

Country Pond Fish & Game Club

82 Pond St, Newton, NH



3-Gun Match 29 April 2018

(Revised 14 April 2018. 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. Dropped ammo is "Dead". It may only be retrieved by the brass pickers, after the shooter has completed the stage.
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.

TODAY'S MATCH									
STAGE		GUNS			TARGETS <i>(Some targets may require more than one round)</i>				PAR TIME (sec)
		PISTOL	RIFLE	SHOTGUN	PISTOL	RIFLE	SHOTGUN	TOTAL	
1	<i>Up a Tree</i>	X		X	14	0	13	27	140
2	<i>In and Out and Around</i>	X	X	X	10	11	8+	29	190
3	<i>Gong Show 2.0</i>		X	X	0	12	4*	16	120
*Stage 3 shotgun targets require SLUGS				TOTALS	24	23	25	72	

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

Except where otherwise specified, we follow IMA (*International Multi-Gun Association*) Rules.

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 between static shooting positions with a loaded long gun, the bolt must be open or the safety must be engaged. Cowboy long guns may also be moved with the hammer down on an expired cartridge.
- All abandoned guns must be either on safe - if it has a safety, it MUST be engaged - or open and empty.
- All guns must be cleared before leaving the Firing Line.
- All guns other than holstered pistols shall have chambers open at all times, except when at the Loading Table or on the Firing Line.

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.

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.

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

All reloads must be from the body.

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.

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 approach the Loading Tables or handle any firearms anywhere on the range until "THE LINE IS HOT" is sounded.

SCORING & PENALTIES

- Final Score = Raw Time (from signal to last shot fired) + Penalties
- Knockdown targets must fall to count as hit. *(All knockdown targets may be reengaged until down.)*
- 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.)*
NOTE: Cowboy Division shooters require only one hit anywhere on the target to count as Neutralized.
- Failure to Neutralize (FTN): +5 seconds each
- Procedural *(i.e. Engaging targets in the wrong order)*: +5 seconds *(One Procedural per Gun Max)*
- Miss: +10 seconds each
- Target Not Engaged (TNE): +15 seconds each
- Exceeding the Par Time for a Stage: Stage Par Time plus any misses, procedurals, etc.
- Stage Not Fired (SNF) Failure to shoot a Stage: Target Count X 15 seconds
- Stage Disqualification (SDQ): 990 seconds for that Stage
- Match Disqualification (MDQ): 999 seconds for every Stage, and you're done shooting for the day
- 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
- Dropping or losing control of a LOADED gun = MDQ
- A gun is deemed loaded if there is a round in the chamber, cylinder, or inserted magazine.
- 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

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. Don't be afraid to keep score! It ain't rocket science!

SAFETY OFFICER

Everyone's a Safety Officer.

If you see someone do anything you think is unsafe, let the Range Officer or Match Director know immediately.

SPOTTERS & TARGET SETTERS

The Spotters/Setters count misses (paying particular 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

Up a Tree

Target Count

14 pistol, 13 shotgun

Par Time = 140 seconds

Starting Position

Standing upright at "B", both hands on hat.

Pistol safely holstered, loaded as desired, up to capacity.

Shotgun safely staged at "A", loaded to capacity, action closed, safety engaged.

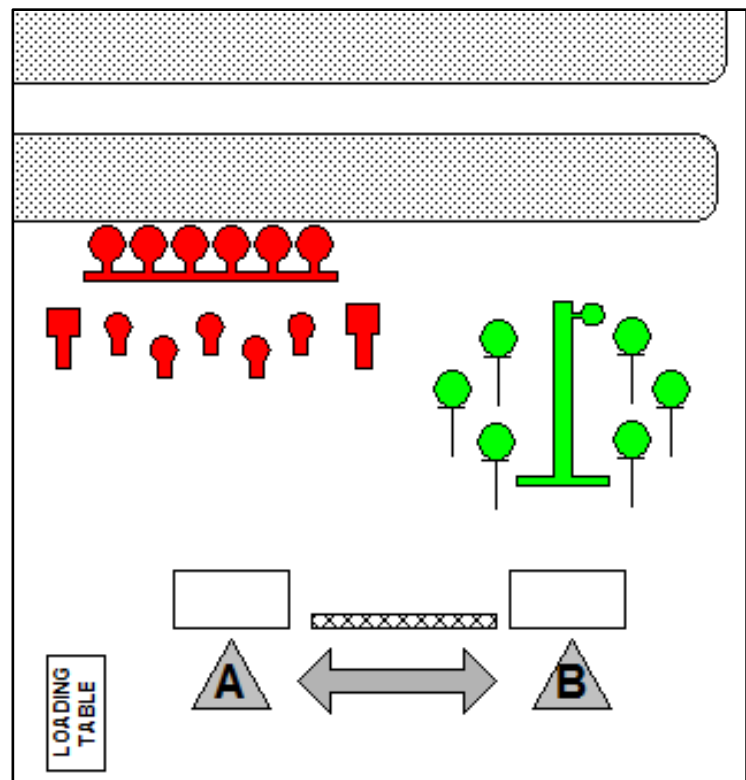
Shooting Sequence

Except where noted, targets may be shot in any order.

Knockoff targets must be knocked off the stand to count as hit.

Knockdown targets must fall to count as hit.

- At the signal, engage any six pistol targets from Position "B".
- Safely abandon **OPEN & EMPTY** gun to table and move to shotgun.
(Simply having the pistol "On Safe" is NOT acceptable for this stage. Pistols having no slide stop must be racked at least three times to show the RO that the gun is empty.)
- Engage shotgun targets until down.
- Safely abandon shotgun and move to pistol.
- Engage remaining pistol targets.



Stage 2

In and Out and Around

Target Count

10 pistol, 11 rifle, 8+ shotgun

Par Time = 190 seconds

Starting Position

Standing upright at "A", arms folded across chest

Pistol safely holstered, loaded to capacity

Rifle safely staged on table at "B", loaded to capacity, action closed, safety engaged.

Shotgun safely staged at "A", loaded to capacity, action closed, safety engaged.

Shooting Sequence

Except where noted, targets may be shot in any order.

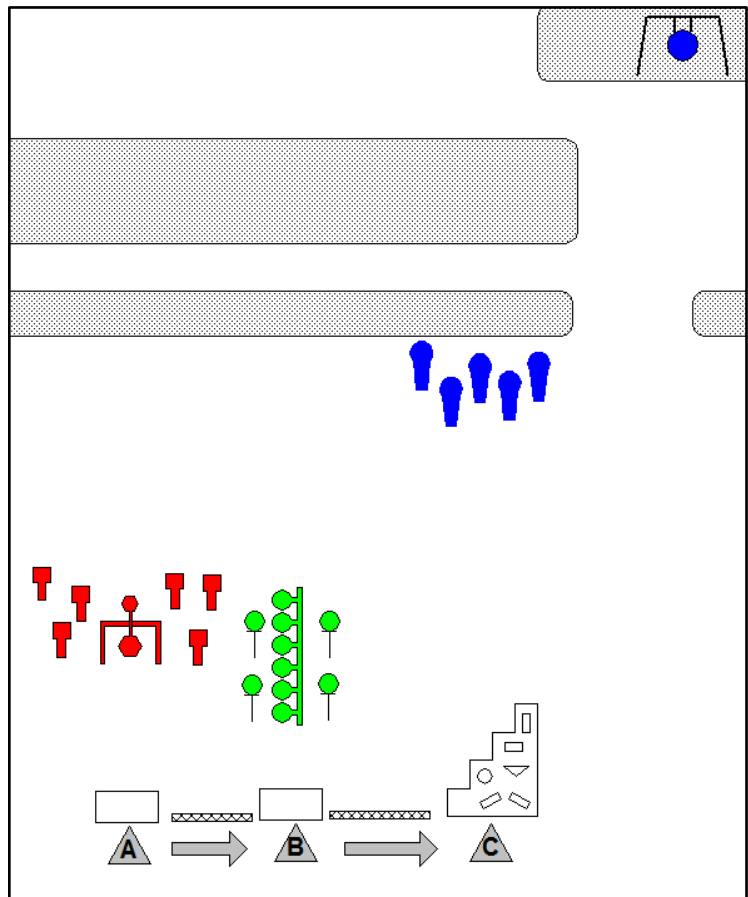
Spinner target must make one complete revolution to count as hit.

Knockdown targets must fall to count as hit.

When engaging rifle targets, the shooter must have at least one foot completely behind the barricade.

Rifle targets: the gong must be engaged six times. Starting and ending with the gong target, you may engage the knockdown targets and the other four shots on the gong in any order.

- At the signal, engage shotgun targets, safely abandon shotgun to table at "A", engage pistol targets, safely abandon pistol to table at "B", and engage rifle targets from behind barricade



Stage 3

Gong Show 2.0

Target Count

12 rifle, 4 shotgun (slugs)

Par Time = 120 seconds

Starting Position

Standing midway between "A" and "B"

Rifle safely staged at "A", loaded as desired up to capacity, action closed, safety engaged

Shotgun safely staged at "B", loaded as desired up to capacity, action closed, safety engaged

Shooting Sequence

Except where noted, targets may be shot in any order.

Knockdown targets must fall to count as hit.

When engaging rifle targets, the shooter must have at least one foot completely behind the barricade.

Rifle targets must be engaged in the following order: two rounds on the gong, a mandatory reload, then the knockdown targets.

- At the signal, either engage shotgun targets from "B" or rifle targets from behind barricade.
- Safely abandon gun, move to next position, and engage remaining targets

