

Three Gun Challenge

All guns will be placed on the tables unloaded and there is no running with a loaded gun in this event all guns are left at their stations. When it is your run you will take your ammo to the stations and setup your guns for the stage. When done shooting at a station, just set the gun down with the muzzle down range and do not put the gun on safe or clear, the gun the range safety officer will do that for you and course is considered hot at all times during and after the run until the all clear from the RSO's are done.



For the shooting order you will draw a number and all shooters will be listed on the stage score sheet the last shooter will run the timer for the first shooter. The stage start will be from a timer when the shooter is ready, with the command from the timer runner of "shooter ready"; shooter will knowledge being ready with both hands by ears and nods that they are ready. The timer runner will say "stand by" and press the start button on the timer there is a 3 sec delay before the timer will beep for the start of the stage. At this time the shooter can pick up the gun from the table, load the magazine in to the gun and start firing at the targets. When done with your stage, only move your magazines and ammo not your guns as the RSO's will do this.

This is a fairly informal event. You do not need any prior experience with competitive matches to have a good time. Safety first, followed by fun. Most of us are still pretty new to this so your suggestions are welcome. We really appreciate your attendance.

This is a run what you bring match. No rim fire, 50 calibers, and no armor piercing rounds (there will be a magnet test, and we will have to disqualify the .22-250 and .204 as they can be known to pierce metal targets at 100 yards.)

Other than that, pretty much any center fire firearms will work. Open sights, scopes, and electronic are all OK

Overall View of Course



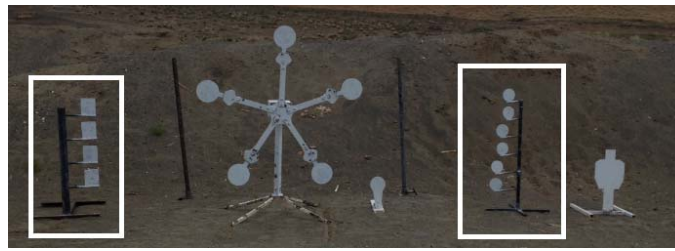
Setup

Three tables will be setup for each station and all guns used for this event will need to be on the table prior to the start of the event. Shooting of each stage is to be in the box next to the table for that stage and extra ammo and magazines on table only. Anyone not directly working the stage needs to stay behind the gravel line of the shooting area.

Course of Fire Description

Stage 1

Pistol Station-15 yards, 10 targets on booth dueling trees



Shotgun Station-18 yards, three Pepper Popper targets and three aerial clays may be shoot with bird shot only



Rifle Station-90 yards, five 10 inch targets



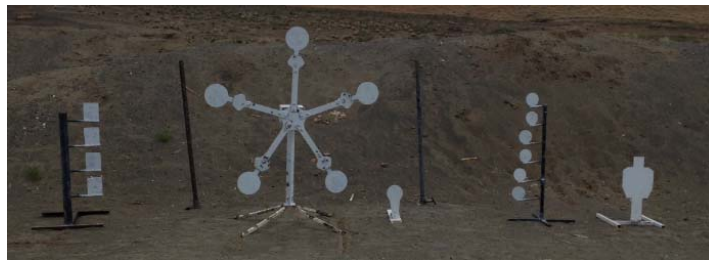
Penalties

10 seconds per target messed.

Course of Fire Description

Stage 2

Pistol Station-15 yards, 17 targets all targets shown



Shotgun Station-18 yards, 15 targets, three Pepper Popper targets and three aerial clays five smaller pepper poppers and four clays on post may be shoot with bird shot only



Rifle Station-90 yards, 17 targets all targets shown



Penalties

10 seconds per target messed.