START POSITION: Loaded shotgun in barrel, loaded pistol in holster (if desired) loaded rifle buttstock on belt, standing behind furthest shooting position.

STAGE PROCEDURE: On signal, engage 5 rifle targets from each of 3 positions, engage IPSC targets with rifle as available. Then engage birdshot targets from birdshot shooting area. Then engage blue steel from box with slug or pistol.

TARGETS: 12 clay, 5 steel birdshot
10 paper rifle
5 static rifle steel (shot from 3 positions)
2 blue gongs Slug or Pistol
2019 Kel Tec Area 6 Multigun Championship
Stage 2 The House
Course Designer: Smitty
Stage Sponsor:

START POSITION: Pistol loaded and holstered, long guns loaded in barrel(s) or buttstock on belt.

STAGE PROCEDURE: On signal, shoot stuff from the stuff shooting area.

TARGETS: 11 IPSC rifle or slug
11 USPSA pistol or slug
8 clay birdshot
10 steel birdshot or pistol
2019 Kel Tec Area 6 Multigun Championship
Stage 3 Double Bay Pistol / Rifle
Course Designer: Smitty
Stage Sponsor:

START POSITION: Standing in either shooting area. Pistol loaded and holstered or in bucket. Rifle in barrel or buttstock on belt.

STAGE PROCEDURE: On signal, shoot stuff from the stuff shooting areas. Popper activates Max Trap which disappears. You may not leave a bay with a firearm on your person.

TARGETS:
16 USPSA Pistol
4 Steel Pistol
17 IPSC Rifle
START POSITION: Pistol loaded and holstered, long guns in barrel(s) or buttstock on belt.

STAGE PROCEDURE: I really don’t know what’s going to happen here. Bruce is working on the stage as I’m about to post these. Some steel are going to open ports, some other steel are going to close ports. There will be opportunity to shoot all guns or some guns. I’m not withholding info, I really don’t know how this is going to work but pretty sure it will be awesome. Pay Attention to the WSB!!!

TARGETS: USPSA some
IPSC some
Steel some
Clay some
START POSITION: Standing in either shooting area. Pistol loaded and holstered or in bucket. Long guns loaded in barrel or buttstock on belt.

STAGE PROCEDURE: On signal, shoot stuff from the stuff shooting areas. Stomp pads activate rifle swingers. Opening door activates Max Trap. Pushing clay thrower throws clay. 2 poppers activate flipping clays. Aerial targets are scored as regular targets. Red steel are no shoot targets and must fall to score penalty. You may not leave a bay with a firearm on your person. Dump barrels/buckets must be used when transitioning between firearms.

TARGETS:
- 9 IPSC rifle
- 9 USPSA pistol
- 17 clay birdshot
- 15 steel birdshot
**START POSITION:** In any shooting area, wrists above shoulders. All guns unloaded (empty) on respective tables. Guns may be in any unloaded condition. Bolt/slide back or forward, etc. Pistol left, shotgun center, rifle right. Ammunition may be on table or your belt or any combination thereof. (**depiction is reversed for near targets. Rifle targets are left, pistol right actual)**

<table>
<thead>
<tr>
<th>START POSITION</th>
<th>TARGETS</th>
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| In any shooting area, wrists above shoulders. All guns unloaded (empty) on respective tables. Guns may be in any unloaded condition. Bolt/slide back or forward, etc. Pistol left, shotgun center, rifle right. Ammunition may be on table or your belt or any combination thereof. (**depiction is reversed for near targets. Rifle targets are left, pistol right actual)** | 6 USPSA Pistol  
6 IPSC Rifle  
13 Steel Birdshot  
1 clay Birdshot |

<table>
<thead>
<tr>
<th>STAGE PROCEDURE</th>
<th>TARGETS</th>
</tr>
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</table>
| Two strings of fire:  
String 1: Engage any 3 rifle targets, perform a mandatory reload and engage remaining 3 rifle targets from rifle shooting position. Then engage any 3 pistol targets, perform a mandatory reload and engage the remaining 3 pistol targets from pistol shooting position. Rifle or Pistol may be shot first. Ground first gun back on table where you got it from in any safe condition.  
String 2: Engage shotgun targets from shotgun shooting position. | 6 USPSA Pistol  
6 IPSC Rifle  
13 Steel Birdshot  
1 clay Birdshot |
START POSITION: Pistol loaded and holstered, shotgun loaded in barrel of choice. Rifle loaded buttstock on belt. Heels touching rear fault line of teeter totter.

STAGE PROCEDURE: On signal, engage rifle steel targets from elevated platform only and may be engaged over the top of the wall. Remainder of targets engaged from within fault lines. This depiction is very loosely interpreted. There is a regular plate rack and 2 polish plate racks for shotgun or pistol but I didn’t have those in 3D. Round counts listed are correct.

TARGETS: 5 static steel Rifle
6 falling steel Rifle
4 IPSC Rifle or Slug
4 USPSA Pistol or Slug
26 steel Birdshot or Pistol
5 clay Birdshot
1 Blue Gong Slug or Pistol

### STAGE PROCEDURE: On signal, throw the clay, this is your first target. Then engage remaining clays with birdshot from the shotgun shooting area. Then from each of 2 rifle positions engage the 5 static steel rifle targets.

### TARGETS: 17 clay Birdshot
- 5 static steel rifle targets (engaged from 2 positions)