

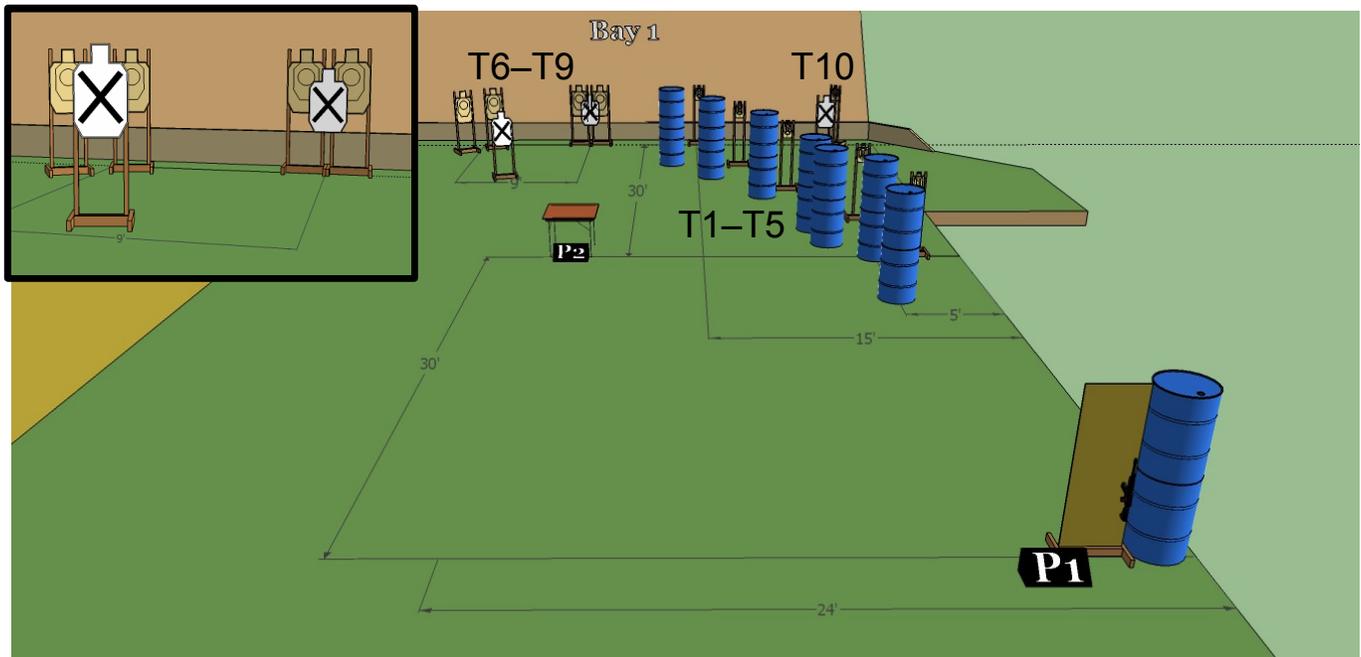
AAF&G 3-Gun Rules

- Be aware of safe muzzle direction for all firearms.
- 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.
- 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.
- All long guns will remain bagged until directed to make ready by an SO. On-deck shooter will have bagged long guns standing by on his bay.
- 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 *safe pistol* is in the same condition as for a holstered start—safety on for single action; decocked for double action; as-is for striker-fired pistols with no manual safety (e.g., Glocks).
 - A *safe rifle* or *safe shotgun* requires the manual safety to be engaged.
 - 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.
- 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 firearm that starts with an empty chamber may be off-safe.



Round count for 3 March, 2012: 50 rifle, 24 pistol, 22 shotgun (minimum).

Stage 1



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|---------------------|---------------------------------|
| Scoring: | Vickers |
| Round Count: | Min. 20 Rifle Min. 12 Pistol |
| Targets: | 6 USPSA Rifle 4 IDPA |
| Start: | Audible |
| Stop: | Last Shot |

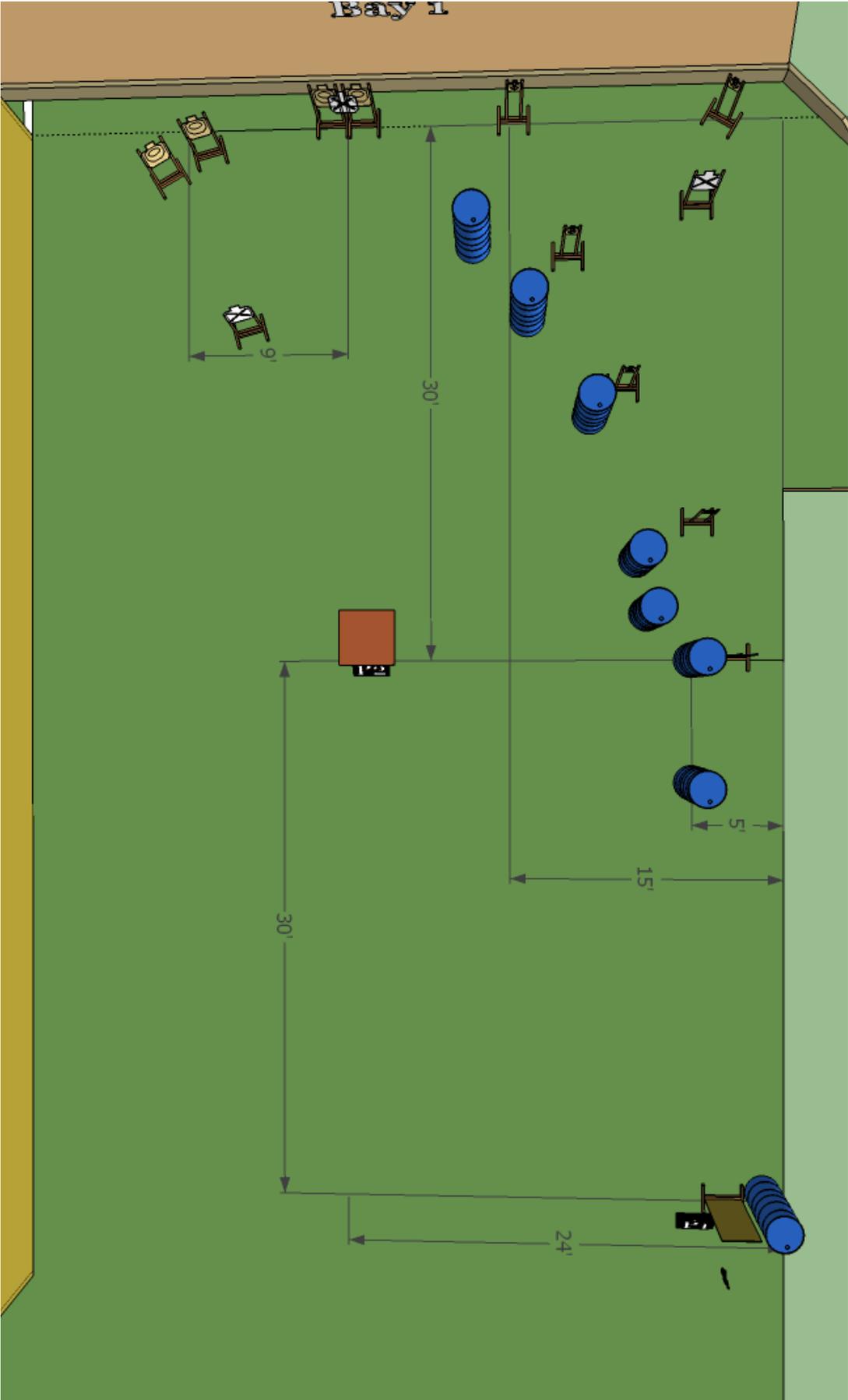
Start: Standing at P1, rifle with magazine loaded and bolt closed on an empty chamber, at low ready. At least one rifle magazine must be staged on the table at P2. Pistol holstered, magazine inserted and slide forward on an empty chamber.

At the start signal, engage T1-T5 with *two rounds each* from the rifle, while advancing to P2.

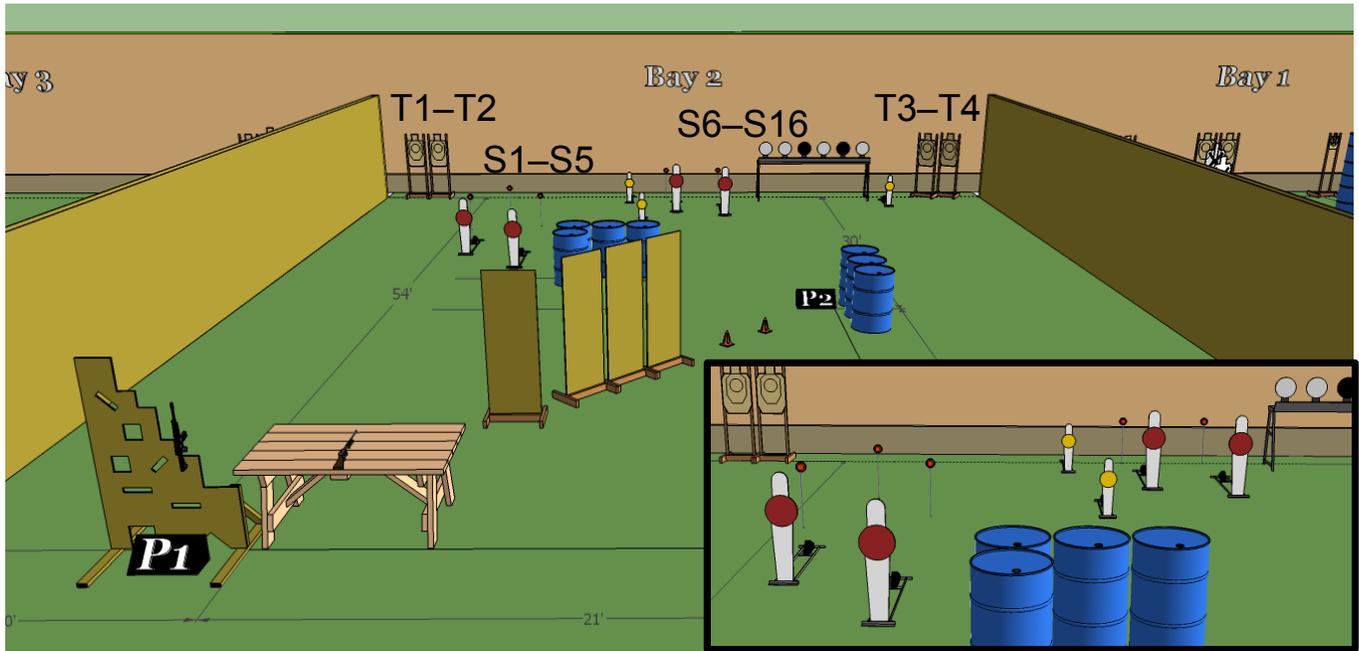
At P2, perform a mandatory rifle reload with the magazine on the table, then engage targets T6-T10 with *two rounds each* from the rifle. Deck a *safe rifle* on the table and draw pistol. Engage T6-T9 (standard IDPA targets) with *three rounds each*.

Note: Rifle shots on IDPA paper *must be head shots*. On reduced size USPSA (rifle) targets, shots may be anywhere on target.

Stage 1: Plan View



Stage 2



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|---------------------|--|
| Scoring: | Vickers |
| Round Count: | Min. 12 Rifle Min. 16 Shotgun |
| Targets: | 4 IDPA 5 clays 7 poppers 4 steel plates |
| Start: | Audible |
| Stop: | Last Shot |

Start: Standing at P1, rifle fully loaded (10+1 max) on-safe, at low ready. Shotgun decked on table at P1, 4 rounds max in tube, chamber empty. Shotgun rounds may be staged at P1 or P2.

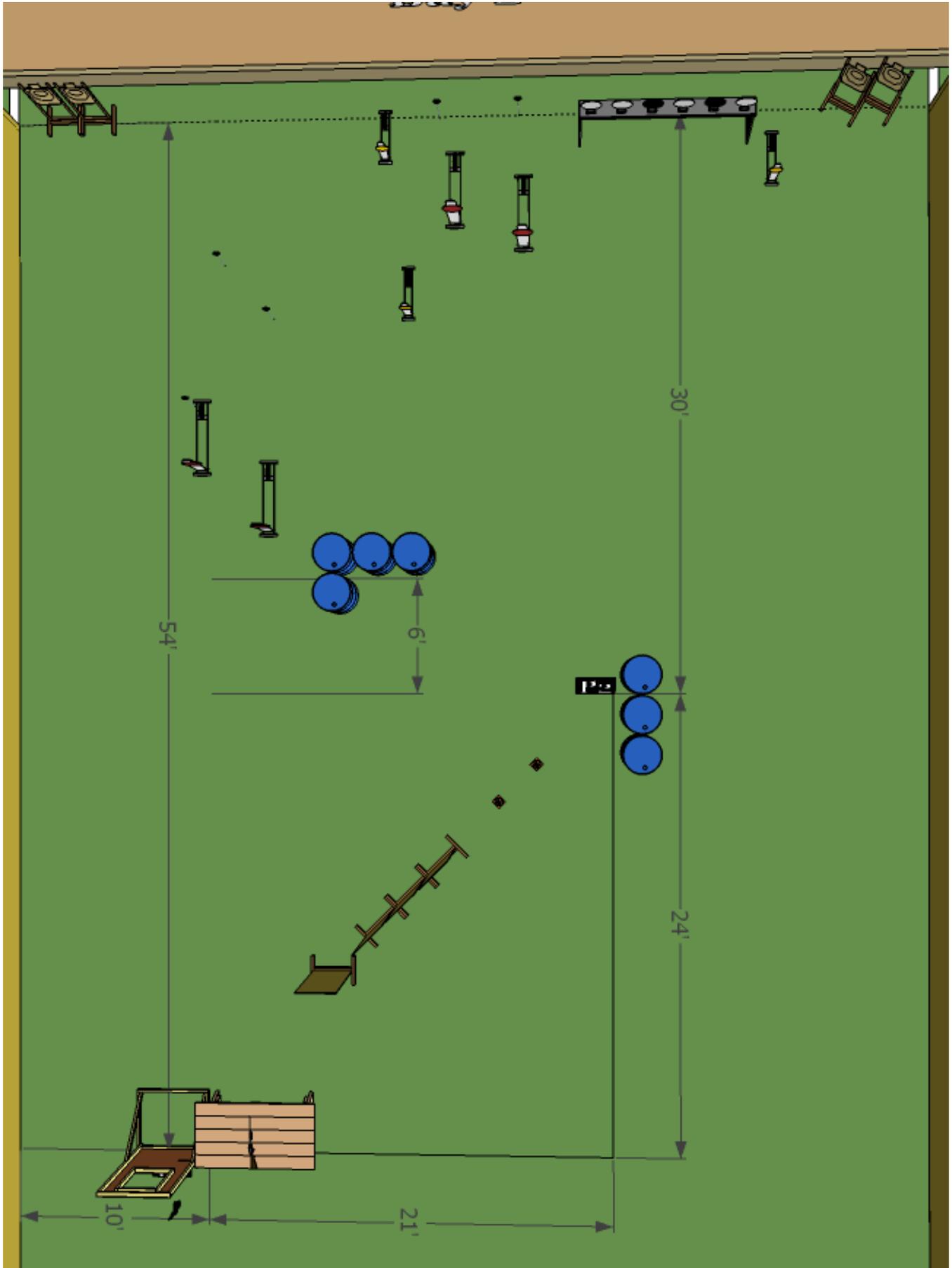
At the start signal, engage T1-T4 with *three rounds each* from the rifle, performing a failure drill (two body hits, one head hit). All rifle shots must be taken through ports of the VTAC barricade (not around the side).

Deck a *completely empty rifle* on the table and retrieve shotgun. Engage shotgun targets S1-S5 from behind the table. Advance towards P2 and engage remaining clays and poppers as they become visible. After reaching P2, engage the four threat targets on the plate rack; make-up shots on S6-S16 may be taken from P2. Plates and poppers must fall to score; clays must be broken to score. Shotgun may not hold more than five (5) rounds at any time, or a PE will be assigned.

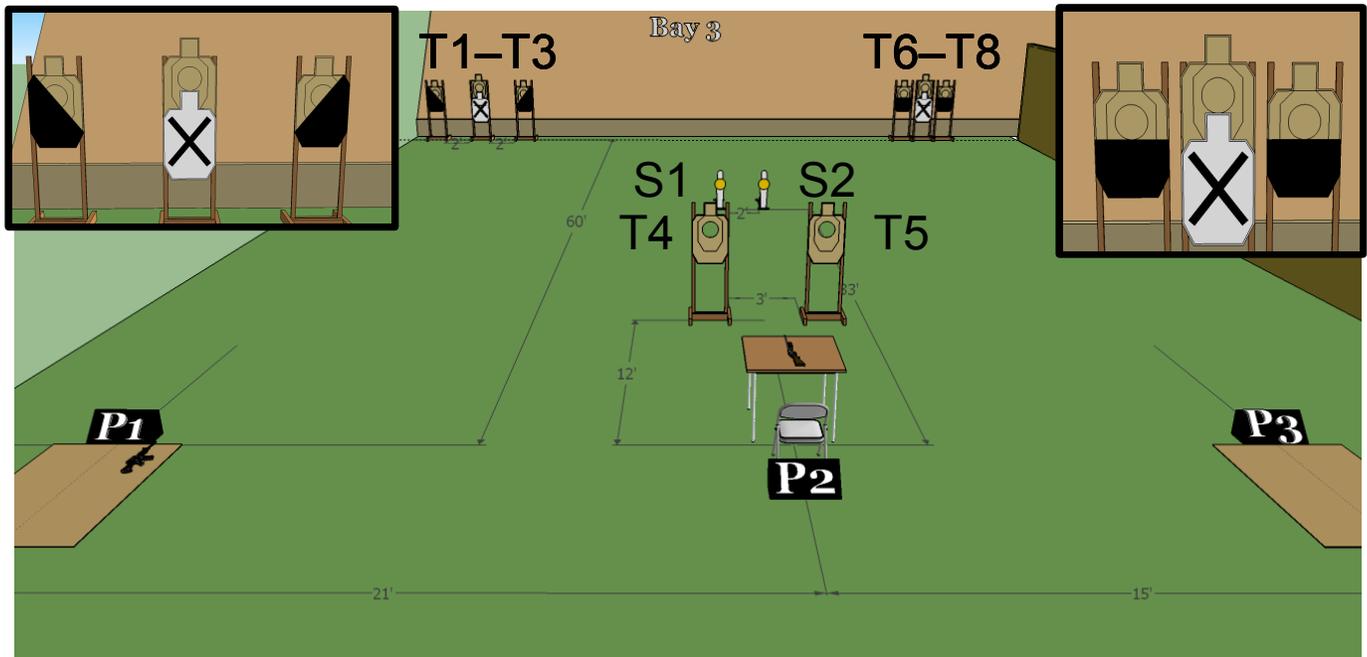
Note: Do *not* engage the plate rack before reaching P2. The black plates are *non-threat* targets and penalties will be applied accordingly. Shooter will *not* be penalized for a non-threat that falls without any indication of having been shot.

Caution: As the shooter moves downrange from P1, the rifle must be completely unloaded before leaving P1. See AAF&G 3-Gun Rules for the definition of an empty firearm; the penalty for an improperly grounded rifle is a match DQ.

Stage 2: Plan View



Stage 3



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|--------------|---|
| Scoring: | Vickers |
| Round Count: | Min. 18 Rifle Min. 12 Pistol Min. 6 Shotgun |
| Targets: | 8 IDPA 2 Steel |
| Start: | Audible |
| Stop: | Last Shot |

Start: Rifle decked at P1, magazine inserted and bolt closed on an empty chamber; rifle magazines staged at P1. Shotgun on table at P2, tube loaded and bolt closed on an empty chamber. Reloads may be staged on table. Pistol decked at P3, completely empty; pistol magazines staged at P3.

Shooter begins standing behind P1, hands relaxed at sides. At the signal, shooter will go prone at P1 and engage T1-T3 with *three rounds each* to the body, then re-engage T1-T3 with *three rounds each* to the head, reloading as necessary. Deck a *safe rifle* and move to P2.

Retrieve shotgun and *sit in the chair* at P2. Engage T4-T5 with *two shots each* and S1-S2 until they fall, all while sitting. Shotgun targets must be engaged in *tactical priority* (near-to-far). Deck a *safe shotgun* on the table at P2 and move to P3.

Go prone at P3 and engage T6-T8 with *four rounds each*, reloading as necessary.

