



# Introduction To 3-Gun

Rio Salado Sportsman's Club, Mesa, AZ



Ron Aschenbach, Richard Bhella, Kelly Neal

# Introductions



- Ron Aschenbach
  - Rio Salado 3-Gun Division Director
  - Practical shooter since 2003
  - Open division
  - NROI CRO
- Richard Bhella
  - Rio Salado 3-Gun Match Director
  - Practical shooter since 1982
  - Tactical Limited division
  - NROI CRO
- Kelly Neal
  - Sponsored 3-gunner since 2001
  - Winner of USPSA 3-Gun Nationals & numerous other matches
  - Tactical Limited , Tactical Scope divisions



# Agenda



- Overview of 3-gun competition
- Safety and conduct

RON

- Rules and equipment divisions
- What to expect at your first match
- Making the most of your existing equipment
- How to be an RO when it's your turn

RICHARD

- Tips for approaching a 3-gun stage
- Strategies for improving your score

KELLY

- Practical exercise

# Overview



- Practical shooting's martial origins
  - SW Combat Pistol League/Jeff Cooper (1960s)
  - IPSC/USPSA (1976)
- Soldier Of Fortune 3-gun match (1985-2002)
- Superstition Mountain Mystery 3-Gun (1996+)
  - Longest continually running 3-gun match in the World
- High-profile, gaining in popularity
  - 3-Gun Nation TV show
  - Local matches
    - Rio Salado (2<sup>nd</sup> Saturday)
    - Phoenix Rod & Gun (4<sup>th</sup> Sunday)
  - National matches
    - Rocky Mountain
    - Iron Man
    - USPSA Multi-Gun
  - International matches
    - Under the auspices of the IPSC



# Match Structure



- Match typically comprises several “stages”
  - Unique, run-n-gun, scenario-based shooting problem
  - One or more guns used
  - One shooter at a time, dedicated range officer
- Rules
  - IMA
  - Others (USPSA/Comstock, Horner/Vickers)
- Score based on speed and accuracy
  - Time to complete stage (shot timer)
  - Inaccuracy and errors are penalized
  - Scoring by equipment division

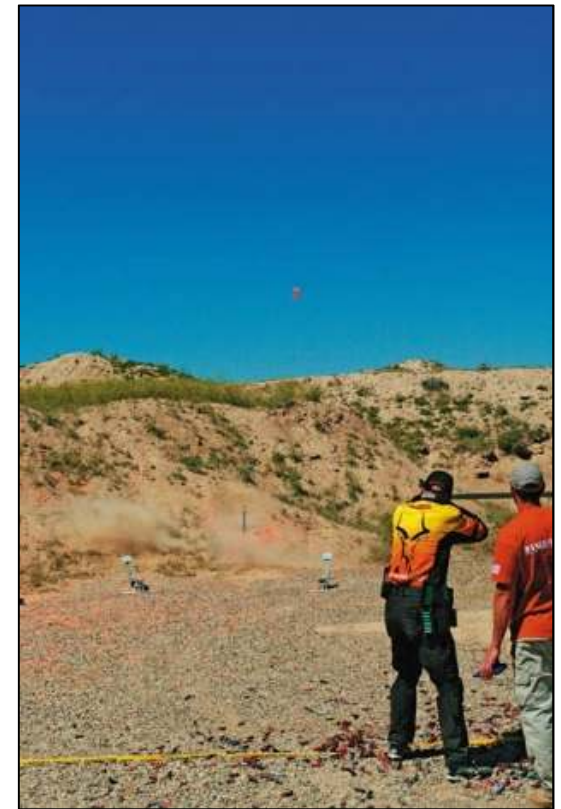
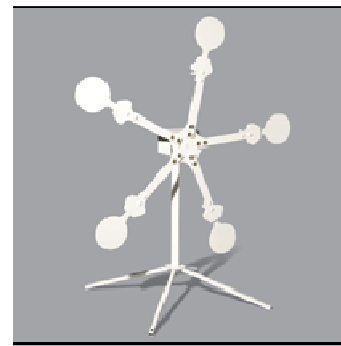
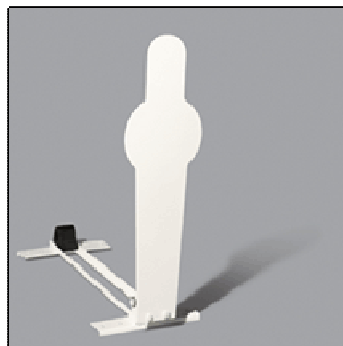




# Video of a Typical 3-Gun Stage



# Short-Range Targets





# Long-Range Rifle Targets





# Safety & Conduct



- Eye & ear protection
- Cold range
  - Safety areas – NO AMMO
  - Case/Open Bolt Indicator. Carry between stages.
  - Muzzle discipline (The Four Rules)
- 1:1 range officer supervision of competitor
  - Load only under direct RO supervision
  - Follow directions immediately
  - Range commands
  - DQ for safety violations
    - Unsafe ammo
    - 180° rule, sweeping
    - AD/finger in trigger guard
    - Unsafe gun handling/dropped gun
    - Unsafe abandonment
- Sportsmanship



# Abandonment



- Necessary on stages which require more than one gun
- Never use more than one gun at a time. We don't abandon to slings.
- Gun may only be abandoned:
  - In the designated receptacle
  - Muzzle down
  - Totally unloaded OR safety catch in the "safe" position
  - Safe-action pistols OK
- Unsafe abandonment = Match DQ
- The stage is not over until ALL guns are cleared



# Rules & Equipment Divisions

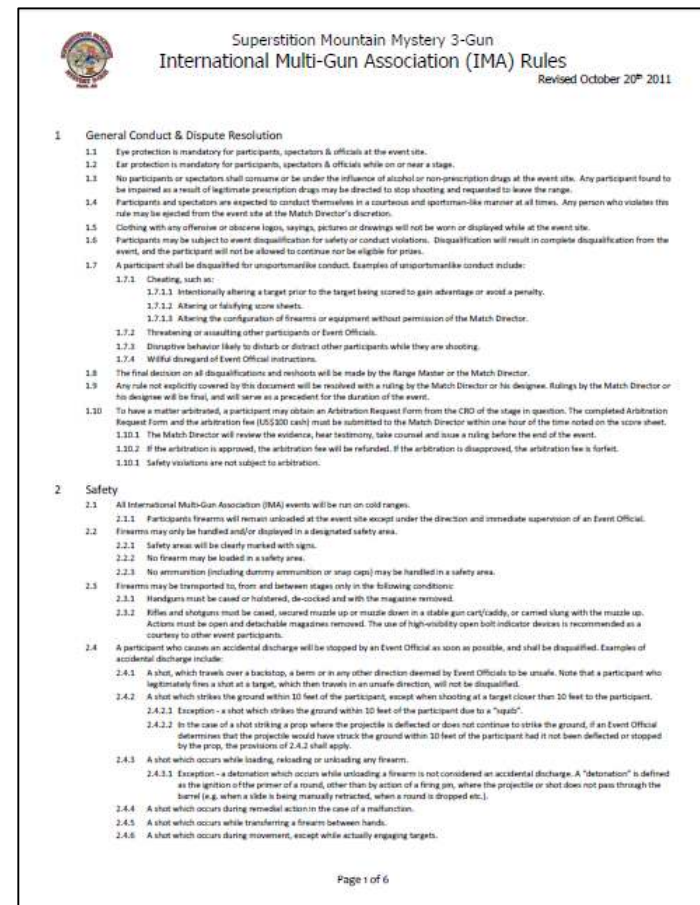


## ■ International Multi-Gun Association (IMA) rules

- 1. General Conduct & Dispute Resolution
- 2. Safety
- 3. Ammunition
- 4. Firearms
- 5. Equipment Divisions
- 6. Scoring & Penalties
- 7. Awards

## ■ Five Equipment divisions

- Open
- Tactical Limited
- Tactical Scope
- Heavy Metal Limited
- Heavy Metal Scope





# Which Equipment Division?



Equipment Division	Rifle Requirements *	Shotgun Requirements *	Pistol Requirements *
<b>Open</b>	No restrictions.	No restrictions.	Max magazine length 170mm.
<b>Tactical Scope</b>	Max 1 magnified optic. No bipods. No drum mags. Size limit on muzzle brakes.	Tube magazine only. No optics. Max 9 shells loaded at start. No barrel porting. No speed loaders.	Iron sights only. No compensators.
<b>Tactical Limited</b>	Max 1 non-magnified optic. No bipods. No drum mags. Size limit on muzzle brakes.	Tube magazine only. No optics. Max 9 shells loaded at start. No barrel porting. No speed loaders.	Iron sights only. No compensators.
<b>Heavy Metal Scope</b>	.30 "battle rifle" caliber (e.g. .308Win). Max 1 magnified optic. No bipods. Max 20 rounds per magazine. Size limit on muzzle brakes.	12ga. Tube magazine only. No optics. Max 9 shells loaded at start. No barrel porting. No speed loaders.	.44/.45 caliber. Iron sights only. No compensators. Max 10 rounds per magazine.
<b>Heavy Metal Limited</b>	.30 "battle rifle" caliber (e.g. .308Win). Max 1 non-magnified optic. No bipods. Max 20 rounds per magazine. Size limit on muzzle brakes.	12ga. Pump action. Tube magazine only. No optics. Max 9 shells loaded at start. No barrel porting. No speed loaders.	.44/.45 caliber. Iron sights only. No compensators. Max 10 rounds per magazine.

# Open Division



# Tactical Divisions





# Heavy Metal Divisions



# Your Equipment



*“The measure of who we are is what we do with what we have.” – Vince Lombardi*

- You can be competitive with virtually any semi-automatic centerfire rifle, repeating shotgun and centerfire pistol.
- Useful 3-gun accessories
  - Sturdy belt
  - Pistol belt holster (retention)
  - Magazine pouches (rifle and pistol)
  - Shotshell loops/bandolier or caddies
- Tactical equipment is workable but not necessarily optimal
  - Avoid slings

# Most Popular Equipment - Guns



- Rifle
  - .223 AR15 (Open, Tactical)
  - .308 AR10 or M14 (Heavy Metal)
- Shotgun
  - 12ga Semi-auto shotgun (Open, Tactical, Heavy Metal Scope)
  - 12ga Pump shotgun (Heavy Metal Limited)
- Pistol
  - 9mm/.38/.40 double-stack 1911 (Open, Tactical)
  - 9mm DAO/Safe Action (Tactical)
  - .45 single-stack 1911 (Heavy Metal)
- Modifications for 3-Gun

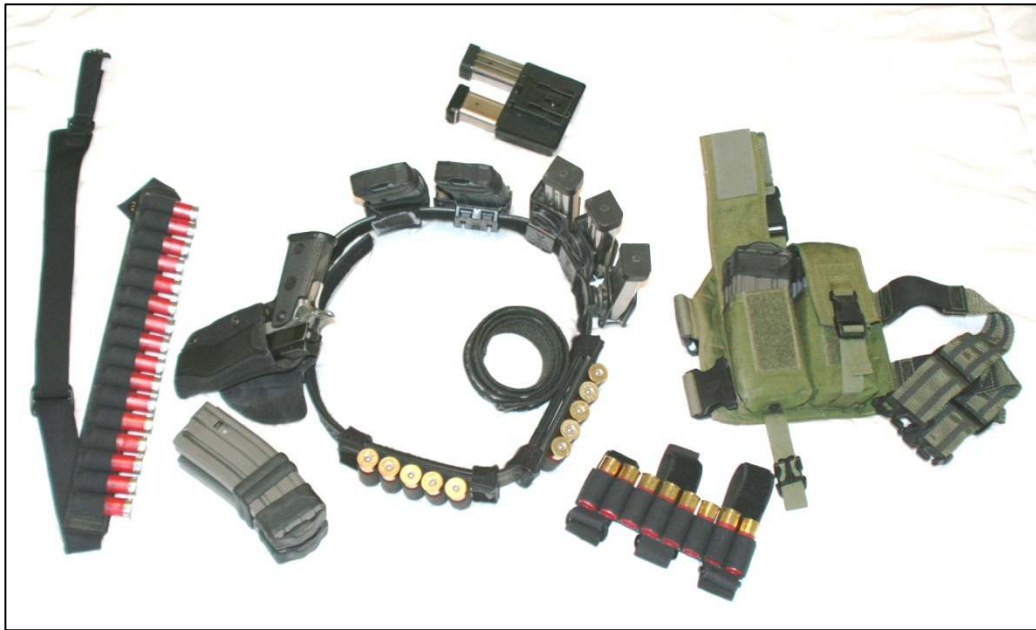




# Most Popular Equipment - Accessories



- Belt-based system
- Rifle accessories
- Shotgun accessories
- Pistol accessories



# Your First Match



- Pre-match preparation
  - Equipment rules compliance
  - Reliability is CRITICAL
  - Zero your rifle
- To bring
  - Semi-automatic centerfire rifle
  - Repeating shotgun
  - Centerfire pistol (optional at Rio Salado)
  - Magazines & ammo
  - Some way to carry everything
  - Hat, eye/ear pro, sunscreen, water etc.
- When you arrive
  - Sign up at the practical pistol stats shack
  - Pay your money, get your score card
- Be safe, speed will come
- Be prepared to share the workload
  - Clock, board, brass, target reset

<i><b>RANGE</b></i>	<i><b>55</b></i>	<i><b>69</b></i>
100yds	+2"	+2"
200yds	+2"	+2"
300yds	-4"	-4"
400yds	-17"	-20"
500yds	-40"	-46"

Multi-Gun Match Score Card

	Equipment Division	Rifle Requirements *	Shotgun Requirements *	Pistol Requirements *
Open	No restrictions	No restrictions	No restrictions	Max magazine length 10 rounds
Tactical Scope	Max 1 magnified optic. No tripod. No draw strap. Max front or rear rail travel	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max magazine length 10 rounds
Tactical Limited	Max 1 magnified optic. No tripod. No draw strap. Max front or rear rail travel	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max magazine length 10 rounds
Heavy Metal Scope	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max magazine length 10 rounds
Heavy Metal Limited	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max 1 magnified optic. No tripod. Max 10 rounds per magazine. Max front or rear rail travel	Max magazine length 10 rounds

\* Requirements listed above are a summary only. See complete rules document for complete equipment division requirements.

Stage #	Raw Time	# Procedural Penalties (1st second/point)	# No-Shoot Hits (1st second/point)	# Targets Not Engaged (1st second/point)	# Targets Not Engaged (1st second/point)	Bonus Time	Total Time (points and time)
1							
2							
3							
4							

Competitor #:

Date: / /

First Name:

Last Name:

# How to be an RO



- Responsibilities
  - Safety
  - Rules enforcement
  - Accurate scoring
  - Competitive equity
- Know the rules and tools
- Know the correct range commands
  - Make Ready
  - Are You Ready?
  - Standby... *[BEEP]*
  - STOP
  - If You Are Finished, Unload & Show Clear
  - If Clear, Hammer Down, Holster
    - Long Guns: Gun Clear, Action Open, Muzzle Up
  - Range Is Clear
- Record the outcome properly on the score sheet

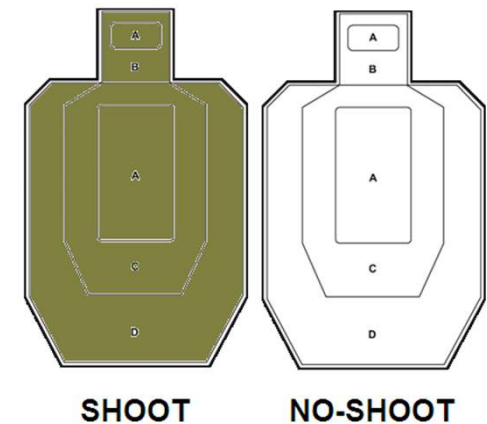




# Scoring & Penalties



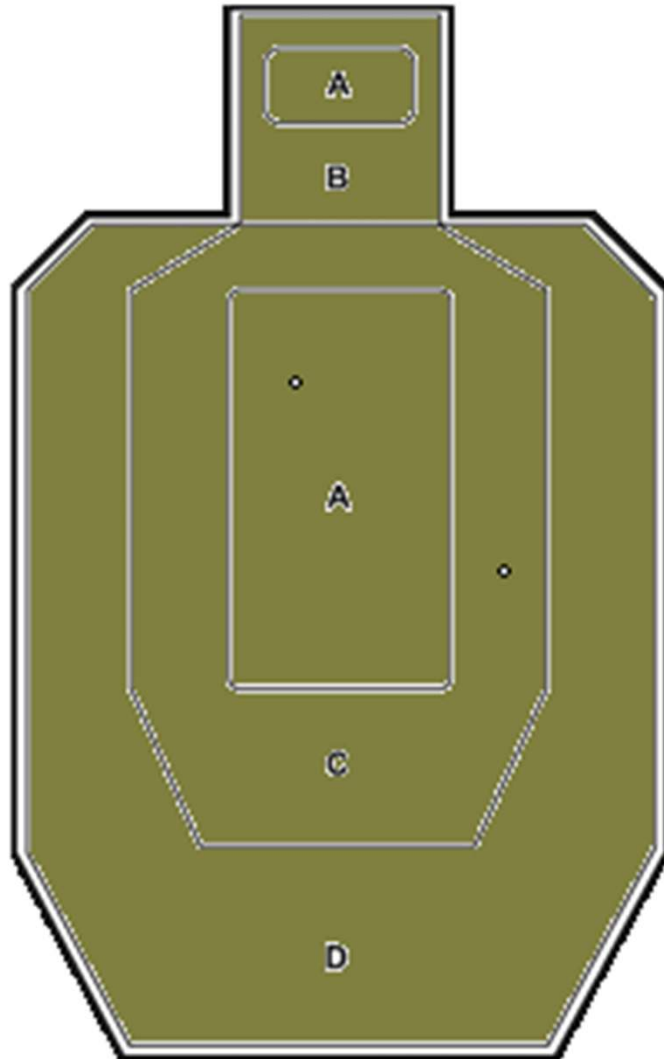
- Time to shoot the stage.
- Scoring targets
  - Paper targets must be “neutralized” by having at least one (1) hit in the A or B zone, or two (2) hits anywhere inside the scoring area
    - Need only touch the perforation to earn the higher score
    - Targets are impenetrable
  - Steel must react (fall, swing, flash etc.)
  - Frangibles must have a significant piece missing
- Target penalties
  - Target Not Engaged: +15 seconds
  - Target Not Hit: +10 seconds
  - Target Not Neutralized: +5 seconds
  - No-Shoot Hit: +5 seconds
- Procedural penalties
  - Failure to follow prescribed procedure: +5 seconds
  - May be applied “per shot fired”



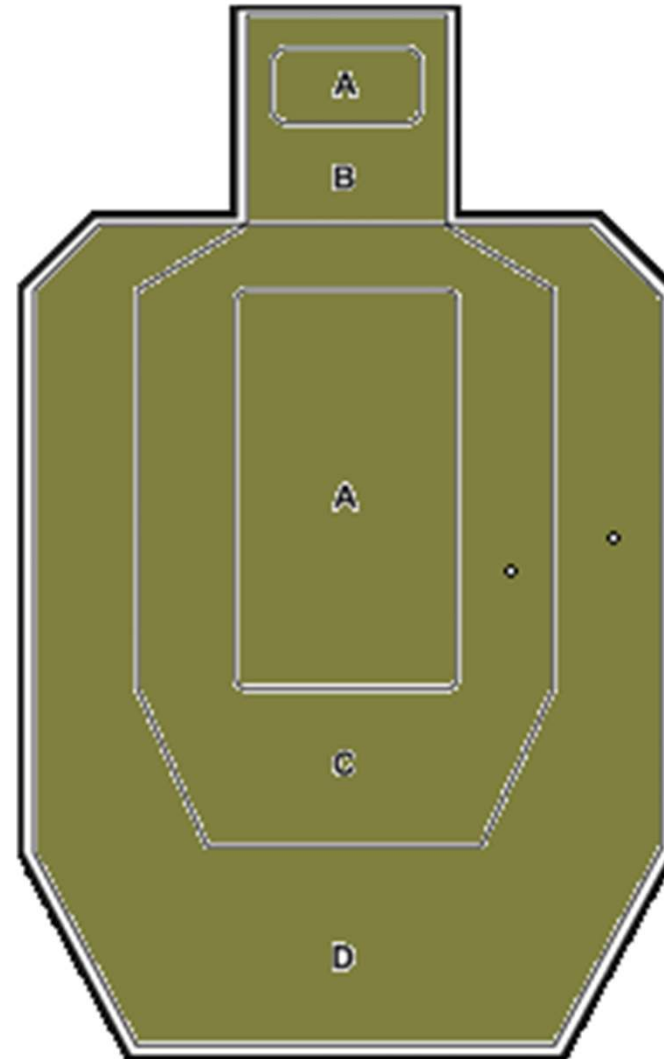
# How Would You Score These Targets?



T1



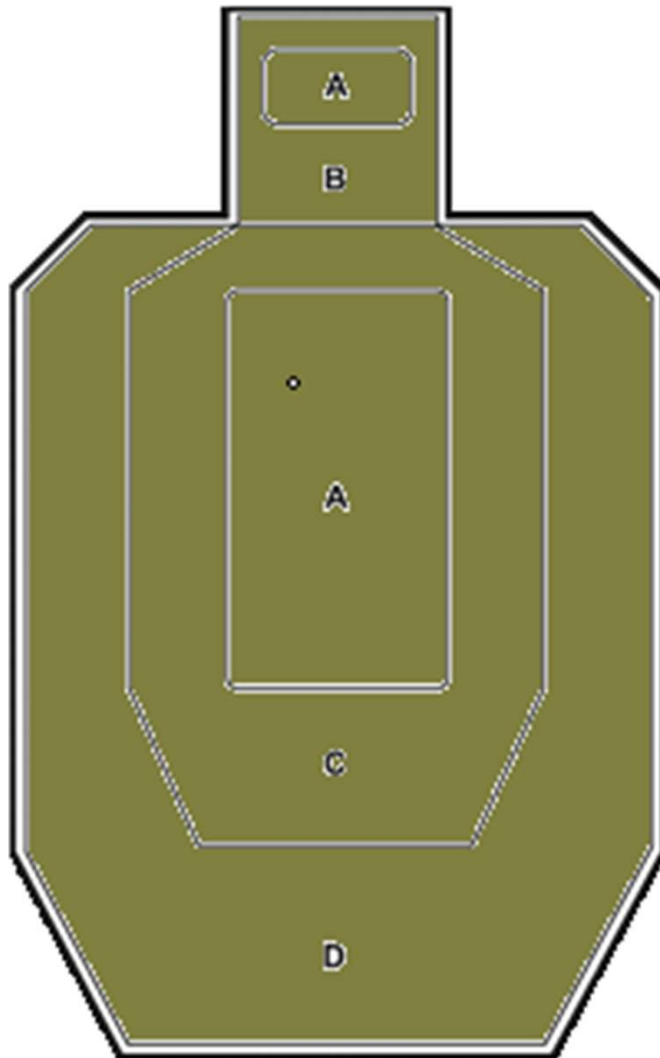
T2



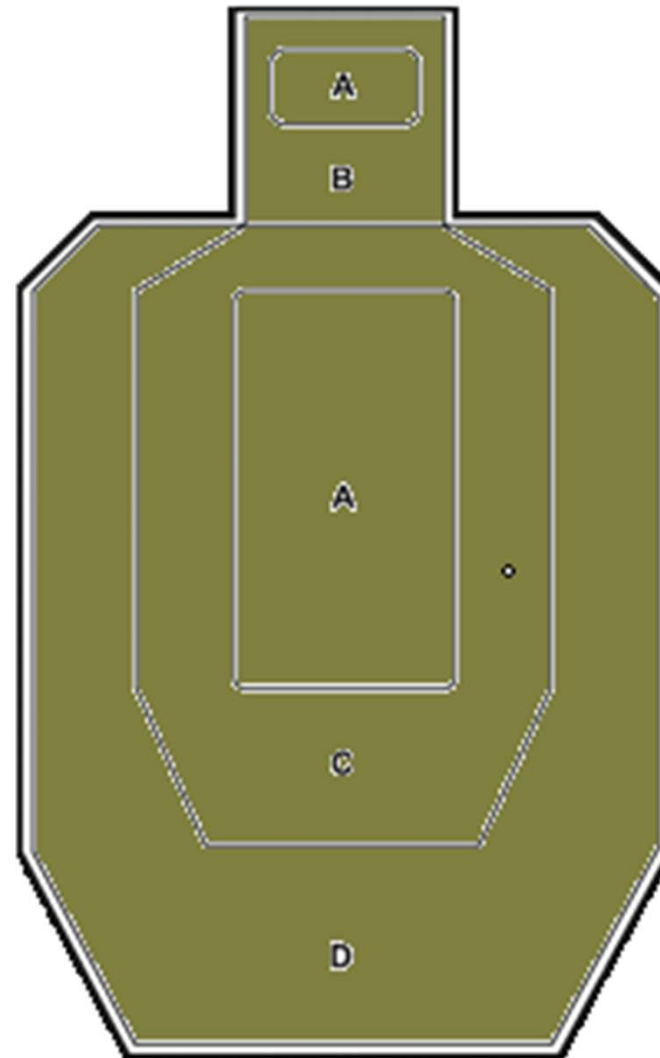
# How Would You Score These Targets?



T1



T2

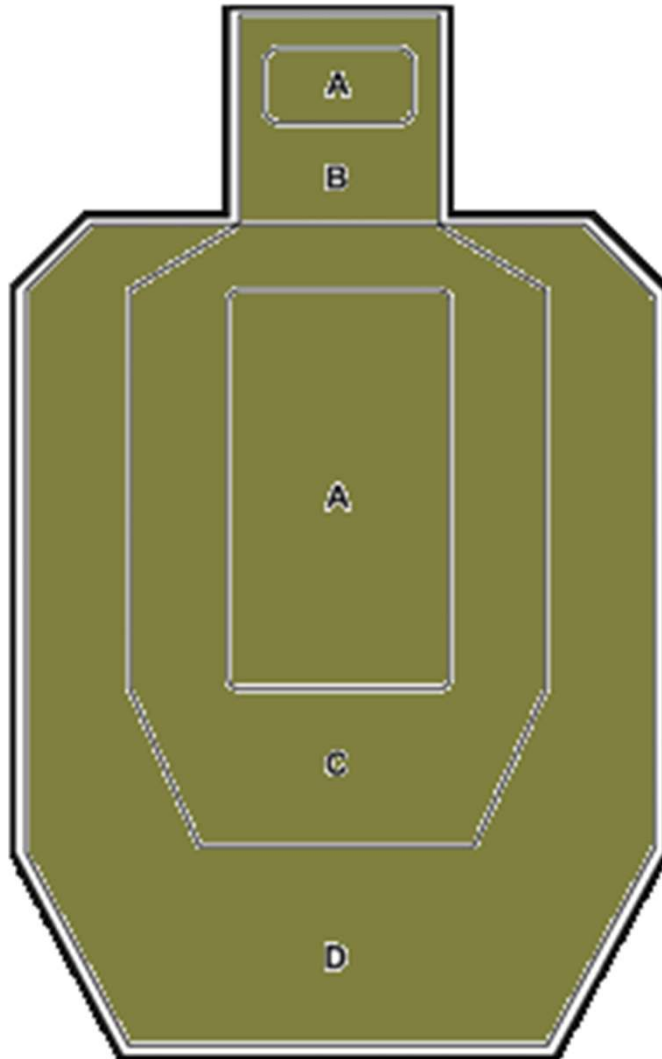




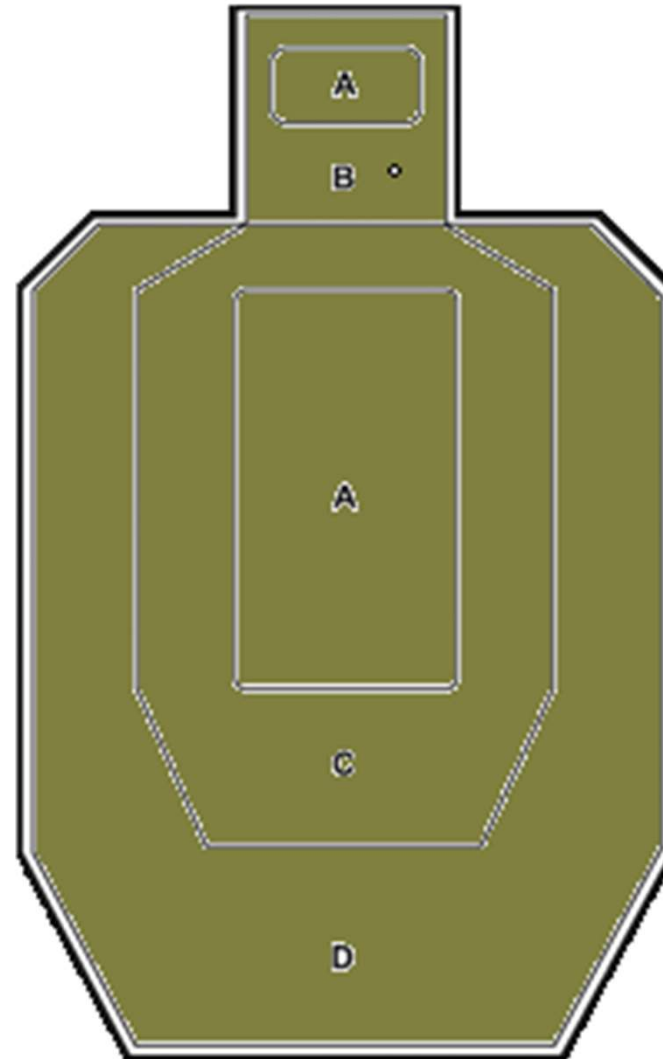
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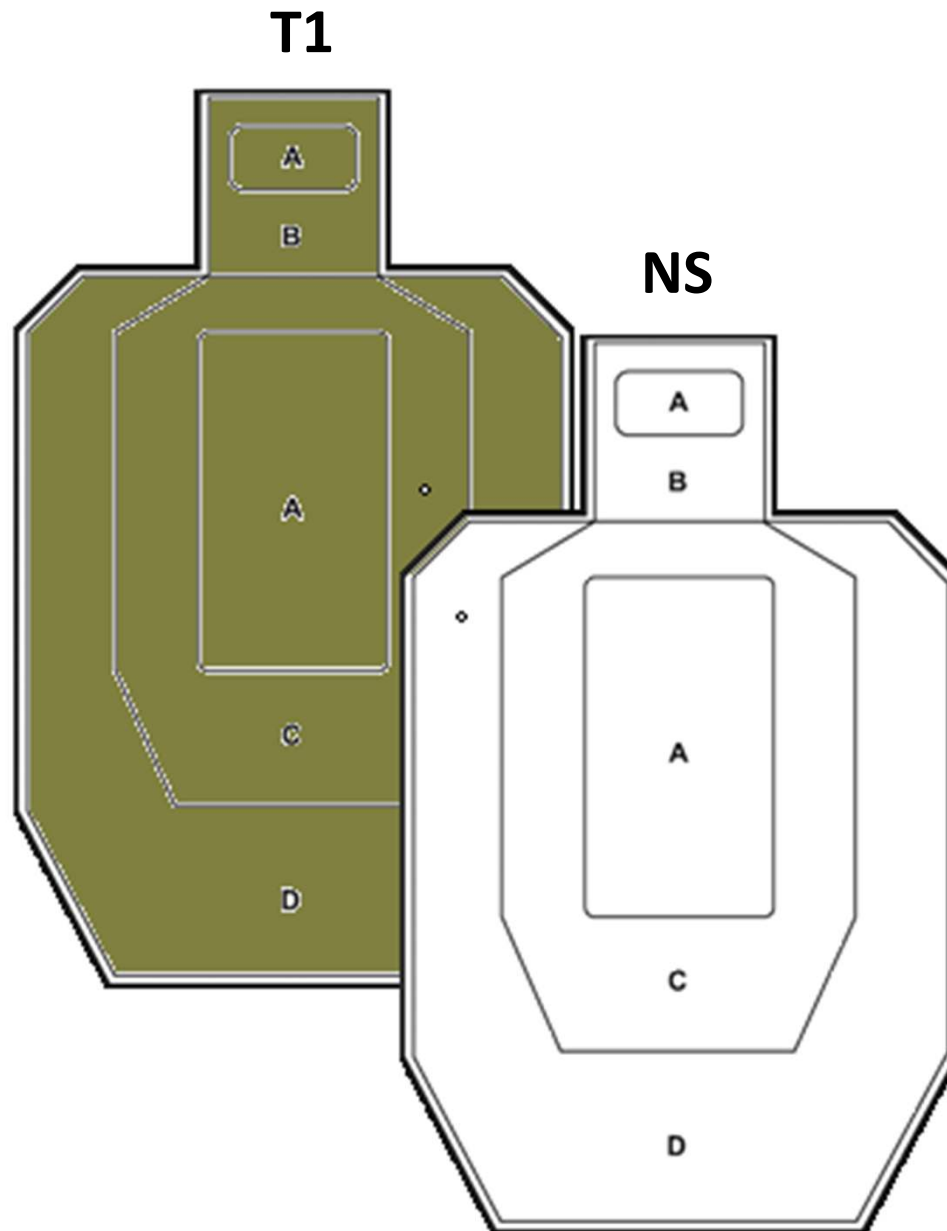
T1



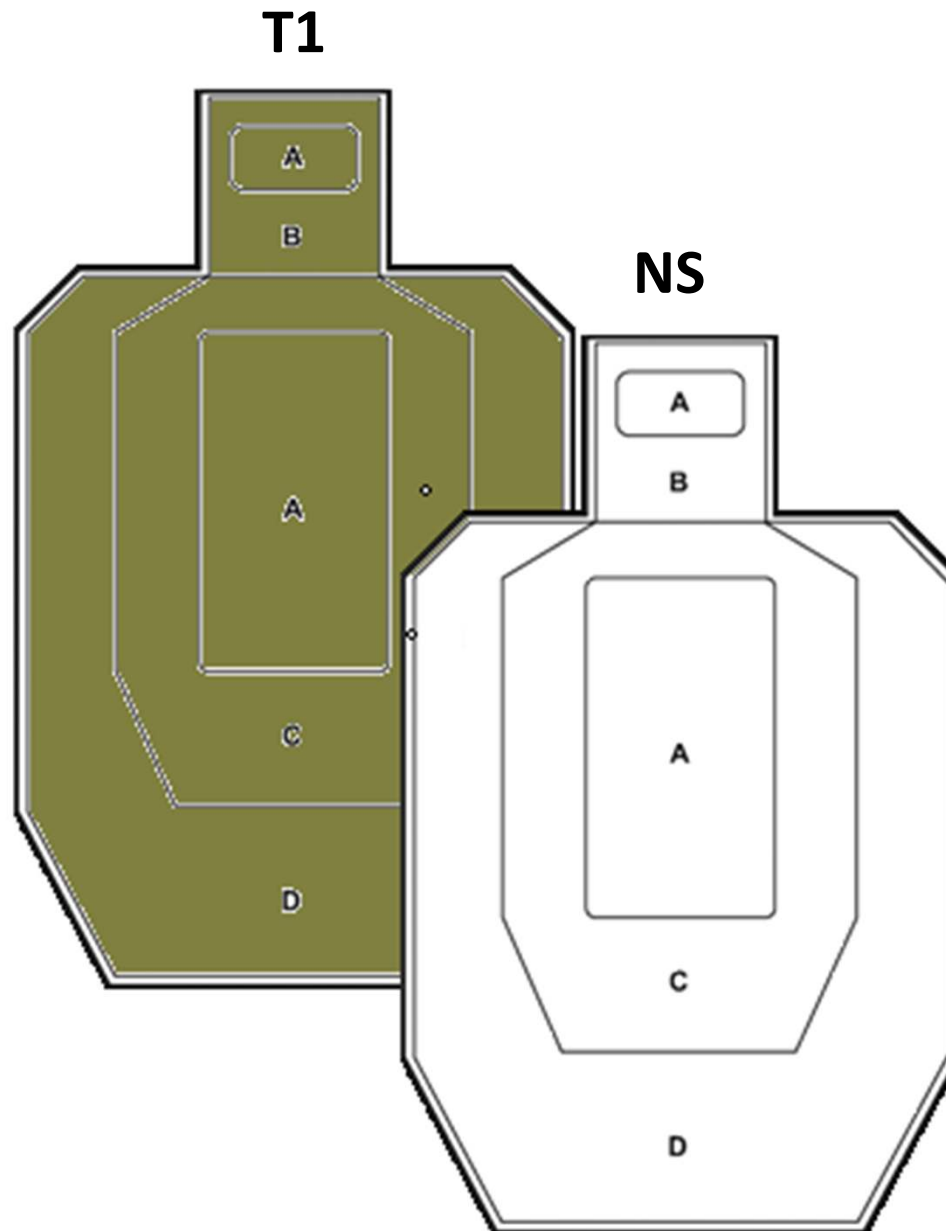
T2



# How Would You Score These Targets?



# How Would You Score These Targets?





# Score Sheets



- Call shooting order
  - Shooter
  - On Deck
  - In The Hole
  - Brass
  - Target Reset
- Check equipment complies with declared division
- Confirm shooter name
- Record time
  - Watch timer at last shot
- Record any penalties
- Use the right stage number!

## Multi-Gun Match Score Card

#	Equipment Division	Rifle Requirements *	Shotgun Requirements *	Pistol Requirements *
	<b>Open</b>	No restrictions.	No restrictions.	Max magazine length 15Rounds.
	<b>Tactical Scope</b>	Max 5 magnified optics. No bipods. No draw rings. Max 1000m on muzzle brakes.	Tube magazine only. No optics. Max 10 shells loaded at start. No barrel porting. No speed loaders.	Iron sights only. No compensators.
	<b>Tactical Limited</b>	Max 3 non-magnified optics. No bipods. No draw rings. Max 1000m on muzzle brakes.	Tube magazine only. No optics. Max 10 shells loaded at start. No barrel porting. No speed loaders.	Iron sights only. No compensators.
	<b>Heavy Metal Scope</b>	All "tactical rifle" caliber (e.g., .308Win). Max 5 magnified optics. No bipods. Max 20 rounds per magazine. Max 1000m on muzzle brakes.	Slugs. Tube magazine only. No optics. Max 9 shells loaded at start. No barrel porting. No speed loaders.	30.06" caliber. Iron sights only. No compensators. Max 10 rounds per magazine.
	<b>Heavy Metal Limited</b>	All "tactical rifle" caliber (e.g., .308Win). Max 3 non-magnified optics. No bipods. Max 20 rounds per magazine. Max 1000m on muzzle brakes.	Slugs. Pump action. Tube magazine only. No optics. Max 9 shells loaded at start. No barrel porting. No speed loaders.	30.06" caliber. Iron sights only. No compensators. Max 10 rounds per magazine.

\* Requirements listed above are a summary only - see current NRA-SSMMS rules for complete equipment division requirements.

Stage #	Raw Time	# Procedural Penalties (#1 seconds/penalty)	# No-Shoot Hits (#1 seconds/hit)	# Targets Not Neutralized (#10 seconds/target)	# Targets Not Hit (#10 seconds/target)	# Targets Not Engaged (#10 seconds/target)	Bonus Time (as specified in WRB)	Total Time (PRIM 1000 ONLY)
1								
2								
3								
4								

Competitor #:		Date:			
First Name:					
Last Name:					

# Approaching Each Stage



- Treat each stage as a new problem to solve.
  - Forget about previous stages, and about the stages still to come.
- Have a plan!
  - Ammo management/reload locations
  - Shooting what from where?
- A Man Has Got to Know his Limitations (and that of his equipment).
- Minimize movement
- Stay away from ports unless using them
- Know the traps (180, slug and shot mixtures)
- Don't be afraid to be different
- Avoid low-percentage shot attempts
- Let My Steel Go!
- Abandonment; to safe or unload safely?????



# Improving Your Score



- Safety first
- Know your point of aim/point of impact
  - Zero your rifle
  - Holdover/under at range
  - Bore offset inside 25 yards
- Shotgun Loading
  - Pick a method and master it
  - A slow hit always beats a fast reload
- When in doubt, AIM!
- Know your scoring system and adjust accordingly
  - 1 A or 2 hits anywhere???
- To rest or not to rest, that is the question
  - Balance speed versus stability
  - Monopodding does NOT cause jams
- Call your shots
- You cannot hose down 300 meter plates
- Did I mention that you should have a good zero on your rifle?
- BREATHE!





# Practical Exercise



LET'S GO AND SHOOT !