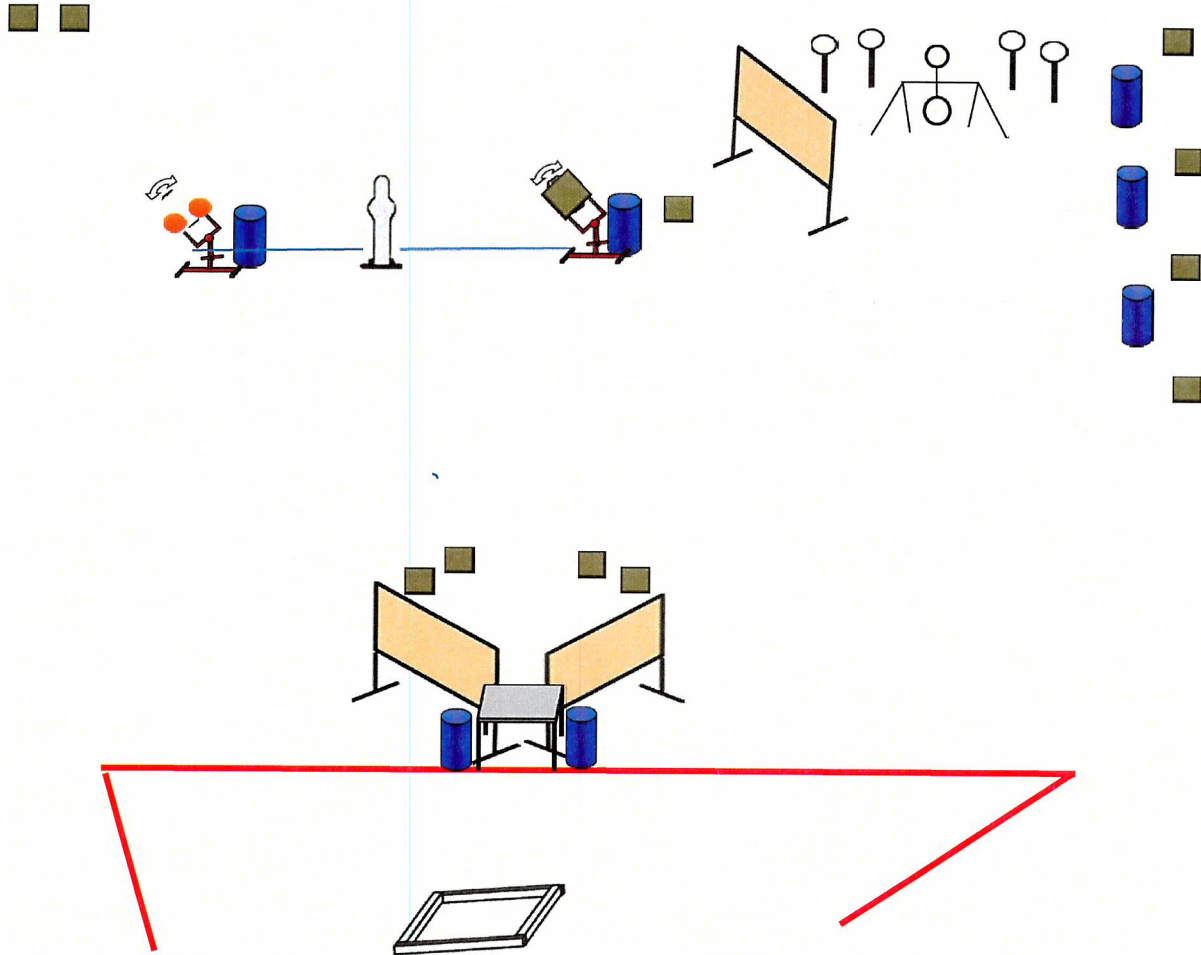


Stage 1 "Outback" Bay C Stage design by Carey Palmer

Round Count:

Handgun 24+

Birdshot 2 min up to 10+



**Start position:** Standing in box facing down range shotgun loaded held port arms, Pistol loaded and holstered **OR** PCC staged completely on table.

**Stage Description:** There are (2) clays, Birdshot only, (1) popper, (1) Spinner, (4 ) Ko's optional birdshot, pistol, PCC. (12) 3GN paper targets pistol/PCC only.

Failure to spin the spinner 60 second penalty. Shot that knocks the spinner over is a failure to spin. (choose your birdshot carefully)

**NO steel ammo** (if a magnet sticks to it, do not use it.)

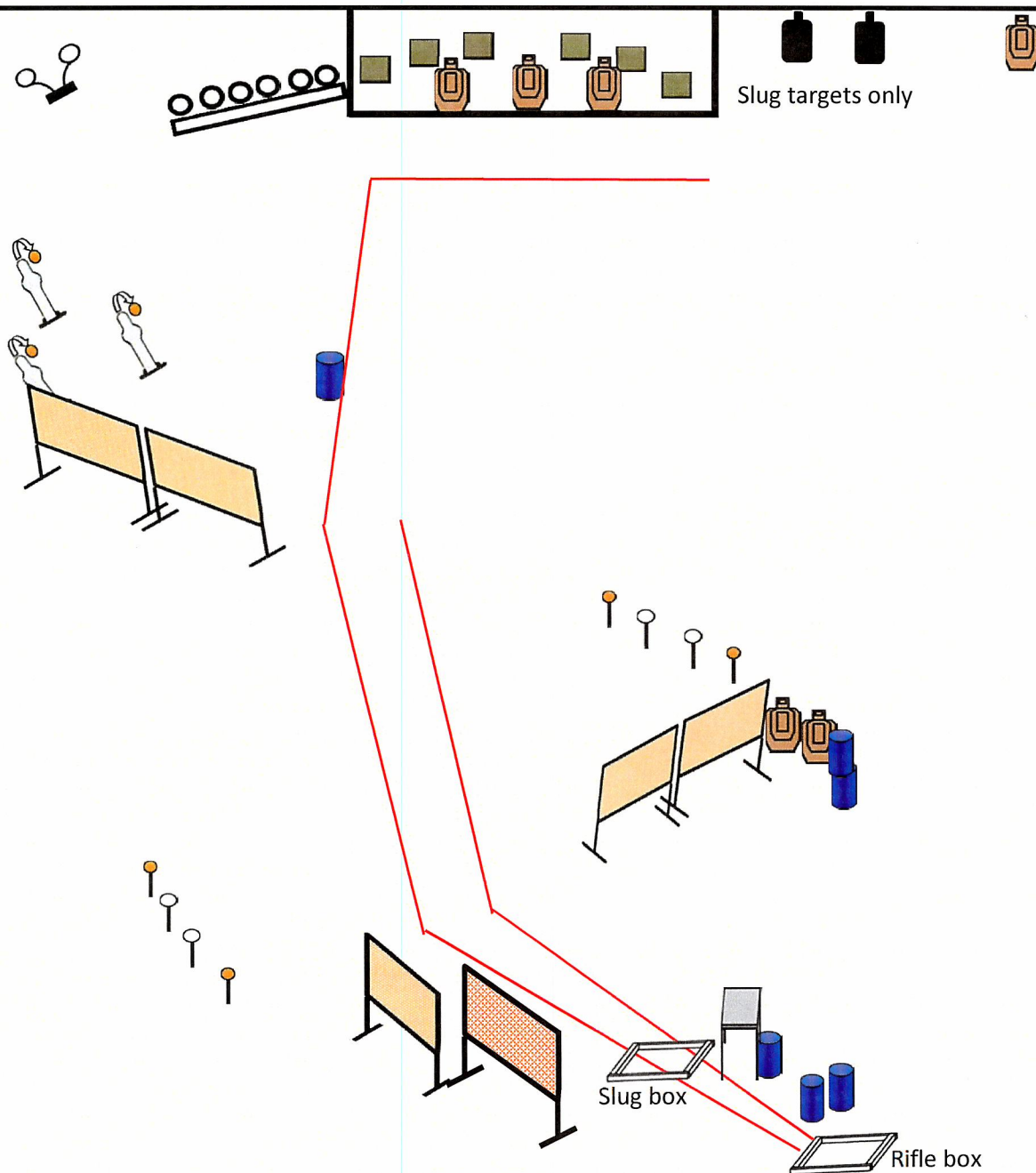
**Max Time 180 seconds.**

## Stage 2 "Lets do this" Bay E

Round Count:

Rifle 14 Handgun 18

Birdshot 14 slugs 4



**Start Position:** Standing in 1st box Rifle loaded at low ready toward lollypop targets, shotgun loaded on table pointing toward slug targets . Handgun holstered mag inserted empty chamber.

**Course Description:** From within rifle box (2) lollypop steel, from within fault lines (6) torso paper with rifle only. Then from slug box engage two slug torso targets 2 times each, then from within fault lines (4) Clays and (4) Knockdown steel. With handgun (6) plates , (6) 3Gn paper targets, from behind forward fault line. Platerack and 3Gn targets optional PCC

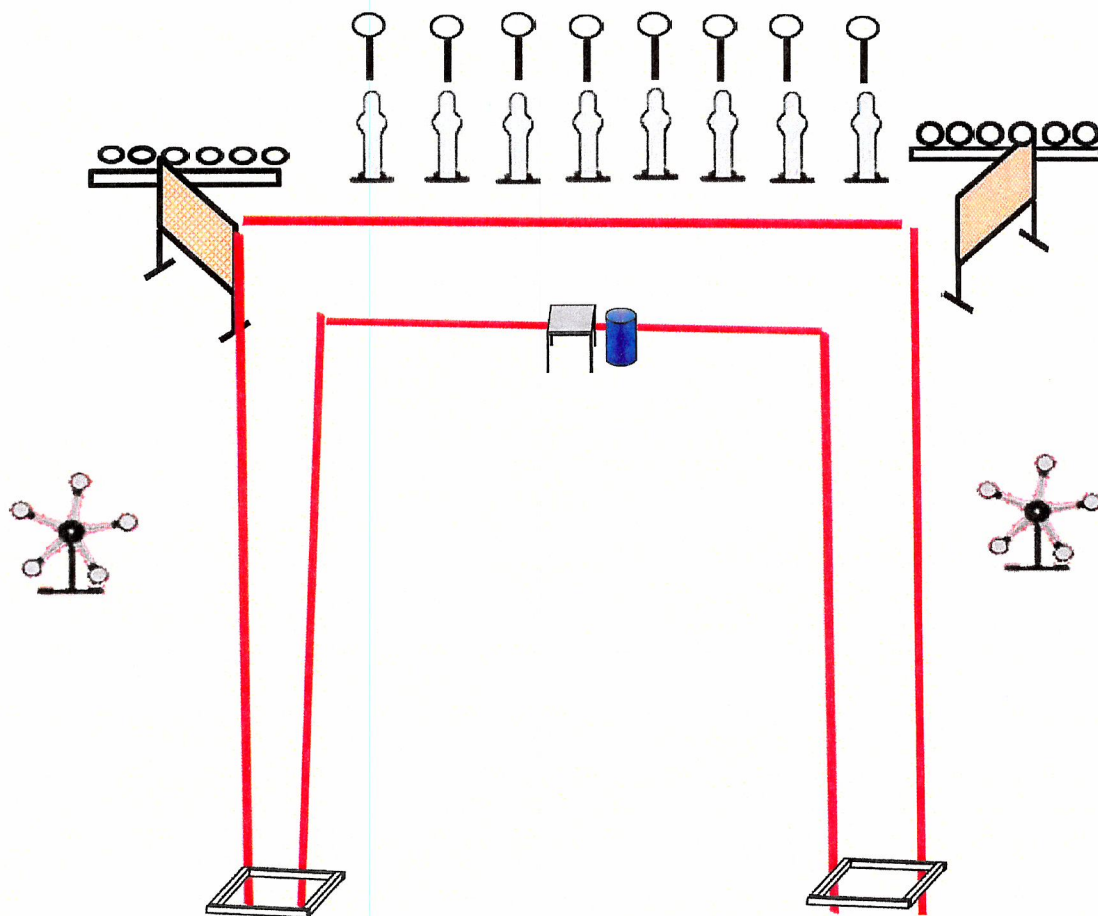
**Maximum time 180 seconds. 180 follows the fault line as it changes so does the 180.**

### Stage 3 "So much steel so little time" Bay F

Round Count: 38 total (25 sec Par time)

Birdshot 8??

Handgun or PCC 30+



**Start Position:** Standing in either start box facing down range.

Handgun loaded and holstered, **OR** PCC loaded on table, shotgun loaded at port arms.

**Course Description:** (38) pieces of falling steel shot in any order. Minimum of 1 shot shell must be fired before abandoning shotgun in dump barrel. This is a 25 second Par time stage the time will be the total of the plates left standing times 2 seconds. Example 9 plates left would be  $9 \times 2 = 18$  seconds. If all are cleared in the par time allowed enter .01 as the time and a 5 second bonus. **Any shots .30 after par that hit a plate, that plate does not count.**

**7 1/2 Birdshot or smaller no steel shot.**

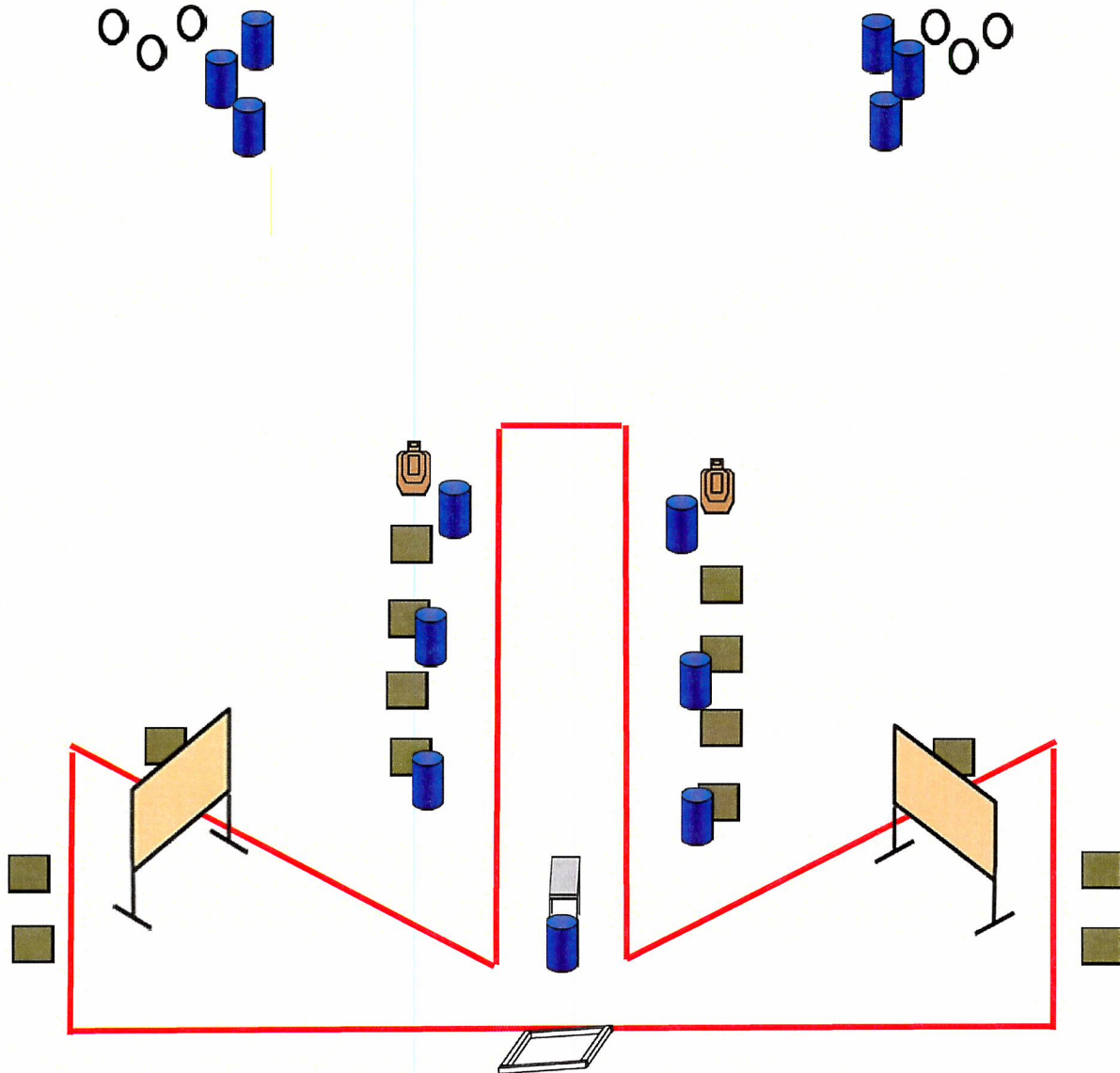
**Maximum time 180 seconds.**

#### Stage 4 "Options" Bay G

Round Count:

Handgun min 4 up to 32

Rifle min 6 to 38



**Start Position:** Standing in box facing down range **option 1** handgun holstered mag inserted empty chamber, rifle loaded at low ready. **Option 2** PCC loaded at low ready no pistol used.

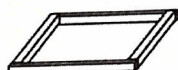
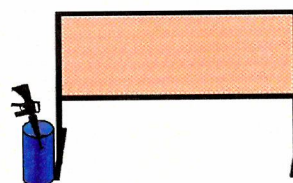
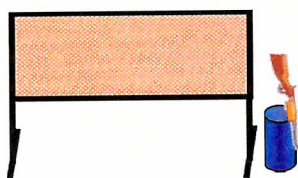
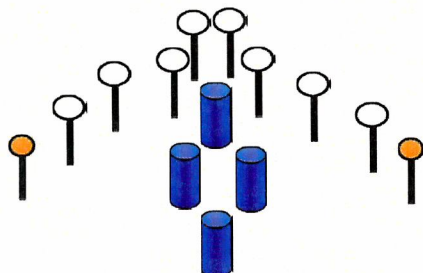
**Course description:** (6) Auto poppers rifle/PCC only, (14) 3GN paper rifle/pistol/PCC (2) torso paper Pistol/PCC only.

- **NO STEEL AMMO PERIOD.** (If a magnet sticks on the projectile don't use it)
- Maximum time of 180 seconds



## Stage 5 "What side is best" Bay H

Round Count:  
Rifle 14 Birdshot 10



**Start Position:** Standing in start box facing down range.

Rifle Staged in right barrel, Shotgun staged in left barrel

**Course Description:** (2) Clays and (8) Knockdown steels engaged with shotgun around the left wall.  
(8) Rifle paper around the right wall.

**No steel shot.**

**Maximum time 180 seconds.**

# Stage 6 Reload for Times 12 Steel 3GN 05-14 Bay I

## 3GN 05-14 Reload for Times 12 Steel

Course Design: Charles Sole  
Rules: 2014 3GN Club & Regional Series Rules

CLASSIFIER  
SHOTGUN



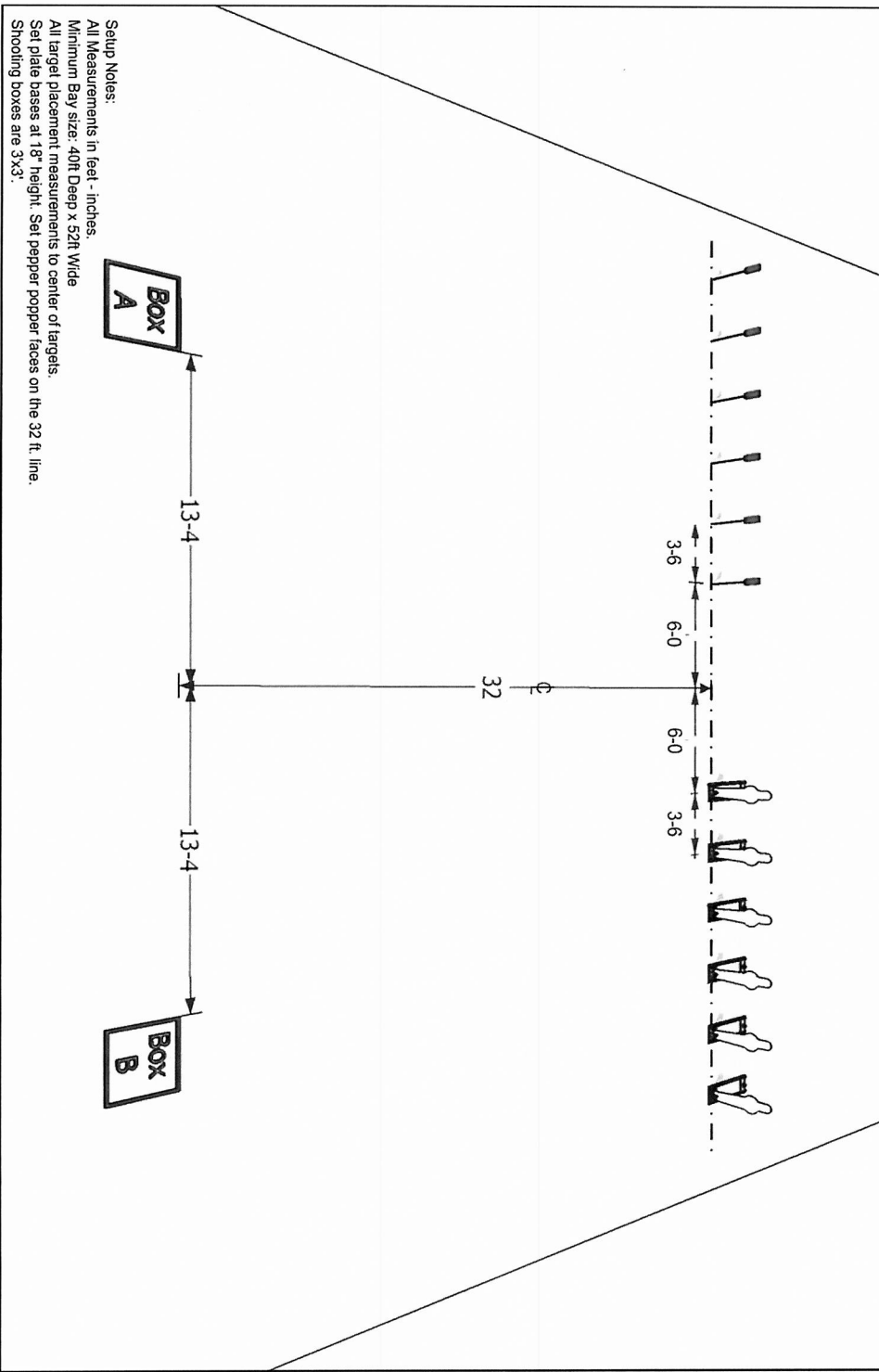
**STARTING POSITION** Standing inside the box of your choice. Shotgun held at low ready and is completely empty with the bolt closed and loading port facing the ground.

**STAGE PROCEDURE** Upon Start Signal, load shotgun then engage Plates from Box-A only, then engage Pepper Poppers from Box-B only. Arrays may be engaged in any order. ALL ammo must come from the belt. No match saver.

**Target Arrays:**  
Plates must be engaged from Box-A only  
Pepper Poppers must be engaged from Box-B only.

**SCORING:** Time plus penalties  
**TARGETS:** 6 4x10 Plates, 6 Pepper Poppers  
**SCORED HITS:** 2014 3GN Club & Regional Series Rules

**START - Audible STOP - Last shot**  
**PENALTIES** Procedural +5 sec.  
Procedurals include but are not limited to:  
Engaging targets / array from wrong box, 1 procedural (NOT per shot fired)  
Foot Faulting while engaging targets, 1 procedural.  
(NOT per shot fired)



Setup Notes:  
All Measurements in feet - inches.  
Minimum Bay size: 40ft Deep x 52ft Wide  
All target placement measurements to center of targets.  
Set plate bases at 18" height. Set pepper popper faces on the 32 ft. line.  
Shooting boxes are 3x3.

# 3GN 11-13 Times 12 Steel

Course Design: Charles Sole  
Rules: 3GN Club Series Rules, Latest Edition

CLASSIFIER  
SHOTGUN

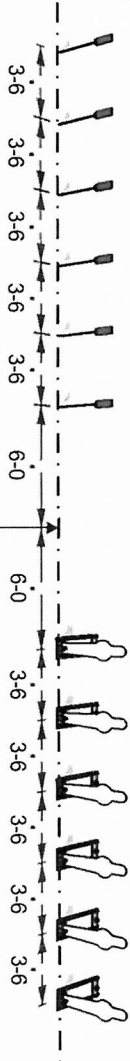


**STARTING POSITION** Standing inside the box of your choice. Shotgun held at low ready and is loaded to division capacity, safety engaged.

**STAGE PROCEDURE** Upon Start Signal, engage Plates from Box-A only, engage Pepper Poppers from Box-B only.

## Target Arrays:

Plates must be engaged from Box-A only  
Pepper Poppers must be engaged from Box-B only.

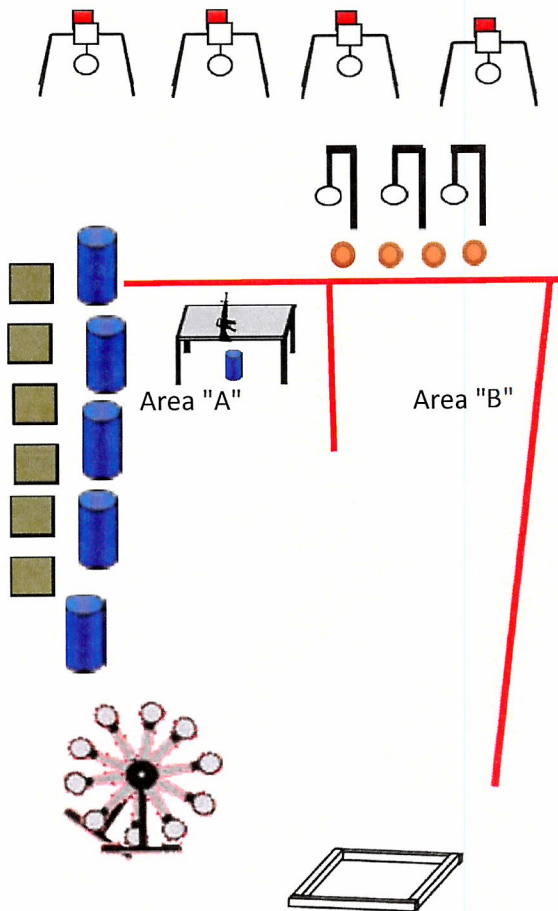


**Setup Notes:**  
All Measurements in feet - inches.  
Minimum Bay size: 40ft Deep x 52ft Wide  
All target placement measurements to center of targets.  
Set plate bases at 18" height. Set pepper popper faces on the 32 ft. line.  
Shooting boxes are 3x3'.

**SCORING:** Time plus penalties  
**TARGETS:** 6 4x10 Plates, 6 Pepper Poppers  
**SCORED HITS:** Steel Down  
**START - Audible STOP - Last shot**  
**PENALTIES** per 3GN Club Series Rules Failure to engage -5 sec. Miss -5 sec. Procedural -10 sec. Procedurals include but are not limited to:  
Engaging targets from wrong box, 1 procedural per shot fired at wrong array.  
Foot Faulting while engaging targets.

Stage 8 "PCC it ??? " Bay S

Round Count:  
Handgun/PCC 22  
Rifle 18



**Start Position:** Standing in box facing down range handgun loaded and holstered, rifle loaded and on table, **OR** PCC loaded held low ready (Handgun to be abandoned only in the dump bucket) If you start with the PCC you finish with the PCC (cannot go to pistol or another rifle.) Table cannot be used as a rest.

**Course description:** (10) Double Whirly Gig plates must be shot from inside the start box with handgun or PCC, (6) 3Gn papers with handgun or PCC from anywhere. Break (4) Clay, (4) flash targets, and (3) MGM Tee post targets one hit each from Area "A" and one each from Area "B"

• **NO STEEL CORE, BI-METAL** (if a magnet sticks don't use it). • **Maximum time of 180 seconds.**