

Country Pond Fish & Game Club

82 Pond St, Newton, NH



3-Gun Match 20 October 2019

(Rev 1.1 – 25 September 2019)
(Recent Changes are HIGHLIGHTED)

The 3-Gun Ten Commandments

1. Thou shalt not allow thy muzzle to point at any person! Thou shalt keep thy muzzle pointed downrange when drawing or holstering. Thou shalt not sweep thy neighbor, nor thy neighbor's wife, nor thy neighbor's ass (*nor any other portion of their anatomy!*) Safety! First, Last, and Always.
2. Thou shalt abide by all CPF&G Club Safety Rules, and thou shalt have fun!
3. Protect thine eyes and ears at all times, be thee shooter or spectator.
4. Except when shooting, loading, or unloading, thou shalt keep thy pistol holstered.
5. Thou shalt not close the action of thy rifle or thy shotgun until thou loadest it at the Load Station. Thou shalt open thy rifle's and thy shotgun's actions before leaving the stage.
6. Thou shalt show thy pistol clear, then holster it, with action closed and hammer down, upon ending thy stage.
7. Thou shalt attend the Safety Meeting, and thou shalt pay attention whilst there.
8. Suffer not thy gun to fall upon the ground. A dropped gun is "Dead". Only the Range Officer may retrieve or pick up a dropped gun.
9. Suffer not thine ammunition to fall upon the ground. The consequence of chambering a dirty round is upon thine own head, and may leadeth to unsafe gun handling, great vexation, and vehement cursing.
10. Be not a slacker! Thou shalt keep the stage moving, and do thy part to help score, count misses, reset or tape targets, and police the brass and spent shells of thy brother and sister shooters.

STAGE		GUNS			TARGETS <i>(Some targets will require more than one round)</i>			
		PISTOL	RIFLE	SHOTGUN	PISTOL	RIFLE	SHOTGUN	TOTAL
1	<i>Right Up Your Alley</i>	X		X	16	0	15	31
2	<i>Spin and Fly Away</i>	X	X	X	12	11	8	31
3	<i>Tabled Motions</i>	X	X	X	12	12	10	34
				TOTALS	40	23	33	96

Country Pond Fish & Game Club 3-Gun Safety Rules & Conventions

SHOOTERS UNDER 18 MUST BE ACCOMPANIED THROUGHOUT THE MATCH BY A PARENT OR LEGAL GUARDIAN.

SAFETY RULES

- All shooters and spectators on the range are required to wear eye and ear protection, anytime the range is "hot".
- Guns may only be loaded at the stage Loading Table or on the Firing Line.
- Due to limited space and the layout of our range facilities, only one shooter is allowed at the Loading Table at any one time.
- No one shall leave the immediate vicinity of the Loading Table with a loaded gun, except to proceed directly to the Firing Line.
- When moving with a gun in hand, the trigger finger must remain OUTSIDE the trigger guard.
- When moving between static shooting positions with a loaded long gun, the bolt must be open or the safety must be engaged.
- All abandoned guns must be either (1) open and empty or (2) on safe
(If it has a safety it *MUST* be engaged; if it's a decocker it *MUST* be decocked.)
- Shooters may not REHOLSTER a loaded gun.
- All guns must be cleared before leaving the Firing Line.
- All UNLOADED guns, other than holstered pistols, shall have chamber flags inserted at all times.

THE MATCH

This match will consist of three stages. Squad #1 will shoot Stage 1, Squad #2 will shoot Stage 2, etc. Once everyone on each Squad has shot their Stage, all Squads will move to the next Stage. While all the Stages are RESET at the same time, they're not all SHOT at the same time. All shooters will stage their guns, but not load any pistols, one shooter will shoot Stage #1, then one shooter will shoot Stage #2, then one shooter will shoot Stage #3, then all three Stages will be reset.

Squads will police all shotshells before moving to the next stage.

Brass retrieval is not allowed until the match is over and all equipment is put away.

EQUIPMENT REQUIREMENTS

Shooters need a pistol or revolver, a rifle, and a shotgun. You'll need a holster that will hold the handgun securely while moving. Except for Cowboy rigs, holsters must cover the trigger. You'll also need some means of holding shotshells on your body, at least one extra rifle magazine, and at least one extra pistol magazine or speed loader, as reloads are required.

Any firearm used for pistol targets must be chambered in a typical PISTOL round. i.e. 9x19mm, 45ACP, etc, and must be carried in a holster designed for that gun.

Any firearm used for rifle targets must be a rifle, carbine, or SBR (Short Barreled Rifle) only, but may be chambered for either rifle or pistol rounds. No AR style pistols may be used to engage rifle targets.

AMMO REQUIREMENTS

7.62x51mm (.308 Winchester) or stronger rifle calibers are prohibited.

Shotgun shells must be #7-1/2 or smaller LEAD shot only. Slugs must be LEAD only (no sabot rounds).

AMMUNITION CONTAINING ANY STEEL PROJECTILE(S) IS STRICTLY PROHIBITED.

CONVENTIONS - UNLESS OTHERWISE SPECIFIED IN THE STAGE DESCRIPTION:

LOADED TO CAPACITY is defined as having the maximum number of rounds loaded that the gun and magazine will hold, including one round in the chamber.

PISTOLS: Shooters shall start each stage with a holstered pistol or revolver, loaded to capacity, including one round in the chamber. Shooters using Cowboy gear may start with two revolvers, but each must have an empty chamber under the hammer.

STAGED GUNS: All staged guns shall be staged and restaged safely. How you stage 'em is up to you as long as they're safe. If it falls after you stage it, and it's not a prop failure, tough, that's a DQ; be more careful next time. Staged guns may be loaded to their full magazine capacity. A round may be chambered only at the direction of the Range Officer. Any safety mechanism must be in the "safe" position.

STARTING POSITION: If no starting position is given, the shooter may start any way they damn well please. Our way probably ain't your way, but that doesn't make either way wrong. You can start crouched down, standing upright, kneeling, slouched over, sitting, hands on guns, hand on ammo, face down in the dirt, finger up your nose... whatever.

PORT ARMS is defined as: standing upright with the butt of the gun at or below the waist of the shooter and with the muzzle at or above the shoulder, pointed downrange. The gun must be held with one hand on the wrist or grip area of the gun and one hand on the forearm area. When starting with a gun at Port Arms, it should be loaded "hot": with a round in the chamber.

RELAXED READY: standing upright with the rifle or shotgun held in both hands, no higher than the navel, level and pointed downrange. A gun held at Relaxed Ready is loaded "hot".

LOW READY (Long Gun): butt of gun is mounted on the shoulder and muzzle is at or below the waist, pointed downrange.

LOW READY (Handgun): the pistol is held in one or both hands and the muzzle is at or below the waist, pointed downrange.

Guns held at Low Ready are also loaded "hot".

RANGE COMMANDS

“THE LINE IS HOT, SHOOTERS STAGE GUNS”

The next shooters shall stage their guns and finish loading, according to the Stage description. Following shooters may move to the Loading Tables at this time.

“IS THE SHOOTER READY? ... STAND BY”

If the Shooter is ready, they need not respond. After "STAND BY" is given there will be a short delay before the start signal sounds to begin firing.

“SHOW CLEAR, SLIDE FORWARD, HAMMER DOWN, HOLSTER”

Commands given at the end of the stage course of fire.

“THE LINE IS CLEAR, RESET AND TAPE TARGETS”

Any Shooters at the Loading Tables shall step away, leaving any loaded guns on the table.

Spotters will reset and tape targets as required.

No one shall handle any firearms anywhere on the range until "THE LINE IS HOT" is sounded.

SCORING & PENALTIES - UNLESS OTHERWISE SPECIFIED IN THE STAGE DESCRIPTION:

Final Score = Raw Time (from signal to last shot fired) + Penalties

- Unless otherwise specified in the Stage Instructions, targets may be shot in any order.
- When shooting from a Shooting Box, both feet must be in the box.
- Reloads may be made only after the first round from that gun has been fired.
- Knockdown targets must fall to count as hit. *(All knockdown targets may be reengaged until down.)*
- Knockoff plate targets must fall to count as hit. *(All knockoff plates may be reengaged until down.)*
- Aerial targets must be hit before reaching the ground. Targets that break on launch are considered hit, but must still be engaged.
- All paper/cardboard targets must receive one hit in the “A” zone or two hits anywhere on the target to count as Neutralized. Only one hit, outside the "A" zone = **Failure to Neutralize**. No Hits = **Miss**. *(Extra hits incur no penalty.)*
- Failure to Neutralize [FTN] = **+5 seconds each**
- Procedural *(i.e. Engaging targets in the wrong order or with the wrong gun)* = **+5 seconds (One Procedural per Gun Max)**
- Miss = **+10 seconds** for each target engaged but missed
- Hitting a “No Shoot” target = **+10 seconds per hit**
- Target Not Engaged [TNE] = **+15 seconds each** *(If a target was previously struck with the wrong gun the shooter must engage the target – or the space where it was – in order to avoid this penalty.)*
- Spinner Fault *(Failure to cause spinner target to make one complete revolution)* = **+60 seconds**
- Stage Not Fired [SNF] *(Failure to shoot a Stage)* = **15 seconds X number of targets on that stage**
- Stage Disqualification [SDQ] = **600 seconds**
- Match Disqualification [MDQ] = **NO SCORE for every Stage**, and you're done shooting for the day
- Hitting a steel target less than 35yds away with a shotgun slug = **MDQ + target replacement cost**
- Two Stage Disqualifications = **Match Disqualification**
- Breaking the 180° plane with the muzzle of any gun = **SDQ**
- Abandoned gun either not on safe or not empty = **SDQ**
- Dropping or losing control of an UNLOADED gun = **SDQ**
(A gun is considered loaded if there is a round in the chamber, cylinder, or inserted magazine.)
- A negligent discharge that does not impact any prop or within 10 feet of any person = **SDQ**
(The above SDQs would result in an MDQ at most venues. If you do one of these things, make it a learning experience.)
- Moving with gun in hand and finger inside the trigger guard = **MDQ**
- Dropping or losing control of a LOADED gun = **MDQ**
- Sweeping anyone *(other than yourself)* with the muzzle of a gun, loaded or not = **MDQ**
- Any rifle or pistol round fired over the berm = **MDQ**
- A negligent discharge that impacts any prop *(other than fencing)* or impacts within 10 feet of any person = **MDQ**
- Unsportsmanlike Conduct = **MDQ**

RESPONSIBILITIES

We're a small group at CPF&G, so everyone who participates in our 3-Gun Matches needs to pitch in and do their part in helping out wherever they can, whether it be keeping score, resetting targets, taping targets, spotting, or running the timer. Anyone who'd like to show up early to help set up targets, props, etc. is VERY welcome! Same if you'd like to hang around after and help us tear down and put stuff away.

RANGE OFFICER / TIMER OPERATOR

The Range Officer / Timer Operator keeps everything running on schedule... or at least tries to. They ensure that each shooter is ready to participate, times each stage, and assists the shooter to make sure that everything goes well.

SCORE KEEPER

The Score Keeper enters the elapsed time and any bonuses, misses, or procedurals on each scorecard.

SAFETY OFFICER

Everyone's a Safety Officer. If you see someone do anything you think is unsafe, let the RO or Match Director know immediately.

SPOTTERS & TARGET SETTERS

The Spotters/Setters count misses (paying attention to any flying targets), reset knockdown targets, police up spent shotshells, and paste paper targets between shooters. The more people we have doing these things, the quicker the next shooter gets to the line.

Stage 1

Right Up Your Alley

Target Count

16 pistol @ 1-13 yds, 15 shotgun @10-20 yds

Starting Position

Standing in Shooting Box "C", hands up

Pistol safely holstered, loaded as desired, up to capacity

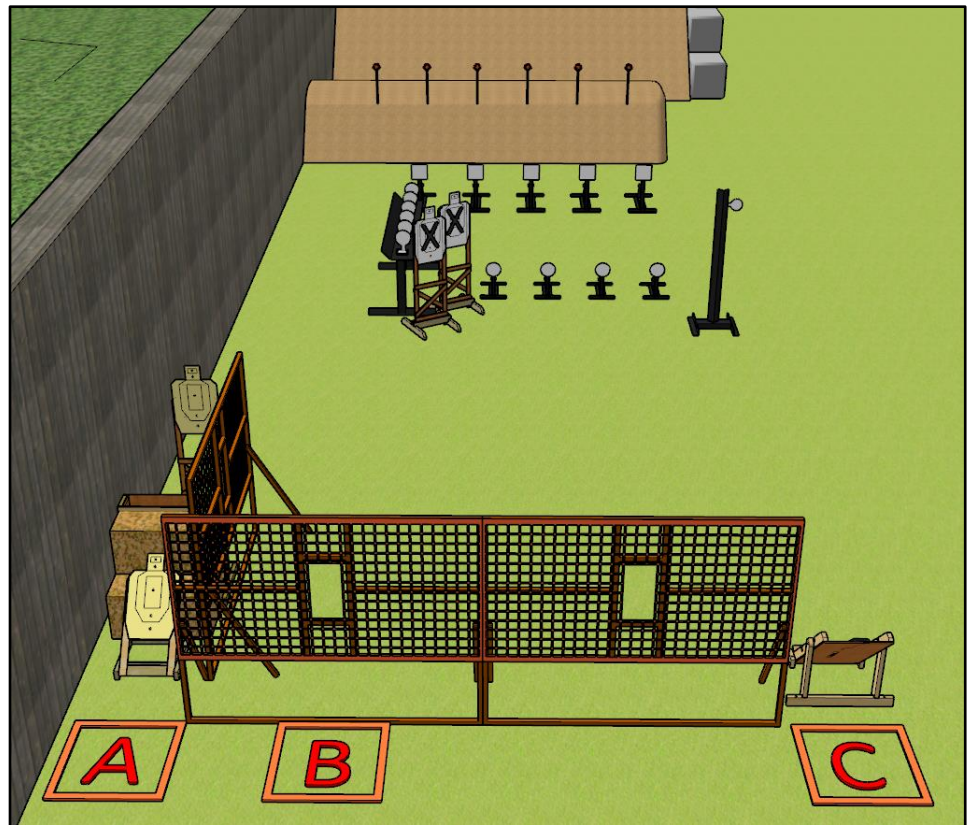
Shotgun safely staged in dumpbox, loaded as desired, up to capacity

Shooting Sequence

When moving with gun in hand, finger must be outside the trigger guard.

- At the signal, engage shotgun targets from Shooting Box "C"
- Safely abandon shotgun and engage Drop Tree from Shooting Box "C"
- Engage Plate Rack from Shooting Box "B"
- Engage IDPA targets from Shooting Box "A"

MY SCORE	
RAW TIME	
MISS (+10 sec)	
F2N (+5 sec)	
TNE (+15 sec)	
PROCEDURAL (+5 sec)	
NET TIME	



Stage 2

Spin and Fly Away

Target Count

12 pistol @ 1-10 yds, 11 rifle @40 yds, 8 shotgun @15-20 yds (*one flyer*)

Starting Position

Standing behind Dump Box near Shooting Box “B”, hands relaxed at your sides

Pistol safely holstered, loaded as desired, up to capacity

Rifle safely staged in dumpbox near “B”, loaded as desired, up to capacity

Shotgun safely staged on table at “A”, loaded as desired, up to capacity

Shooting Sequence

Pistol targets must be shot from Shooting Box “C”.

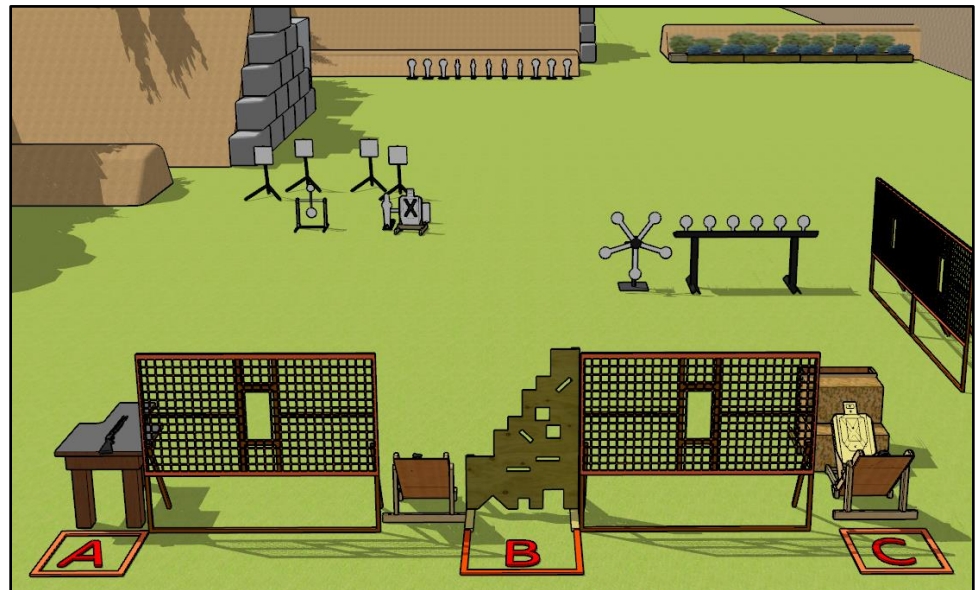
Shotgun targets must be shot from Shooting Box “A”.

Spinner target must make one complete revolution.

Static plate shotgun targets only need to be hit to count; they need not fall (and hopefully they won’t).

- At the signal, engage rifle targets from Shooting Box “B”
- Safely abandon gun; engage targets of your choice with appropriate gun
- Safely abandon gun; engage remaining targets with appropriate gun

MY SCORE	
RAW TIME	
BONUS (-5 sec)	
MISS (+10 sec)	
F2N (+5 sec)	
TNE (+15 sec)	
SPINNER FAULT (+60 sec)	
PROCEDURAL (+5 sec)	
NET TIME	



Stage 3

Tabled Motions

Target Count

12 pistol @ 10-15 yds, 12 rifle @ 40-90 yds, 10 shotgun @10-20 yds

Starting Position

Standing in Shooting Box "C", both hands flat on table

Open and empty pistol and loaded magazines safely staged on table at "A"

Open and empty rifle and loaded magazines safely staged on table at "C"

Shotgun safely staged at "B", loaded as desired, up to capacity

Shooting Sequence

All pistol and rifle reloads must be made from magazines or ammunition staged on tables.

- At the signal, engage rifle targets from Shooting Box "C"
- Safely abandon rifle and engage shotgun targets from Shooting Box "B"
- Safely abandon shotgun and engage pistol targets from Shooting Box "A"

MY SCORE	
RAW TIME	
MISS (+10 sec)	
F2N (+5 sec)	
TNE (+15 sec)	
PROCEDURAL (+5 sec)	
NET TIME	

