# AAF&G 3-Gun Rules

1. Be aware of safe muzzle direction for all firearms (muzzle pointed at the berm).

2. Make sure finger is in the trigger guard only when actively engaging targets. Finger should be clearly visible outside the trigger guard when moving (without engaging targets) or reloading.

3. Pistol mags may have 10 rounds. Rifle mags may have 10 rounds. Shotgun tubes may have 4 rounds. It is a PE to have extra rounds in any gun. Rifle magazines do not need to be retained for any reload. (Stage descriptions may specify lower mag limits.)

4. Rifles may *not* use support devices (bipods, K9s, *&c.*). Supporting the handguard, forearm, or magazine on the ground or on stage props is allowed.

5. All long guns will remained bagged until directed to make ready by an SO. On-deck shooter will have bagged long guns standing by on his bay.

6. When abandoning a gun, stage description may call for either a *safe* gun or an *empty/unloaded* gun. A gun may be left empty any time, even if the stage only requires a safe gun. If the shooter ever moves down-range from a gun that is not empty, the shooter will be disqualified.

    (a) A *safe pistol* is in the same condition as for a holstered start—safety on for single action; decocked for DA/SA; as-is for DAO or striker-fired pistols with no manual safety (*e.g.*, Glocks).

    (b) A *safe rifle* or *safe shotgun* requires the manual safety to be engaged.

    (c) An *empty* gun has an empty chamber, all magazines removed, or magazine tube empty. The action does *not* have to be locked open; if, however, the SO observes any rounds in the gun during Unload & Show Clear, the shooter will be disqualified.

7. Start condition of all firearms will *generally* be fully loaded for the initial gun and chamber empty on other guns. Stage descriptions will specify when magazines may be inserted or magazine tubes may be loaded.

    (a) A firearm that starts with an empty chamber may be off-safe.

Round count for 3 March, 2012: 46 rifle, 24 pistol, 32 shotgun (minimum).

Bay 1 (Stages 1 & 2)
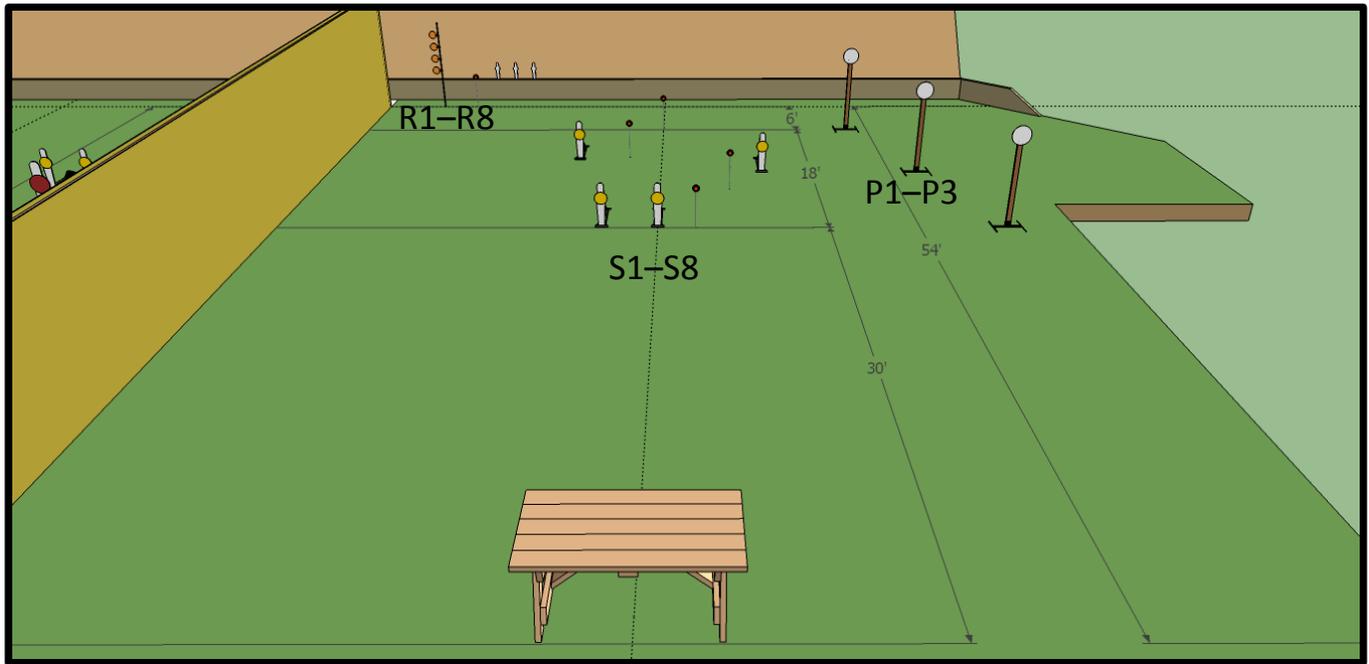
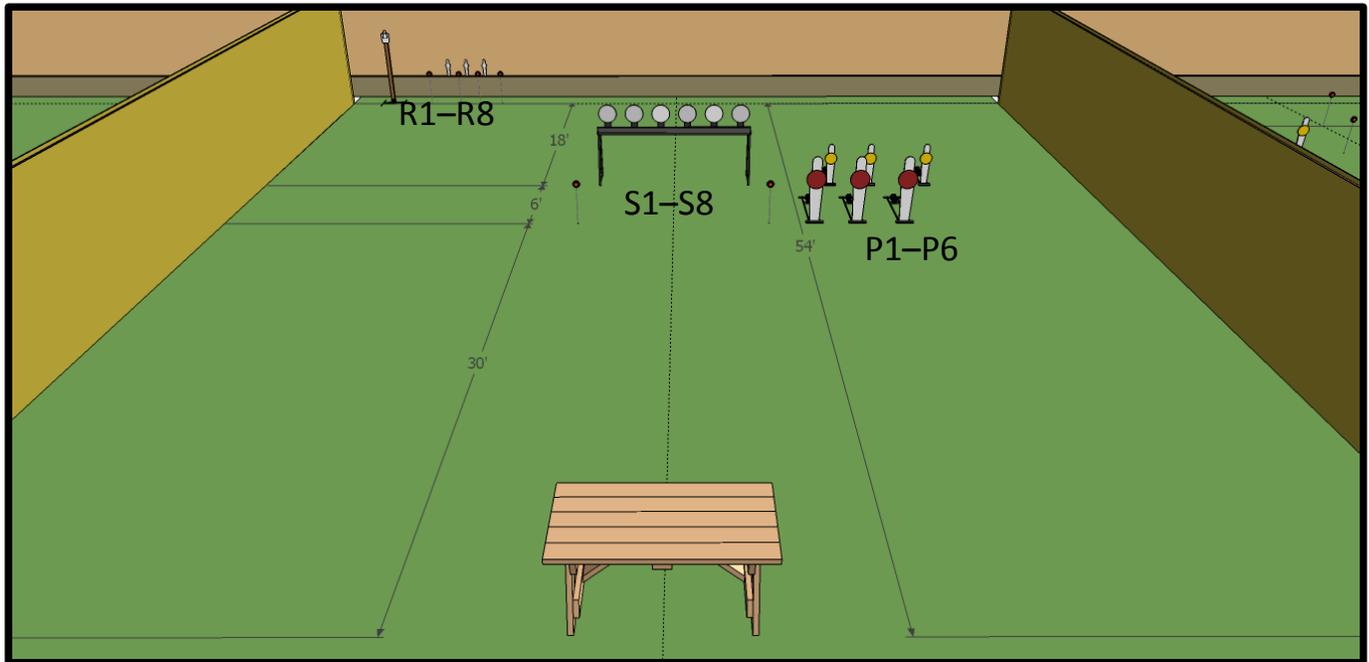| Scoring:	Vickers
Round Count:	Min. 11 Rifle
	Min. 8 Shotgun
	Min. 6 Pistol

Stage 1: Begin standing at table. Rifle staged on table, magazine (6 rounds) inserted, bolt closed on empty chamber. Shotgun staged on table, tube loaded (4 rounds), bolt closed on empty chamber. Pistol holstered, magazine (6 rounds) inserted, slide forward on empty chamber.

At the signal, engage rifle targets R1–R8. Resetting mini–poppers must be hit twice, in any order. Clay must break. Dueling tree plates must flip (or be called as hits by the SO). Engage shotgun targets S1–S8. Steel must fall and clays must break. Engage pistol targets P1–P3, hitting each target twice, in any order.

Stage 2: As Stage 1, except all firearms begin completely unloaded. Also, the multiple–hit targets (mini–poppers and steel lollipops) must be engaged in *tactical sequence* (1–1–2–1–1 or similar).

Note: All rifle and pistol magazines are restricted to six (6) rounds. Shotgun tube is limited to four (4) rounds. Magazines and shotgun shells *may* be staged on the table if desired.

Bay 2 (Stages 3 & 4)

Scoring: Vickers
Round Count: Min. 12 Rifle
Min. 8 Shotgun
Min. 6 Pistol

Stage 3: Begin standing at table. Rifle staged on table, magazine (6 rounds) inserted, bolt closed on empty chamber. Shotgun staged on table, tube loaded (4 rounds), bolt closed on empty chamber. Pistol holstered, magazine (6 rounds) inserted, slide forward on empty chamber.

At the signal, engage rifle targets R1–R8. Steel must be hit twice, in any order. Clays must break. Engage shotgun targets S1–S8. Steel must fall and clays must break. Engage pistol targets P1–P6, in any order. Poppers must fall.

Stage 4: As Stage 1, except all firearms begin completely unloaded. Also, the multiple–hit targets (rifle steel) must be engaged in *tactical sequence* (1–1–1–2–1–1–1 or similar).

Note: All rifle and pistol magazines are restricted to six (6) rounds. Shotgun tube is limited to four (4) rounds. Magazines and shotgun shells *may* be staged on the table if desired.