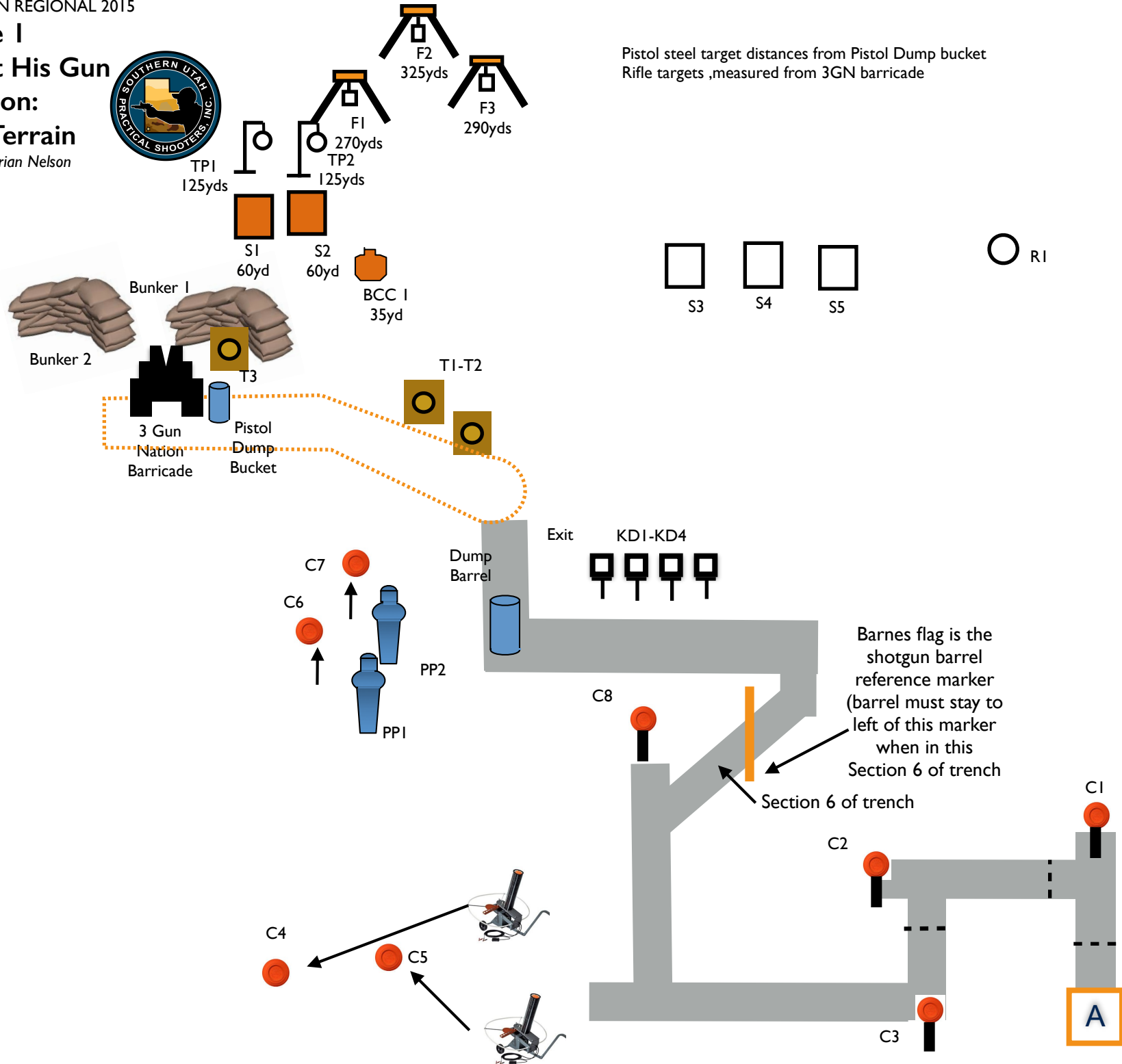




# Stage I

## Johnnys Got His Gun

**Location:**  
**Natural Terrain**  
*Course Design: Brian Nelson*



## Stage I



# Johnnys Got His Gun

Location:

**Natural Terrain**

*Course Design: Brian Nelson*



Welcome to the 2015 3 Gun Nation Western Regional. My name is \_\_\_\_\_ and I am the CRO. Partnering with me is RO \_\_\_\_\_. This is stage 1, "Johnnys Got His Gun", Sponsored by Barnes.

There are four static clay targets, four ram shaped knock-over plates, two pepper poppers and four flying clay targets to be engaged with birdshot, 3 MGM 18x24" plates and one 10" plate to be engaged unsupported with slugs, two 18x24" MGM plates (painted orange) and one MGM BCC target (painted orange) to be engaged with pistol, three MGM Flash Targets and two MGM T-Post targets to be engaged with rifle, and three 3GN Paper targets to be engaged with pistol or rifle. Par time for this stage is 200sec.

The competitor will start in Box A with shotgun is loaded to division capacity held at port arms. Rifle is slung, completely unloaded with bolt forward. Pistol is holstered with magazine inserted, empty chamber, hammer/striker forward. Upon the start signal engage all birdshot and slug targets visible from within the trench. Flying clays 1 and 2 launch from electronic throwers and are activated with hand switches. Flying clays 3 and 4 are launched from Black Sheep MFG Kickers and are triggered by Pepper Poppers 1 and 2, respectively. Exit the trench and engage all other targets as they become visible from within the shooting area defined by the caution tape. Abandon pistol in Pistol Dump bucket. With rifle. engage remaining targets using the notches on the 3GN barricade.

### **SPECIAL NOTES:**

- \* When in Section 6 of trench, shotgun barrel must not pass to the right of the Barnes flag.
- \* Pistol Steel targets are painted orange
- \* Preload your shotgun on the shotgun preload table to division capacity (no round in chamber, safety on).
- \* RO will call all hits on long range steel
- \* We will be checking every person's rifle ammo with a magnet

Are there any questions? If not, please follow me and I will have the first shooter activate the flying clays, then demonstrate the reset process of the Black Sheep MFG kicker targets. Please assist with reset, as well as the policing of shotgun hulls from the trench. The exceptions are the person shooting, person on deck, and the person that just shot.

After demonstration of flying targets, your 5 minute walk through begins.

### **ROUND COUNTS:**

Pistol: 6-9, Rifle: 5-11, Birdshot: 14, Slugs: 4

20FEB15



3GN NATION WESTERN REGIONAL 2015

## Stage 2

### 3GN 11-13 Times 12 Steel

Location: Big Bay

Course Design: Charles Sole



#### 3GN 11-13 Times 12 Steel

Course Design: Charles Sole

Rules: 3GN Club Series Rules, Latest Edition

CLASSIFIER  
SHOTGUN



**STARTING POSITION** Standing inside the box of your choice. Shotgun held at low ready and is loaded to division capacity, safety engaged.

**STAGE PROCEDURE** Upon Start Signal, engage Plates from Box-A only, engage Pepper Poppers from Box-B only.

##### Target Arrays:

Plates must be engaged from Box-A only

Pepper Poppers must be engaged from Box-B only.

**SCORING:** Time plus penalties

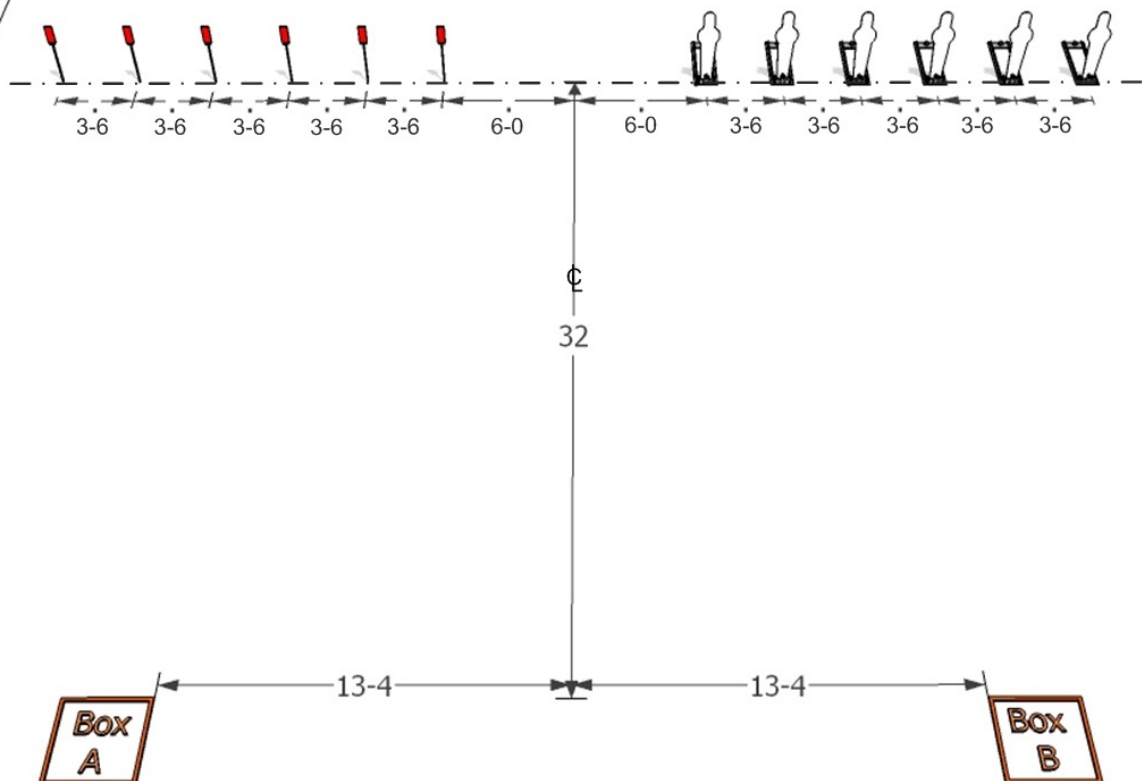
**TARGETS:** 6 4x10 Plates, 6 Pepper Poppers

**SCORED HITS:** Steel Down

**START** - Audible **STOP** - Last shot

**PENALTIES** per 3GN Club Series Rules Failure to engage -5 sec, Miss -5 sec Procedural -10 sec. Procedurals Include but are not limited to: Engaging targets from wrong box, 1 procedural per shot fired at wrong array.

Foot Faulting while engaging targets.



##### Setup Notes:

All Measurements in feet - inches.

Minimum Bay size: 40ft Deep x 52ft Wide

All target placement measurements to center of targets.

Set plate bases at 18" height. Set pepper popper faces on the 32 ft. line.

Shooting boxes are 3'x3'.

## Stage 3

### The Run Around

Location:

Bay 15 → Bay 1

Course Design: Glen Wong



RP5



PP1



KD3 KD4



PP2

RP7



RP11

KD8



KD7



KD6



KD5



KD9



USP1-USP3



RP12-13



Slant Box A



RP10



RP8



RP9



Slant Box B



RP2



RP1



Running Lane



RP14



RP15



KD10



KD11



Bay 15  
19FEB15

Table



## Stage 3

### The Run Around

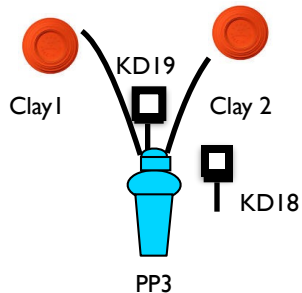
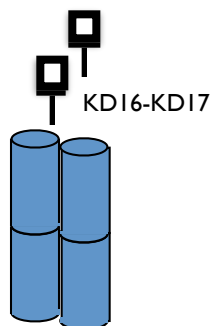
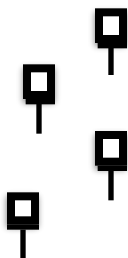
Location:

Bay 15 → Bay 1

Course Design: Glen Wong



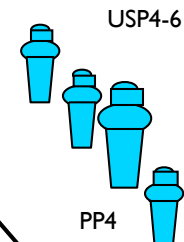
KD12-KD15



Clay 3



Activator for Clay 3  
thrower on wall



KD20-KD25



Slant Box C



Running  
Lane

Bay 1  
19FEB15



**Stage 3**  
**The Run Around**  
**Location:**  
**Bay 15 —> Bay 1**

*Course Design: Glen Wong*



Welcome to the 2015 3 Gun Nation Western Regional. My name is \_\_\_\_\_ and I am the CRO. Partnering with me is RO \_\_\_\_\_. This is stage 3, "The Run Around", Sponsored by Barnes.

This course of fire starts in Bay 15 and ends in Bay 1.

In Bay 15, there are 15 3GN paper targets to be engaged with rifle, 11 KDs, 2 Pepper poppers, 3 US poppers to be engaged with pistol.

In Bay 1, there are 14 KDs, 2 Pepper popper, 3 US poppers, and 3 aerial clays to be engaged with shotgun (birdshot). Par time for this stage is 180sec.

The competitor starts standing behind table in Bay 15, hands flat on Xs, empty rifle on table with trigger guard fully over table, bolt closed, 1st rifle magazine on table. Pistol holstered with magazine inserted, empty chamber. Shotgun loaded to division capacity staged in Slant Box C in Bay 1.

On start signal, load rifle and engage all paper targets from within the shooting area defined by the blue fault lines. Abandon rifle in either Slant Box and engage all steel with pistol. Proceed to Bay 1 via the running lane. Engage all targets from within the shooting area. Clays 1 and 2 are launched from Black Sheep Manufacturing Kickers which are triggered by Pepper Popper 3. Clay 3 is launched from electronic thrower and activated with hand switch located on the wall at the end of shooting area in Bay 1.

**SPECIAL NOTES:**

- \* Preload your shotgun to division capacity on the shotgun preload table located in Bay 1 (no round in chamber, safety on).
- \* We will be checking every person's rifle ammo with a magnet
- \* Keep running lane clear

Are there any questions? If not, please follow me and I will have the first shooter activate the 2 kickers then the flying clay. We will then demonstrate the reset process of the Black Sheep MFG kicker targets. Please assist with reset, as well as the policing of shotgun hulls. The exceptions are the person shooting, person on deck, and person in the hole.

After demonstration of clays, your 5 minute walk through begins.

**Round Counts**

Pistol: 16, Rifle: 15-30, Birdshot: 22

**20FEB15**



# **Stage 4** **Wolf's Bane** **Location: Bay 3** *Course Design: Glen Wong*



BCC1  
66yds for Slug

BCC2  
67yds for Slug

KD7  
USP13  
USP12  
USP11  
PP3

F1  
184yds  
KD4  
USP7

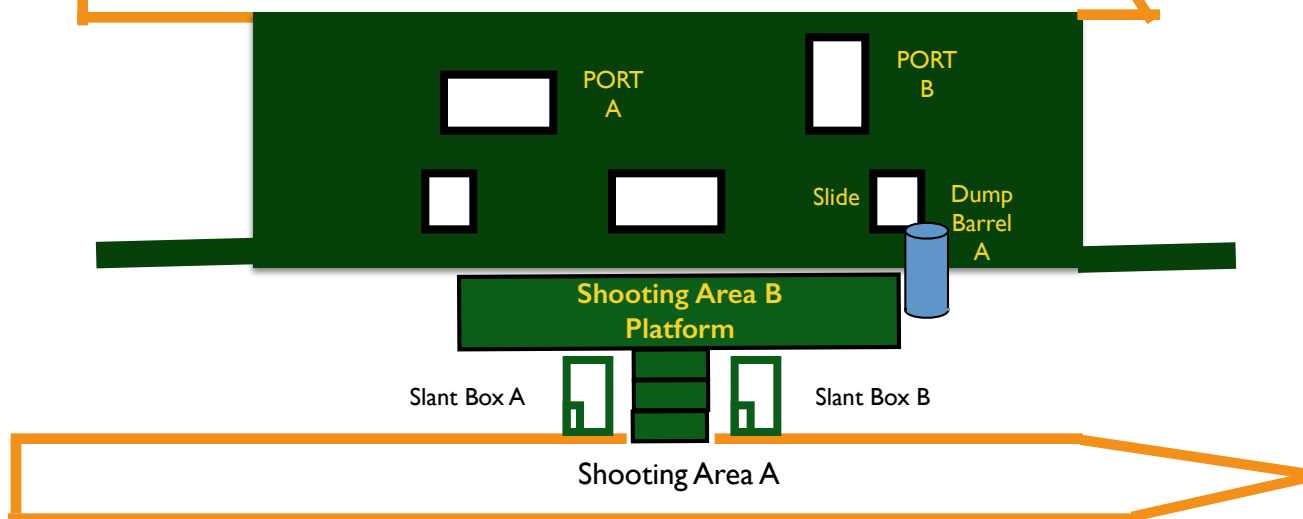
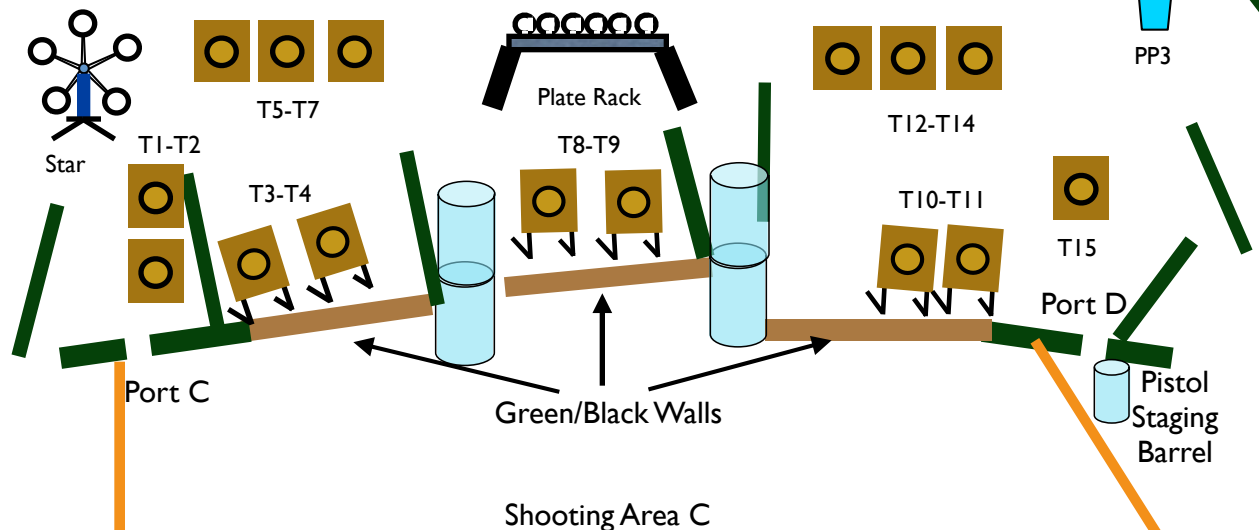
F2  
182yds

KD5

USP10  
USP9

USP8

KD3  
KD2  
KD1  
USP5  
USP4  
USP1  
USP2  
USP3



A



3GN NATION WESTERN REGIONAL 2015

**Stage 4**  
**Wolf's Bane**  
**Location: Bay 3**

*Course Design: Glen Wong*



Welcome to the 2015 3 Gun Nation Western Regional. My name is \_\_\_\_\_ and I am the CRO. Partnering with me is RO \_\_\_\_\_. This is stage 4, "Wolf's Bane", Sponsored by Barnes.

There are 7 KD, 13 USP, 1 Pepper Popper, 1 Texas star, and 1 plate rack. There are 2 BCC, 2 flashers, and 15 3GN paper targets. Par time for this stage is 180sec.

The competitor starts standing in box A with loaded shotgun at low ready. Pistol with magazine inserted, chamber empty on barrel located in Shooting Area C. Rifle loaded, safety on, staged in Slant Box A or B. On start signal, engage all steel visible from Shooting Area A. Engage BCC1 with slug from the left side of Shooting Area A, and BCC2 with slug from the right side of Shooting Area A. Abandon shotgun in either slant box and retrieve rifle from the other slant box. From Shooting Area B (defined by the top of the platform), engage all paper targets you select with rifle. BCC1 and BCC2 are engaged through Ports A and Port B. Abandon rifle in Dump Barrel A, and move to Shooting Area C. Engage all remaining targets.

**SPECIAL NOTES:**

- \* Green/Black walls may only be shot from under, not above
- \* RO will call all hits on long range steel
- \* Preload your shotgun to division capacity on the shotgun preload table (no round in chamber, safety on).
- \* We will be checking every person's rifle ammo with a magnet
- \* Please assist with reset, as well as the policing of shotgun hulls. The exceptions are the person shooting, person on deck, and person in the hole.

Are there any questions? If not, your 5min walk through begins now.

**Round Counts**

Pistol: 20-46, Rifle: 17-28, Birdshot: 14, Slugs: 4

**20FEB15**



## Bay 13



## Stage 5

**Bang, Breach, Clear**

**Location:**

**Bay 13**

*Course Design: Brian Nelson*



Welcome to the 2015 3 Gun Nation Western Regional. My name is \_\_\_\_\_ and I am the CRO. Partnering with me is RO \_\_\_\_\_. This is stage 5, “Bang, Breach and Clear”, Sponsored by Barnes.

Stage 5 is an all birdshot shotgun stage consisting of 10 knock over plates, 14 Pepper Poppers, 10 US poppers, 4 static clays and 2 swinging clays. Par time for this stage is 180.

Competitor starts standing in Box A, holding Royal Arms Flash Bang Grenade. Shotgun is loaded to division capacity, safety on, staged in Slant Box A. The Royal Arms International 870 Breaching Shotgun starts in the left most barrel. Timer is on Shelf B. Throw grenade inside shoot house from BOX A ONLY. From the porch, breach shoot the house door by shooting 1x2 stick using the RAI Breaching 870, abandon in right barrel. DO NOT KICK THE DOOR (one procedural if door is kicked). Then start timer yourself, leaving timer on shelf B THEN retrieve your shotgun, enter the shoot house and engage all other targets with birdshot only (Shooting Area B, defined by the blue fault lines). Pepper Popper 11 activates two swinging clays, I will demonstrate them now.

Jonathan and Brandon are here from Royal Arms International, makers of the Flash Bang Grenade and Breaching Shotgun you are about to use. Please pay attention while they give you the safety brief for the Flash Bang. If you have questions regarding the operation of the grenade or shotgun, please direct them to Jonathan or Brandon. Once they have completed the safety briefing, your 5-minute walkthrough will begin.

### **SPECIAL NOTES:**

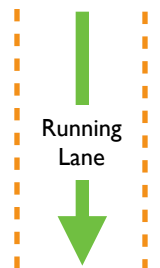
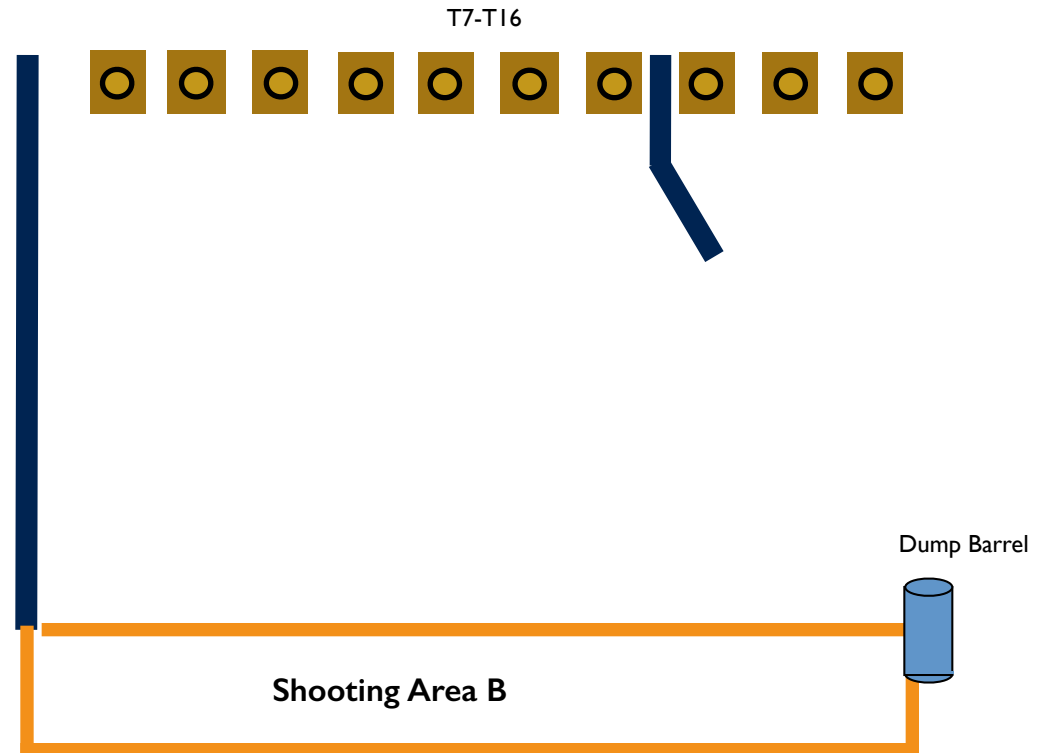
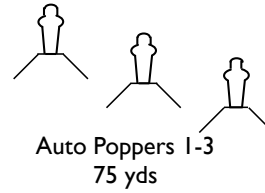
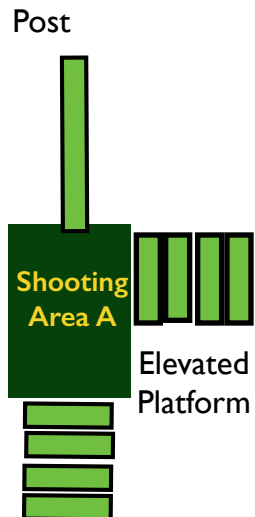
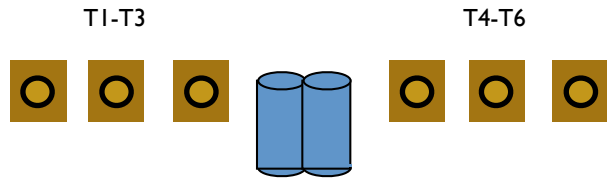
- \* Preload your shotgun to division capacity on the shotgun preload table (no round in chamber, safety on). A round may be chambered when directed by the RO to Make Ready shotgun
- \* Please assist with reset, as well as the policing of shotgun hulls. The exceptions are the person shooting, person on deck, and person in the hole.

### **Round Counts**

Birdshot: 40



**Stage 6**  
**Changes in Latitude**  
**Location:**  
**Bay 4—> Bay 12**  
*Course Design: Eric Stidham*





**Stage 6**  
**Changes in Latitude**  
**Location:**  
**Bay 4—> Bay 12**  
*Course Design: Eric Stidham*



Slug Target 1  
(red target sticks)

T19-T20

T21-T24

T25-T28

T29-T30

Slug Target 2  
(red target sticks)

T17-T18

KD1-KD8

T31-T32

KD9-KD16

T33-T34

T35-T36

Slant Box A

Slant Boax B

Shooting Area C





**Stage 6**  
**Changes in Latitude**  
**Location:**  
**Bay 4—> Bay 12**  
*Course Design: Eric Stidham*



Welcome to the 2015 3 Gun Nation Western Regional. My name is \_\_\_\_\_ and I am the CRO. Partnering with me is RO \_\_\_\_\_.

This is stage 6, Changes in Latitude, Sponsored by \_\_\_\_\_.

Welcome to the 2015 3 Gun Nation Western Regional. My name is \_\_\_\_\_ and I am the CRO. Partnering with me is RO \_\_\_\_\_. This is stage 6, Changes in Latitude, Sponsored by Barnes.

This course of fire starts in Bay 4 and ends in Bay 12

In Bay 4, there are 3 auto poppers which will be engaged twice, and 16 3GN targets, all are engaged with rifle

In Bay 12, there are 16 KDs to be engaged with birdshot, and 2 3GN paper targets to be engaged with slugs. There are 20 3GN paper targets and 1 plate rack. Par time for this stage is 180sec.

The competitor starts in Shooting Area A (elevated platform), with rifle loaded, safety on, low ready. Pistol holstered with magazine inserted, empty chamber. Shotgun loaded to division capacity, safety on, staged in Slant Box A or B located in Bay 12. On start signal, from Shooting Area A, FIRST Engage T1-T3, THEN 1 hit on auto poppers AP1-AP3 (denoted with blue target sticks), THEN engage T4-T6, THEN 1 hit on auto poppers AP1-AP3. From Shooting Area B, engage remaining paper targets. Abandon rifle in Dump Barrel and proceed to Shooting Area C in Bay 12 via the running lane. KDs must be shot with birdshot. There are two 3GN paper targets (red target sticks) which must be engaged with slug. Abandon shotgun in Slant Box A or B. Engage all remaining paper targets and plate rack with pistol.

**SPECIAL NOTES:**

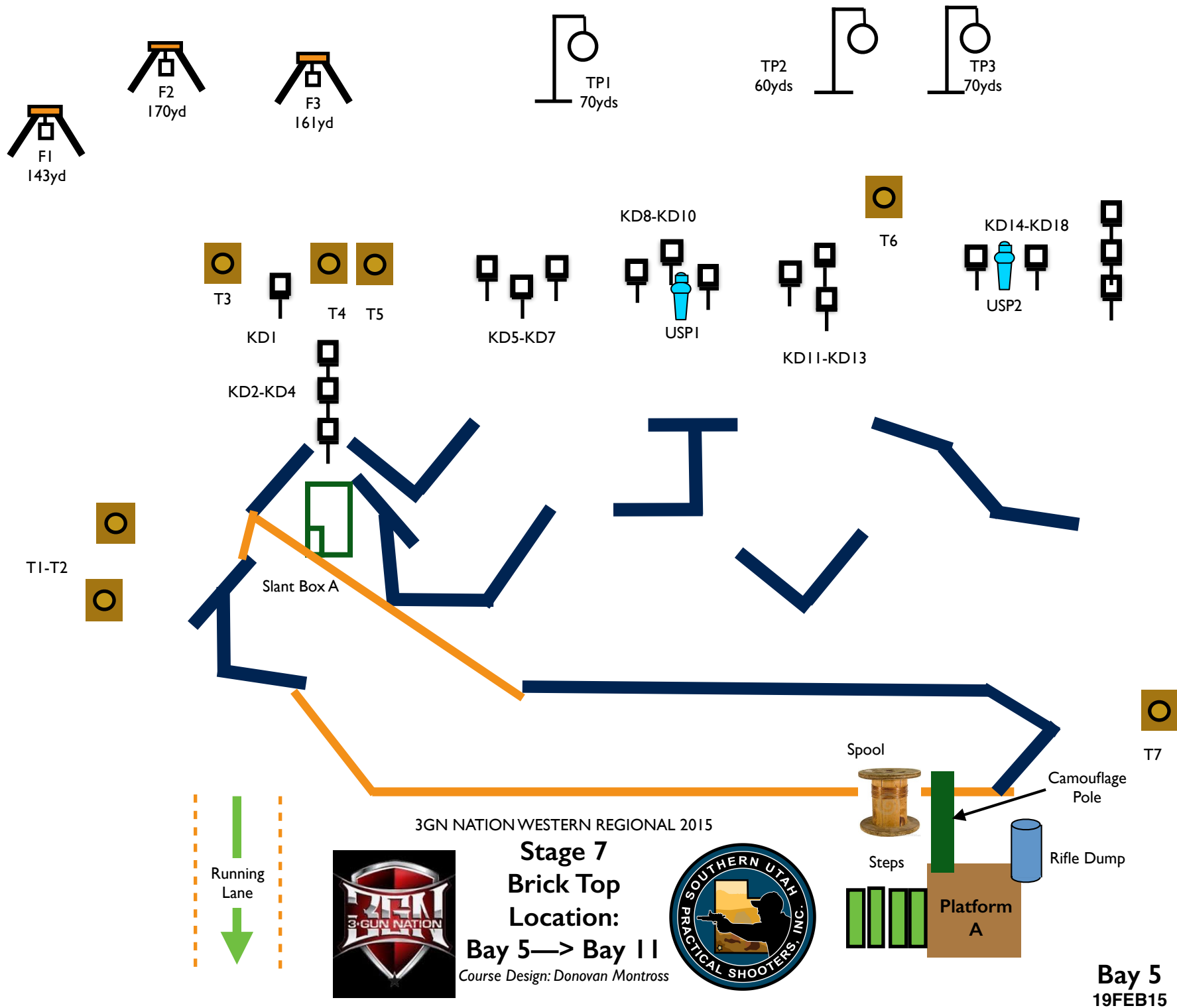
- \* No guns may be drawn when transitioning between bays
- \* RO will call hits on long range steel
- \* Preload your shotgun to division capacity on the shotgun preload table (no round in chamber, safety on).
- \* We will be checking every person's rifle ammo with a magnet
- \* Keep running lane clear
- \* Please assist with reset, as well as the policing of shotgun hulls. The exceptions are the person shooting, person on deck, and person in the hole.

Are there any questions? If not, your 5min walk through begins now.

**Round Counts**

Pistol: 26- 46, Rifle: 22-38, Birdshot:16, Slugs: 2

20FEB15

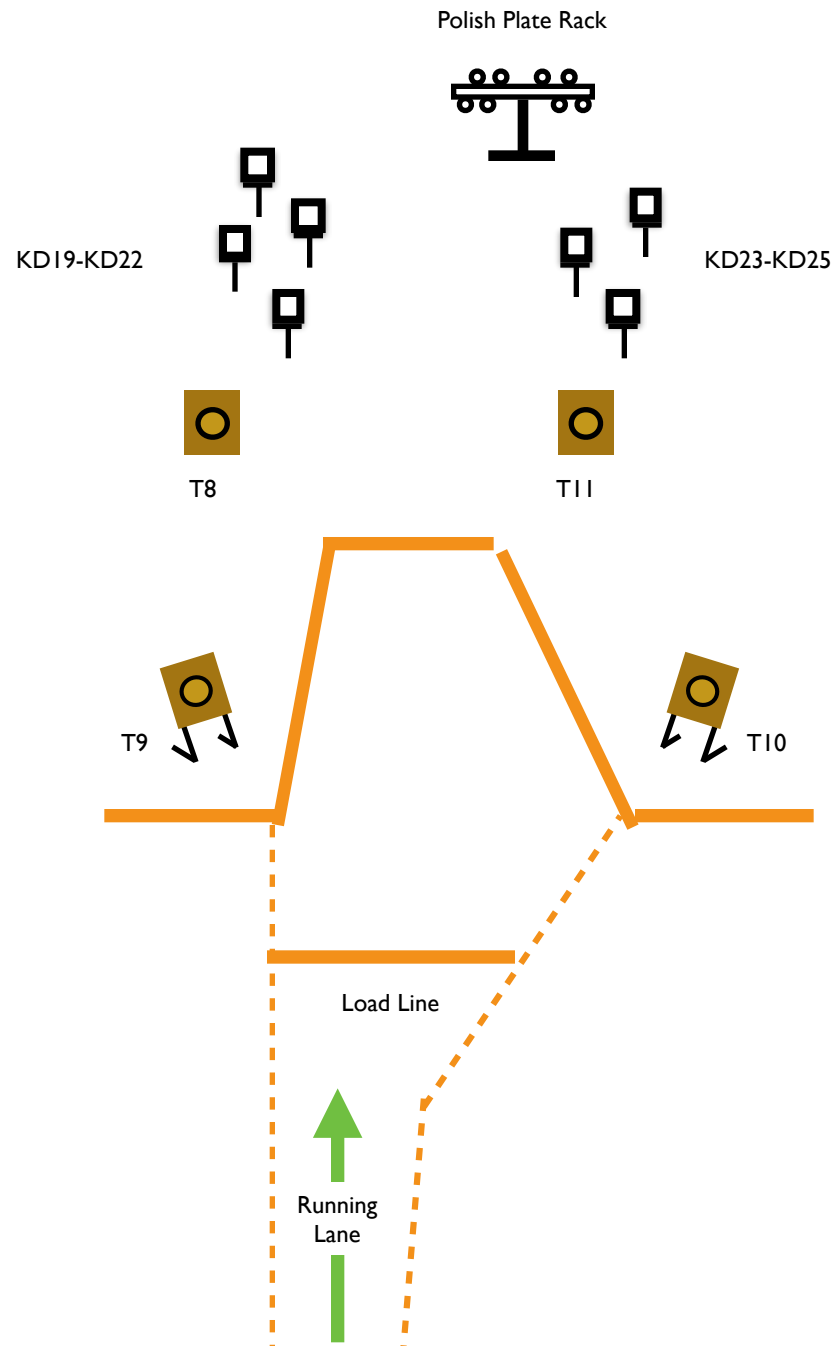




**Stage 7**  
**Brick Top**  
**Location:**

**Bay 5—> Bay 11**

*Course Design: Donovan Montross*





**Stage 7**  
**Brick Top**  
**Location: Bay 5—>Bay 11**  
*Course Design: Donovan Montross*



Welcome to the 2015 3 Gun Nation Western Regional. My name is \_\_\_\_\_ and I am the CRO. Partnering with me is RO \_\_\_\_\_. This is stage 7, "Brick Top", Sponsored by Barnes.

This course of fire starts in Bay 5 and ends in Bay 11

In Bay 5, there are 7 3GN targets, 3 T-Posts and 3 flashers to be engaged with rifle. There are 18 KDs and 2 US Poppers to be engaged with shotgun (birdshot). In Bay 11, there are 4 3GN paper targets, 7 KD, and 1 Polish plate rack with 8 plates to be engaged with pistol. Par time for this stage is 180sec.

The competitor starts on Platform A (excludes steps) standing with loaded rifle touching railing, safety on. Pistol holstered with magazine inserted, empty chamber. Shotgun loaded to division capacity, safety on, placed on spool with trigger guard completely over spool, pointed down range. Upon start signal, engage rifle targets from Platform A only (rifle must stay on the right side of the camouflage pole), then discard rifle in dump barrel on platform. Retrieve shotgun from spool and engage shotgun targets as they become visible from within the shooting area. Abandon shotgun in Slant Box A and move to Bay 11 via the running lane. AFTER passing the Load Line, draw and load pistol, and engage targets as they become visible.

**SPECIAL NOTES:**

- \* Unlock Polish plate rack after setting steel and provide confirmation to RO
- \* The auto poppers with blue stakes on the left are NOT part of this stage
- \* RO will call hits on long range steel
- \* Preload your shotgun to division capacity on the shotgun preload table (no round in chamber, safety on).
- \* We will be checking every person's rifle ammo with a magnet
- \* Keep running lane clear
- \* Please assist with reset, as well as the policing of shotgun hulls. The exceptions are the person shooting, person on deck, and person in the hole.

Are there any questions? If not, your 5min walk through begins now.

**Round Counts**

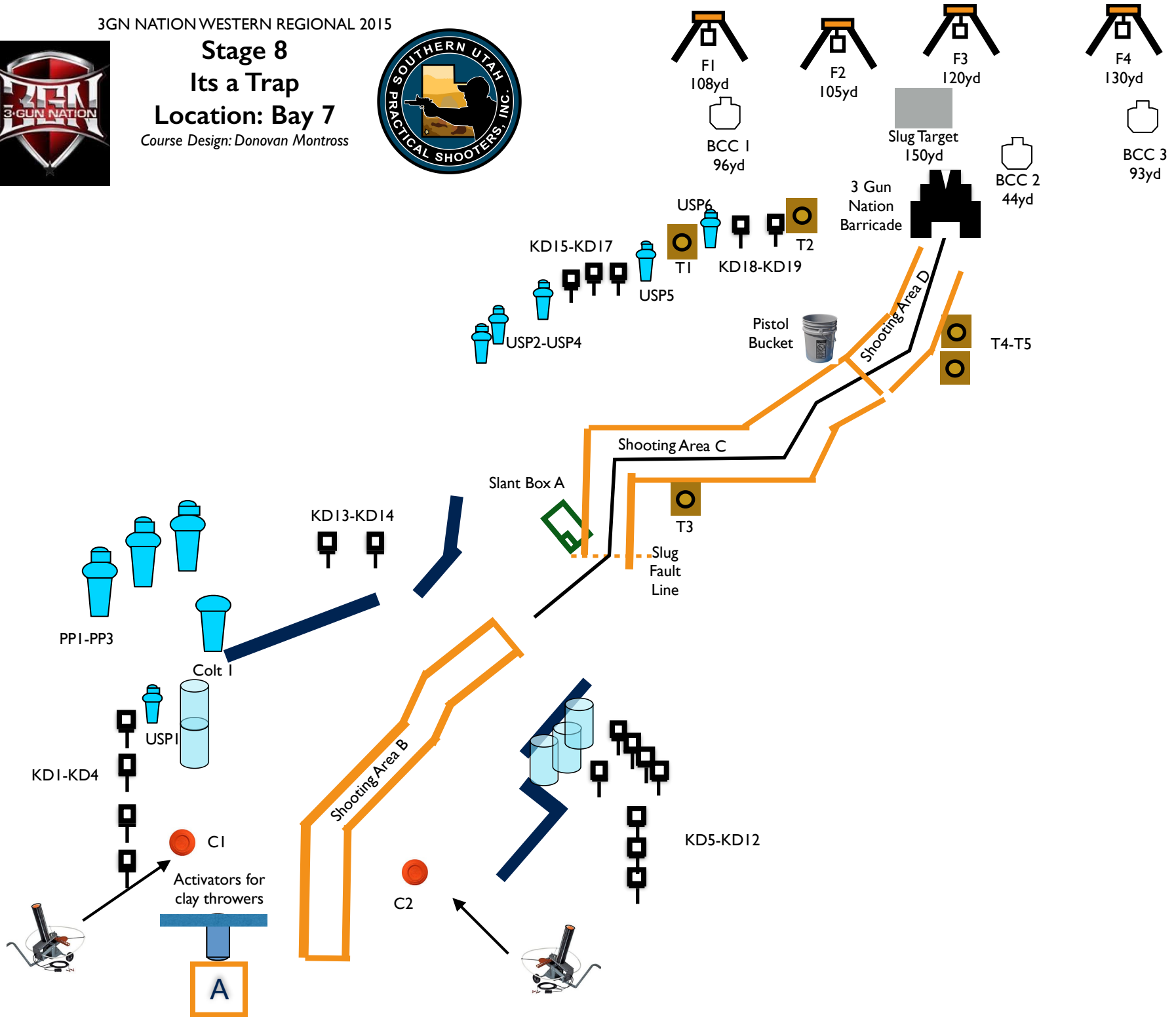
Pistol: ~26, Rifle:13-20, Birdshot:20

20FEB15





**Stage 8**  
**Its a Trap**  
**Location: Bay 7**  
Course Design: Donovan Montross





**Stage 8**  
**Its a Trap**  
**Location: Bay 7**  
*Course Design: Donovan Montross*



Welcome to the 2015 3 Gun Nation Western Regional. My name is \_\_\_\_\_ and I am the CRO. Partnering with me is RO \_\_\_\_\_. This is stage 8, "Its a Trap", Sponsored by Barnes.

This course has 14 KDs, 1 Colt popper, 3 Pepper Poppers, 1 US Popper, 2 aerial clays to be engaged with birdshot. One 150yd rectangular target to be hit with slug. There are 5 KD, 5 US Poppers to be engaged with pistol. There are 5 rifle/pistol optional paper. There are 3 BCC and 4 Flashers to be engaged with rifle. Par time for this stage is 180sec.

The competitor starts standing in Box A, hands in surrender position, shotgun loaded to division capacity, safety on, placed on table with trigger guard completely over table, facing down range. Pistol holstered with magazine inserted, empty chamber. Rifle completely empty, bolt forward, slung. Upon start signal, activate clay throwers and engage aerial clays from within Box A. Within Shooting Area B defined by fault lines or from Box A, engage steel targets with birdshot. Engage the 150 yd rectangular target with slug UPRANGE of the Slant Box A. Abandon shotgun in Slant Box A, and within Shooting Area C, engage poppers, KDs and paper targets (paper targets are rifle/pistol optional) with pistol. Abandon pistol at the end of Shooting Area C. Within Shooting Area D defined by the rope and 3GN Basrricade, unsling rifle, load and engage the 4 paper targets (rifle/pistol optional), and using the notches or through the port of the 3GN barricade, the 3 BCC and 4 Flasher targets.

**SPECIAL NOTES:**

- \* RO will call hits on long range steel
- \* Preload your shotgun to division capacity on the shotgun preload table (no round in chamber, safety on).
- \* We will be checking every person's rifle ammo with a magnet
- \* Please assist with reset, as well as the policing of shotgun hulls. The exceptions are the person shooting, person on deck, and person in the hole.

Are there any questions? If not, please follow me and I will have the first shooter activate the flying clays, Please assist with reset, as well as the policing of shotgun hulls. The exceptions are the person shooting, person on deck, and person in the hole.

**Round Counts**

Pistol: 10-20, Rifle: 7-17 Birdshot:21, Slugs: 1





# 3GUN NATION WESTERN REGIONAL 2015

## Range Map

