

# **Holmes Harbor Rod & Gun**

Three Gun Match

9:00 AM registration

10:00 AM shoot

5 Stages

Bring 100 rounds of Pistol, Rifle, and Shotgun

\$25.00 Entry

\$10.00 Bag Lunch

Read Briefing Below

Copies Available

### 3 Gun Shooter's Briefing

**Following 3 Gun Nation Rules Set. Stage Procedure, if it doesn't say you can't and it's safe you can.**

**Cold Range:** All pistols must be unloaded and holstered, rifles & shotguns must be flagged and carried muzzle up to the start position until given load commands by the RO. For carts, long guns must be flagged with muzzle in a safe direction or remain in a case until coming to the start position. Once in the 3Gun designated area you can flag and transport rifle & shotgun. Pistols must be holstered at Safety Area or with RO at 1st stage. Watch your muzzle.

**Safety Area:** Speed Bay 1, no ammo allowed, you may work on firearms, dry fire, practice draw at berm.

**180 Rule:** Parallel to the berm. No loaded firearms may be pointed above the berms.

**Moving:** Unless in the process of engaging a target, finger must be off the trigger when moving. A couple warnings then DQ.

**Ammo:** No steel projectiles, armour piercing or tracer rounds, low base 7, 8 or 9 bird shot unless otherwise specified.

**DQ's:** Unsafe gun handling, dropping a loaded firearm, breaking the 180, discharging a round over the berm, discharging a round into the ground within a 10 ft. radius of the shooter, bringing a firearm to the start position with a round in the chamber.

**Dumping:** Muzzle must be down if in a barrel or properly positioned in a tray or basket. Must not break the 180. If rounds remain in the chamber OR mag the safety must be on. (procedual) If empty and locked open no safety is required. RO will check when clearing the stage.

**Shotgun Staging:** Some stages have a "pre-stage area" for shotguns. Rounds only in the mag, flag in the chamber, pointed at the berm. Then muzzle up for moving to the start position.

**Pasting and Resetting:** Anyone not up next or "on deck" should help. Do not go forward until the RO declares the range "Clear".

**Coaching:** Allowed but stay clear of any movement.

**Range Commands:** "Make Ready" with (firearm). Staging in reverse order of movement. "Are You Ready" may or may not respond. "Stand By" after 1 to 4 seconds the starter will beep.

**Clearing the Range:** Clear each firearm in order closest to the berm moving back to start position. Then the RO will call the range "Clear". If out of line of sight, firearms may be cleared by someone designated by RO. No clearing allowed while people down range.

**Scoring:** Review score sheet.