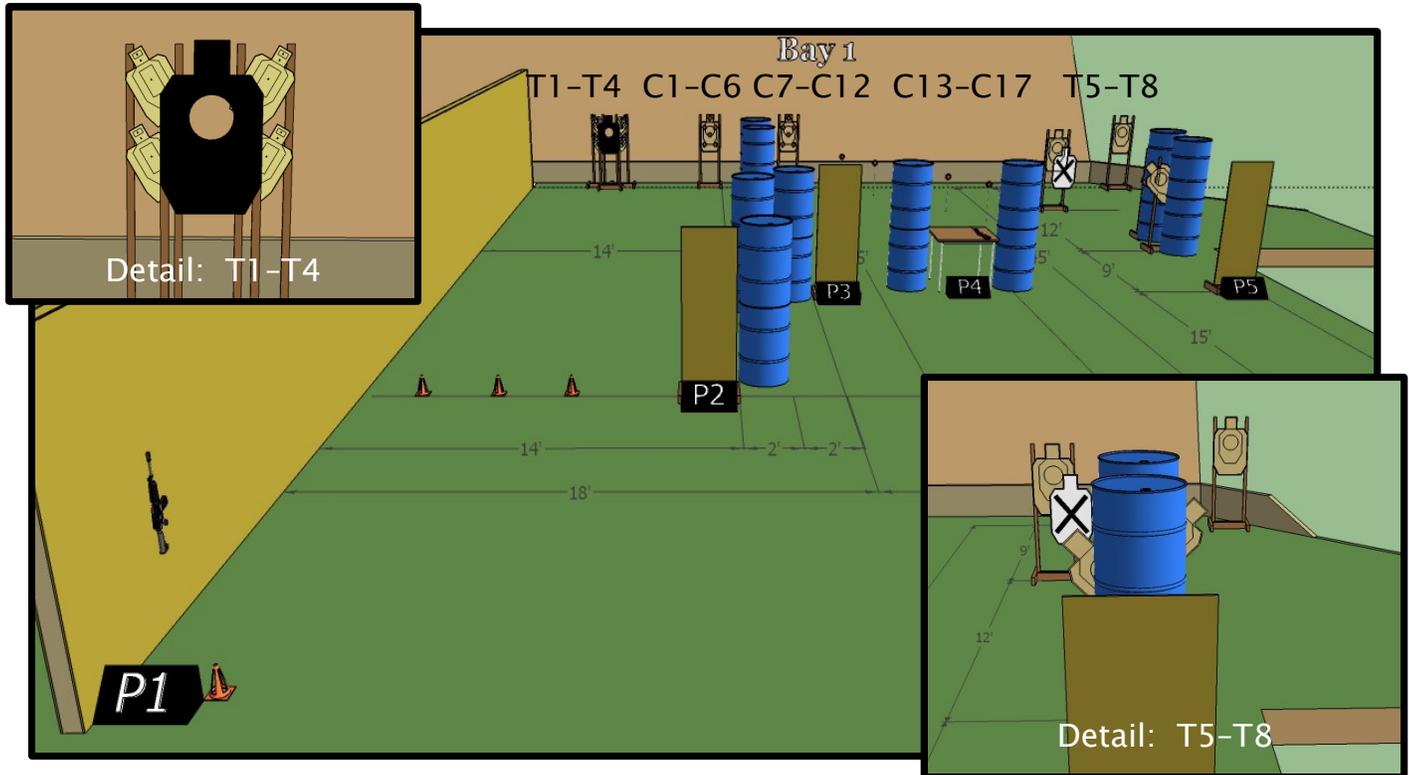


AAF&G 3-Gun Rules



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 must be IDPA legal (any Division). Pistol mags may have 10 rounds.
4. Shotgun must be between 20ga (min) and 12ga (max), pump or semi-auto; no optical sights, compensators, or speedloaders are allowed. Shotgun tubes may be loaded to 4 rounds maximum (even if tube capacity is higher).
5. Rifle must be .22LR or standard centerfire pistol caliber (*e.g.*, 9mm Luger). Rifle must use iron sights or at most one (1) optical sight. Rifle mags may have 10 rounds. Rifle mags do not need to be retained for any reload. Rifles may *not* use support devices (bipods, K9s, &c.). Supporting the handguard, forearm, or magazine on the ground or on stage props is allowed.
 - (a) Rifle determines competitor's shooting division: Rimfire or Centerfire, Iron sights or Optics. Divisions are RF/I, RF/O, CF/I, CF/O.
6. It is a Procedural Error (PE) to have extra rounds in any gun. Note that stage descriptions may specify lower magazine limits than usual (*e.g.*, "All magazines loaded with 6 rounds.").
7. 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 the bay.
8. 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 the SO observes any rounds in the gun during Unload & Show Clear, the shooter will be disqualified.
9. 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.

Stage 1



Scoring:	Vickers
Round Count:	Min. 20 Rifle Min. 5 Shotgun Min. 12 Pistol
Targets:	4 USPSA Rifle 17 Clays 4 IDPA
Start:	Audible
Stop:	Last Shot

Start: Standing at P1, rifle fully loaded (10+1 max), on-safe, at low ready. Shotgun staged on table at P4, 4 rounds max in tube, bolt closed on an empty chamber. Pistol holstered, magazine inserted, and slide forward on an empty chamber.

At the start signal, advance from P1 to P2 and then P3, engaging rifle targets T1-T4 with two (2) shots each and breaking clay pigeons C1-C6 and C7-C12 with the rifle (rifle clays are mounted on

cardboard backers). Reload as necessary. *All rifle shots must be taken either while moving or from cover at P2 or P3.*

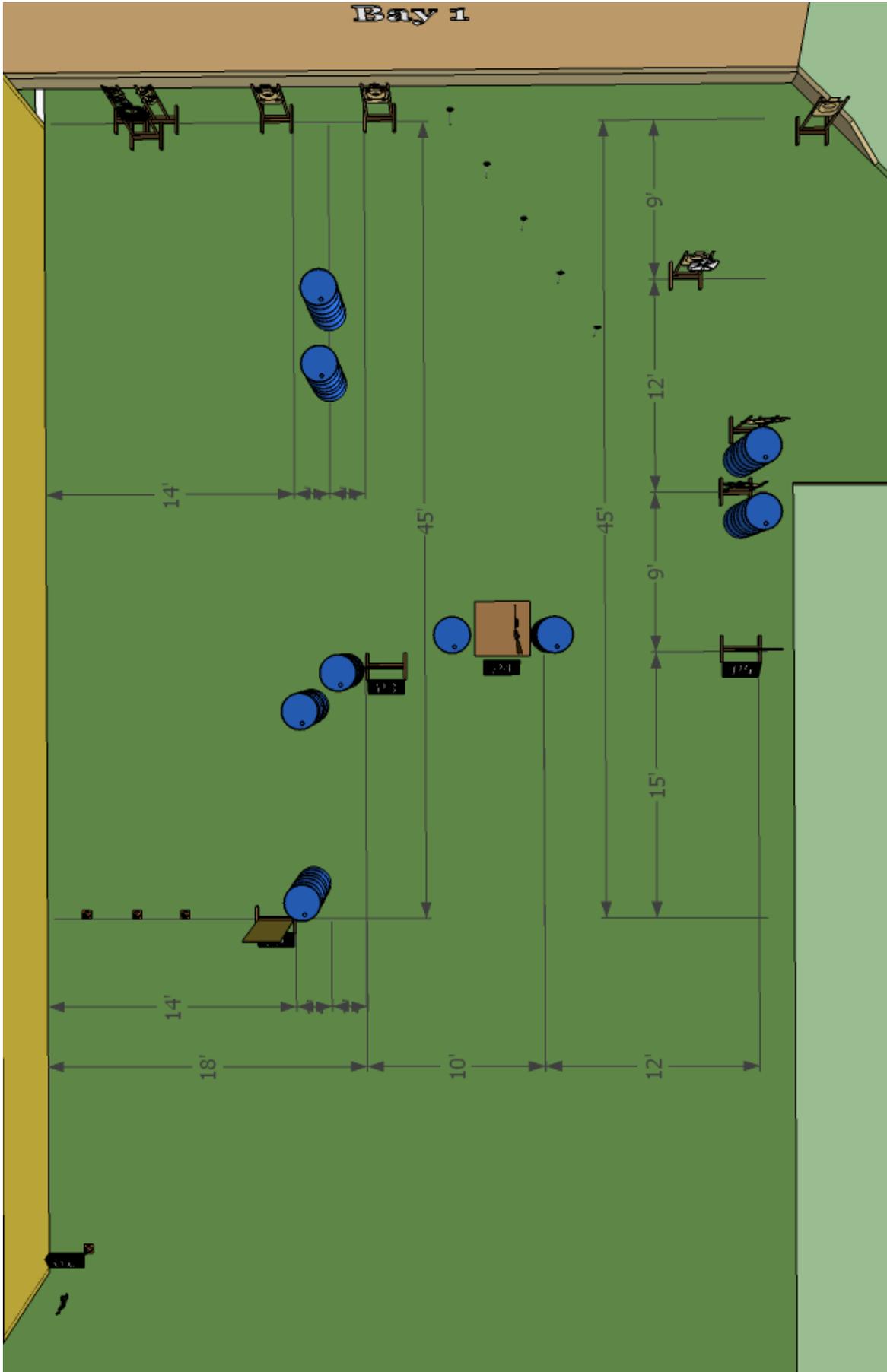
Move to P4, deck a *safe rifle* on the table at P4 and recover shotgun. Engage clay rabbits C13-C17 with the shotgun and deck a *safe shotgun* on the table at P4.

Move to P5 and engage targets T5-T8 from cover with three (3) shots each using the pistol.

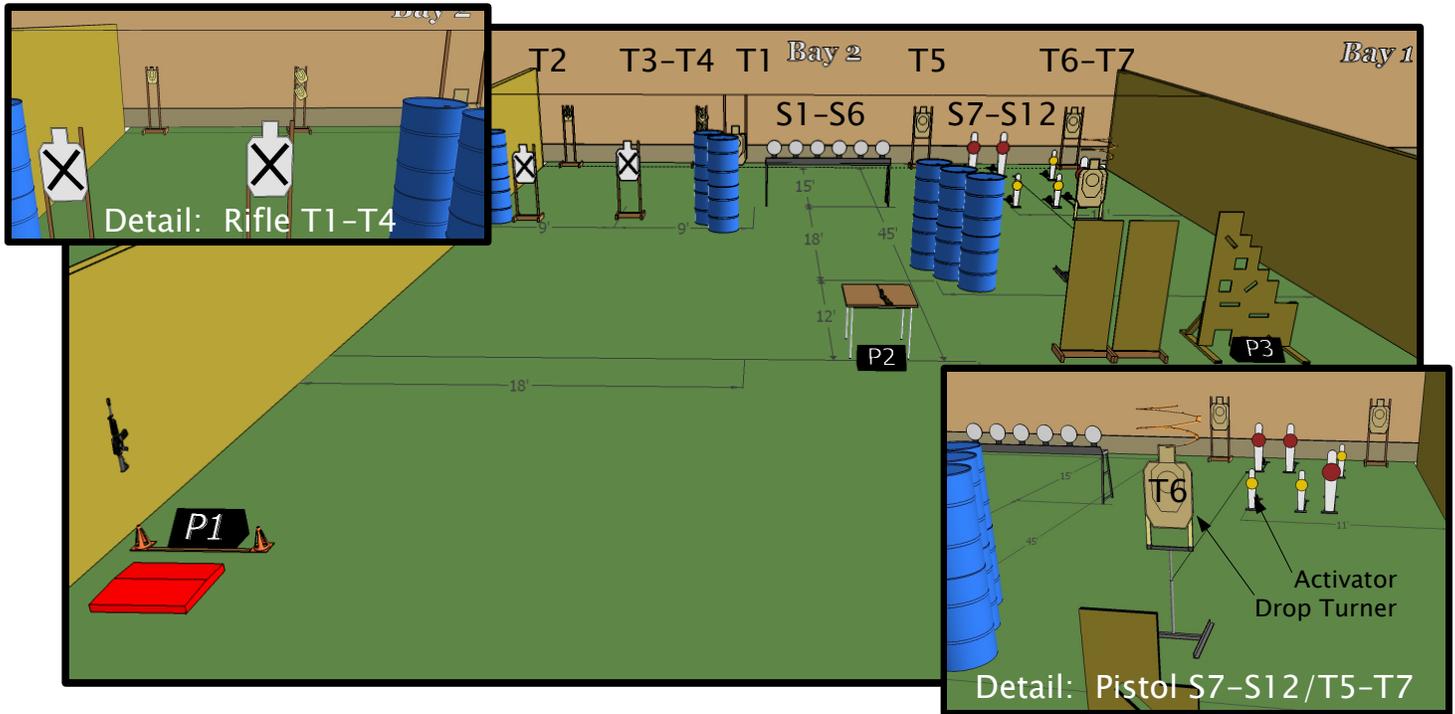
Note: Clays must break (one bullet or BB hit) to score. Missed clays are -5 points.

Setup: Use clay pigeons on special rifle targets; use clay rabbits on the shotgun target stands. Targets T1-T4 are partially obscured by steel hard-cover target (see Detail).

Stage 1: Plan View



Stage 2



Scoring:	Vickers
Round Count:	Min. 12 Rifle
	Min. 6 Shotgun
	Min. 12 Pistol
Targets:	4 IDPA
	3 USPSA Rifle
	6 Poppers
	6 Steel Plates
Start:	Audible
Stop:	Last Shot

Start: Standing behind P1, rifle fully loaded (10+1 max), on-safe, at low ready. Shotgun decked on table at P2, completely empty, bolt forward. Pistol holstered, magazine inserted, and slide forward on an empty chamber.

At the start signal, step on the pressure plate to activate runner T1. From behind the line at P1, engage T1 with six (6) shots.

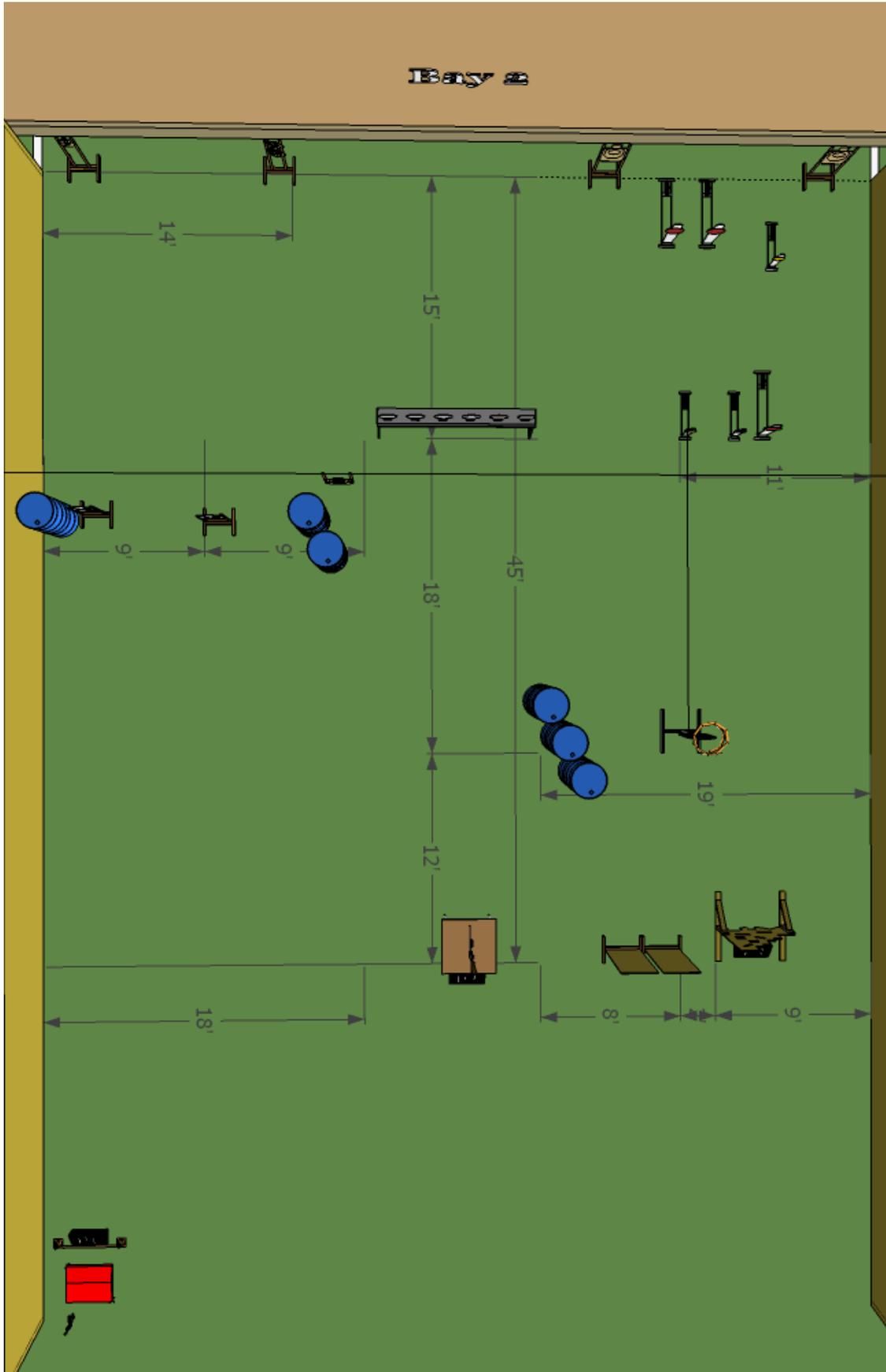
Advance to P2, and engage USPSA rifle targets T2-T4 with two (2) shots each. Deck a *safe rifle* on the table at P2, then recover and load shotgun. Engage the plate rack S1-S6 with the shotgun. Deck a safe shotgun on the table at P2.

Advance to the VTAC barricade at P3. Engage poppers S7-S12 until they fall and targets T5-T7 with two (2) shots each, with all shots passing *through ports* in the VTAC barricade. One PE will be assessed for *each shot* taken at P3 that does not pass through the port.

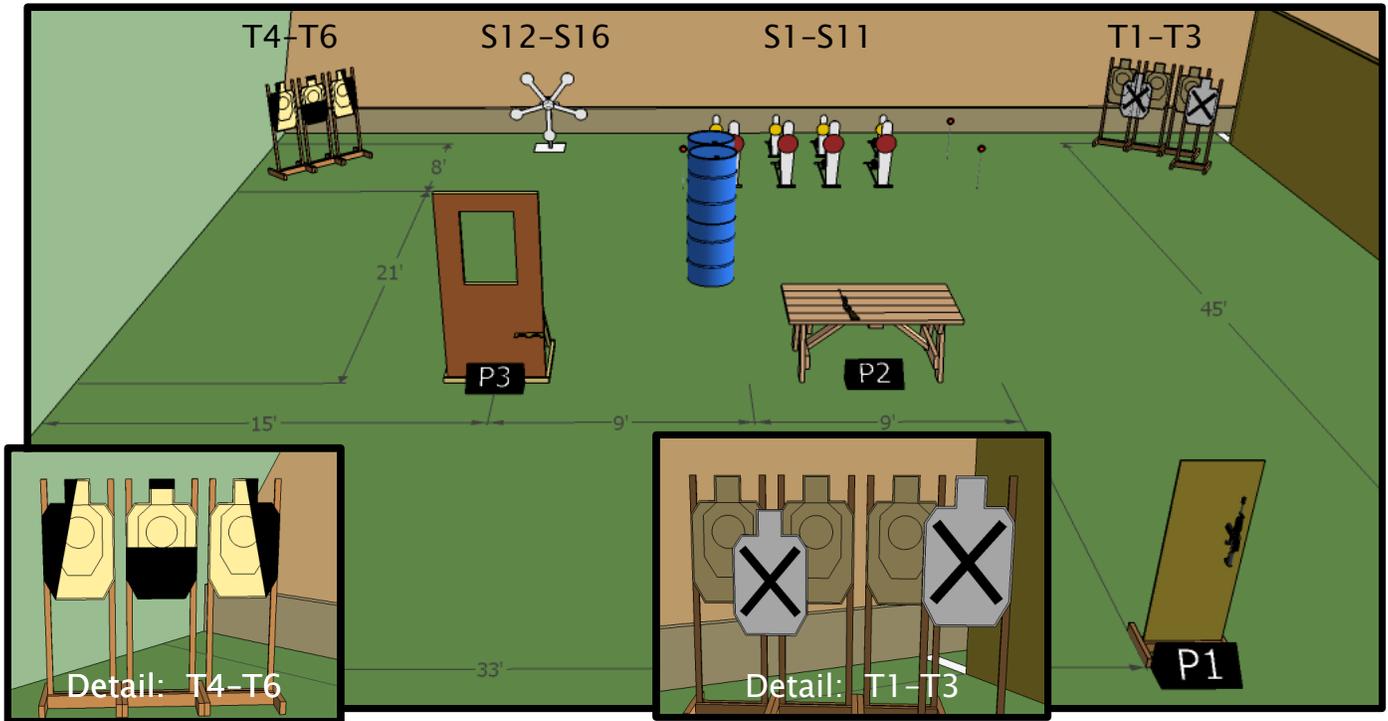
Note: Steel targets must fall to score. (SO may call a hit on the plate rack in the event a shot knocks down a plate that then bounces back upright from impact.)

Setup: Target T6 is a drop-turner activated by the nearest small popper (see Detail:Pistol).

Stage 2: Plan View



Stage 3



Scoring:	Vickers
Round Count:	Min. 12 Rifle Min. 16 Shotgun Min. 12 Pistol
Targets:	6 IDPA 3 Clays 8 Poppers 5 Steel Plates
Start:	Audible
Stop:	Last Shot

Start: Standing at P1, rifle fully loaded (10+1 max), on-safe, at low ready. Shotgun staged on table at P2, 4 rounds max in tube, bolt closed on an empty chamber. Pistol holstered, magazine inserted, and slide forward on an empty chamber.

At the start signal, engage T1-T6 with two (2) head shots each from behind cover at P1, using the rifle.

Advance to P2 and deck a *safe rifle* on the table. Draw pistol and engage T1-T6 with two (2) shots each from P2. Deck a *safe pistol* on the table and recover shotgun. Engage poppers and clays S1-S11 from behind the table, using the shotgun.

Advance to P3 and engage Texas Star S12-S16 through the port, using the shotgun. One PE will be assessed for *each plate hit* at P3 with a shot that does not pass through the port.

Note: Be mindful of the 180-degree line when moving from P2 to P3, especially while reloading the shotgun.

Setup: Use clay rabbits on the shotgun target stands.

Stage 3: Plan View

