

Stage: 1

Course Designer: Eliud Colon

Date: 9/13/2015



GUN READY CONDITION: Shotgun loaded to division capacity laying down on B1.. Pistol loaded in holster

STAGE PROCEDURE: Upon start signal, engage targets as required to score. Pistol engages paper,

shotgun engages steel.

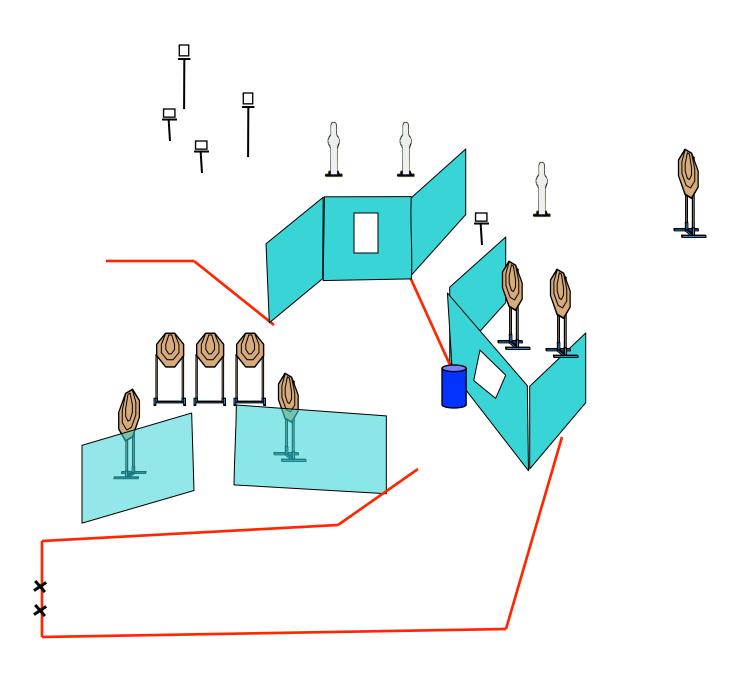
SCORING: Comstock, 24 rounds, 120 points

TARGETS: 8 IPSC, 3 PP, 5 Plates

SCORED HITS: Best 2 per paper, KD steel = 1A

START-STOP: Audible - Last shot

RULES: Last PRPSA 3gun Rules edition

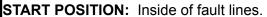




Stage: 2

Course Designer: Eliud Colon

Date: 9/13/2015



GUN READY CONDITION: Pistol and Rifle loaded on

the table. Safeties engaged.

STAGE PROCEDURE: Upon start signal, engage targets as required to score. Engage paper with rifles,

steel with pistol.

SCORING: Comstock, 25 rounds, 125 points

TARGETS: 8 IPSC, 4 PP, 5 Plates

SCORED HITS: Best 2 per paper, KD steel = 1A

START-STOP: Audible - Last shot

RULES: Last PRPSA 3gun Rules edition







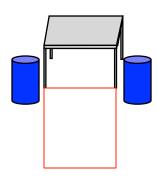


















Stage: 3

Course Designer: Eliud Colon

Date: 9/1032015



START POSITION: Anywhere in the shooting area.

GUN READY CONDITION: Empty on top of drones.
One at either end of the course. Competitor will choose.

STAGE PROCEDURE: Upon start signal, engage targets as required to score. Engage paper targets with pistol and steel with shotgun. Discarded weapon must be either empty or have the safety engaged.

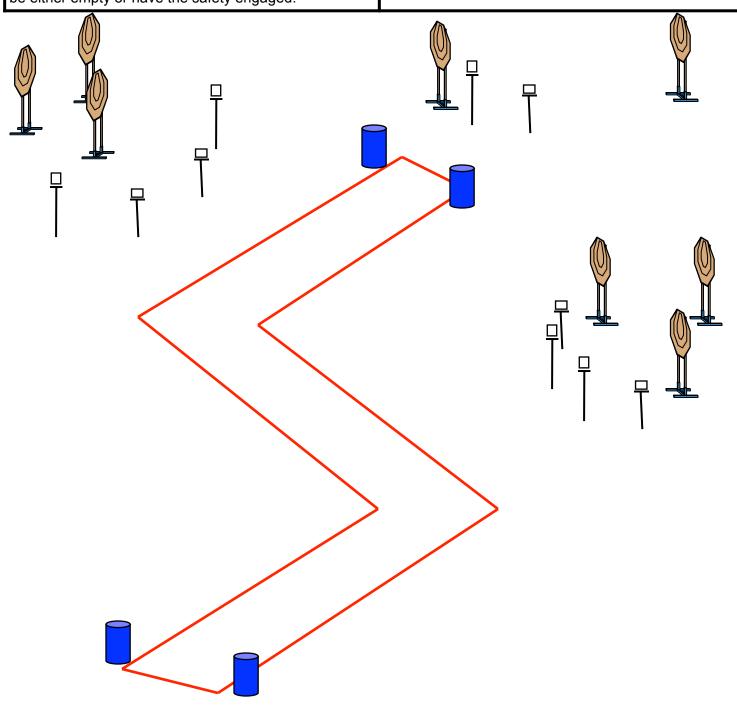
SCORING: Comstock, 26 rounds, 130 points

TARGETS: 8 IPSC, 10 Plates

SCORED HITS: Best 2 per paper, KD steel = 1A

START-STOP: Audible - Last shot

RULES: Last PRPSA 3gun Rules edition





Stage: 4

Course Designer: Rob Romero & Larry Turner

Date: 9/13/2015



3GN 08-13 Times 223

Course Design: Rob Romero & Larry Turner Rules: 3GN Club Series Rules, Latest Edition





STARTING POSITION Standing inside either Box-A or Box-B. Rifle held at low ready and loaded to division capacity, safety engaged.

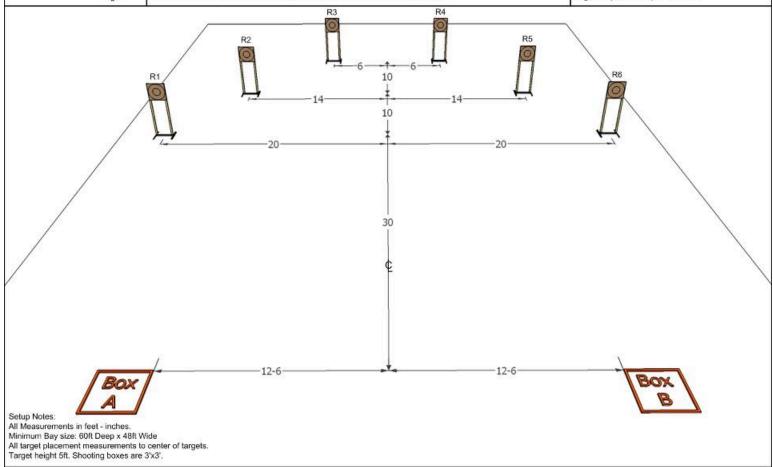
STAGE PROCEDURE Upon Start Signal, engage targets from within the shooting boxes only. R1-R3 must be engaged from Box-A only. R4-R6 must be engaged from Box-B only. Targets within arrays may be engaged in any order. You must perform a mandatory reload before engaging the second array. Reload must come from the belt.

Target Arrays: From Box-A only R1-R3. From Box-B only R4-R6.

SCORING: Time plus penalties TARGETS: 6 Paper SCORED HITS: Paper: 1 hit inside 8 inch

center ring or 2 hits anywhere on paper, 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, failure to perform mandatory reload, Foot Faulting while engaging targets. 1 procedural per shot fired.





Stage: 5

Course Designer: Rob Romero

Date: 9/13/2015



3GN 02-13 Times 12

Course Design: Rob Romero 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 targets from within the shooting boxes only. Target arrays may be engaged in any order.

Target Arrays:

Clays must be engaged from Box-A only. Poppers must be engaged from Box-B only. SCORING: Time plus penalties

TARGETS: 6 PP, 6 Clay

SCORED HITS: Steel Down, Clay Broken 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:

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.

