

These are the stage designs for the 2015 Mid-Atlantic Multi-gun Championship. We always attempt to share as much information about the stages as possible ahead of time, and usually the stages are pretty close to the drawings. We do reserve the right to make any changes we deem necessary.

Changes that are fairly common:

- Adding or subtracting a few targets.
- Adding hard-cover and no-shoots (almost guaranteed)
- Moving targets around a little.
- Adding or subtracting bunkers.
- Some changes in walls and/or faultlines.

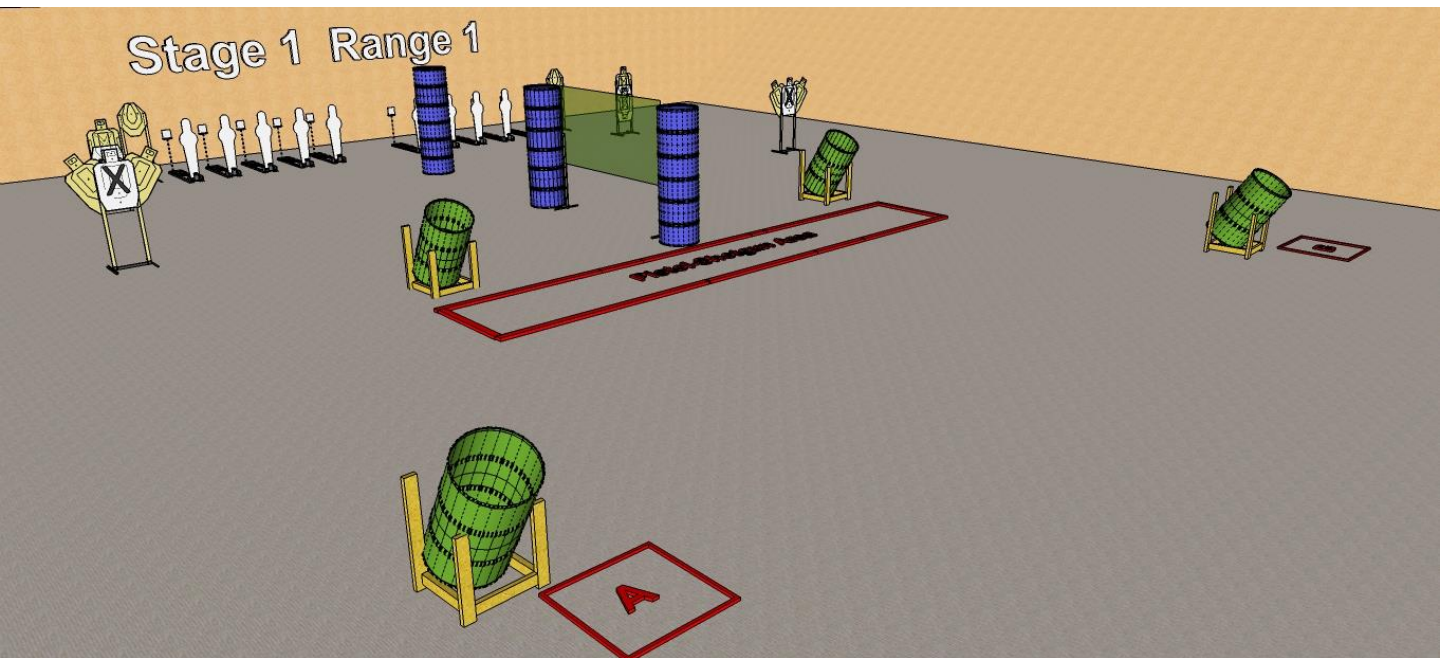
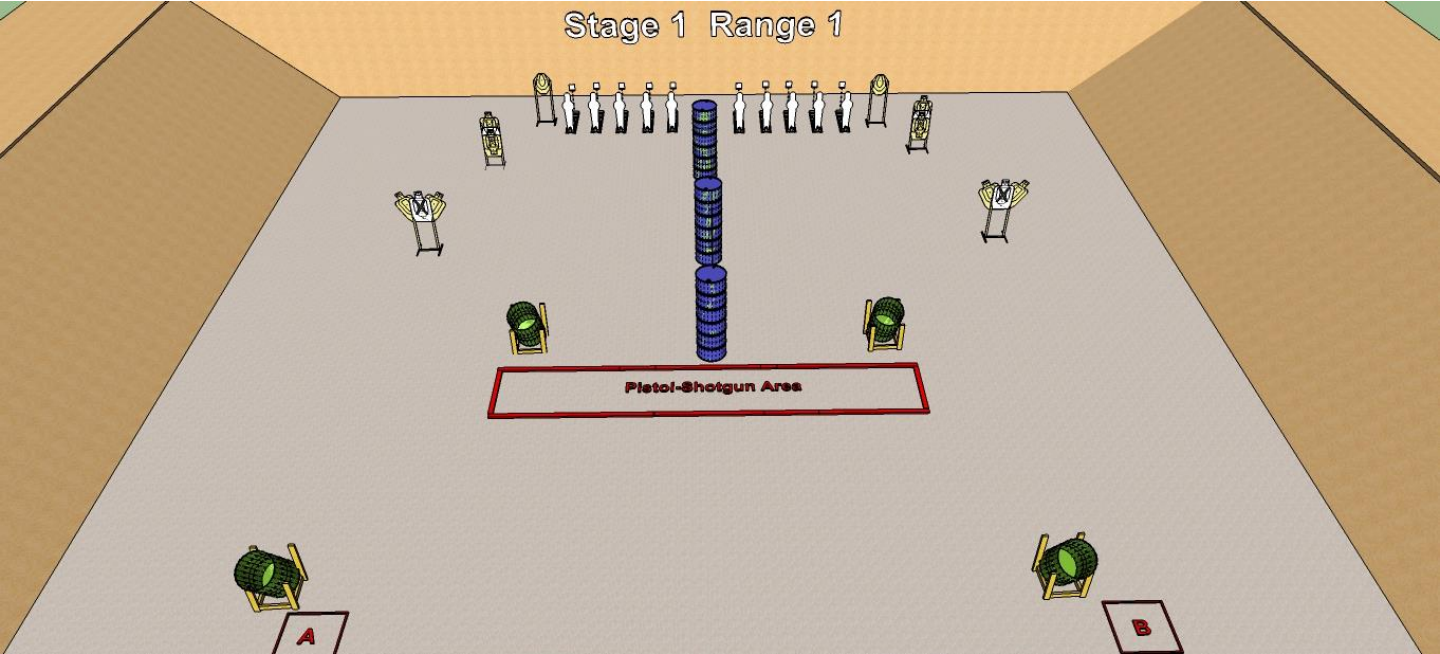
Things we try not to change:

- Start positions, and gun ready conditions.
- Stage fundamentals, like the basic things you should practice or prepare for.
- Distances, especially on the rifle range.
- Types of shotgun ammo used.
- Equipment needed, like adding shotgun slings (won't happen this match)

Probable changes, not in drawings:

- I intend to add a simple swinger on one of the stages. It will likely be stage 7.
- Stage 1 will have 2 clay birds added.

Stage 1 Range 1

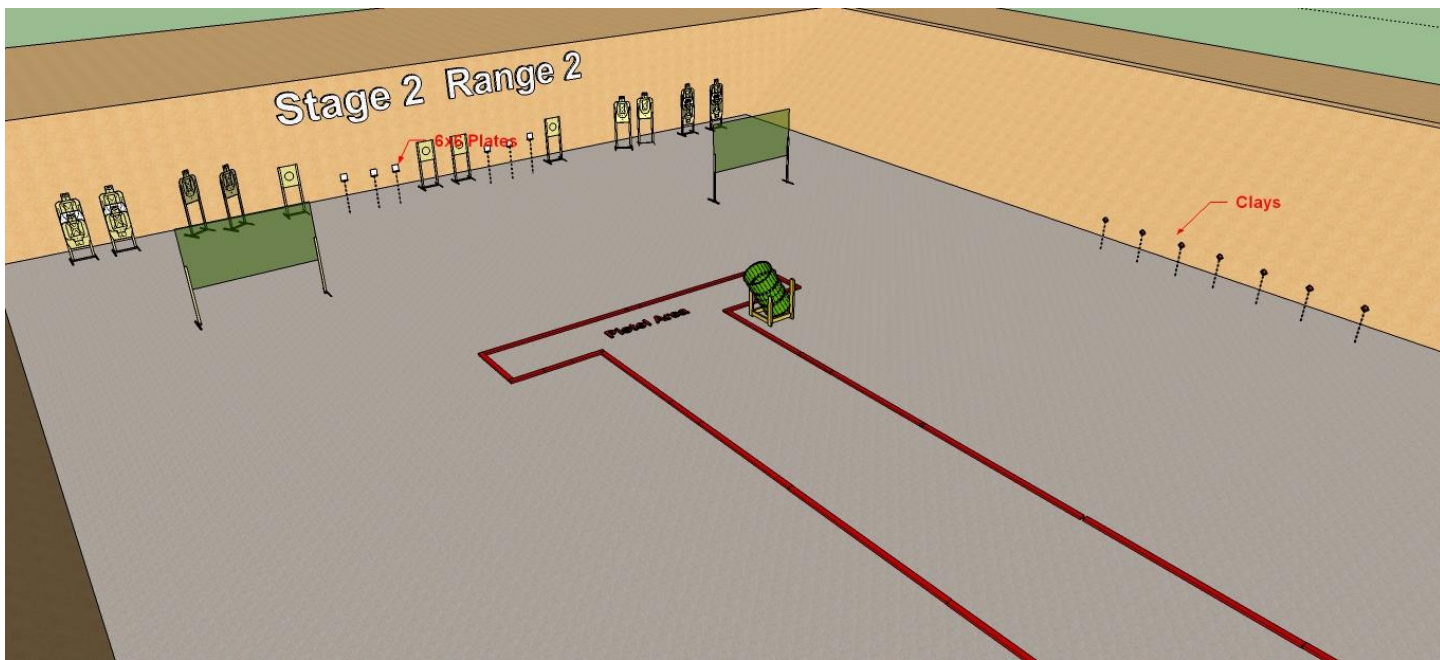
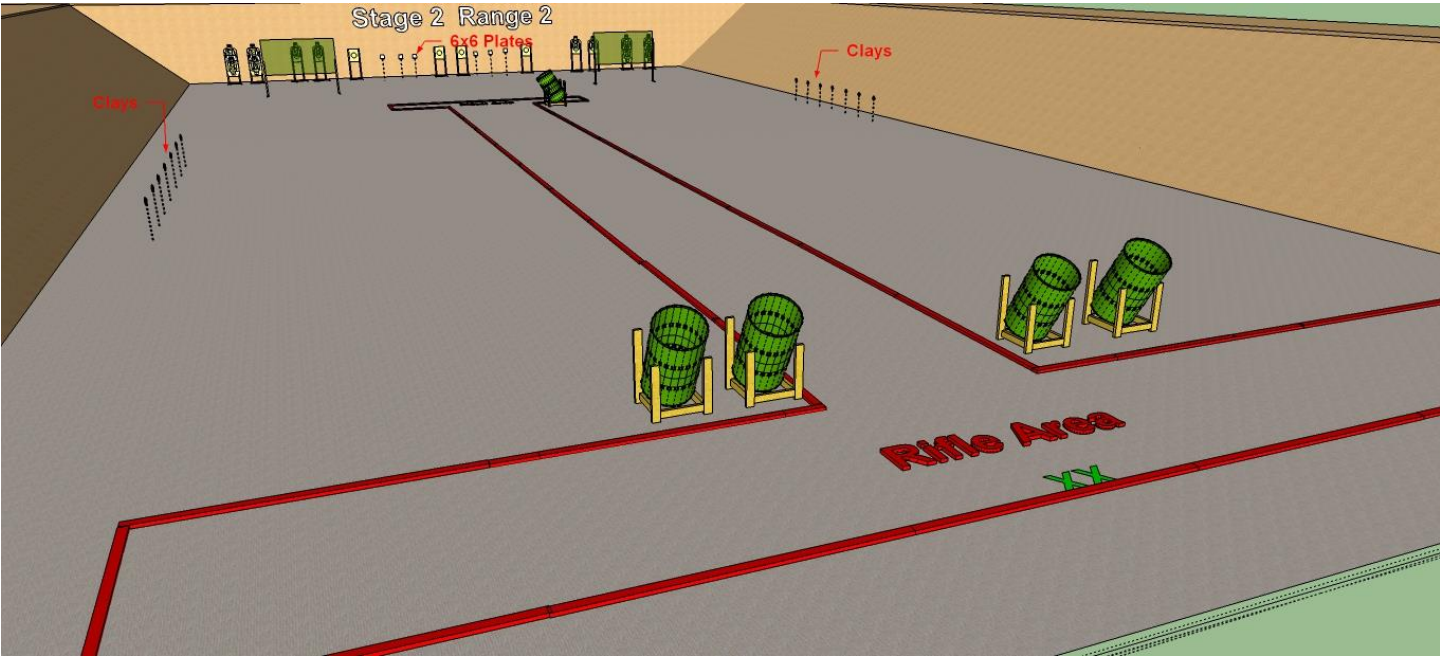


Stage 1 Range 1

Start: Standing with rifle at low ready, with safety on, in either box. Shotgun is loaded and on safe, and staged in any long gun bunker. Pistol is loaded and holstered with safety on.

Procedure: On start signal, engage metric targets 1-4 from box A, and metric targets 5-8 from box B. Boxes may be used in either order, then after grounding rifle safely engage classic targets 1 and 2 with pistol only, and as many steel as you like from pistol-shotgun area. After safely grounding pistol engage clays 1 and 2 with shotgun, and as many steel as you like from pistol-shotgun area.

Stage 2 Range 2

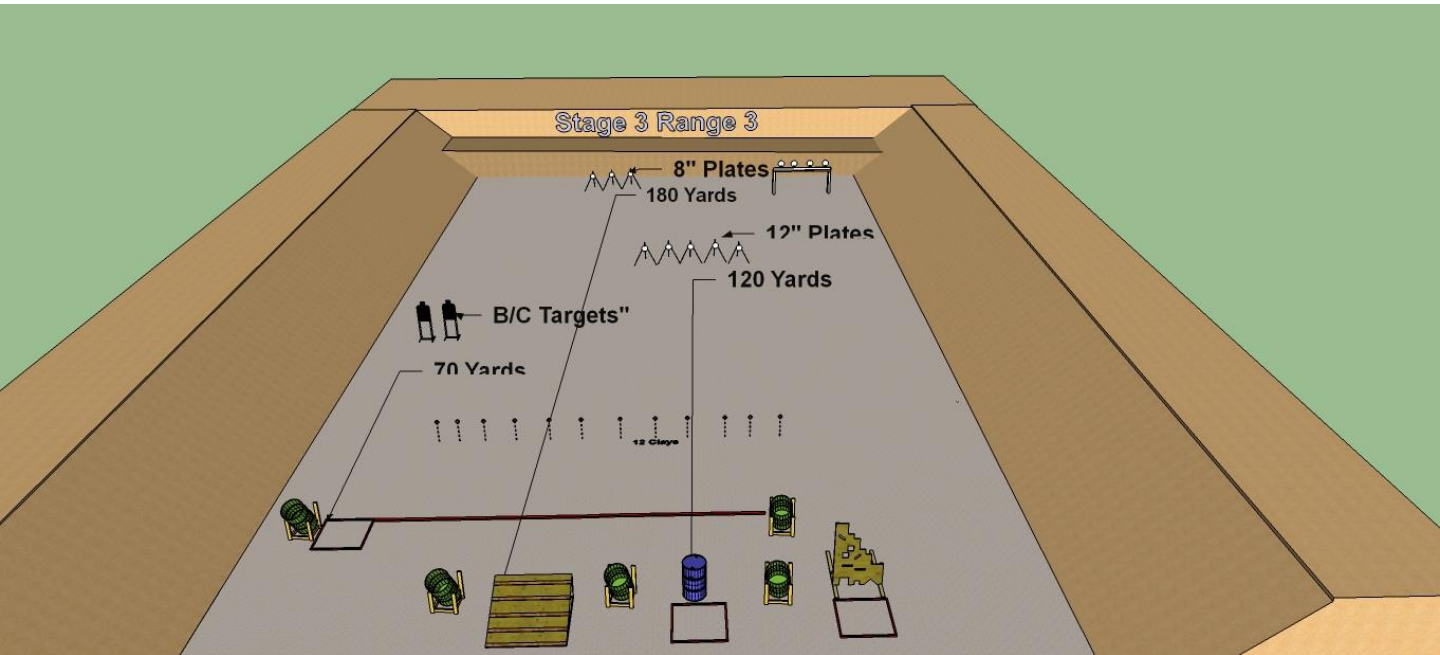


Stage 2 Range 2

Start: Standing with heels on marks on rear fault line, with loaded rifle at port arms, safety on. Pistol holstered with mag inserted , and slide forward on empty chamber. Shotgun staged in any bunker loaded to division capacity, with bolt forward on empty chamber.

Procedure: On start signal, engage all metric targets with rifle only while staying within the fault lines of the rifle area. After safely grounding rifle, engage only the clay birds with shotgun. After safely grounding shotgun, engage only the 3GN targets and steel with pistol.

Stage 3 Range 3



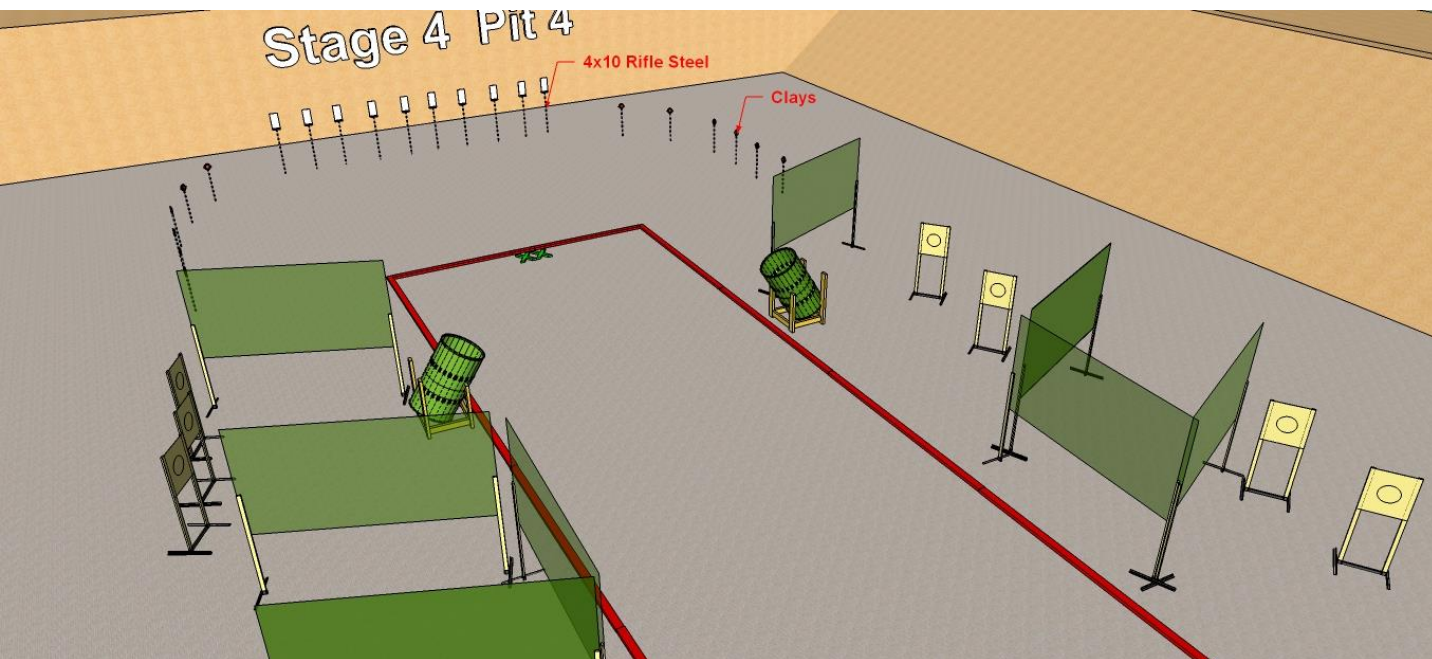
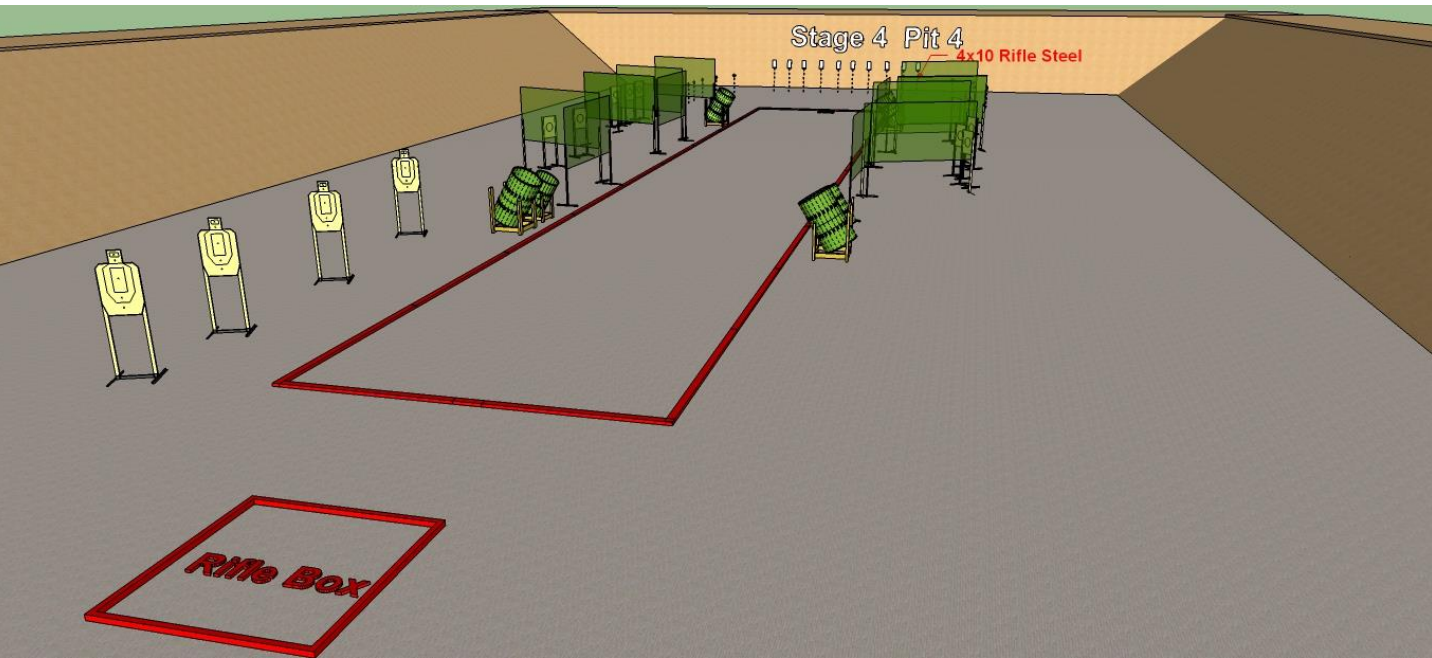
Stage 3 Range 3

Start: You may start standing anywhere you like, not touching any prop, with firearm of your choice loaded to division capacity, safety on, at low ready. Your second firearm is bunkered in any long gun bunker of your choice, loaded to division capacity with bolt forward on an empty chamber.

Procedure: On start signal, engage each array from the appropriate area in any order. The first firearm must be grounded safely before using the second.

- From the Box A engage only the two B/C zones with one shotgun slug each.
- From the roof simulator engage only the three 6" plates at 180 yards with rifle only.
- From the 3'x3' box engage only the five 12" plates at 120 yards with rifle only. The barrel will not be close enough to use for support.
- From the barricade (any position but prone) engage only the 4 8" plates at 160 yards with rifle only.
- The clays must be engaged from behind the fault line with shot only.

Stage 4 Pit 4

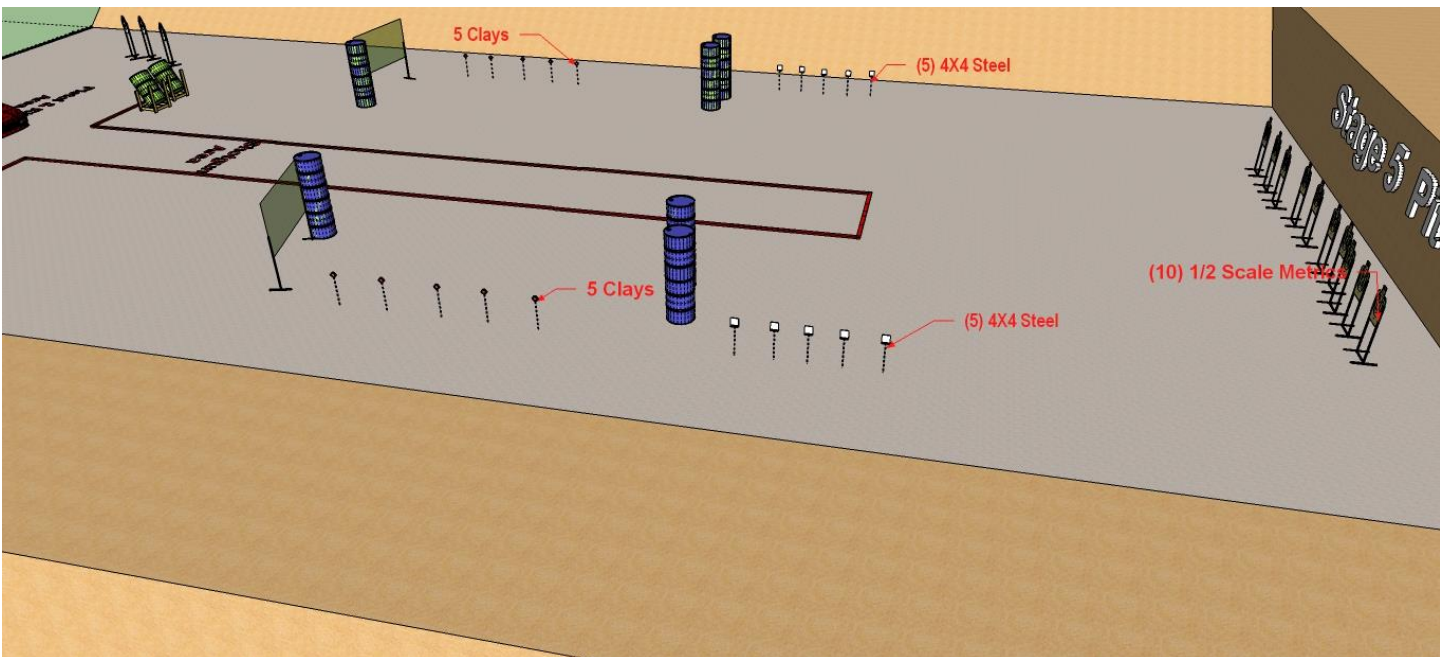
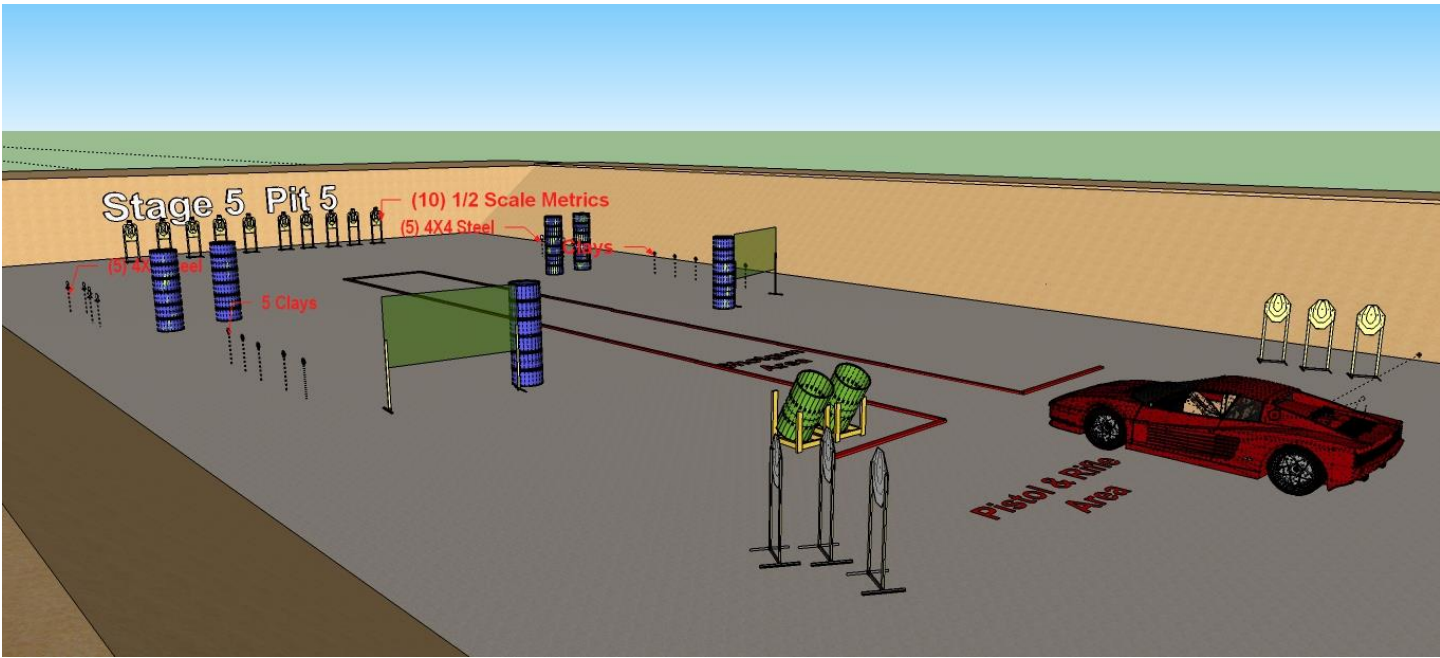


Stage 4 Pit 4

Start: Standing toes on marks, shotgun at low ready, loaded with safety on. Pistol holstered with magazine inserted, and slide closed on an empty chamber. Rifle slung, with bolt forward on an empty chamber, no magazine inserted.

Procedure: On signal engage only clay birds with shotgun. After safely grounding shotgun engage 3 Gun Nation targets with pistol only. After safely grounding pistol engage steel plates and metric targets with rifle from box A only.

Stage 5 Pit 5

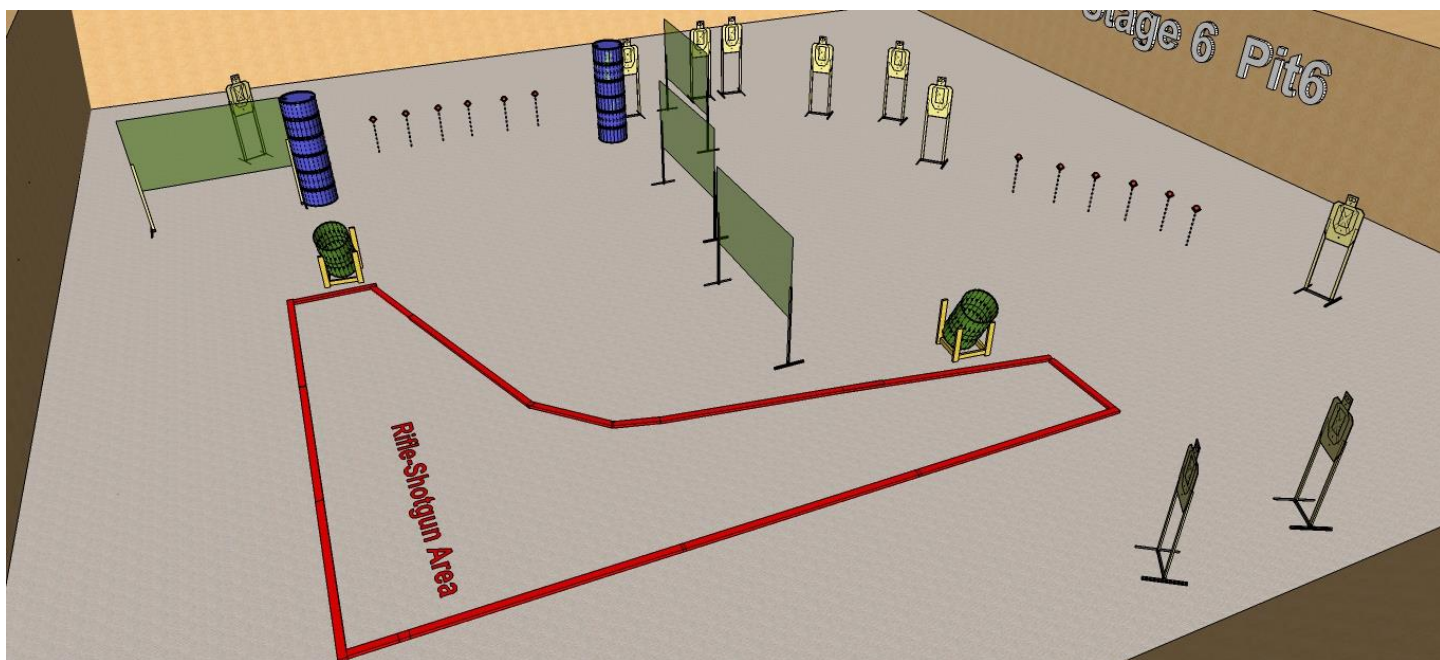
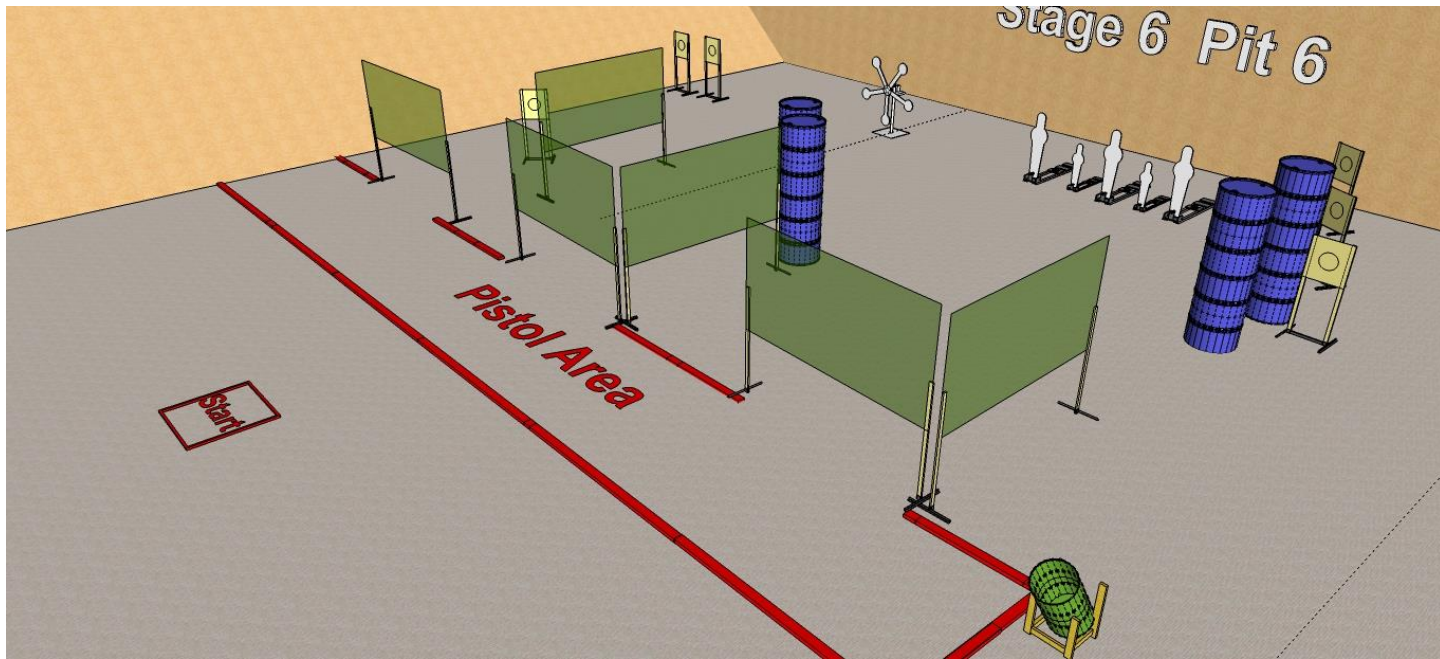


Stage 5 Pit 5

Start: Seated in driver's seat of car, both hands grasping steering wheel, and driver's side door closed and latched. Pistol loaded, safety on, in console. Rifle lying in trunk of car (not latched, but closed) with magazine inserted, and bolt forward on an empty chamber. Shotgun loaded and on safe, in any long gun bunker.

Procedure: On start signal engage classic targets with pistol only while seated in car. After returning pistol to console COMPLETELY EMPTY exit car to retrieve rifle from trunk of car. Engage ½ scale metric targets with the rifle only, from the rifle area only. You may use any part of the car for support. After grounding the rifle safely engage clays and steel with shot only from within the faultlines.

Stage 6 Pit 6

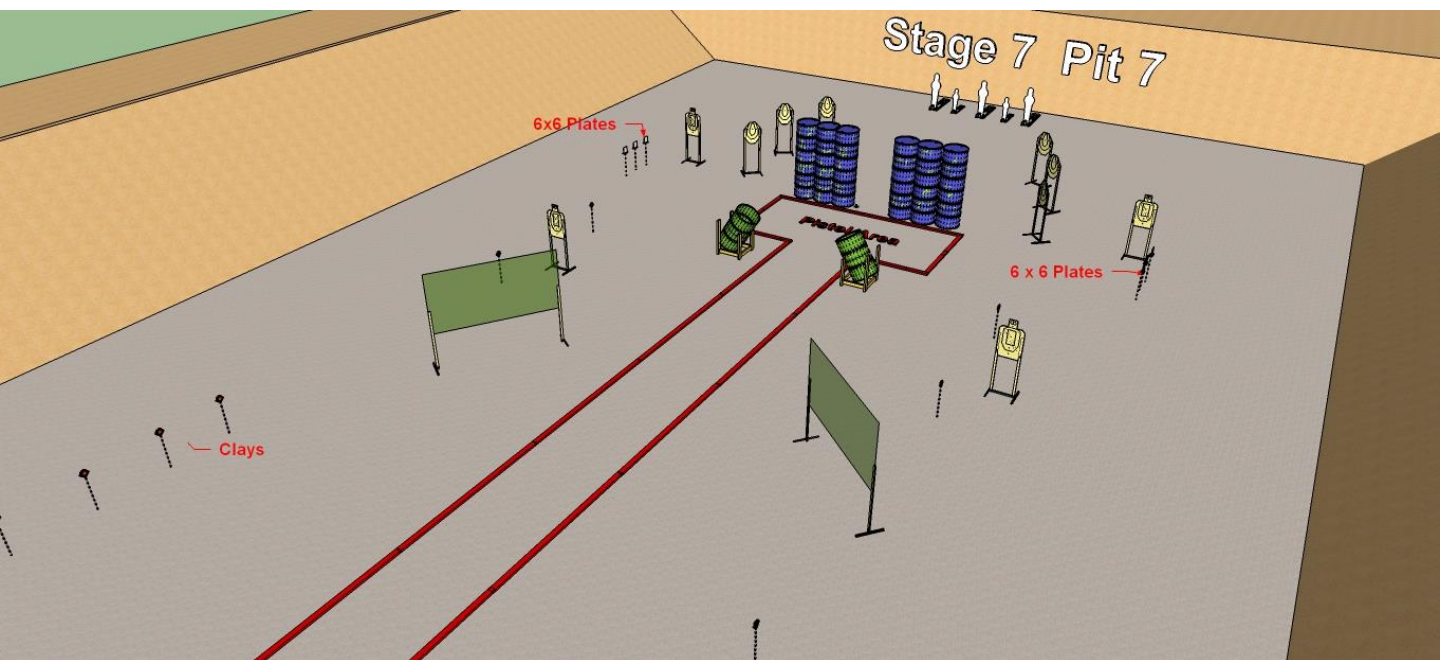
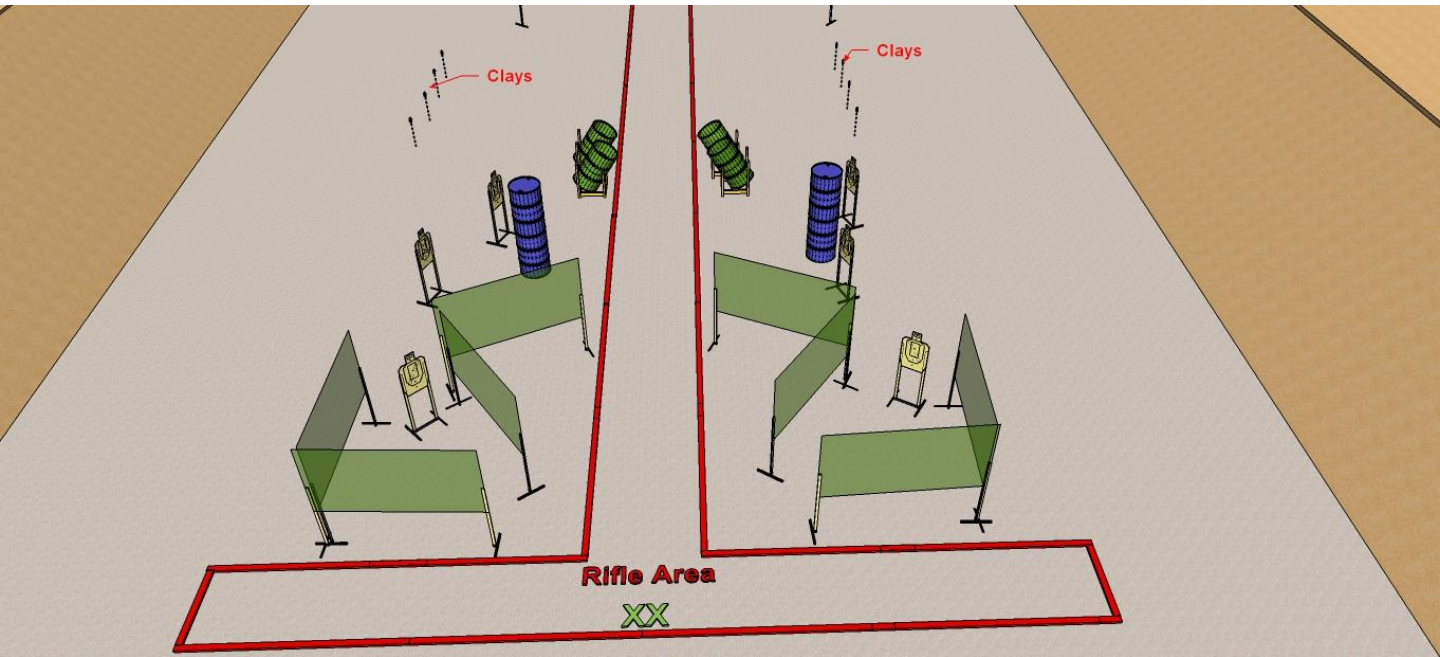


Stage 6 Pit 6

Start: Standing in start box with wrists above shoulders. Pistol loaded and holstered. Rifle slung with bolt forward on empty chamber and no magazine inserted. Shotgun staged in lone long gun bunker at the left side of the rifle-shotgun area loaded, with safety on.

Procedure: On start signal, engage all targets in pistol area while staying within the fault lines. After safely grounding pistol engage metric targets with rifle only. You may engage rifle targets as soon as you have rifle loaded. You do not have to be in any specific area. After safely grounding rifle in the bunker deepest in the pit you may engage clays with shotgun from within the faultlines of the rear shooting area.

Stage 7 Pit 7



Stage 7 Pit 7

Start: Standing with heels against back fault line at marks with loaded rifle, on safe, at port arms. Pistol holstered with slide closed on an empty chamber, with mag inserted. Shotgun loaded, on safe and staged in any long gun bunker.

Procedure: On start signal, engage all metric targets with the rifle. After safely grounding rifle engage all clays with shotgun. After safely grounding shotgun engage all classics and steel with the pistol.