

Sanford-Springvale Fish & Game PA



3-Gun Match Program

25 March 2018

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 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 not miss 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 of thy brother and sister shooters.

TODAY'S MATCH								
STAGE		GUNS			TARGETS			
		PISTOL	RIFLE	SHOTGUN	PISTOL	RIFLE	SHOTGUN	TOTAL
1	<i>Sunday Mornin', Comin' Down</i>	X	X	X	10	3	10	23
2	<i>Banker's Hours</i>	X	X	X	6	6	10	22
3	<i>Sluggin' It Out</i>	X	X	X	6	10	12*	16
* Stage 3 includes both bird shot and slug targets				TOTALS	22	19	32	61

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.
- 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 empty.
- All guns must be cleared before leaving the Firing Line.
- All guns other than holstered pistols or revolvers shall have chambers open at all times, except when at the Loading Table or on the Firing Line.

AMMO REQUIREMENTS

ARMOR PIERCING, STEEL TIPPED, OR STEEL CORE AMMUNITION IS STRICTLY PROHIBITED.

Shotgun shells must be #7-1/2 or smaller lead shot only.

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. Safety catch 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; SHOOTER STAGE GUNS" "NEXT SHOOTER TO THE LOADING TABLE"

The shooter shall leave the Loading Table and stage guns according to the Stage description. The next shooter shall move to the Loading Table and load guns.

"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 buzzer sounds to begin firing.

"SHOW CLEAR", "SLIDE FORWARD", "HAMMER DOWN", "HOLSTER"

(Kind of obvious)

"THE RANGE IS CLEAR", "RESET AND TAPE TARGETS"

The Shooter at the Loading Table will step away from the table, leaving all loaded guns on the table. Spotters will reset and tape targets as required. Firearms are not to be handled by anyone 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 here, 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!

SPOTTER/RESETTERS

The Spotters count misses, reset knockdown targets, and paste paper targets between shooters. The more Spotters we have, the quicker the next shooter gets to the line. (They can also help police spent brass if they're so inclined.)

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.

Stage 1

Sunday Mornin', Comin' Down

Target Count

10 pistol 3 rifle 10 shotgun

Starting Position

Standing at left window, both hands on window trim:

- Pistol holstered, loaded to capacity
- Rifle safely staged in doorway, loaded with no more than ten (10) rounds, action closed, safety engaged
- Shotgun safely staged at right window, loaded to capacity, action closed, safety engaged

Shooting Sequence

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

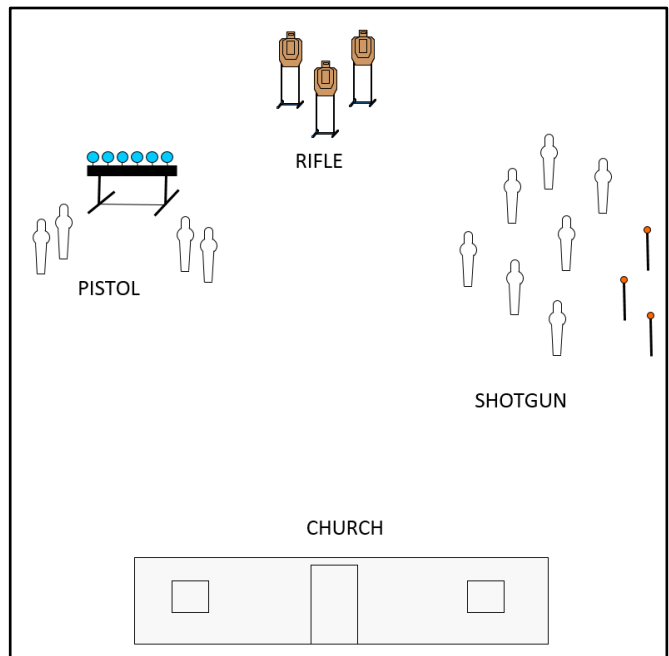
Any reloads required may be done only after the first shot is fired from that firearm.

No rifle reloads allowed on this stage.

All ammo must be carried on your person.

- At signal, engage pistol targets until down, safely abandon pistol, then move to rifle
- Engage rifle targets until neutralized, safely abandon rifle, then move to shotgun
- Engage shotgun targets until down

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



Stage 2

Banker's Hours

Target Count

6 pistol 6 rifle 10 shotgun

Starting Position

Standing at right window, both hands flat on table:

- Pistol safely holstered, loaded to capacity
- Rifle safely staged on table at right window, loaded with no more than ten (10) rounds, action closed, safety engaged
- Shotgun safely staged at left window, loaded to capacity, action closed, safety engaged

Shooting Sequence

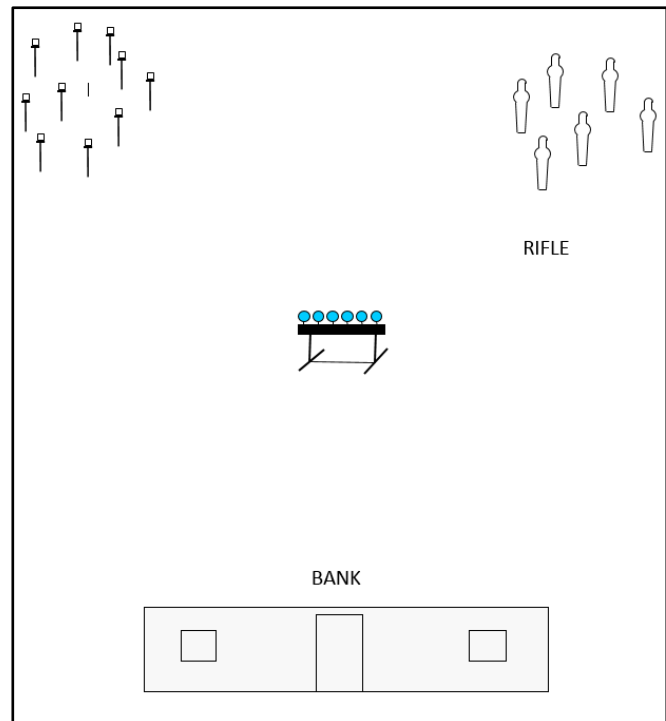
Except where noted, targets may be shot in any order.

Any reloads required may be done only after the first shot is fired from that firearm.

All ammo must be carried on your person.

- At signal, engage rifle targets until down
- Safely abandon rifle, then move to doorway
- Engage pistol targets until down
- Safely abandon pistol, then move to shotgun
- Engage shotgun targets until down

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



Stage 3

Sluggin' It Out

Target Count

6 pistol 10 rifle 12 shotgun (2 slugs)

Starting Position

Standing at hitching post, both hands on hitching post:

- Pistol safely holstered, loaded to capacity
- Rifle safely staged at hitching post, loaded with no more than ten (10) rounds, action closed, safety engaged
- Shotgun safely staged at left window, loaded with two (2) slug rounds, action closed, safety engaged

Shooting Sequence

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

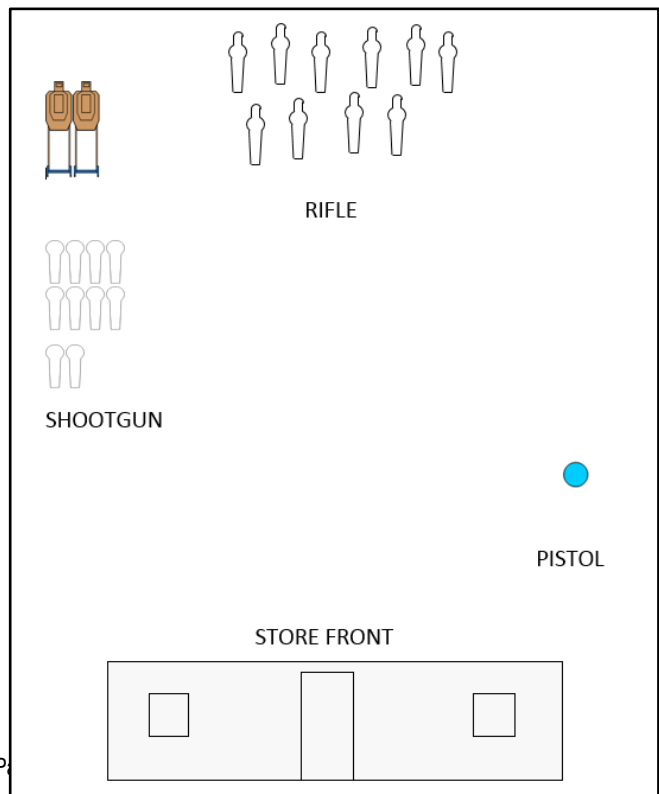
Any reloads required may be done only after the first shot is fired from that firearm.

All ammo must be carried on your person.

Engaging steel targets with slugs will result in a Match DQ, and a bill for the cost of replacing any targets hit.

- At signal, engage rifle targets until down
- Move to right window, then safely abandon rifle
- Engage pistol target six (6) times
- Safely abandon pistol, then move to shotgun
- Engage paper targets with one round each
- Engage knockdown targets with **bird shot** rounds until down

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



PCE (+5 sec)	
NET TIME	