



STAGE:	6 - OPTIONS	LOCATION:	GATE 3 – BAY 2
FIREARMS:	3-GUN	ROUND COUNT:	6 Rifle, 20 Shotgun Bird, 6 Pistol, 12 Optional Rifle/Pistol 10 Optional Pistol/Shotgun

READY CONDITION:	
RIFLE	Loaded to division capacity, safety on, and staged.
SHOTGUN	Loaded to division capacity, safety on, and staged.
PISTOL	Loaded to division capacity and holstered.
EXTRA AMMO	On the shooter's person. No staged ammo.

TARGET DESIGNATIONS:	
Pistol:	Full sized IPSC paper
Rifle:	Mini IPSC paper
Rifle/Pistol Optional:	Classic (turtle)
Shotgun:	Pipe targets
Shotgun/Pistol Optional:	KO steel

STAGE PROCEDURE:
<p>Shooter may start anywhere in the shooting area with any gun. If starting with either long gun, it will be on safe and held at the low ready, the other long gun staged and pistol holstered. If starting with the pistol, it will be holstered with arms relaxed at side and both long guns will be staged. Upon signal engage the appropriate targets with the appropriate firearms from within the shooting area.</p> <p>Shooter may pickup and shoot a firearm that has already been shot. Only 1 firearm may be handled at one time. Shooter may not reholster the pistol.</p>

SPECIAL NOTES:
<p>Any target that is shot with a gun not designated for that target will receive a "no shoot" penalty for that target and a "unhit target" penalty.</p> <p>Any hit on a pipe target with a firearm other than the shotgun or hit on any steel target with a rifle will result in a STAGE DQ as well as monetary fine if the target is damaged TBD by FLSC/MN3GG.</p>