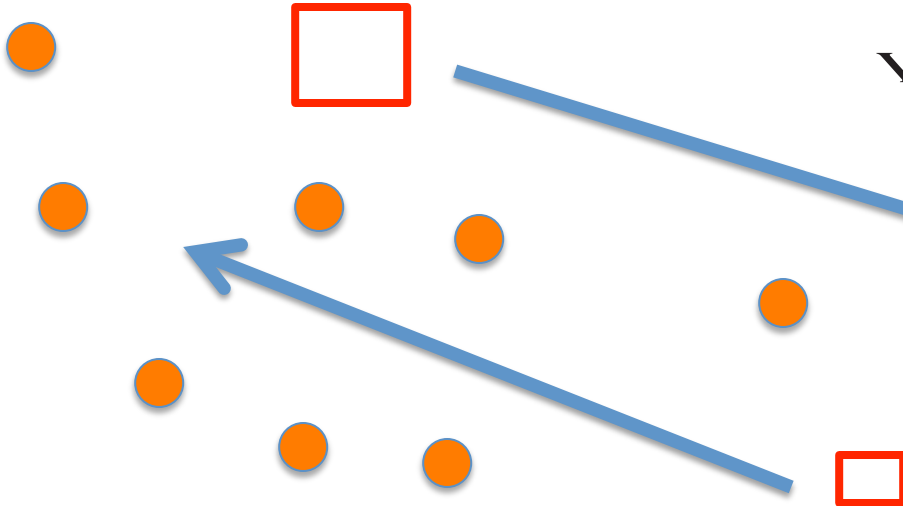
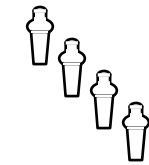
START POSITION: In start box.

GUN READY CONDITION: Rifle loaded on table. Shotgun loaded at port arms.

STAGE PROCEDURE: On signal engage clays and plates with birdshot and poppers with slugs from designated areas. Then engage flashers, static steel and 3 LaRue targets with rifle from designated area. Using two posts (positions) for at least one shot with rifle.

SCORING: Time Plus Points


TARGETS: 18 bird/plates, 4 popper, 1 flasher, 2 Static Steel, 3 Larue

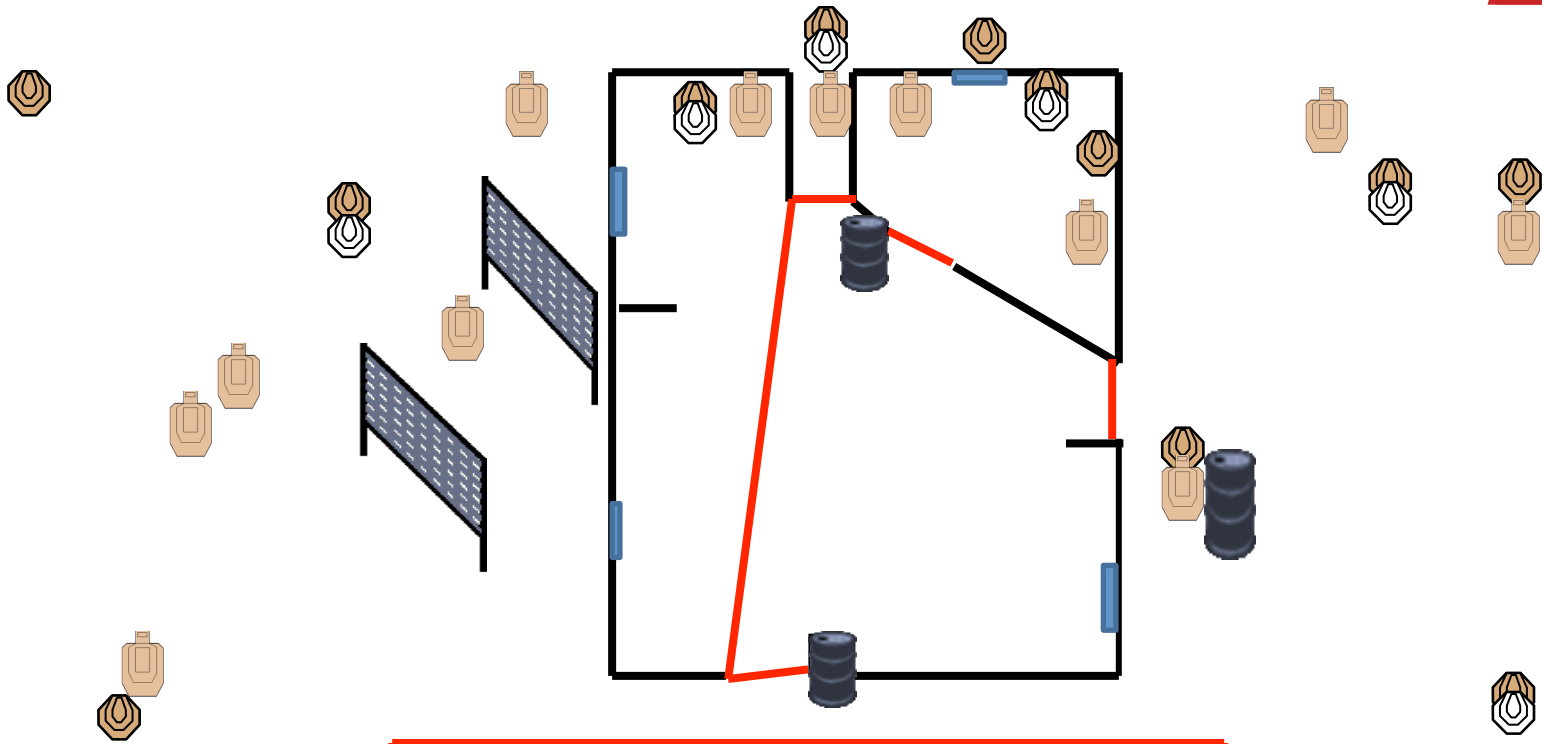




2017 Kel-Tec Area 6 Multigun Championship
Stage: 2
"Under Cover"
 Course Designer: Mercak / Duane



START POSITION: In Shooting Area.		
GUN READY CONDITION: Pistol loaded and holstered. Rifle loaded in barrel or at port arms.	SCORING: Time Plus Points TARGETS: 12 Metric, 12 Classic	
STAGE PROCEDURE: On signal engage targets from within fault lines. Metric targets engaged with Pistol only. Classic targets engaged with Rifle only.		

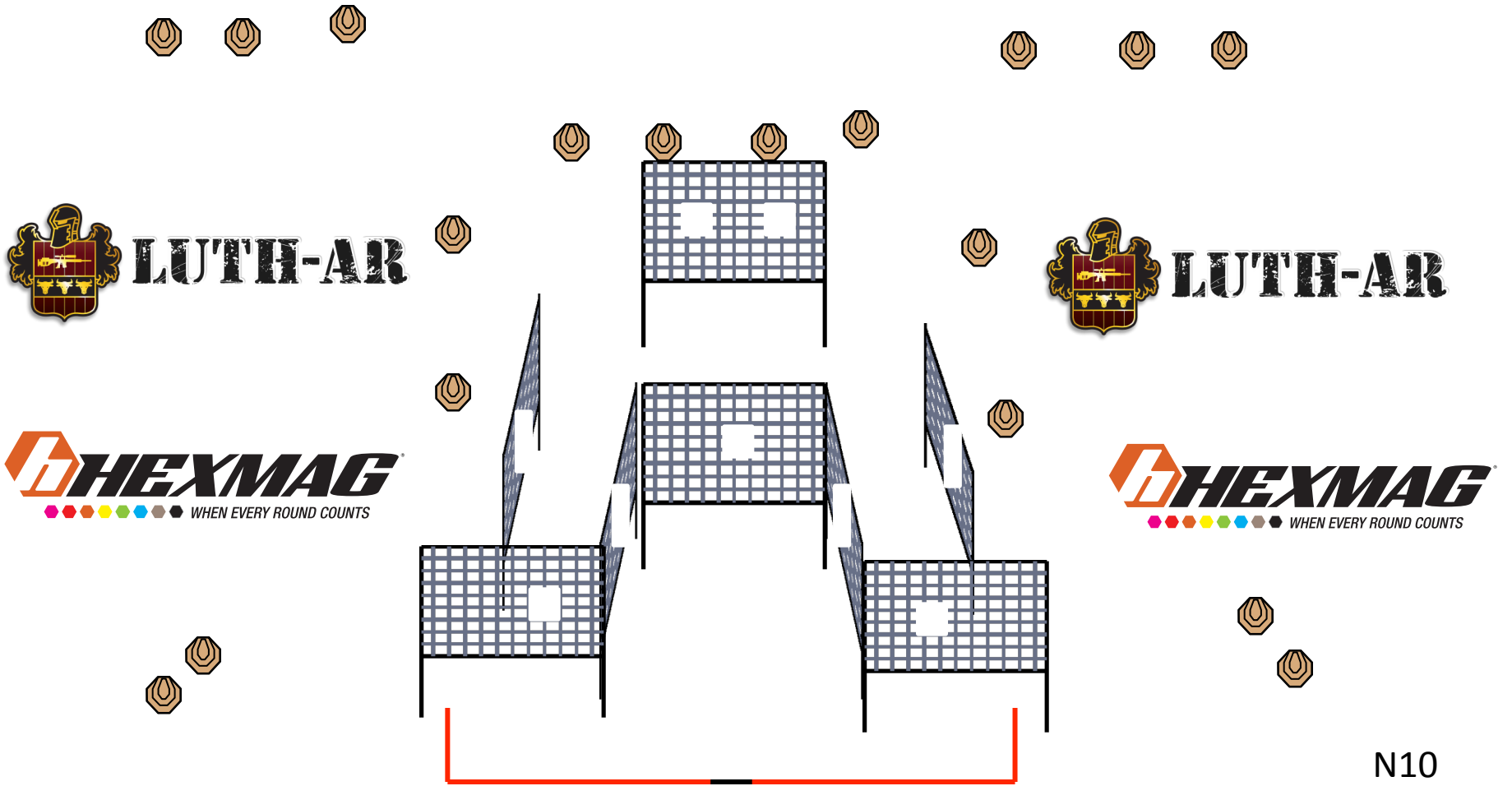




2017 Kel-Tec Area 6 Multigun Championship
Stage: 3
"Light It Up"
 Course Designer: Jenx / Smitty



START POSITION: Heels touching marks on rear fault line.	
GUN READY CONDITION: Rifle loaded at port arms.	SCORING: Time Plus Points TARGETS: 18 Metric
STAGE PROCEDURE: On signal engage targets from within shooting area.	

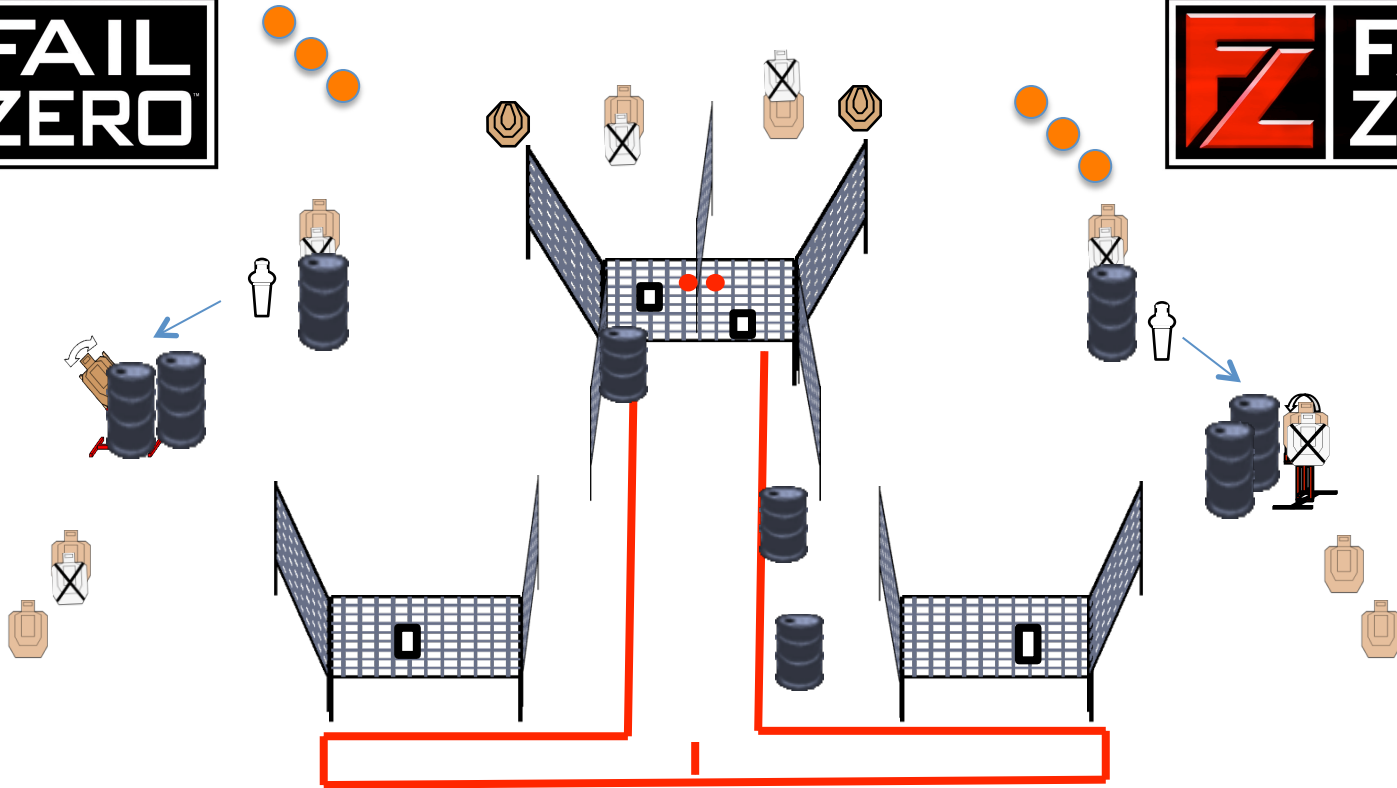




2017 Kel-Tec Area 6 Multigun Championship
Stage: 4
"The Heck?!?"
 Course Designer: Jenx / Mercak / Duane



START POSITION: Heels touching rear fault line, straddling start stick.	
GUN READY CONDITION: Pistol loaded and holstered, Rifle loaded in barrel or at port arms, shotgun in barrel or at port arms.	SCORING: Time Plus Points TARGETS: 10 Metric, 10 Classic, 4 steel, 6 Clays
STAGE PROCEDURE: On signal engage targets from within shooting area. Steel engaged with Pistol or Birdshot Clays engaged with Birdshot Metric targets with Pistol, or Slug Classic targets engaged with rifle	




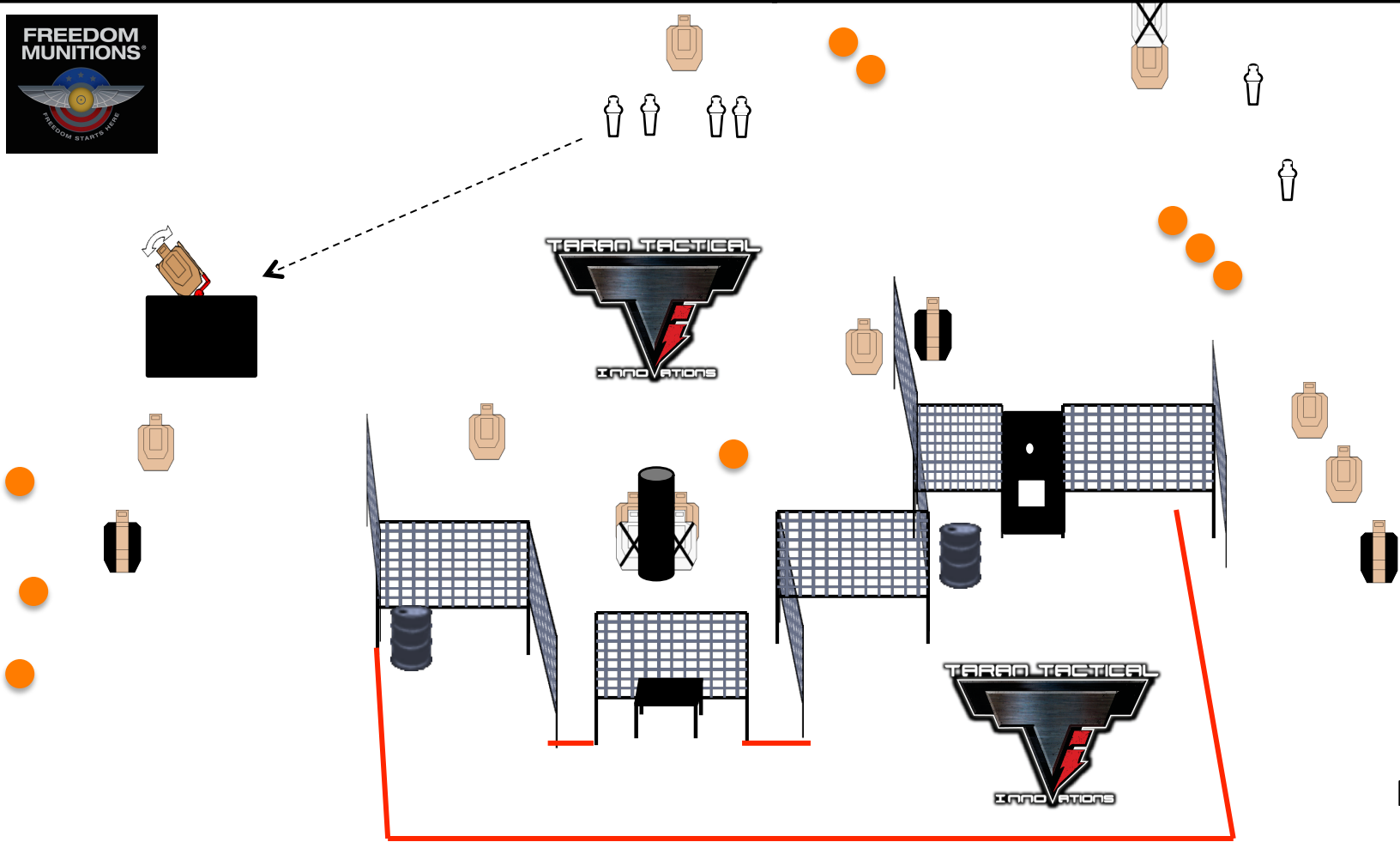
N5



2017 Kel-Tec Area 6 Multigun Championship
Stage: 5
"In Case You Missed It"
 Course Designer: Jenx / Mercak



START POSITION: Standing anywhere within shooting area.		
GUN READY CONDITION: Pistol loaded and holstered, shotgun loaded in barrel or at port arms.	SCORING: Time Plus Points TARGETS: 13 Metric, 6 steel, 9 clay birds	
STAGE PROCEDURE: On signal engage targets from within shooting area. Metric engaged with Pistol or Slug Steel engaged with Pistol or Birdshot Clays engaged with Birdshot		





2017 Kel-Tec Area 6 Multigun Championship
Stage: 6
"Good Lawd!!"
 Course Designer: Smitty / Duane

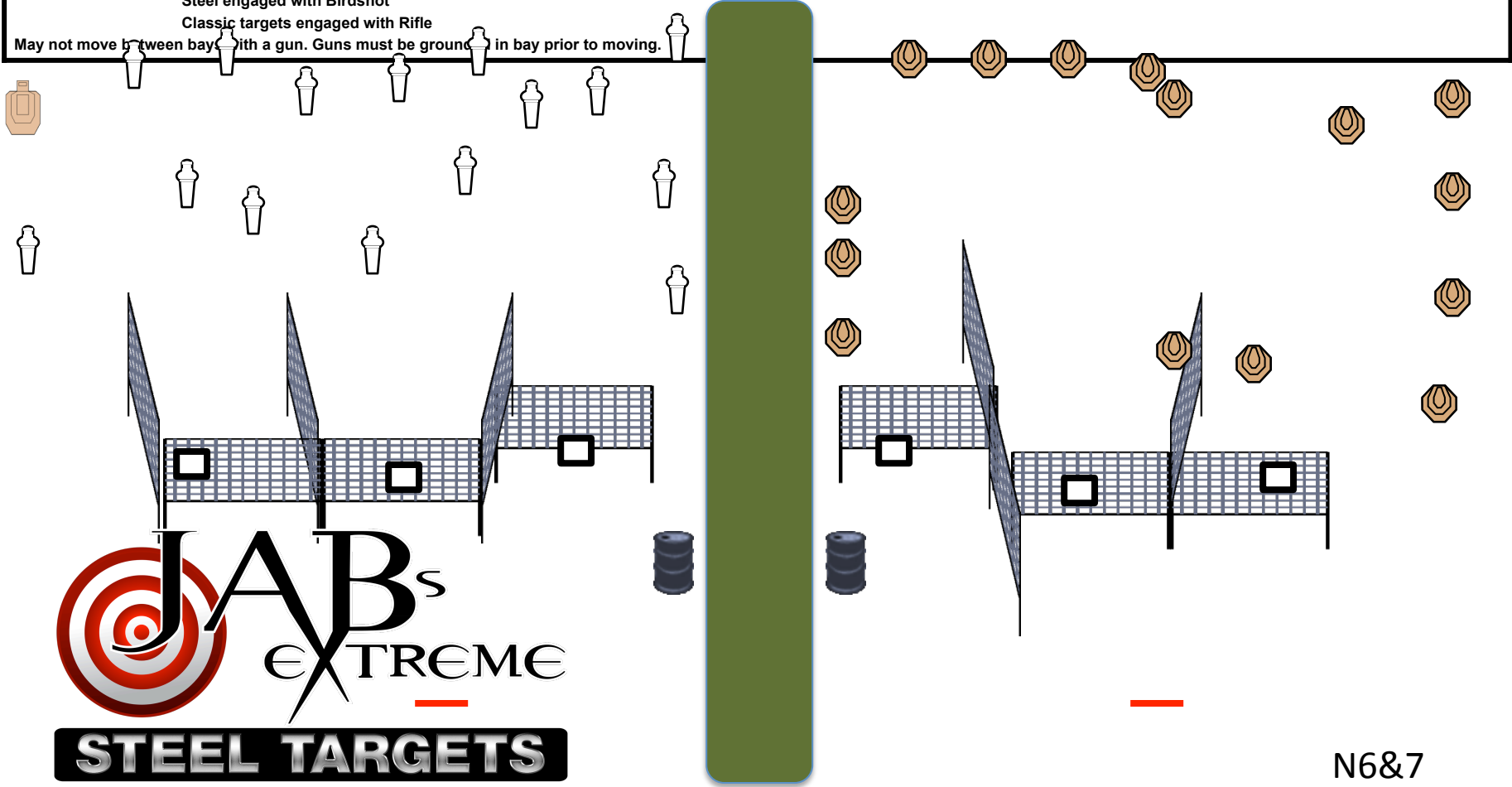


START POSITION: Heels touching either start mark.

GUN READY CONDITION: Pistol loaded and holstered, Rifle loaded in barrel or at port arms, Shotgun loaded in barrel or at port arms.

SCORING: Time Plus Points
TARGETS: 15 Classic, 1 Metric, 15 Steel

STAGE PROCEDURE: On signal engage targets from within shooting area(s).
 All rounds must be shot a through a port.
 Metric targets engaged with Slug
 Steel engaged with Birdshot
 Classic targets engaged with Rifle
 May not move between bays with a gun. Guns must be grounded in bay prior to moving.



N6&7



2017 Kel-Tec Area 6 Multigun Championship
Stage: 7
"U Find Em All??"
 Course Designer: Jenx / Lutz / The Bruce

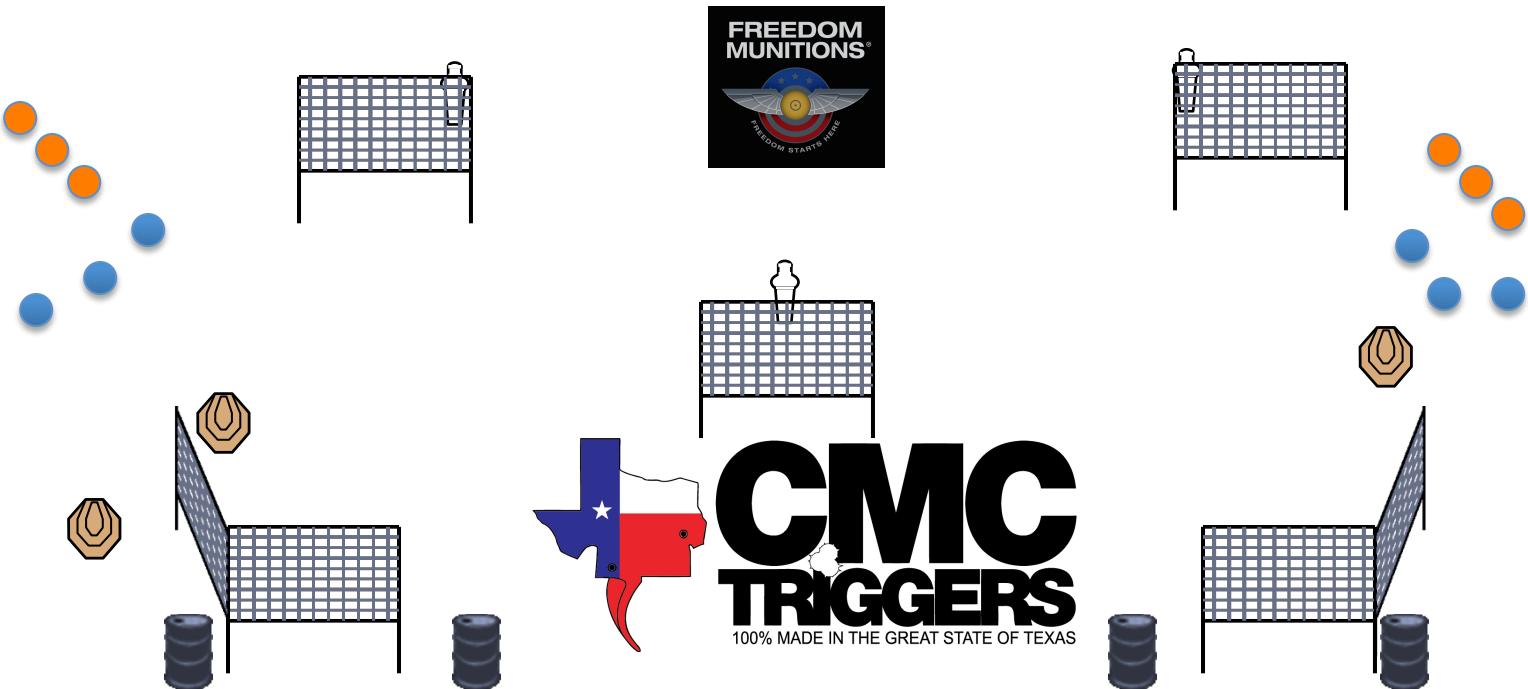
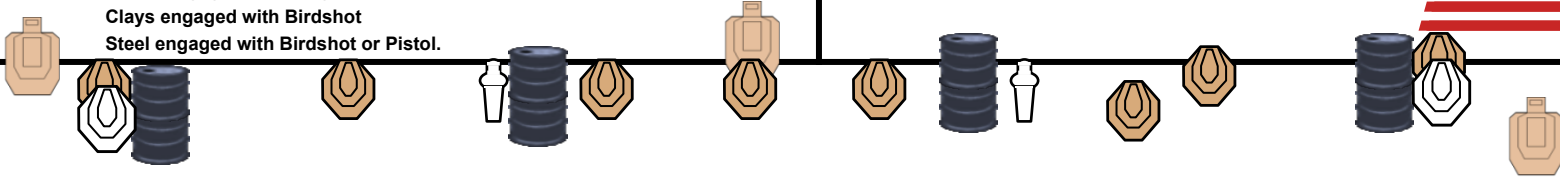


START POSITION: Standing anywhere in shooting area.

GUN READY CONDITION: Pistol loaded and holstered. Rifle loaded in barrel or at port arms, Shotgun loaded in barrel or at port arms.

SCORING: Time Plus Points
TARGETS: 11 Classic, 4 Metric, 11 steel, 6 Clays

STAGE PROCEDURE: On signal engage targets from within shooting area.
 Classic engaged with Rifle
 Metric engaged with Slug
 Clays engaged with Birdshot
 Steel engaged with Birdshot or Pistol.





2017 Kel-Tec Area 6 Multigun Championship
Stage: 8
“Now U See Em, Now U Don’t”
 Course Designer: Jenx / Smitty / Mercak



START POSITION: Standing in shooting area.

GUN READY CONDITION: Pistol loaded and holstered, Rifle loaded in barrel or at port arms.

SCORING: Time Plus Points
TARGETS: 12 Metric, 2 Poppers, 12 Plates

STAGE PROCEDURE: On signal engage targets from within shooting area. PP 1 activates sliding wall 1, and PP 2 activates sliding wall 2, all targets remain visible at rest.
 Metric engaged with Pistol
 Poppers engaged with Pistol
 Plates engaged with Rifle from each position

