

- - Note that all of the Courses of Fire for the November 20th 3-Gun Match are contained in this document - -

STAGE ONE KILLHOUSE

WEAPONS SHOTGUN & Pistol

ROUNDS 12 BIRD / 32 Pistol

SCORING VICKERS

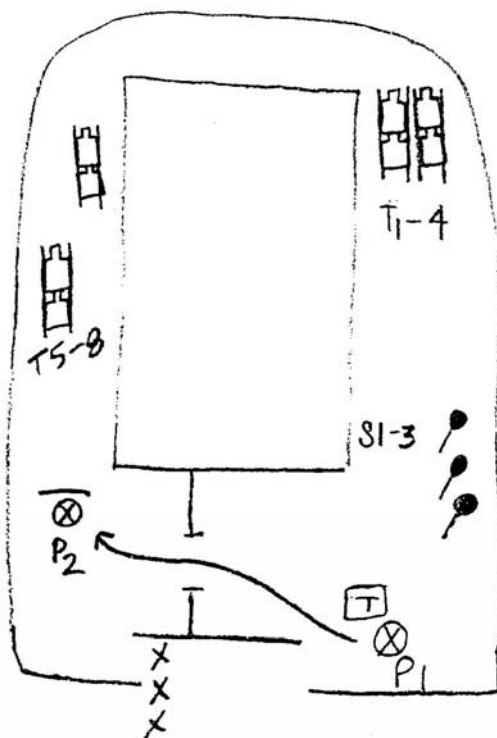
PROCEDURE } loaded pistol holstered at P₁. Shotgun loaded with
String one } 3 rounds only.

Hit steel tgts S1-3 with 2 rounds each, any order.
SET SHOTTY on Table. Draw Pistol, Hit T₁-4 with
2 rounds each.

go to P₂, Hit T₅-8 with 2 rounds each

String 2 same

NOTES: P/V shotshells



STAGE TWO CITY LIMITS

WEAPONS Rifle & SHOTGUN

ROUNDS 24 Rifle / 12 Bird

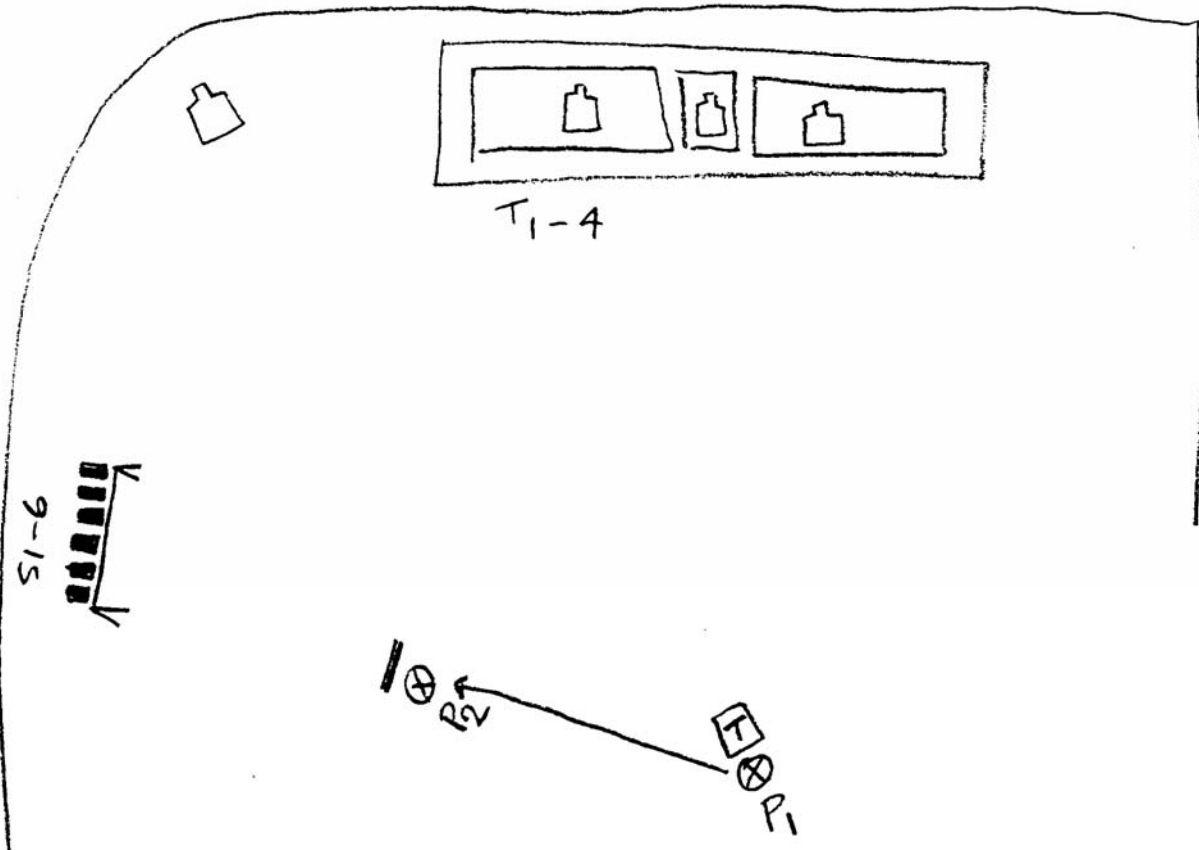
Scoring VICKERS

PROCEDURE) loaded shotgun to div. capacity on safe on Table
string one } AT P₁

Rifle loaded on safe low ready. Hit T₁-T₄ with
3 rounds each. Put Rifle down at P₁ on Safe
pointing downrange. Pick up SG. go to P₂,
Knock down S₁-6

String two same

P/u shotshells



STAGE THREE RUNNER

WEAPONS: Rifle & Pistol

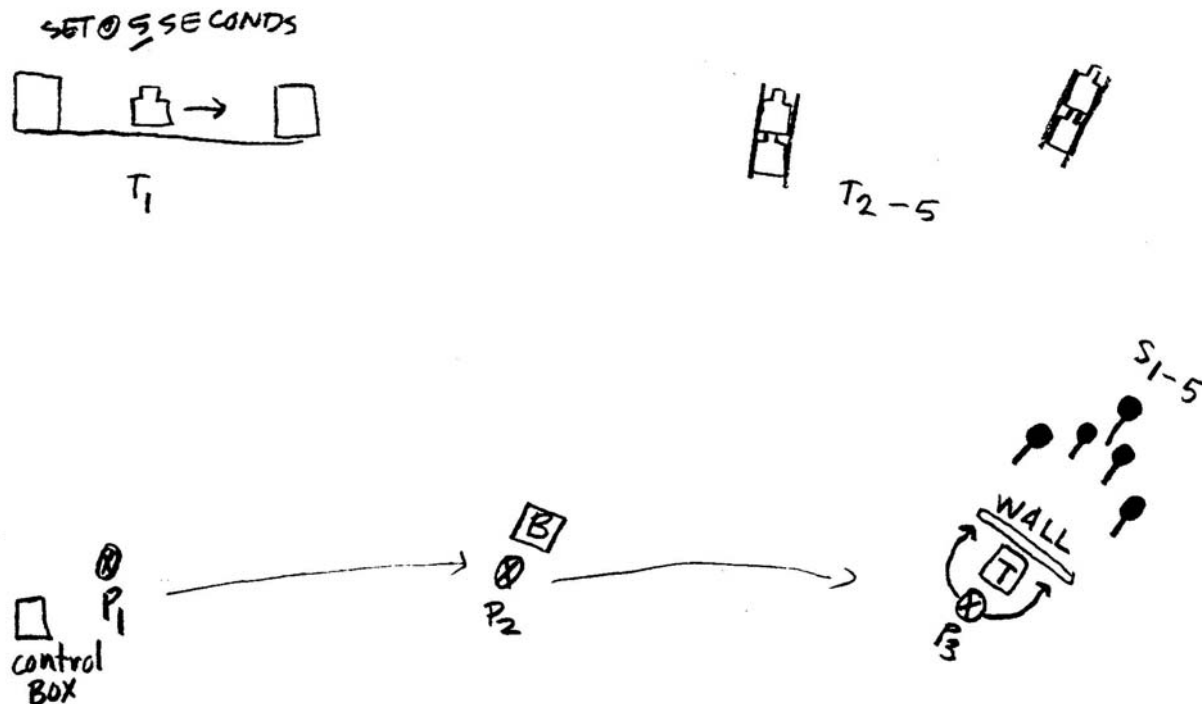
ROUNDS 20 Rifle / 20 Pistol

Scoring VICKERS

PROCEDURE } loaded pistol in holster. Rifle on safe, low ready at P₁
String one } Hit T₁ with 2 rounds go to P₂. Hit T₂-5 with
2 rounds EACH. go to P₃ SET Rifle on safe on table.
With pistol, Hit S₁-5 with 2 rounds each

String 2 Same

NOTE LEFT HANDERS - WATCH YOUR MUZZLES !!
AUTOMATIC DO IF MUZZLE BREAKS THE 180°



STAGE FOUR GULCH

WEAPONS SHOTGUN & Rifle

ROUNDS 6 BIRDSHOT, 4 SLUGS / 24 rifle

SCORING VICKERS

PROCEDURE

String one } Loaded rifle on safe on table at P_1 .
Hit S_1-3 one time each with birdshot & Hit T_1-2
one time each with Slugs.

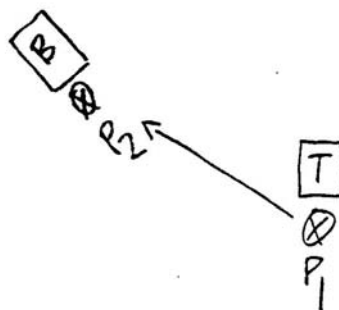
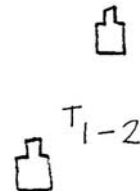
safe shotgun on table pointing downrange.

Pick up rifle, go to P_2

Hit T_3-6 with 3 rounds each

String two Same

• P/U shotshells



STAGE FIVE Corral #1

WEAPONS Pistol & SHOTGUN

ROUNDS 36 Pistol / 14 Birdshot

SCORING VICKERS

PROCEDURE } Loaded shotgun to div. cap. at P2

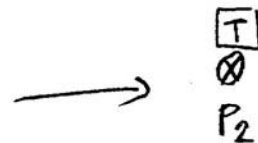
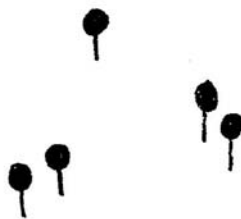
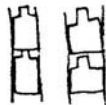
String one } AT P1 Hit T1-9 with 2 Rounds each.

go to P2. Put down pistol on Safe pointing downrange.

Pick up shotgun. Hit 7-13 one time each.
(falling steel must fall for credit)

String two Same

T1-9



STAGE SIX BACK 40

WEAPONS Pistol & Rifle

ROUNDS 16 pistol / 12 rifle

Scoring VICKERS

PROCEDURE) loaded rifle on safe at P₂

String one } AT P₁ with Pistol, Hit S₁₋₆ with one round each, and
~~knockdown~~ Knockdown 7-8.

AT P₂ Put down pistol on safe pointing down range on ^{spool} ~~mat~~
in ~~any~~ any position, Hit 9-10 with 3 rounds each
(Three)

String two Same

