

## **Stage 1-3GN Classifier 01-15 Long Pistol and Slugs**

### **Classifier Pistol and Shotgun**

**Designer:** Charles Sole

**Rules:** 3GN 2015 Rules

**Start Position:** Standing in Box A with pistol holstered, round in the chamber, magazine inserted. Shotgun placed inside long gun dump bucket at Box B, completely unloaded, bolt closed, safety engaged and the muzzle towards the ground, pointed downrange. NO ROUND IN THE MATCH SAVER (or any other gun-mounted carrier, if applicable).

Stage Procedure: Upon the start signal, engage T1-T2, all eight (8) 10x10 KO plates and the plate rack in any order with pistol only. Pistol MUST be placed safely in the pistol dump bucket (no re-holster on this stage). Then move to Box B and engage T3 and T4 with slugs and then engage all eight (8) 4x10 KO plates with birdshot only, in any order.

**SCORING:** Time plus penalties

**TARGETS:** 2 3GN Club Series Paper for pistol, 2 3GN Club Series paper for shotgun slug , 8 - 10x10 KO plates, 1 - Plate rack with 6 - 8 inch plates and 8 - 4x10 KO Plates.

**START:** Audible

**STOP:** Last Shot

**PENALTIES:** Per 3GN Rules

**TIME OUT ON THIS STAGE= 120 Seconds**

## **Stage 2-Maybe Shotgun...Maybe Pistol**

Start Position: Standing in Box, pistol holstered with a round in the chamber, magazine inserted. Shotgun placed on the table loaded with the safety engaged, and trigger guard inside the edge of the table top with the muzzle pointed downrange.

Stage Procedure: One hand on mark, the competitor may self-start by pushing the start button once the "Are you ready command" is issued. Upon the start signal, enter the shooting area and engage targets. The blue Pepper Poppers shall only be engaged with slugs, while the competitor is standing inside the green box.

Forbidden Action: Paper Targets shall not be engaged forward of the front walls that have been marked with orange paint on the wall base.

Blue Pepper Popper= Shotgun Slugs

Paper= Pistol or Shotgun Slugs (one hit anywhere for shotgun slugs)

KO plates= Pistol or Shotgun birdshot

Clays Targets=Shotgun birdshot

**TIME OUT ON THIS STAGE= 120 Seconds**

### **Stage 3-No Good Answer**

**Start Position:** Standing in the start box with pistol holstered with a round in the chamber, magazine inserted. Shotgun placed in the center long-gun dump barrel, loaded, safety engaged, with the muzzle pointed downrange towards the ground. Rifle placed in either right or left long-gun dump barrel loaded, with the safety engaged, muzzle pointed downrange towards the ground.

Stage Procedure: One hand on WASHERS, the competitor may self-start once the “Are you ready command” is issued. Upon the start signal, enter the shooting areas and engage targets. **The competitor cannot cross the green fault line into Area B with their pistol, and likewise they MUST BE forward of the green fault line when using their shotgun. It is mandatory that the competitor safely places their pistol in one of the pistol dump buckets.**

**Forbidden Action= Engaging any target with the rifle or pistol while standing inside Area B.**

**Engaging any target with the shotgun while standing inside Area A.**

Blue Pepper Popper= Rifle

Paper= Pistol, Shotgun Slugs (one hit anywhere) or Rifle

KO plates= Pistol or Shotgun

**TIME OUT ON THIS STAGE= 120 Seconds**

## **Stage 4-Mesquite.... You Can't Break It**

### **Shotgun/Rifle/Pistol**

**Start Position:** Standing in the start box with pistol holstered with a round in the chamber, magazine inserted. Shotgun placed on either long table, loaded, with the safety engaged and the muzzle pointed down range. Trigger guard inside the table top edge. Rifle is loaded, at high port (buttstock touching belt) with the safety on.

Stage Procedure: Upon the start signal, enter the shooting areas and engage targets.

**Forbidden Action= Shooting any K/O plate or White PP with rifle shall result in a 30-second procedural.**

**THE WHITE C ZONE TARGET IS NOT A SCORED PORTION OF THIS STAGE...IT IS PART OF AN AAC DEMO.**

Blue Pepper Popper= Rifle only

Paper= Pistol, Shotgun Slugs (one hit anywhere) or Rifle

KO plates= Pistol or Shotgun

White Pepper Poppers= Pistol or Shotgun

**TIME OUT ON THIS STAGE= 120 Seconds**

## Stage 5-Walk in the Woods

### Shotgun/Rifle/Pistol

**Start Position:** Standing in the start box with pistol loaded, safety on and holstered, rifle slung completely empty, no mag inserted, **WITH A CLOSED BOLT**. Shotgun loaded with the safety on and held at high port (buttstock touching belt, loading port facing the ground).

Stage Procedure: Upon the start signal, WHILE STILL INSIDE THE START BOX, IN ANY ORDER, engage the two blue C Zone targets with one slug each and the (3) three large Pepper Poppers with clay targets. After those targets have been engaged, enter the roped shooting area and engage targets. The competitor shall ground their shotgun safely in the dump barrel; engage pink plates and paper with their pistol from behind the 3GN barricade. The competitor shall safely ground or holster their pistol and engage the plate rack with their rifle from the 3GN barricade. No prone shots may be engaged from the right or left side of the barricade.

Note: Green Target engagement lines.

Blue C Zone = Slugs

Paper= Pistol

Pink KO plates= Pistol

Clay Targets, Large Pepper Poppers, and small circle KO plates: Shotgun Bird Shot

Plate Rack= Rifle

**TIME OUT ON THIS STAGE= 180 Seconds**

## **Stage 6 – Run Around with Rifle**

### **Rifle/Pistol/Shotgun**

Start: Rifle loaded to division capacity, safety on, placed in the long-gun dump barrel at 3GN Barricade. Shotgun loaded to division capacity, safety on, placed in the long-gun dump barrel. Pistol is hot, round in chamber, magazine inserted, in the holster. Competitors standing in box A with their hands relaxed at sides with fingertips at or below the holster bottom.

On the signal, from box A engage the Texas Star with pistol (black plates are hard cover only), then move beyond the wooden wall and engage the paper. The competitor shall recover the rifle and engage blue rifle targets, then safely dump their rifle and engage the remaining targets with their pistol or shotgun.

Texas Star = Pistol Only from Box A

Paper= Rifle or Pistol

White Steel =Pistol or Shotgun Slugs

**TIME OUT ON THIS STAGE= 120 Seconds**

## **Stage 7 – Blue and Green**

Start: Shotgun COMPLETELY EMPTY, bolt closed, safety on, placed in the long-gun dump barrel located at shooter box A, which is beyond the blue 3GN Barricade. Rifle loaded to division capacity, safety on, held at high port standing behind the green 3GN Barricade.

On the signal, from behind the green 3GN Barricade, engage the green targets only. Move to the blue 3GN Barricade and engage the blue targets. Dump the rifle safely and move to shooting Box A and recover your shotgun and engage the Pepper Poppers and clay targets.

Green and Blue Steel=Rifle

Pepper Poppers and Clays=Shotgun Bird Shot

**This Stage Brief supersedes rule 9.6.1 a) CLAY TARGET SCORING**

**ON THIS STAGE ONLY: A FTE (additional 2.5 second penalty) SHALL be given for failure to engage a flying clay target. If a competitor does not engage a flying clay bird they shall be given 2.5 seconds miss on flying clay and a 2.5 second FTE on a target, for a total of 5 seconds for every clay target not engaged. A clay target engaged, but missed, is a 2.5 second penalty. Furthermore, you cannot engage a clay that has already hit the ground. Example burning a round does not equal an engagement, the round must be fired at and in the direction of the clay while it is in flight.**

Green and Blue Steel=Rifle

Pepper Poppers and Clays=Shotgun Bird Shot

**TIME OUT ON THIS SATGE IS 200 Seconds**

## **Stage 8 - Along the Copperhead Creek**

Start: Shotgun placed on the table loaded, with the safety engaged, and trigger guard inside the edge of the table top with the muzzle pointed downrange. Pistol is hot in the holster, with round in chamber, magazine inserted. Competitors standing in box A with their hands relaxed at their side with fingertips at our below the holster bottom.

On the signal, from box A engage the pink targets with pistol, and then the competitor shall place their pistol in the pistol dump bucket (re-holstering of the handgun is now allowed on this stage). The competitor shall recover their shotgun and from box A engage the black PP before moving forward into the rope lined shooting area and engage the remaining targets. The propeller plate rack must be engaged from Box B ONLY, any round fired at the propeller plate rack outside of box B will be scored as a procedural. The two blue steel plates must be engaged at or before the orange fault line forward of Box B.

Pink target= Pistol Only from Box A

White or Black Steel = Bird Shot only

Clays=Bird shot only

Paper=Slugs

**TIME OUT ON THIS STAGE= 120 Seconds**