



Rules & Procedures for the HR&G 3 gun League

Effective 4-14-16

Adopted from HRGC Tuesday AP league

1. The 3 gun league (3GL) A.K.A. Multi-gun is open to all members of the club. However because of the nature of the scenarios used by the 3GL it is necessary to apply additional safety measures other than those specified in the General “Tuesday Range Rules”. These rules and procedures allow all participants to have a safe and enjoyable learning experience, using handgun, shotgun, and rifle all in one match.

What to expect:

Typical course of fire (CoF);

Pistol / Revolver: approx. 10 to 25 targets (metal / disposable)
Shotgun: approx. 5 to 18 targets (metal / disposable)
Rifle: approx. 5 to 40 targets (disposable / paper)

Bring enough ammo to cover misses or when allowed additional practice match ammo.

Each match / course of fire (CoF) will be different, with more / less targets, and different scenarios.

Scores will be posted or emailed, but keep in mind this a fun league, you don't need expensive race guns to shoot it, its all fun, enjoy your sport.

When:

See the posted schedule in the club house, or sign up for email notices. Generally matches will be on Thursday's, during the late Spring, Summer, and early Fall, however they will be schedule around club meetings. During the winter months the 3GL will turn multi-gun indoors, changing to .22 caliber pistol and rifle. See a Match Official for additional details.

Cost:

Cost for the match is \$5.00. It is encouraged / expected all shooters will help with, resetting targets, taping paper, and clean up, to help make this an enjoyable experience for all.

The first time you shoot the match is your official score, time permitting after all shooters have once, Match Officials may allow shooters to continue to shoot the course of fire as practice with no additional cost until its time for range teardown and cleanup.

Match Officials and Range Officer (RO):

Bob Jagodzinski
Scott Stevens

2. All people who are new to the 3GL (HRGC Tuesday Action Pistol shooters who have been given this training prior) are given a verbal safety briefing and undergo a weapons handling review before they are allowed to participate in an actual match. As this may require advanced preparation, prospective shooters are asked to either contact a Match Official or attend a 3GL match (dates of matches will be posted) for this review / instruction. The matches start at approximately 5:00 pm. It is recommended that prospective shooters come earlier to discuss this before the match starts. See the safety section of this document.
3. Unfortunately on some occasions, a prospective shooter does not demonstrate the degree of gun handling skill necessary to participate in 3GL matches. Should this occur, the areas where the shooter needs improvement are outlined with the shooter. The club Suggests measures to reach the necessary level of skill are provided and the shooter is provided with names of the NRA instructors currently active with the club. The shooter is also encouraged to come and watch matches as he/she works to attain the level of skill needed. This will help the shooter understand the nature of the matches and to pick up pointers from other shooters.
4. 3GL matches are generally shot in 3 stages, i.e. pistol/ revolver, Shotgun, and rifle, time may or may not stop between stages, depending on the course of fire for that particular match (some scenario driven). Movement from one firing position to another may be required. In addition, shooting while moving, the use of standing, kneeling and prone positions may be included.

5. The 3GL is a self help league. This means that shooters set up the range for the match, act as Range Officers and scorers. Shooters are needed to patch and reset targets, break down the range after a match and clean up. The time spent in such action counts toward club work hours.

6. It is the intent of the HR&G 3GL is to have fun and build Multi-gun skills; it is very similar to HR&G Tuesday night Action Pistol league, except it will require the use of pistol/ revolver, shotgun, and rifle.

A) Handguns used Pistol or Revolver, NYS approved magazines may be used upon reload. Speed loaders can be used in revolvers.

Shotguns used “hunting type of tactical”, 20 to 10 gauge, Pump / Semi Auto / Double, mostly using birdshot (#2 to #9 shot size), special CoF’s may require slugs or buckshot, you will be advise ahead of time when those will be required. Generally the larger the gauge, and heavier the load, the easier the metal targets fall.

Rifles used must be center fire only, any action type is allowed magnified scopes, red dots, open sites, slings are allowed. Generally there will be no resting of rifle on objects other then the body and sling contact is allowed. There maybe times were the CoF allows for resting the rifle i.e. dropping down for deep cover, sitting, prone, or kneeling.

B) All firearms used must be in good working condition and of a quality suitable for the type of matches encountered. Firearms with very light “target triggers” for example are not suitable for this type of competition. Any questions regarding the suitability of a particular firearm should be directed to the Match officials.

C) Handguns: 3GL suggests some form of concealment / duty holster but any QUALITY holster is permissible. Safety is the paramount issue regarding holster selection. Holsters that do not allow a one hand only reholster are not permitted. Cross draw and certain shoulder holsters that position the muzzle of the firearm past the “180 Rule” are not permitted. Competition holsters are permissible as long as they safely secure the firearm. The range officer makes the final determination as to whether a particular holster is safe for use.

7. The standard scoring procedure used by the 3GL is as follows. IPCS type scoring rings are used on most paper type targets. In order to “neutralize” a particular target, the shooter must obtain a minimum score of A”pts” on the target. This can be achieved by placing a single shot in the A zone / head of the target or by any number of shots whose point total is A points or greater.

8. Any round that breaks the line of a score ring counts at the higher score. If there is any question as to whether a particular shot has broken the line, then the decision goes to the shooter and the higher score is given. RO has final ruling on questionable hits.

9. When steal targets are used, the target must be either knocked down or “rung” (as dictated by the particular course of fire) in order to achieve a score.

10. At times “depending on the CoF”, a shooter’s match score is calculated by dividing his/her total score by the amount of time needed to complete the course of fire. (score / time) A perfect total score is always 100.

11. Most times depending on the CoF, Failure to obtain the required 5 points on a target is calculated as a miss. (Failure to neutralize) Each miss deducts 10 points from the total score **and** adds 5 seconds to the total time.

12. Most times depending on the CoF, “hostage” targets are used. ANY hits on a hostage target counts as a minus 10 points **and** plus 10 seconds to the shooters match score. A hostage target can only count against the shooter 1 time.

13. Upon completion or the course of fire the shooter will show a clear and safe weapon, on all weapons. Firearms will be checked by the RO to verify the weapons were placed on safe by the shooter. If it is found that a firearm was not in safe condition a 5 second penalty for each firearm..

14. At **NO TIME** in a match will a shooter be required to shoot an unfamiliar weapon.



SAFETY RULES / RANGE COMMANDS

Firearm Safety is your responsibility

1. The **FOUR** Universal Rules of Gun Safety are **ALWAYS** followed.
 - A) The gun is always loaded
 - B) Never point a gun at something you are not prepared to destroy
 - C) Be sure of your target and what is beyond
 - D) Keep your finger off the trigger and outside the trigger guard until your sights are on the target.

2. 3GL matches are run using a **cold range** system. This means that all shooters will remain unloaded until they are on the firing line and directed to load by the Range Officer. At the completion of a shooters round, he will be directed to unload his weapons, show clear and for handguns holster the weapon, Long cleared and removed from the range with the muzzle pointed up, safety flags are encouraged. Only then can he leave the firing line.

3. If a shooter arrives at the club with loaded firearms that he/she plans on using in the match it must first be cleared and made safe at a designated fumble area prior to “gearing up” for a match.

4. The Range Officer (RO) has complete control of the running of the match. Other than the **cease fire** command, the RO is the **ONLY** person responsible for issuing commands. Range commands fall into two general categories, routine and emergency commands. Routine commands are the means by which the RO runs a match. Emergency commands are only issued to prevent or minimize a dangerous situation. All shooters must obey the commands given by the RO. A RO has the discretion to disqualify a shooter for failure to obey range commands.

5. There shall be **ABSOLUTELY NO** handling of competitors firearms except on the firing line or in the designated fumble areas.

6. Any person near or at the range shall wear both ear and eye protection.

7. No person shall proceed ahead of the line of fire until the range has been deemed safe by the RO

8. Transporting rifles and shotguns to and from the line; muzzles will be point vertically towards the sky, and all times.

CEASE FIRE - this is the only command that can be given by **anyone** on the range. If any competitor observes a situation that he /she feels warrants the immediate cessation of firing then the command of **cease fire** shall be given. Upon hearing the cease fire command shooting shall stop immediately and the shooter shall await further commands by the RO.

LOW READY POSITION is defined as a firearm held at waste level, with its muzzle pointed approximately 45 degrees towards the ground in front of the shooter..

LINE OF FIRE – real or imaginary line running perpendicular to the targets and intersecting at the shooters position

180 RULE – at no time shall the muzzle of a firearm break the imaginary plane of 180* to the line of fire. To visualize the 180 Rule a shooter should stand facing the targets and hold his/her arms out directly to the left and right. Anything past the direction the arms are pointing is beyond 180 degrees.

MUZZLE – alert given to the shooter to maintain muzzle control when the muzzle of the firearm breaks the 180 rule.

TRIGGER or FINGER – alert given to the shooter to remove his/her finger from within the trigger guard. This alert may be given when a RO observes the shooter's finger inside the trigger guard while loading, unloading, reloading, drawing, holstering, malfunction clearance or moving and not shooting.

IS THE LINE CLEAR – given by the RO prior to instructing a shooter to load his/her weapon

LOAD & MAKE READY – issued to shooter to load firearm on the line prior to a course of fire.

HOLSTER – Holster command may be given for both a loaded or cleared firearm

DO YOU UNDERSTAND THE COURSE OF FIRE – shooter is given the opportunity to ask questions prior to the buzzer

LINE IS HOT – notice to competitors that shooter’s firearm is now loaded

SHOOTER READY / STANDBY – indicates that a course of fire is about to begin and firing is imminent

UNLOAD & SHOW CLEAR – shooter clears the weapon of all ammunition and either locks the slide / bolt to the rear or leaves the cylinder/ action in an open position until the RO has inspected the weapon to verify it is empty. The RO may ask the shooter to point his weapon downrange and dry fire it to verify the chamber is empty (see Hammer Down).

Handguns

SLIDE FORWARD OR CYLINDER CLOSED – shooter lowers the slide or closes the cylinder on an empty weapon

HAMMER DOWN - shooter points the firearm downrange into the berm and pulls the trigger to ensure that the firing pin strikes an empty chamber

HOLSTER A SAFE AND EMPTY WEAPON – only performed **AFTER** the RO has inspected the firearm and the trigger has been pulled on an empty chamber

RANGE IS SAFE – given only after the RO had determined that there are **NO** loaded firearms on the line. This command allows other shooters to move forward of the line to tape and reset targets.

DNF – (Did Not Finish) shooter unable to complete the course of fire, no score given

DQ – (disqualification) issued at the discretion of the RO for failure to follow the basic safety commands and rules such as the 180 Rule, handling a loaded firearm while **NOT** on the firing line, repeated “finger” violations or premature shots such as shots while still in the holster, shots striking behind the line of fire, at the shooter’s feet or over the berm. If a shooter is DQ’d

then no score is given. A shooter that is DQ'd two times will be asked to receive remedial training prior to shooting in another league cycle

TACTICAL RELOAD – scenario driven in which a shooter is required to perform a reload even though there may be ammo in the firearm. The magazine removed from the firearm must be stored somewhere on the body and cannot be dropped to the ground, unless the is empty. Revolvers are not required to perform a tactical reload

SAFE AREA / FUMBLE AREA – areas designated to handle a firearm while NOT on the line of fire. These areas shall be utilized to unload firearms brought to the facility in a loaded condition. These areas shall also be utilized to inspect, adjust, and dry-test firearms. The range is not a place for “gunsmithing”. The outside fumble area is the 150 yard rifle bench with the berm facing to the north. While inside the fumble area is the indoor range see RO for actual safe spot.

FAILURE TO NEUTRALIZE – shooter failed to make enough “center of mass” hits to obtain the required 5 points ie – miss see a RO for explanation of target scoring rings and procedure

WEAPON HANDLING REVIEW

Prior to competing, the following instructions as a minimum should be requested by the new shooter:

- 1) Loading and unloading the weapon
- 2) Drawing from a holster and reholstering
- 3) Weak hand and strong hand only gripping of the firearm
- 4) Reloading methods
- 5) Safely moving with a drawn weapon
- 6) Shooting from cover / barricades
- 7) Malfunction clearance
- 8) Scoring procedures
- 9) Range commands and rules