

Long & Short 3 Gun Match

Equipment Required For Match

- Carbine in pistol caliber ONLY (i.e. 9mm, .40 S&W, .45 ACP, etc...)
 - M1 Carbine is not allowed
 - Optics are allowed on Carbine only
 - Slings OK

- Centerfire pistol (i.e. 9mm, .357 Magnum, .40 S&W, .45 ACP, etc...)
 - Revolver or Semi-auto
 - No Optics allowed
 - Hi-capacity magazines OK
 - Note: you will require one extra magazine for required reload in Stage 3 of course

- Shotgun
 - No Optics allowed
 - Extended magazine tubes OK

Ammo Required

- Carbine: minimum 26 rounds
- Pistol: minimum 20 rounds
- Shotgun: minimum 8 rounds (00 or 000 buck only)

Targets Used

- 9 Paper Silhouette Targets (IPSC style)
- 17 Bowling Pins
- 4 Steel Plates

Course of Fire

The weapons are loaded & preset for each stage. Safeties must be engaged on weapons which are preset on tables. This eliminates any safety issues, while moving with a loaded weapon.

All shots must be from offhand position (un-supported), using 1 or 2 hands. No artificial support is allowed.

The 3 stages are shot consecutively. You will transition from one stage immediately to the next, without stopping. When leaving the stage just fired, the weapon must be set on the table and be empty (with bolt locked back), or safety engaged.

Stage 1:

Shotgun - There are 8 bowling pins set on the table, set 25 feet away. Starting position is the muzzle contacting with the bench. The bowling pins must be

completely knocked off the table. The pins must be completely cleared, before you can proceed to Stage 2.

Stage 2:

Carbine - Paper silhouette targets are set at distances from 25 to 50 yards. There are also 9 bowling pins, set at 50 yards on a steel table. The pins are set 1 foot from the back edge of the table. There are 3 steel knockdown plates at 50 yards. You can engage the targets in any order.

Stage requirements are:

- 9 bowling pins must be completely cleared off the table
- 2 shots per paper silhouette target are required.
- 3 Steel plates must be completely knocked down

Once the stage requirements are met, you will then proceed to Stage #3.

Stage 3:

Centerfire pistol - Paper silhouette targets are set at distances from 50 feet, out to 50 yards. The steel target is set at 75 feet. You can engage the targets in any order.

Stage requirements are:

- 2 shots per paper silhouette target
- Steel target must be solidly hit with at least one shot
- A minimum of 1 reload is required

Once the stage requirements are met, you will then proceed to the Stop Plate.

Stop Plate:

This consists of shooting & hitting the stop plate, using only your pistol. The timer stops when the stop plate falls completely over. The stop plate must fall completely over, or the time will continue to run.

Scoring

Your score will consist of a combination of values.

- Total clock time spent to complete entire course
- Additional time is added to total time, based on penalties tied to shot placement on silhouette targets & clearing of bowling pins from tables:
 - "A" zone hits = 0 penalty points added to score
 - "B" zone hits = 2 seconds added to score
 - "C" zone hits = 4 seconds added to score
 - "D" zone hits = 6 seconds added to score
 - Misses/5th shot on target = 10 seconds added to score
 - Each bowling pin left on table = 10 seconds added per pin

Total score = Total clock time + any penalty time incurred.