

# Sanford-Springvale Fish & Game PA



## 3Gun Match Program 28 July 2019

### The 3Gun 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 and insert chamber flag 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	Stage 1	X	X	X	4	6	3	13
2	Stage 2	X	X		9	9	0	18
3	Stage 3	X	X	X	3	18	5	26
4	Stage 4	X			27	0	0	27
TOTALS					43	33	8	84

# 3Gun Safety Rules & Conventions

This is not a USPSA match. 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, any time 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 either be empty or on safe, if it has a safety, it must be engaged.
- 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 them 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 isn'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?" "standby"
- 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. Consistent failure to participate in these activities may result in you not participating in future matches.

### 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 procedural errors on each scorecard. Don't be afraid to keep score! It isn'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

## Target Count

4 pistol, 6 shotgun, 3 Rifle

SSFGA - 3Gun - Fast and Furious

**Starting Position** - Standing anywhere in "A" box, back to targets hands up in "surrender position".

**Stage Procedure** - All Firearms loaded to desired capacity Rifle and Shotgun staged at Table A, Pistol holstered. On Start Buzzer shooter will face Targets and engage targets in any order desired. All Targets are engaged by the shooter from inside the A box. The shooter must engage the red pistol target as the LAST target, failure to engage red pistol target is a 10 second procedural.




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

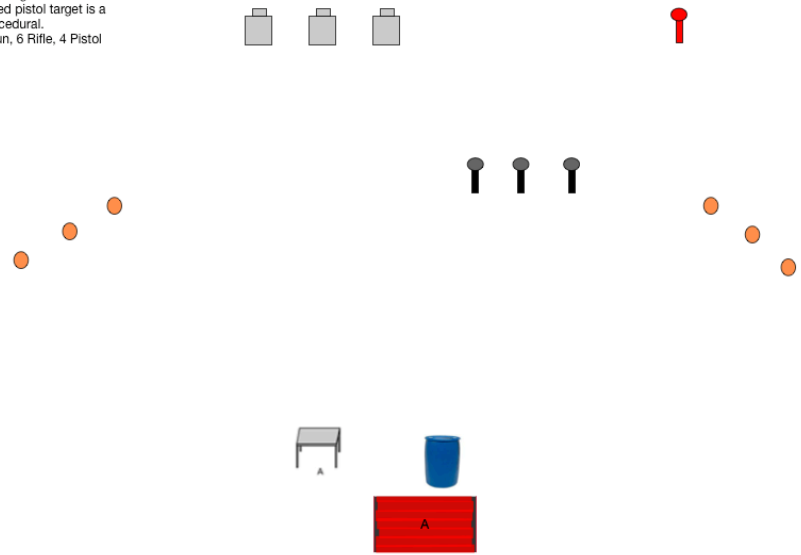
SSFGA - 3Gun  
Fast and Furious

**Starting Position** - Standing anywhere in "A" box, back to targets hands up in "surrender position".

**Stage Procedure** - All Firearms loaded to desired capacity Rifle and Shotgun staged at Table A, Pistol holstered. On Start Buzzer shooter will face Targets and engage targets in any order desired. All Targets are engaged by the shooter from inside the A box. The shooter must engage the red pistol target as the LAST target, failure to engage red pistol target is a 10 second procedural.

**Round Count** - 6 Shotgun, 6 Rifle, 4 Pistol

 = Pistol  
 = Rifle  
 = Shotgun



# Stage 2

## Target Count

9 Pistol, 9 Rifle

SSFGA - 3Gun – Heart Pumping

**Starting Position** - Standing at A,B or C window of shooter’s choice with hands on left and right window casing.



**Stage Procedure** - All Firearms loaded to desired capacity Rifle staged at Window C, Pistol holstered. On Start Buzzer shooter will draw pistol and engage pistol targets seen from starting window. Keeping pistol pointed in safe direction and finger off trigger shooter will move to next window and engage pistol targets encounter. Keeping pistol pointed down range and finger off trigger move to final window and engage pistol targets encountered. Shooter will safely abandon pistol, and retrieve rifle and engage rifle targets at Window C. Keeping rifle pointed down range and finger off trigger, safety on Move to next window and engage rifle targets in any order desired. Keeping rifle pointed down range and finger off trigger, safety on Move to final window and engage rifle targets in any order desired. A mandatory reload of each firearm must be conducted at some point while shooter is engaging targets at a window. Failure to perform the mandatory reloads is a 10 second procedural for each instance.

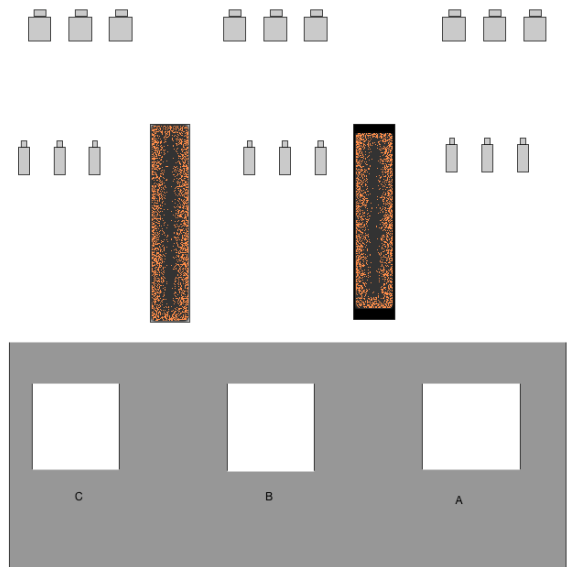
MY SCORE	
RAW TIME	
MISS (+10 sec)	
F2N (+5 sec)	
TNE (+15 sec)	
PCE (+5 sec)	
NET TIME	

SSFGA - 3Gun  
Heart Pumping

**Starting Position** - Standing at A,B or C window of shooter’s choice with hands on left and right window casing.  
**Stage Procedure** - All Firearms loaded to desired capacity Rifle staged at Window C, Pistol holstered. On Start Buzzer shooter will draw pistol and engage pistol targets seen from starting window. Keeping pistol pointed in safe direction and finger off trigger shooter will move to next window and engage pistol targets encounter. Keeping pistol pointed down range and finger off trigger move to final window and engage pistol targets encountered. Shooter will safely abandon pistol, and retrieve rifle and engage rifle targets at Window C. Keeping rifle pointed down range and finger off trigger, safety on Move to next window and engage rifle targets in any order desired. Keeping rifle pointed down range and finger off trigger, safety on Move to final window and engage rifle targets in any order desired. A mandatory reload of each firearm must be conducted at some point while shooter is engaging targets at a window. Failure to perform the mandatory reloads is a 10 second procedural for each instance.

**Round Count** - 9 Rifle, 9 Pistol

 = Pistol  
 = Rifle



# Stage 3

## Target Count

3 pistol, 18 rifle, 5 shotgun

SSFGA - 3Gun – Little Invaders and Hostages

**Starting Position** - Standing at Window C hands down a side.

**Stage Procedure** - Rifle loaded to capacity staged at Window C, Shotgun loaded with no more than 9 rounds staged at Window A. Pistol loaded with one magazine with 5 rounds holstered. On Start Buzzer shooter will draw pistol and engage pistol targets as seen with no more than 5 rounds. Shooter will safely abandon pistol and Shooter will then retrieve rifle and engage all rifle targets from Window C. Shooter will safely abandon rifle at Window C. Shooter will move to final window and engage shotgun targets in any order desired. Failure to carry correct number of pistol rounds is a 10 second procedural for each instance.




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

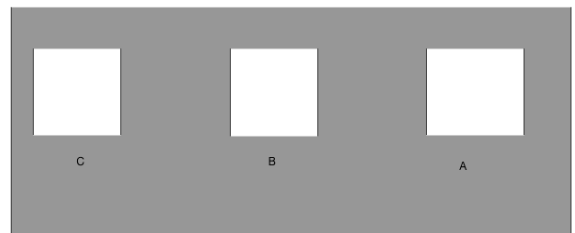
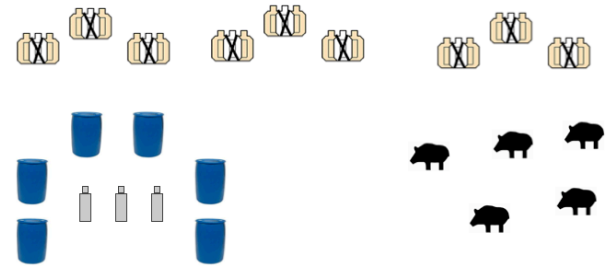
SSFGA - 3Gun  
Little Invaders and Hostages

**Starting Position** - Standing at Window C hands down a side.

**Stage Procedure** - Rifle loaded to capacity staged at Window C, Shotgun loaded with no more than 9 rounds staged at Window A. Pistol loaded with one magazine with 5 rounds holstered. On Start Buzzer shooter will draw pistol and engage pistol targets as seen with no more than 5 rounds. Shooter will safely abandon pistol and Shooter will then retrieve rifle and engage all rifle targets from Window C. Shooter will safely abandon rifle at Window C. Shooter will move to final window and engage shotgun targets in any order desired. Failure to carry correct number of pistol rounds is a 10 second procedural for each instance.

**Round Count** - 18 Rifle, 3 Pistol, 5 Shotgun

 = Pistol  
 = Rifle  
 = Shotgun



# Stage 4

## Target Count

27 pistol

SSFGA – Pistol Hell at Church

**Starting Position** - Standing at Window of Shooter's choice hands down a sides.

**Stage Procedure** - Pistol loaded to capacity holstered. On Start Buzzer shooter will draw pistol and engage pistol targets as seen. Shooter will with pistol pointed down range and finger off trigger to next opening and engage targets as seen. Shooter will with pistol pointed down range and finger off trigger to final opening and engage targets as seen.

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

SSFGA - 3Gun  
Pistol Hell at Church

**Starting Position** - Standing at Window of Shooter's choice hands down a sides.

**Stage Procedure** - Pistol loaded to capacity holstered. On Start Buzzer shooter will draw pistol and engage pistol targets as seen. Shooter will with pistol pointed down range and finger off trigger to next opening and engage targets as seen. Shooter will with pistol pointed down range and finger off trigger to final opening and engage targets as seen.

**Round Count** - 27 Pistol

