Introduction To 3-Gun

Rio Salado Sportsman's Club, Mesa, AZ



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

RON

RICHARD

KELLY

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 (2nd Saturday)
 - Phoenix Rod & Gun (4th 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





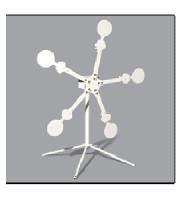
Short-Range Targets



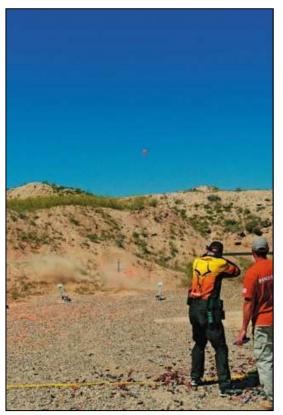












Long-Range Rifle Targets













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**



Superstition Mountain Mystery 3-Gun International Multi-Gun Association (IMA) Rules

- 1 General Conduct & Dispute Resolution
 - 1.1 Eye protection is mandatory for participants, spectators & officials at the event site
 - 1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.
 - No participants or spectators shall commany or be under the influence of alzohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range
 - Participants and spectation are expected to conduct themselves in a courteous and sportumen-like manner at all times. Any person who violates the rule may be ejected from the event site at the Match Director's discretion.
 - Clothing with any offereive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site
 - Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.
 - A participant shall be disquaitfied for unsportsmanilite conduct. Examples of unsportsmanilite conduct include 1.7.1 Cheating, such as:
 1.7.1.1 Intentionally altering a target prior to the target heing scored to gain adventage or avoid a penalty.
 - - 1.7.1.2 Altering or fainfying store sheets.
 1.7.1.3 Altering the configuration of firearms or equipment without permission of the Match Director.
 - 1.7.2 Threatening or assaulting other participants or Event Officials. 1.7.3 Disruptive behavior likely to disturb or distract other participants while they are shooting.
 - 1.7.4 Willful drawgard of Ewent Official instructions.
 - The final decision on all disqualifications and reshoots will be made by the Range Master or the Match Director
 - Any rule not explicitly covered by this document will be received with a nulling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event.
 - To have a matter arbitrated, a participant may obtain an Arbitration Request form from the CRO of the stage in question. The completed Arbitration Request form and the arbitration fee (US\$200 cash) must be submitted to the Match Director within one hour of the time noted on the score sheet. 1.10.1 The Match Director will review the evidence, hear testimony, take coursel and hause a ruling before the end of the event.
 - 1.30.2 If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee is forfeit. 1.10.1 Safety violations are not subject to arbitration.

- 2.1.1 Participants linearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official. Event may only be handled and/or displayed in a designated safety area.
- Safety areas will be clearly marked with signs.
 No finearm may be loaded in a safety area.
- 2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area
 2.5 Einsams may be tramported to, from and between stages only in the following conditionic

 - 2.1.1 Handgum must be cased or haistered, de-cocked and with the magazine removed.
 - 2.3.2 Fifter and shotgens must be cased, secured mustle up or mustle down in a stable gun cart/caddy, or carried stang with the mustle up Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is recommended as a
- 2.4 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible, and shall be disqualified. Example 1.2.1
- 2.4.1 A short, which travels over a backstop, a berm or in any other direction deemed by Event Officials to be usuals. Note that a participant who egitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified
- 2.4.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer then 10 feet to the participant.
 2.4.2.1 Exception a shot which strikes the ground within 10 feet of the participant due to a "squip".
 - 2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official
 - determines that the projectile would have struck the ground within 30 feet of the participant had it not been deflected or st by the prop, the provisions of 2.4.2 shall apply.
- 2.4.3 A shot which occurs while loading, reloading or unloading any firearm.
- 2.4.3.2 Exception: a defauntion which occurs within underling a finance is not considered at accidental discharge. A "detoration" is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrie (e.g., when a like being minimally reducted, when a round is dropped etc.).

 2.4.4. A shot which occurs during remedial action in the case of a malfanction.
- 2.4.5 A shot which occurs while transferring a firearm between hands.
- 2.4.6 A shot which occurs during movement, except while actually engaging targets

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Which Equipment Division?



Equipment Division	Rifle Requirements *	Shotgun Requirements *	Pistol Requirements *
Open	No restrictions.	No restrictions.	Max magazine length 170mm.
LIBETICAL NEOND	Max 1 magnified optic. No bipods. No drum Imags, 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.
LLACTICAL LIMITAN	Max 1 non-magnified optic. No bipods. No drum Imags, 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.
TILARY INCLAI SCOPE	.30 "battle rifle" caliber (e.g308Win). 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.
IIICAYY IVICTAL FIIIIITCA	.30 "battle rifle" caliber (e.g308Win). 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

RANGE	55	69
100yds	+2"	+2"
200yds	+2"	+2"
300yds	-4"	-4"
400yds	-17"	-20"
500yds	-40"	-46"

Open Tactical Scope Tactical Limited			Riffe Requirements *		Shotgan Requirements *		Pis	tol Requirements *		
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2										
3 (New York)										
4 Desires										
Competitor #:				Date	150	/	/	7.		

How to be an RO



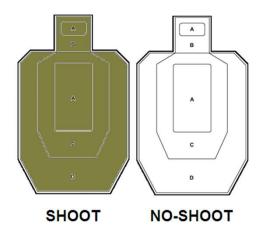
- Responsibilities
 - Safety
 - Rules enforcement
 - Accurate scoring
 - Competitive equity
- Know the rules and tools
- Know the correct range commands
 - Make Ready
 - Are You Ready?
 - Standby... [BEEP]
 - STOP
 - If You Are Finished, Unload & Show Clear
 - If Clear, Hammer Down, Holster
 - Long Guns: 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 inpenetrable
 - 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"





T1 T2 В В ۰ c C D D

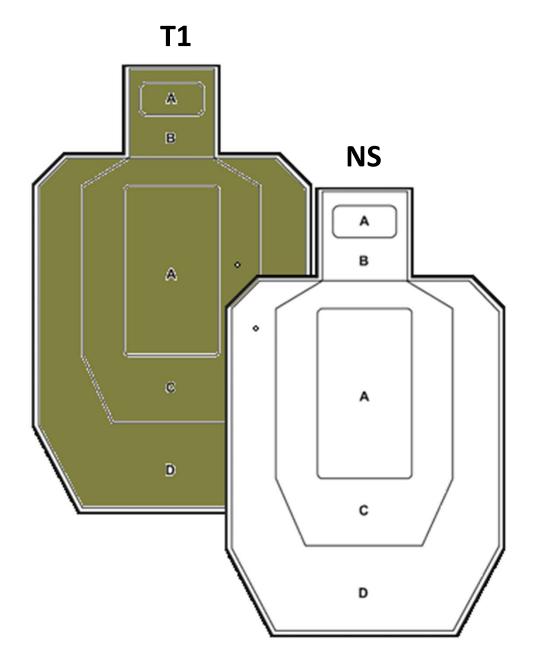


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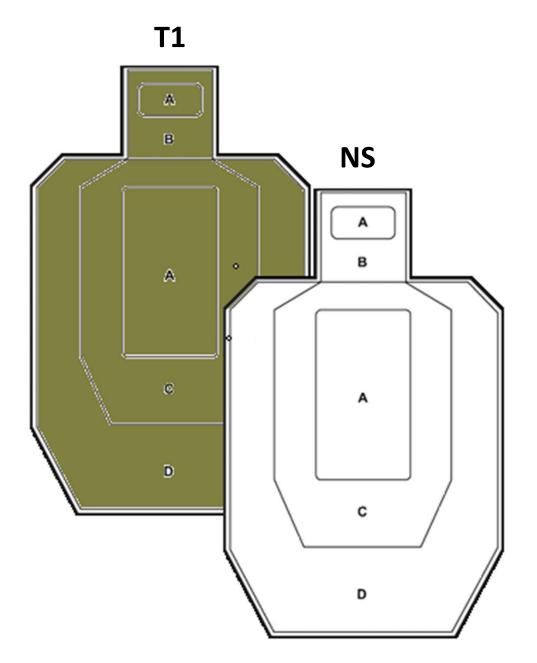


T1 T2 В Α Α C c D D









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!



I	Equipment Division	Riffe Requirements *	Shotgun Requirements *	Platol Requirements *
	Open Tactical Scope Tactical Limited	Remotation.	No recristions. Max requires length 178row.	
		Max 1-regulified optic. No bipods. No disor- risage. Size Boot on muscle brakes.	Tube magazine usiy. Yo uption Max Vishelio bushed at start, this barrel porting. No speed bushes.	zon ugłówniej. No szespensatoru.
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	Heavy Metal Scope		Sign. Table reagative only. No option. Max 9 shalls basis dat start. No barnel porting. No speed lookers.	AU di cultur. You signite only No surspensation. Man 12 rounds per magazine
	Heavy Metal Limited	mer magnified optic. No litpode. Mes 20 rounds	Sign. Furry action. Take magazine certs. No equition. Was 9 shalls tooled at clart. No larver continu. No come flooders.	.04/ All califier in the lights unity. No pumpersuriors. Max 12 rounds per magazine

* Requirements listed above are a commany only-use current NAN-SMM-Ris rules for complete equipment discloss requirements.

Stage #	Raw Time	# Procedural Pamaities (rt associa/exe)	# No-Shoot Hits (rt orandyhit)	# Targets Not Neutralized (docume/laget)	Hit	# Targets Not Engaged (40 woods/kept)	Bonus Time (majedfields was)	Total Time
1								
Nyt Peter Sound		0 0						
2								
(Net loc)		2 A		9 9				
3								
(Next by 5)								
4								
(New York)								

Competitor #:	Date:	1 1	
First Name:		100	
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!