

YOU ARE INVITED TO ATTEND THE:

NW3G



3 GUN MATCH

HOSTED BY:

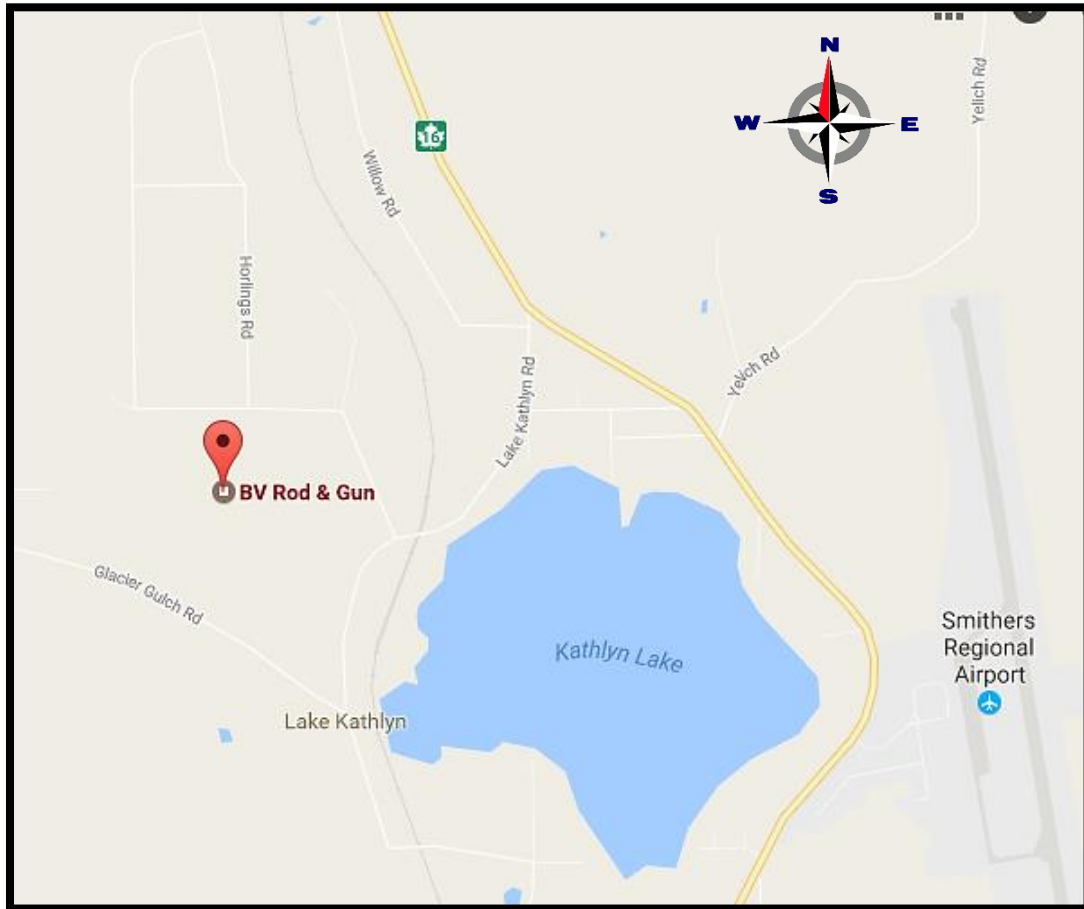
THE BULKLEY VALLEY ROD & GUN CLUB

SPONSORED BY:



MATCH DATE: MAY 20, 2017

DIRECTIONS TO: BULKLEY VALLEY ROD & GUN CLUB



Address: 7091 Kroker Road

From the West (Prince Rupert):

- Turn right off Highway 16 onto Lake Kathlyn Road.
- Take the first right after the train tracks, up around the corner and halfway down the hill take a left turn.
- You are at your destination.

From the East (Smithers):

- After the Smithers Airport Turn left off Highway 16 onto Lake Kathlyn Road.
- Take the first right after the train tracks, up around the corner and halfway down the hill take a left turn.
- You are at your destination.

General Notes & Rules For:

Club Matches: Multigun (3 Gun)

4 Stages

Match Location: The Bulkley Valley Rod & Gun Club

Registration starts at 8:00 AM, Shooting starts at: 9:00 AM

Date: Saturday, May 20th, 2017

- Match Fee: \$25.00.
- Lunch / Breakfast is not scheduled; please look after your own food.
- Pre-registration is not required but appreciated (Practiscore).
- Rules as per current 3GunNation rules.
- All competitors and spectators must wear hearing and eye protection.
- All Competitors are expected to work.
- Drawings are not to scale and due to range conditions the distances and actual layout may vary.
- All measurements are in meters unless otherwise specified.
- Brass Picking after the match is allowed.
- Penalty metal & paper no shoots will be painted white.
- Paper targets indicating hard cover will be painted black, the painted portion will not score.
- Steel targets must fall to score.
- There is no target engagement order from each position unless specified.
- Moving targets must be activated prior to shooting them or it will incur penalties.
- Start signal is by electronic buzzer and stop is last shot fired unless otherwise specified.
- Fault Lines are considered the same as a charge line rope, i.e.: touching when shooting incurs penalties.
- Red Fault lines signify hard cover and can be considered the same as a wall; you cannot shoot or move over top of a red charge line.
- Yellow fault lines signify a forward charge line; you can engage targets over a yellow charge line.
- Prone Position with a handgun holstered is prohibited and will result in a DQ.
- If a stage start condition requires an unloaded table start; firearms must have action open (slide locked back) and may have the optic turned on (if required).
- Shooting starts at 9:00am.
- For more information please contact Trevor Bowker via email: twbowker@hotmail.com
- Link to YouTube Stage Playlist:
https://www.youtube.com/watch?v=ompot0MvJY4&list=PLwNmMRJncGzpUhOhqEs14f_LbptrJLqd



STAGE 1

BAY 1

HANDGUN RIFLE SHOTGUN

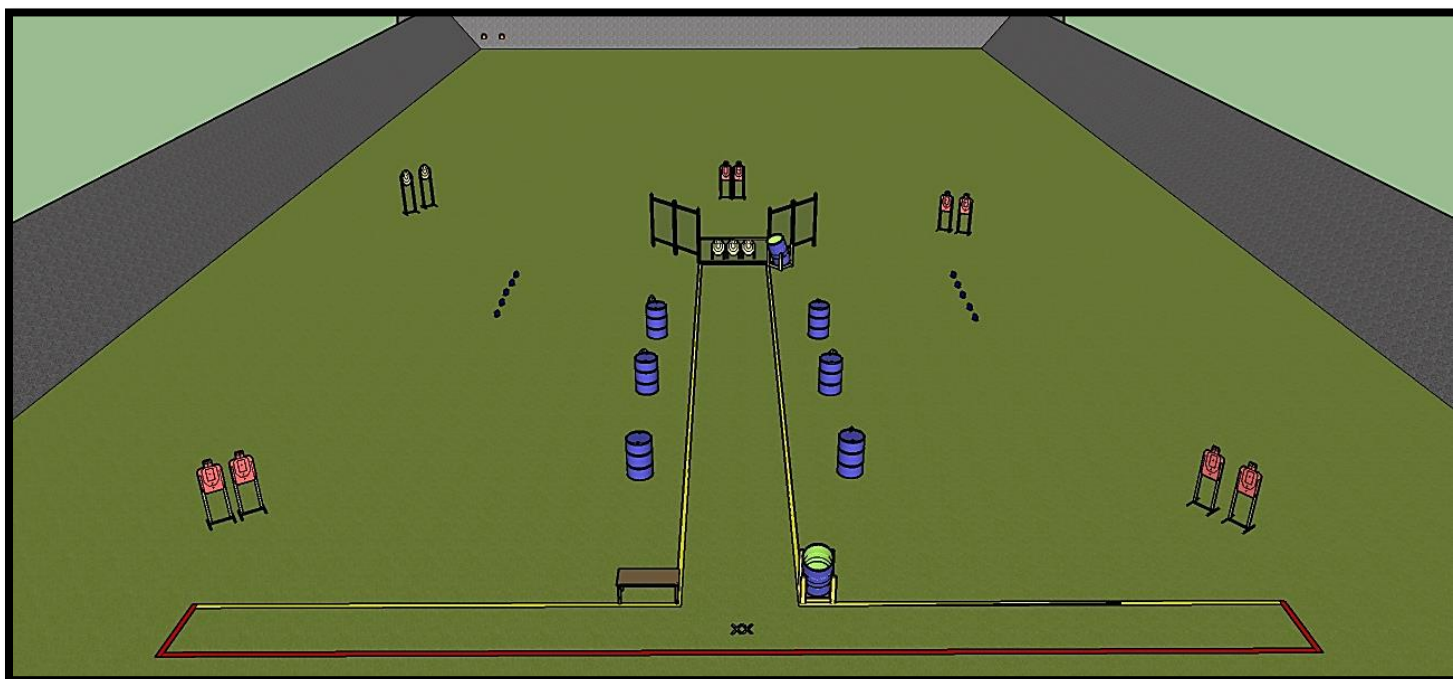
Rules: as per current edition 3GunNation. Designed By: Trev Bowker

Start Position: Standing in Shooting Area on marks, hands relaxed at sides, or if starting with long gun; holding at the low ready condition.

Gun Ready Condition: All firearms are loaded. Rifle and Shotgun are in either Dump Tray. Handgun is loaded and holstered.

Stage Procedure: On start signal engage targets from shooting area.

- **Scoring:** Time Plus
- **Targets:** 9 classic pistol targets, 8 metric rifle targets, 2 steel rifle targets, 10 steel shotgun plates.
- **Scored Hits:** Paper must be neutralized, steel must fall.
- **Start-Stop:** Audible-last shot.
- **Distances:** 1m to 75m



Link to stage animation: <https://www.youtube.com/watch?v=ompot0MvJY4>

Stage Sponsors:





STAGE 2

BAY 1

HANDGUN RIFLE SHOTGUN

Rules: as per current edition 3GunNation. Designed By: Trev Bowker

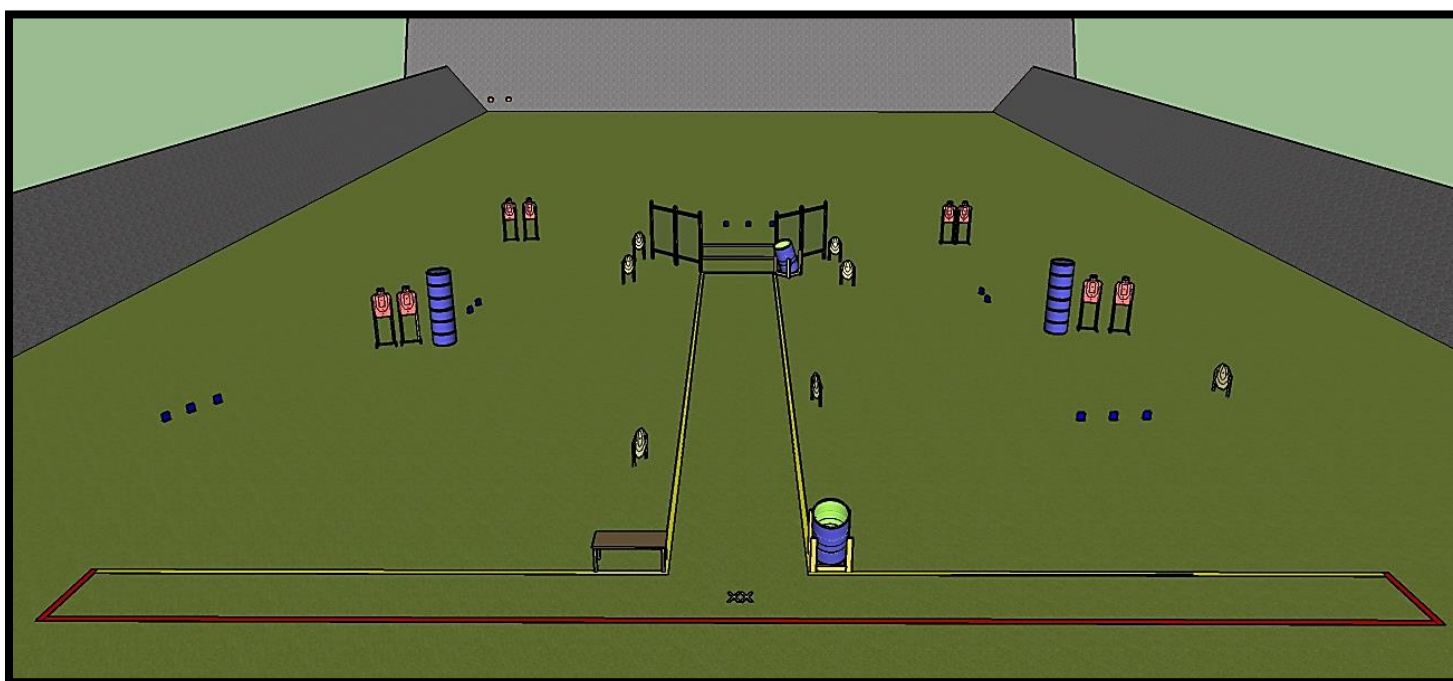
Start Position: Standing in Shooting Area on marks facing up range and hands relaxed at sides.

Gun Ready Condition: **Handgun** is loaded and holstered.
Rifle & Shotgun are loaded and placed in either dump tray.

Stage Procedure: On Start Signal, engage targets from shooting area.

Note: 3 Far shotgun steel targets must be engaged under the wall (prone).

- Scoring: Time Plus
- Targets: 7 classic pistol targets, 8 metric rifle targets, 2 rifle steel targets, 13 steel shotgun plates.
- Scored Hits: Paper must be neutralized, steel must fall.
- Start-Stop: Audible-last shot.
- Distances: 1m to 75m



Link to stage animation: https://www.youtube.com/watch?v=puz_G_n3SMs

Stage Sponsors:





STAGE 3

BAY 1

HANDGUN RIFLE SHOTGUN

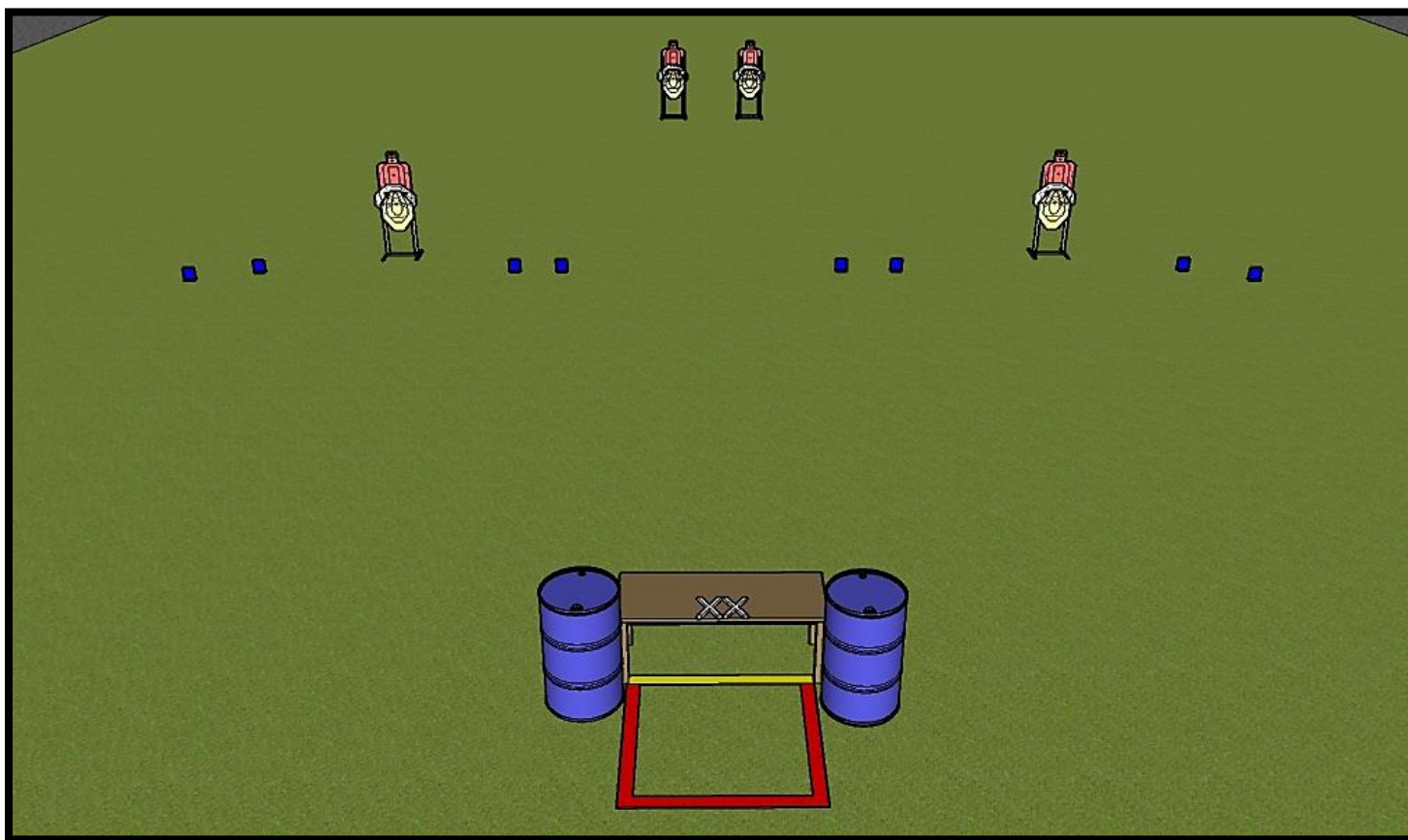
Rules: as per current edition 3GunNation. Designed By: USPSA M.G.D.T.

Start Position: Standing in Box A, Palms flat on marks.

Gun Ready Condition: Shotgun unloaded on table. Rifle unloaded on table. Handgun unloaded and holstered.

Stage Procedure: Upon start signal, engage targets from within the fault lines. **Metric targets must be engaged with Handgun.** **Classic targets must be engaged with Rifle.** **Steel plates must be engaged with shotgun.**

- **Scoring:** Time Plus
- **Targets:** 4 classic rifle targets, 4 metric handgun targets, 8 steel shotgun plates.
- **Scored Hits:** Paper must be neutralized, steel must fall.
- **Start-Stop:** Audible-last shot.



Link to stage animation: <https://www.youtube.com/watch?v=D0v66EaAjaw>

Stage Sponsors:





STAGE 4

BAY 1

HANDGUN

SHOTGUN

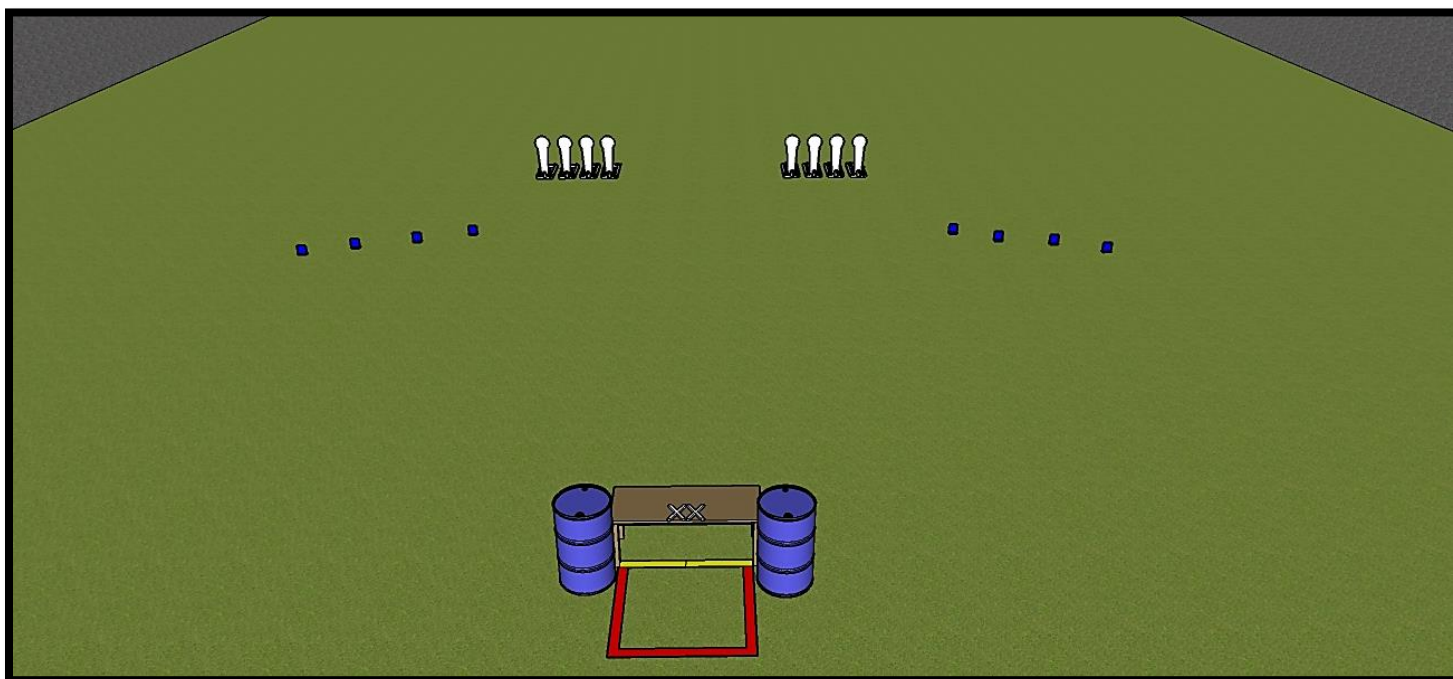
Rules: as per current edition 3GunNation. Designed By: USPSA M.G.D.T.

Start Position: Standing in Box A, Palms flat on marks.

Gun Ready Condition: Handgun is unloaded and holstered. Shotgun is unloaded on table.

Stage Procedure: Upon start signal, engage targets from within the fault lines. **Poppers must be engaged with handgun only. Plates must be engaged with shotgun only.**

- Scoring: Time Plus
- Targets: 8 Pepper Poppers, 8 steel shotgun plates.
- Scored Hits: steel must fall.
- Start-Stop: Audible-last shot.
- Distances: Minimum 10m.



Link to stage animation: <https://www.youtube.com/watch?v=e3YHE5hEr9k>

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