

# AAF&G 3-Gun Match

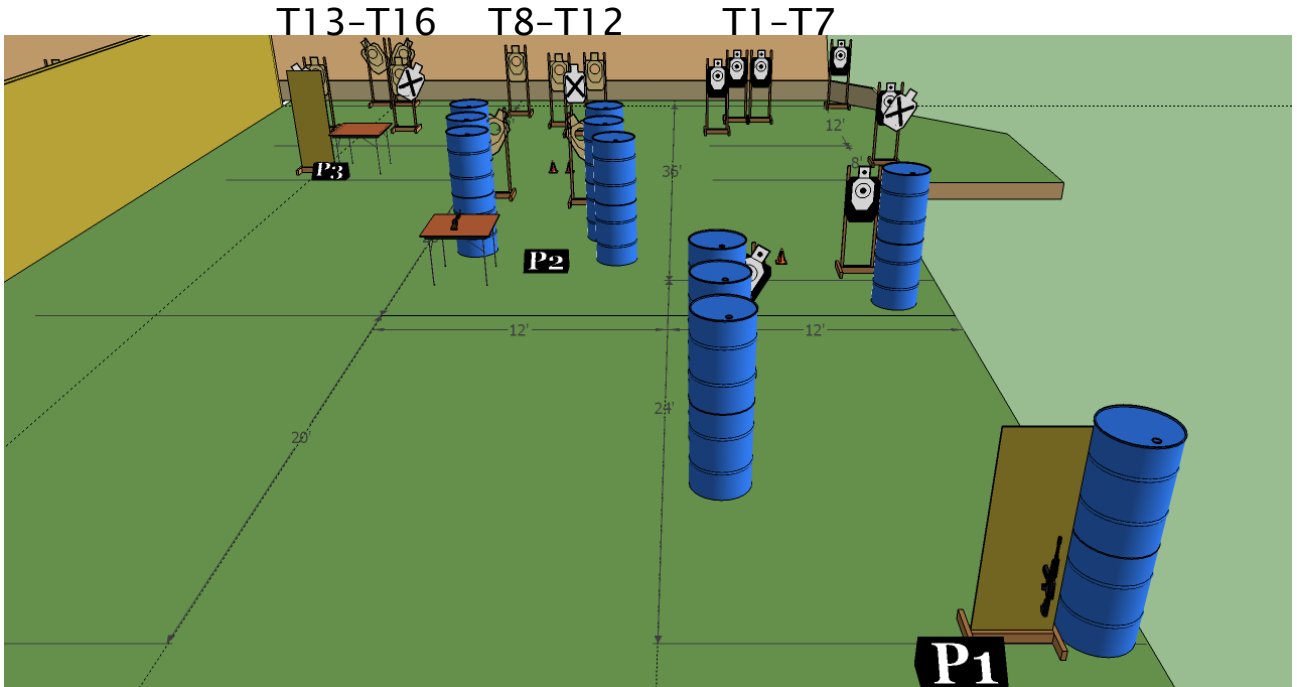
6 November, 2011



# 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.
- 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 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 (minimum): 45 rifle, 36 pistol, 38 shotgun.

# Stage 1



<b>Scoring:</b>	Vickers
<b>Round Count:</b>	Min. 21 Rifle Min. 10 Shotgun Min. 12 Pistol
<b>Targets:</b>	7 IDPA Rifle 9 IDPA
<b>Start:</b>	Audible
<b>Stop:</b>	Last Shot

**Start:** Standing at P1, rifle fully loaded (10+1 max) on-safe, at low ready. Shotgun decked on table at P2, 4 rounds max in tube, chamber empty. Pistol holstered, magazine inserted (10 max), chamber empty.

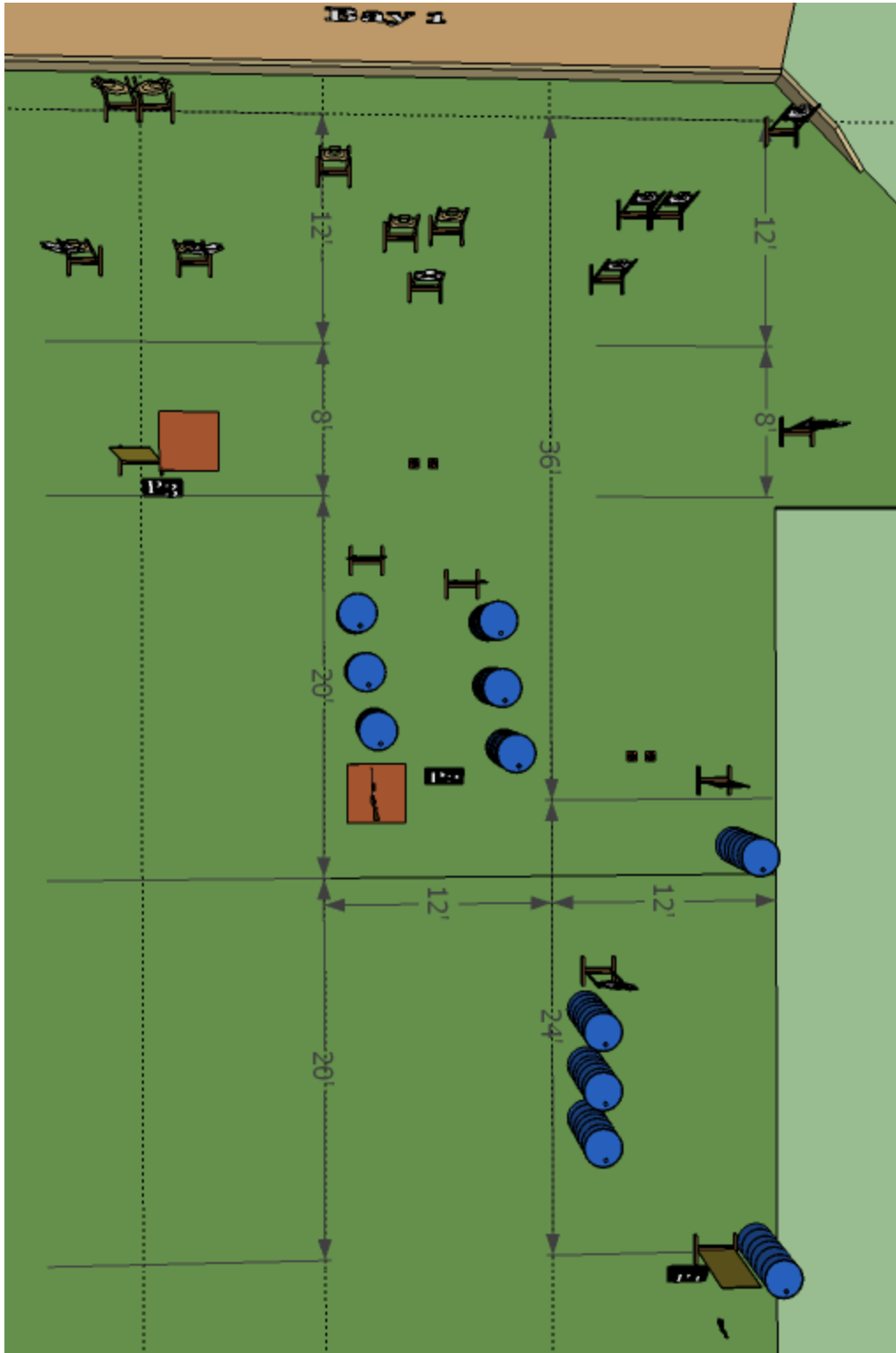
At the start signal, engage T1-T7 *in tactical priority* with *three rounds each* from the rifle, performing a failure drill (two body shots, one head shot) on each. All shots must be taken from cover at P1, while advancing up the hallway towards P2, or from cover at P2. Do not move forward of the orange cones while advancing.

At P2, deck a *completely empty rifle* on the table and retrieve shotgun. While advancing towards P3, engage T8-T12 *in tactical priority* with *two rounds each* from the shotgun, engaging the body only (no head shots with shotgun).

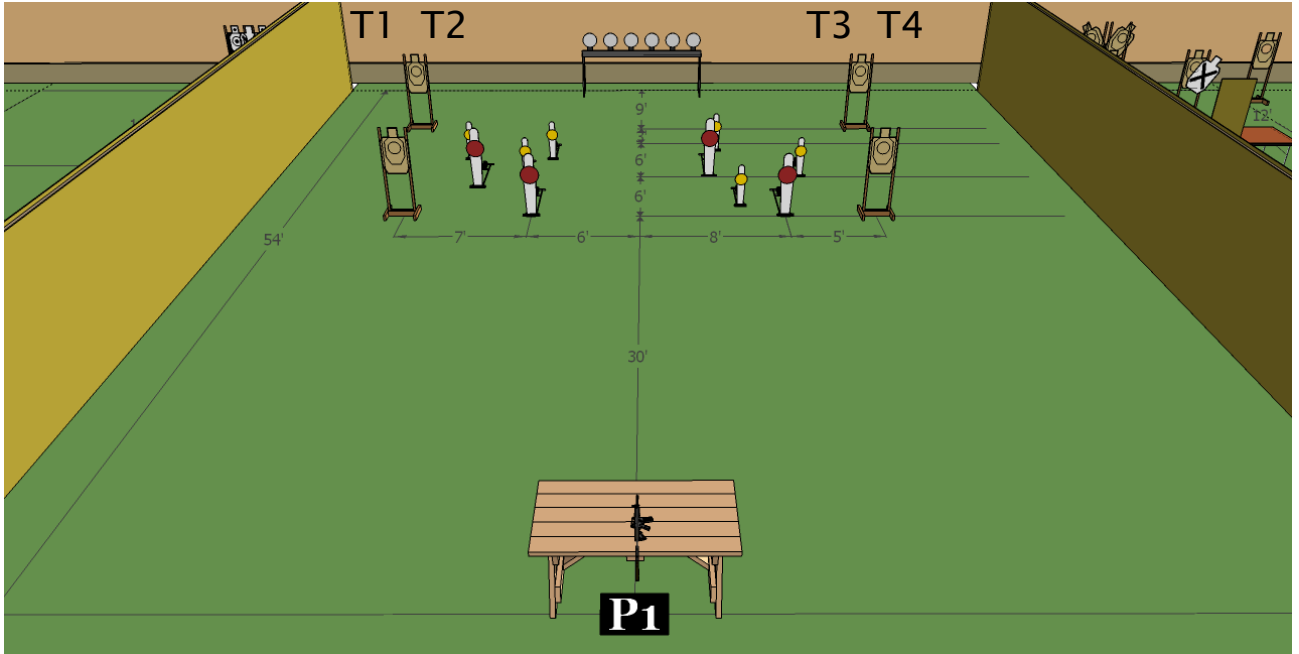
At P3, deck a *safe shotgun* on the table and draw pistol. From cover at P3, engage T13-T16 *in tactical priority* with *three rounds each* from the pistol, performing a failure drill (two body shots, one head shot) on each.

*Note: The rifle must be completely unloaded, as you will be moving downrange from it. If a round or magazine is found during Show Clear, you will be DQed.*

# Stage 1: Plan View



# Stage 2



<b>Scoring:</b>	Vickers
<b>Round Count:</b>	Min. 12 Rifle Min. 12 Pistol Min. 16 Shotgun
<b>Targets:</b>	6 steel plates 10 poppers 4 IDPA
<b>Start:</b>	Audible
<b>Stop:</b>	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. Pistol holstered, magazine inserted (10 max), chamber empty.

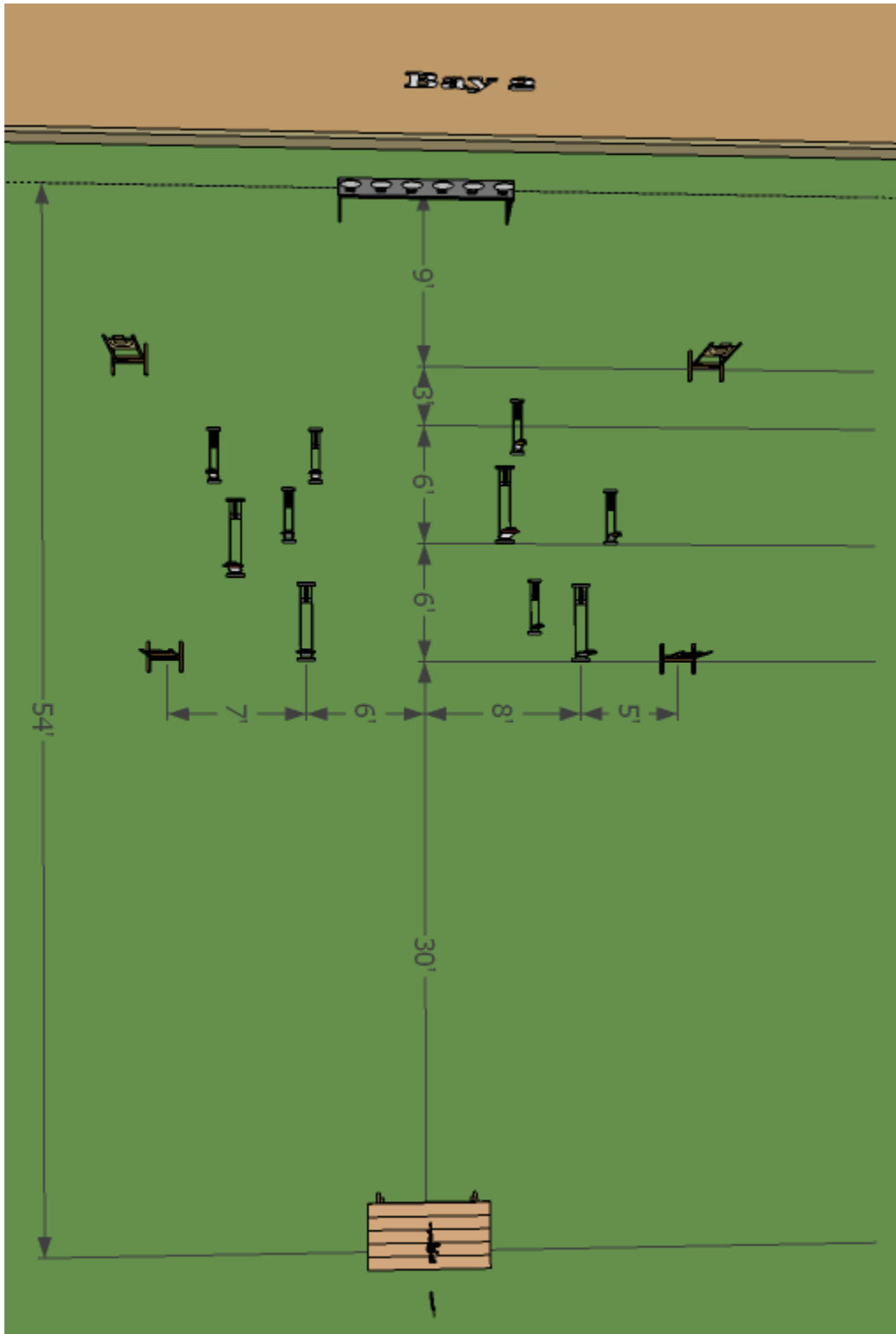
At the start signal, engage T1-T4 *in tactical priority* with *three rounds each* from the rifle, all to the head.

Deck a *safe rifle* on the table and draw pistol. Engage T1-T4 *in tactical priority* with *three rounds each* from the pistol, all to the body.

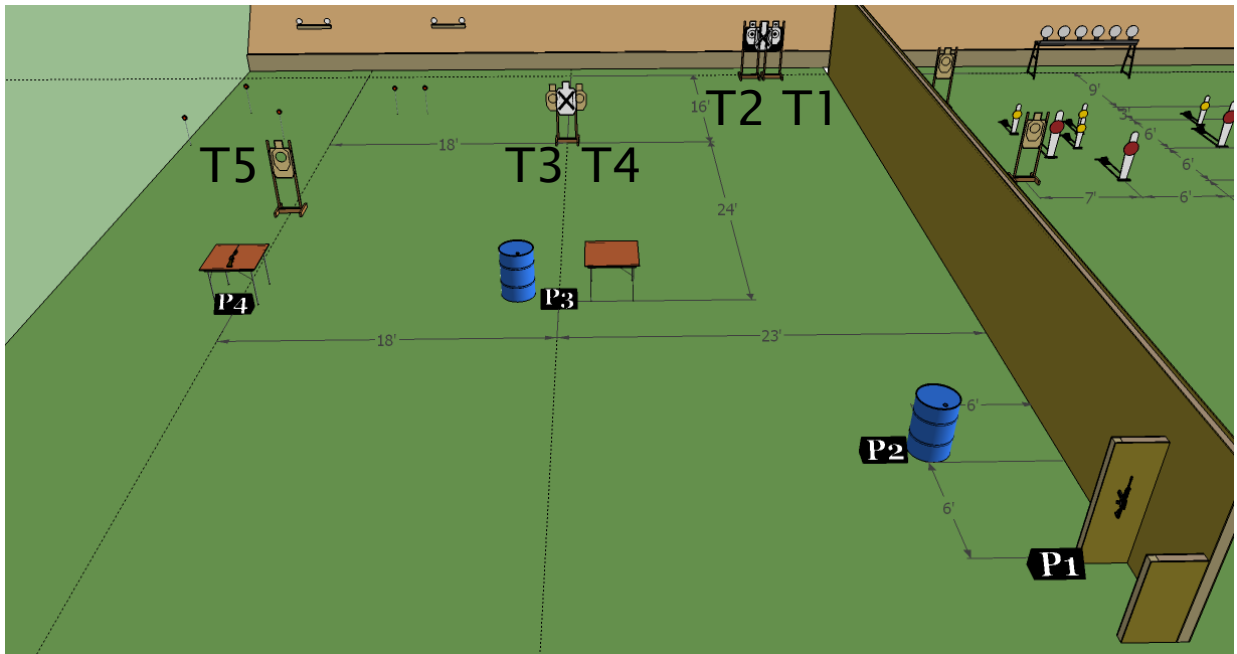
Deck a *safe pistol* on the table and retrieve shotgun. Engage all steel with the shotgun. Plates and poppers must fall to score. Shotgun may not hold more than five (5) rounds at any time, or a PE will be assigned.

*Note: Rifle must be used first, but the pistol and shotgun may be used in any order; whichever is decked on the table must be made safe.*

# Stage 2: Plan View



# Stage 3



<b>Scoring:</b>	Vickers
<b>Round Count:</b>	Min. 12 Rifle Min. 12 Pistol Min. 12 Shotgun
<b>Targets:</b>	2 IDPA Rifle 3 IDPA 5 Clay 4 Steel
<b>Start:</b>	Audible
<b>Stop:</b>	Last Shot

**Start:** Standing at P1, rifle fully loaded (10+1 max) on-safe, at low ready. Shotgun decked on table at P4, completely unloaded; reloads may be on body or staged at P4. Pistol holstered, magazine inserted (10 max), chamber empty.

At the start signal, engage T1-T2 *in tactical priority* with *three rounds each* from the rifle, performing a failure drill (two body shots, one head shot) on each. All shots must be taken from cover at P1.

Then move to P2. From the knee using the barrel as low cover, re-engage T1-T2 *in tactical priority* with *three rounds each*, performing a failure drill on each.

Move to P3 and deck a *safe rifle* on the table, then draw pistol. Engage T3-T4 with *three shots each* from the pistol, failure drill on each. Kneel behind the barrel and re-engage T3-T4 from low cover in *tactical priority* with *three rounds each*, failure drill on each.

Move to P4 and deck a *safe pistol*, then retrieve shotgun. Engage all *clay and steel* targets. Finally, engage T5 with *three shots while retreating*, all shots to the body.

# Stage 3: Plan View

