



Kel Tec Area 6 Multigun Championship Stage Review

Stage One:

Old Rifle Range. You will begin with 2 slug targets from the bridge at 60-70 yards, then about 15 Bird into the woods from a separate shooting area. Ground shotgun and ascend a ladder to the top of the connex box for 4 rifle targets 225 to 637 yards.

Stage Two:

Shoot House. Rifle / Pistol stage with about 18 rifle and 20 pistol rounds.

Stage Three:

Single Bay. Rifle / Pistol stage with about 20 rifle and 24 pistol targets including steel and some movers.

Stage Four:

Single Bay. All shotgun in this one with 24 steel targets from a long lateral shooting area with many red no-shoot steel in the mix.

Stage Five:

Tac Bay. Rifle / Shotgun with Pistol Option. Rifle to two plate racks in the southern corners. I didn't laze it but 50-70 yards. Then 3 additional shooting positions with two polish racks and some knock down plates with shotgun or pistol. You'll have the option for either gun and also to move closer or save movement and take longer shots. There are also 2 slug steel here that can be taken from anywhere.



Stage Six:

New Rifle Range. All 3 guns from one large shooting area. Quick activation sequence with pistol on some steel and disappearing targets, about 10 rounds. 15 bird and 3 slugs at 50-70. Then long range rifle from the car and the spool. 8 rounds there.

Stage Seven:

Single Bay. Shotgun / Pistol. Some options here with steel for Bird or Pistol, Swinger for Slug or Pistol. About 15 rounds per gun depending on how you break it up. I'll just be going 9 with the gauge 😊

Stage Eight:

Double Bay. 4 Swingers with some activation movement required. Steel and paper on both bays, rifle on one side. Options here for round count but about 20 rifle, 2 slug, 15 bird and 20 pistol depending.

Due to the optional targets it's not possible to give an exact count but roughly: 75 rifle, 12 long range rifle, 9 slug, 75 bird, 100 pistol.