

Country Pond Fish & Game Club

82 Pond St, Newton, NH



HALLOWEEN



3-Gun Match 27 October 2024

Rev 1.1 – 16 Dec 2024



Our 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!*)
2. Thou shalt abide by all CPFGC 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 place a chamber flag in 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, for it shall be then declared "Dead". A dead gun may be retrieved or picked up only by The Range Officer.
9. Suffer not thine ammunition to fall upon the ground, for it shall also be declared "Dead". Dead ammunition may be retrieved or picked up by anyone, but only 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, reset or tape targets, and police the spent shotshells of thy brother and sister shooters, but thou shalt not pick brass until the match is complete and all equipment has been stored.

TODAY'S MATCH								
STAGE		GUNS			TARGETS			
		PISTOL	RIFLE	SHOTGUN	(Targets may require more than one round)			
					PISTOL	RIFLE	SHOTGUN	TOTAL
1	Round & Round & Up & Down	X	—	X	10	0	16	26
2	Bear in the Bushes	X	X	X	12	14	11	37
3	Let's Go for a Spin	X	X	X	12	9	5	26
TOTALS					34	23	32	89

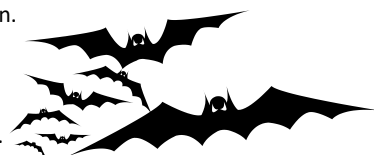
Shooters are encouraged to appear in costume.

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

ALL 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 at the Range Officer's command.
- 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 with a gun in hand, the trigger finger must remain OUTSIDE the trigger guard.
- When moving between shooting positions with a loaded long gun, (1) the bolt must be open or (2) the safety must be engaged.
- All holstered guns must be either (1) empty or (2) on safe. Shooters may NEVER re-holster a loaded gun.
- All abandoned guns must be either (1) open and empty or (2) on safe.
(If it has a safety, it must be engaged; if it's a decocker, it must be decocked.)
- All guns must be cleared before leaving the Firing Line.
- Except when on the firing line, all guns, other than holstered pistols, shall have chamber flags inserted.



THE MATCH

This match will consist of three stages and will be shot in three separate Relays, with one squad on the range for each Relay. Each relay has been allotted 2-1/2 hours to complete all three stages, with Relay #1 starting at 0900, Relay #2 at 1130, and Relay #3 at 1400.

The entire squad will shoot Stage 1, then move to Stage 2, and subsequently to Stage 3.

Squads will police all shotshells before moving to the next stage.

Remember, we're here to have fun. If you need to be a nitpicker or a hard-ass about the rules or scores, or if you're not willing and eager to help out other shooters, please find another venue. We won't miss you.

EQUIPMENT REQUIREMENTS

Shooters need a handgun, a rifle, and a shotgun. Any sights are allowed. You'll need a holster that will hold the handgun securely while moving. 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, as reloads may be required.

Any firearm used for pistol targets must be chambered in a typical PISTOL round. i.e., 9x19mm, 45 ACP, etc., and must be carried in a holster designed for that gun.

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 or AK style pistols may be used to engage rifle targets.

AMMO REQUIREMENTS

Any rifle round with a muzzle velocity exceeding 3,300 FPS is strictly prohibited.

Shotgun shells must be #7-1/2 or smaller LEAD shot only. Slugs (if required) must be LEAD only – absolutely no sabot rounds.

AMMUNITION CONTAINING ANY STEEL OR BI-METAL PROJECTILE IS STRICTLY PROHIBITED.

CONVENTIONS - UNLESS OTHERWISE SPECIFIED IN THE STAGE DESCRIPTION

LOADED TO CAPACITY - the maximum number of rounds that the gun and magazine will hold, including one round in the chamber.

PISTOLS: Shooters shall start each stage with a holstered pistol, loaded to capacity, including one round in the chamber.

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 Match 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 on "safe".

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 and with the muzzle at or above shoulder level, pointed at least slightly 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, parallel to the ground, and pointed downrange. A gun held at Relaxed Ready is also loaded "hot".

LOW READY (Long Gun): the butt of the gun is mounted on the shoulder and the 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".

TIPS

A shotgun "spinner" target may require heavy loads and a tight choke to reliably spin that sucker all the way around.

RANGE COMMANDS

"THE LINE IS HOT, SHOOTER STAGE GUNS"

The next shooter shall stage their guns and finish loading, according to the Stage description.

"IS THE SHOOTER READY? ... STAND BY"

If the Shooter is ready, they need not respond. After "STAND BY", there will be a short delay before the start signal 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.

Everyone else, (except the "on deck" shooter), shall reset and tape targets as required.



SCORING & PENALTIES - UNLESS OTHERWISE SPECIFIED IN THE STAGE DESCRIPTION

Final Score = Raw Time (from signal to last shot fired) + Penalties

- Targets may be shot in any order.
- When shooting from a boxed position, both feet must be in the box.
- Reloads may be made only after the first round from that gun has been fired.
- Knockdown targets must fall to count as hit. (All knockdown targets may be reengaged until down.)
- Knockoff plate targets must fall to count as hit. (All knockoff plates may be reengaged until down.)
- Aerial targets must be hit before reaching the ground. Targets that break on launch are scored as "hit" but must still be engaged.
- 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.)
- Failure to Neutralize [FTN] = **+5 seconds each**
- Procedural (i.e., Engaging targets in the wrong order or with the wrong gun) = **+5 seconds** (One Procedural per Gun Max)
- Miss = **+10 seconds** for each target engaged but missed
- Minor Safety (i.e., reholstering a loaded pistol) = **+10 seconds**
- Hitting a "No Shoot" target = **+20 seconds per hit**
- Target Not Engaged [TNE] = **+15 seconds each**
(If a knockdown target has fallen, or if any target was previously struck with the wrong gun, the shooter must engage the target, or the space where it was, to avoid this penalty. If one shot takes out two targets of the appropriate type, that's a "freebie".)
- Spinner Fault (Failure to cause spinner target to make one complete revolution) = **+60 seconds**
- Stage Not Fired [SNF] (Failure to shoot a Stage) = **15 seconds X number of targets on that stage**
- Stage Disqualification [SDQ] = **300 seconds**
- Match Disqualification [MDQ] = **NO SCORE for every Stage**, and you're done shooting for the day
- Hitting a steel target less than 35yds away with a rifle round or shotgun slug = **MDQ + target replacement cost** (\$200+ per target)
- Breaking the 180° plane with the muzzle of any gun, but not sweeping any person = **SDQ**
- Abandoned gun either not on safe or not empty = **SDQ**
- Dropping or losing control of an UNLOADED gun = **SDQ**
(A gun is considered loaded if there is a round in the chamber, cylinder, or inserted magazine.)
- A negligent discharge that does not impact any prop or within 10 feet of any person = **SDQ**
(The above SDQs would result in an MDQ at most venues. If you do one of these things here, make it a learning experience.)
- Two Stage Disqualifications = **Match Disqualification**
- Moving with gun in hand and finger inside the trigger guard = **MDQ**
- Dropping or losing control of a LOADED gun = **MDQ**
- 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 directly impacts any prop (other than fencing) or impacts within 10 feet of any person = **MDQ**
- Unsportsmanlike Conduct (as determined by the Match Director or any Range Officer) = **MDQ**

RESPONSIBILITIES

We're a small group at CPFGC, so everyone who participates in our 3-Gun Matches needs to pitch in and do their part in helping wherever they can, whether it be keeping score, resetting targets, taping targets, or policing spent shotshells. Anyone who'd like to hang around after the match and help us tear down and put stuff away is VERY welcome. (Also, they're the only ones who'll get to pick brass.)

If you're damaged, disabled, or otherwise unable to help reset targets, you're excused; no worries. Sit down, relax, and enjoy the day.

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.

SAFETY OFFICER

Everyone's a Safety Officer. If you see someone do anything you think is unsafe, let the RO or Match Director know immediately.

EVERYONE

Everyone participating in these matches - unless you are physically unable - will 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

Round & Round & Up & Down

Target Count

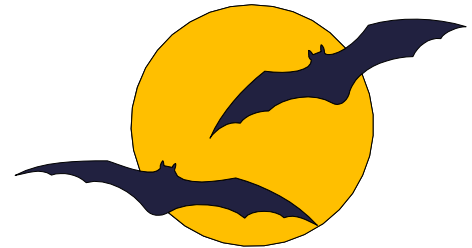
10 pistol, 16 shotgun

Starting Position

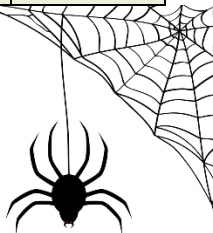
- Standing at position "B", both hands flat on table.
- Pistol safely staged on bench at "A", open and empty.
- Pistol magazine(s) carried on shooter's person, loaded as desired, up to capacity.
- Shotgun safely staged on table at "B", loaded as desired, up to 10 rounds maximum.

Shooting Sequence

- At the signal, engage shotgun targets.
- Safely abandon shotgun, move to "A" and engage pistol targets.



MY SCORE	
RAW TIME	
MISS (+10 sec)	
TARGET NOT NEUTRALIZED (+5 sec)	
TARGET NOT ENGAGED (+15 sec)	
PROCEDURAL (+5 sec)	
SPINNER FAULT (+60 SEC)	
NET TIME	



Stage 2

Bear in the Bushes

Target Count

12 pistol, 14 rifle, 11 shotgun

Starting Position

- Standing upright at position “B”, arms crossed.
- Pistol safely holstered, loaded as desired, up to capacity.
- Rifle safely staged in dumpbox at “B”, loaded as desired, up to capacity.

Shooters are limited to a total of 20 rifle rounds for this stage.

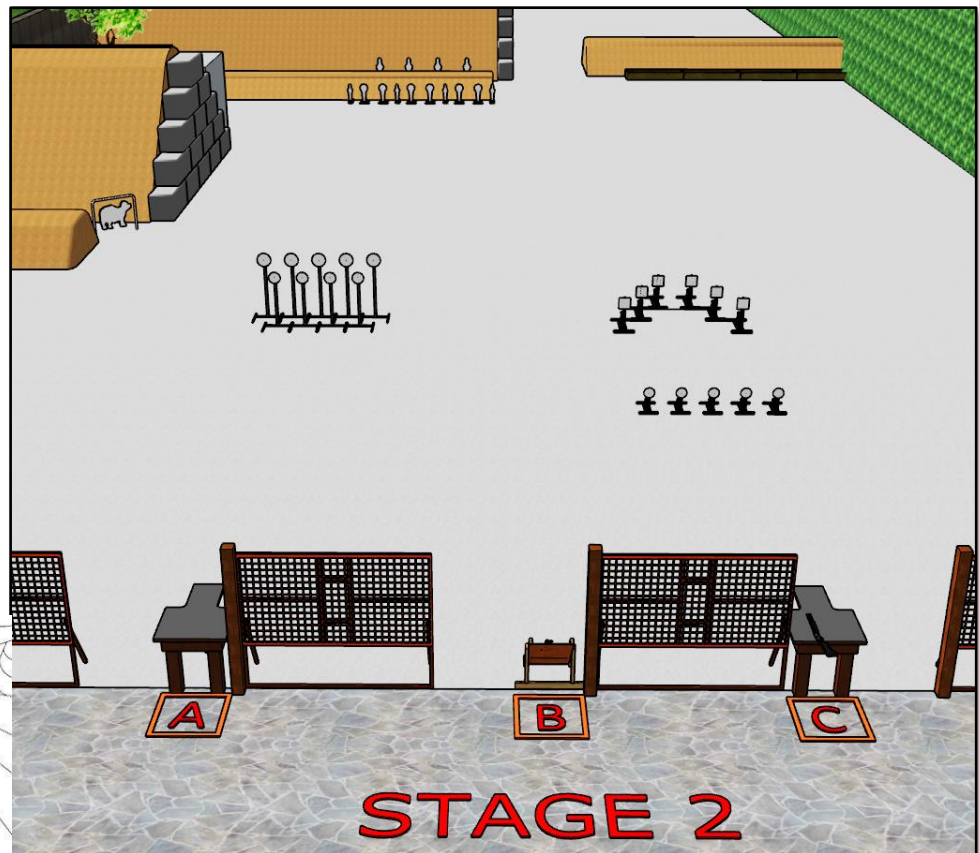
- Shotgun safely staged on table at position “C”, loaded as desired, up to capacity.

Shooting Sequence

- At the signal, engage rifle targets “off-hand”, standing upright with no bracing or support.
- Safely abandon rifle, move to position “A”, and engage pistol targets.
Bear target must be engaged *three* times.
- Safely abandon pistol, move to position “C”, and engage shotgun targets.



MY SCORE	
RAW TIME	
MISS (+10 sec)	
TARGET NOT NEUTRALIZED (+5 sec)	
TARGET NOT ENGAGED (+15 sec)	
PROCEDURAL (+5 sec)	
SPINNER FAULT (+60 SEC)	
NET TIME	



Stage 3

Let's Go for a Spin

Target Count

12 pistol, 9 rifle, 5+ shotgun

Starting Position

- Standing behind table at "C", hands behind your back.
- Pistol safely holstered, loaded as desired, up to capacity.
- Rifle safely staged on table at "C", loaded as desired.
Shooters are limited to a total of 20 rifle rounds for this stage.
- Shotgun safely staged in dumpbox at "B", loaded as desired, up to capacity.



Shooting Sequence

- At the signal, engage rifle targets from "C".
- Safely abandon rifle, move to "A", and engage pistol targets.
- Safely abandon pistol, move to "B", and engage shotgun targets.
Spinner target must go completely around at least once to count as "hit".

MY SCORE	
RAW TIME	
MISS (+10 sec)	
TARGET NOT NEUTRALIZED (+5 sec)	
TARGET NOT ENGAGED (+15 sec)	
PROCEDURAL (+5 sec)	
SPINNER FAULT (+60 SEC)	
NET TIME	

