

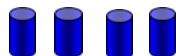
### Stage 1 "Surprise Surprise" Bay (B) & (A)

Round Count:

Handgun 23

Birdshot 16

There are no targets inside the barn.  
All are outside some may be  
obscured but somewhat visable.  
None inside windows or doors.  
Watch the 180 it changes at the  
doorway.



**Start Position:** Standing in box facing downrange handgun loaded and holstered, Shotgun preloaded on preload table.

**Course decription:** String 1: Engage all targets from behind the fault lines, at the end unload show clear and holster. String 2: Start in the 2nd box shotgun loaded held at port arms, in the back bay knockdown, turn, or break targets as appropriate for each target.

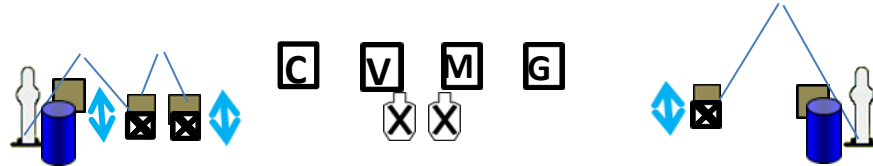
- NO STEEL SHOT
- Maximum time of 100 seconds per string.

Stage 2 "Ups and Downs " Bay D, E & F Stage by Carey Palmer

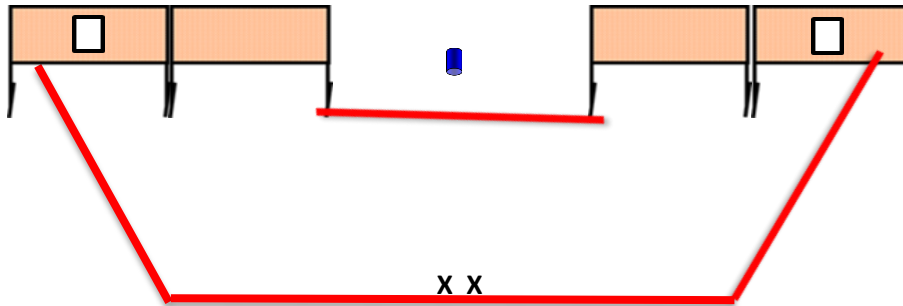
Round Count:

Handgun 20

Rifle 22



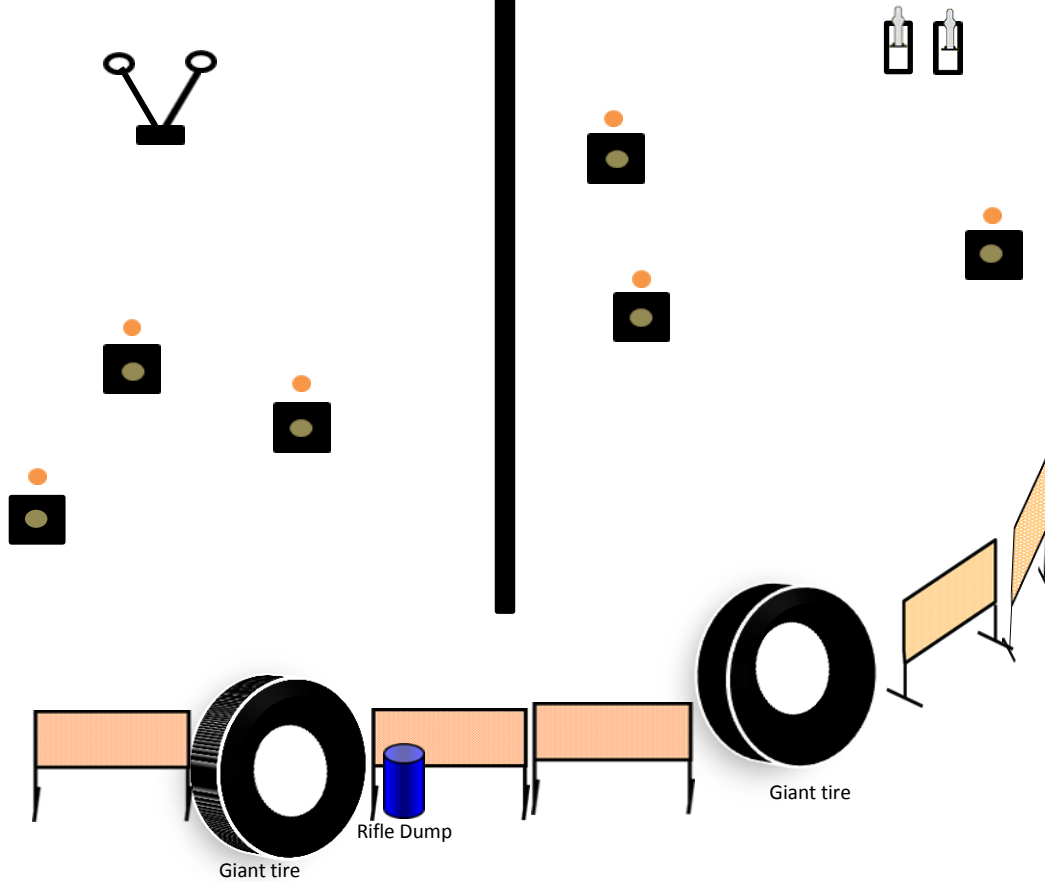
**BRADY**  
CHEMICAL



**Start Position:** Heels touching X's facing down range handgun loaded and holstered, rifle loaded Staged in barrel. (Handgun to be abandoned only in the dump bucket)

**Course description:** Using handgun (3) activated 3GN paper, 2 Pepper poppers (activators for the 3 up/downs), (4) static steel 2 hits each. After abandoning handgun proceed to second bay and with rifle (6) 3GN paper, (6) clays, (2) lolly heads, and (2) Autopoppers, thru the tires as visible.

- NO STEEL CORE, BI-METAL OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 210 seconds



### Stage 3 "Hard Choices" Bay G

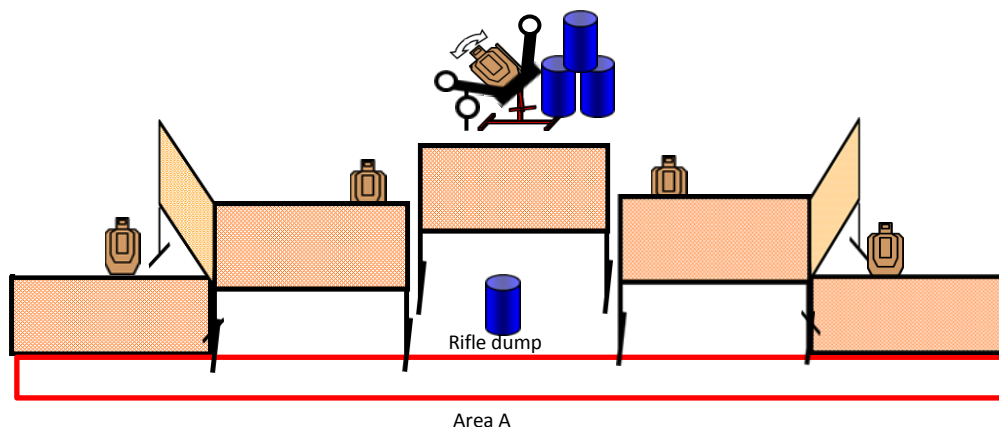
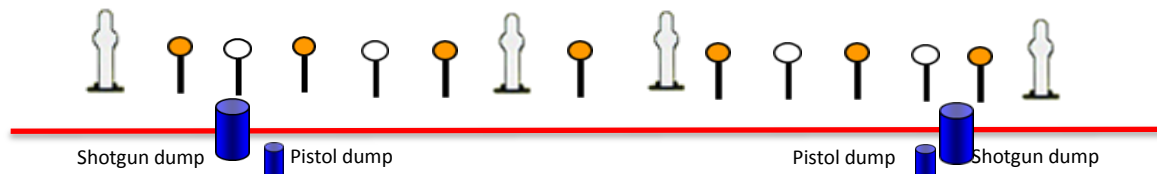
Stage design by Carey Palmer

Round Count:

Handgun 13 .min +28 opt

Rifle 12 Min, + 20 opt

Shotgun 7 min + 8 opt



**Start Position:** Standing in area A facing down range handgun mag inserted on empty chamber & holstered, shotgun loaded in either forward barrel, rifle loaded held at low ready

**Course description:** All rifle shots from within area "A", (12) plates on 2 racks rifle only,(8) 3Gn targets optional rifle/handgun, (1) activator, (2) falling plates, (5) torso papers handgun only, (4)Ko steel opt handgun/shotgun, (4) Us poppers opt handgun/shotgun (5) clay's shotgun only. All shots to be from behind forward fault line.

- NO STEEL CORE, BI-METAL OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 210 seconds

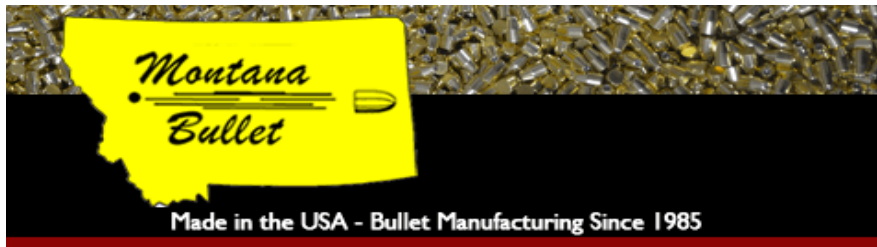
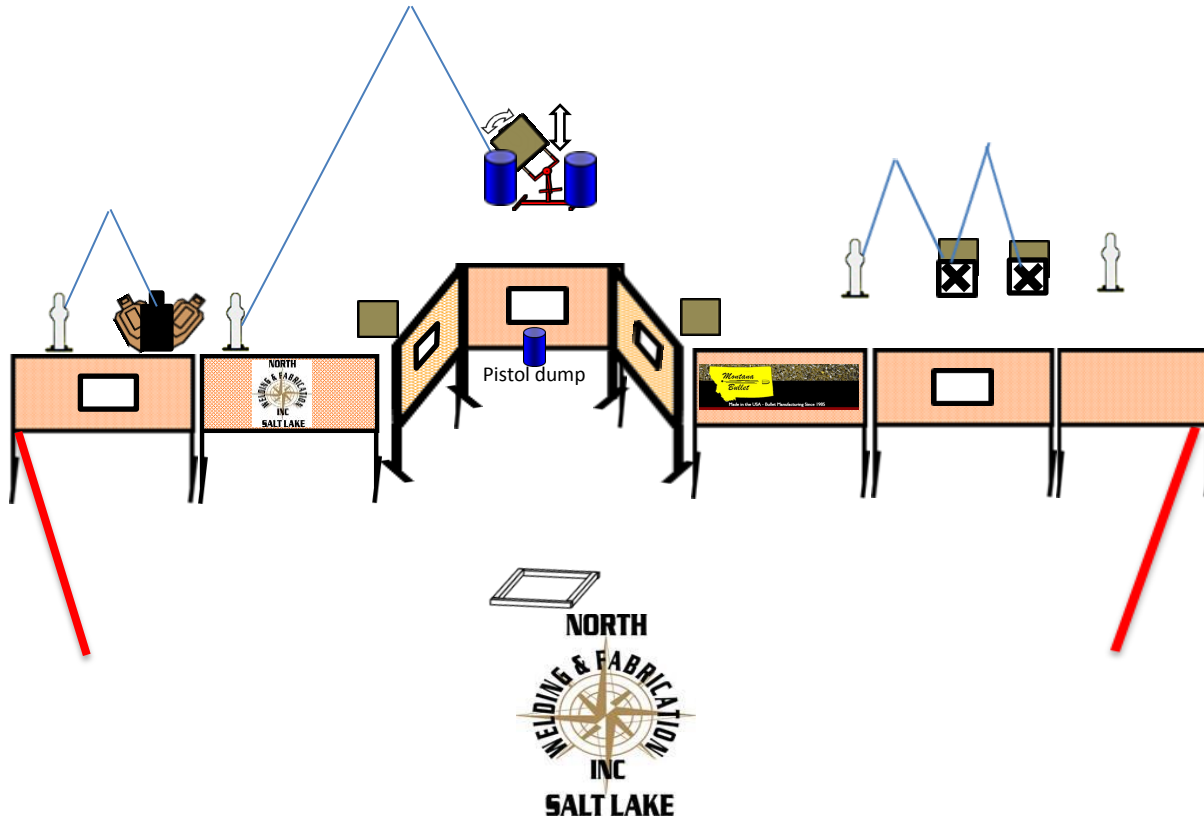
## Stage 5 "Double vision" Bays I & J

Stage design: Carey Palmer

Round Count:

Handgun 18

Birdshot 16

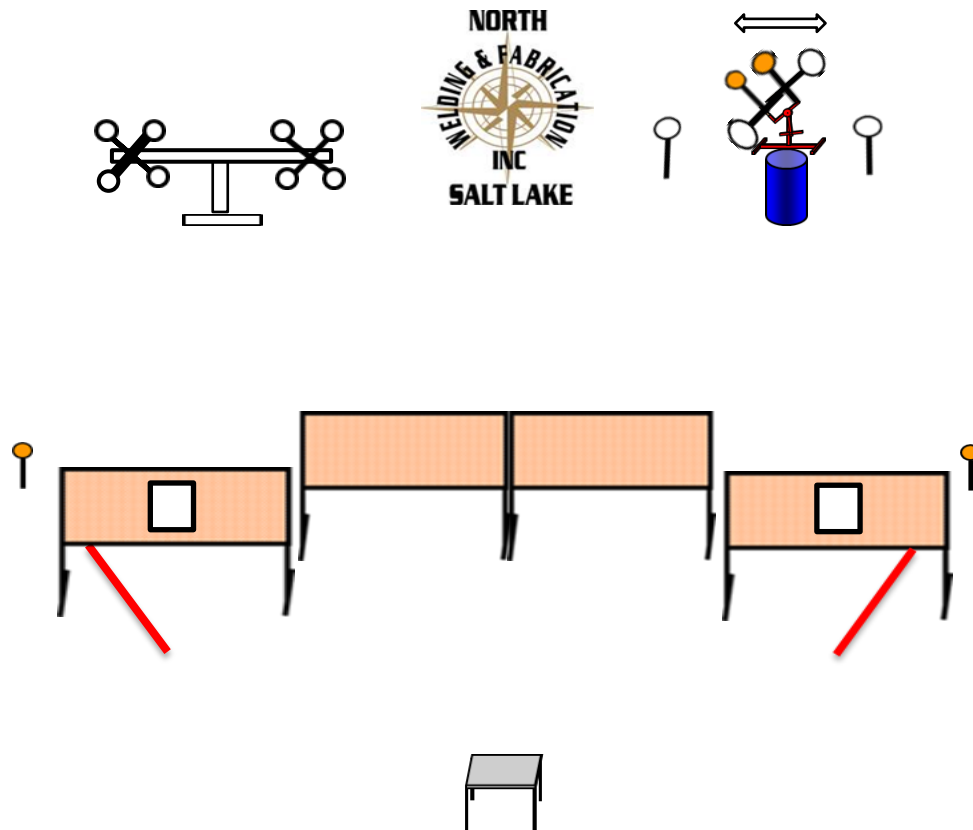


**Start Position:** Standing in box facing down range handgun loaded and holstered, shotgun loaded and on table. (Handgun abandoned only in the dump bucket)

**Course description:** First bay: Handgun (2) torso targets, (5) 3GN targets, (4) pepper poppers 3 are activators. Second bay: Shotgun (10) falling plates, (2) Ko's, and (4) clay targets

- NO STEEL CORE, BI-METAL OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 250 seconds

## Second Bay



**Start Position:** Standing in box facing down range handgun loaded and holstered, shotgun loaded and on table. (Handgun abandoned only in the dump bucket)

**Course description:** First bay: Handgun (2) torso targets, (5) 3GN targets, (4) pepper poppers 3 are activators. Second bay: Shotgun (10) falling plates, (2) Ko's, and (4) clay targets

- NO STEEL CORE, BI-METAL OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 250 seconds

## Stage 4 “Around the horn” Bay H

### 3 Gun Nation classifier

**3GN 02-14**

## Around the Horn

Course Design: Charles Sole

Rules: 2014 3GN Club & Regional Series Rules

**CLASSIFIER**

**PISTOL – RIFLE**

**SHOTGUN**



**STARTING POSITION** Standing inside Start Box, Shotgun un-loaded held at port arms, bolt closed, loading gate facing the ground. Rifle is loaded and placed on table, safety engaged, trigger guard inside the edge of the table top, muzzle down range. Pistol loaded and holstered, safety engaged.

**STAGE PROCEDURE** Upon Start Signal, from within the shooting box only. Load the shotgun, then engage 4x10 steel targets only. Shotgun must then be placed safely in a dump barrel. Then, engage only pepper poppers with pistol. Pistol must then be placed safely in the dump bucket. Then, with rifle only, engage 3 paper targets, perform a mandatory reload from the belt, then engage the remaining 3 paper targets.

**Shotgun Targets:** 7-4x10 plates, **Pistol Targets:** 4-US-P, **Rifle Targets:** 6-Paper

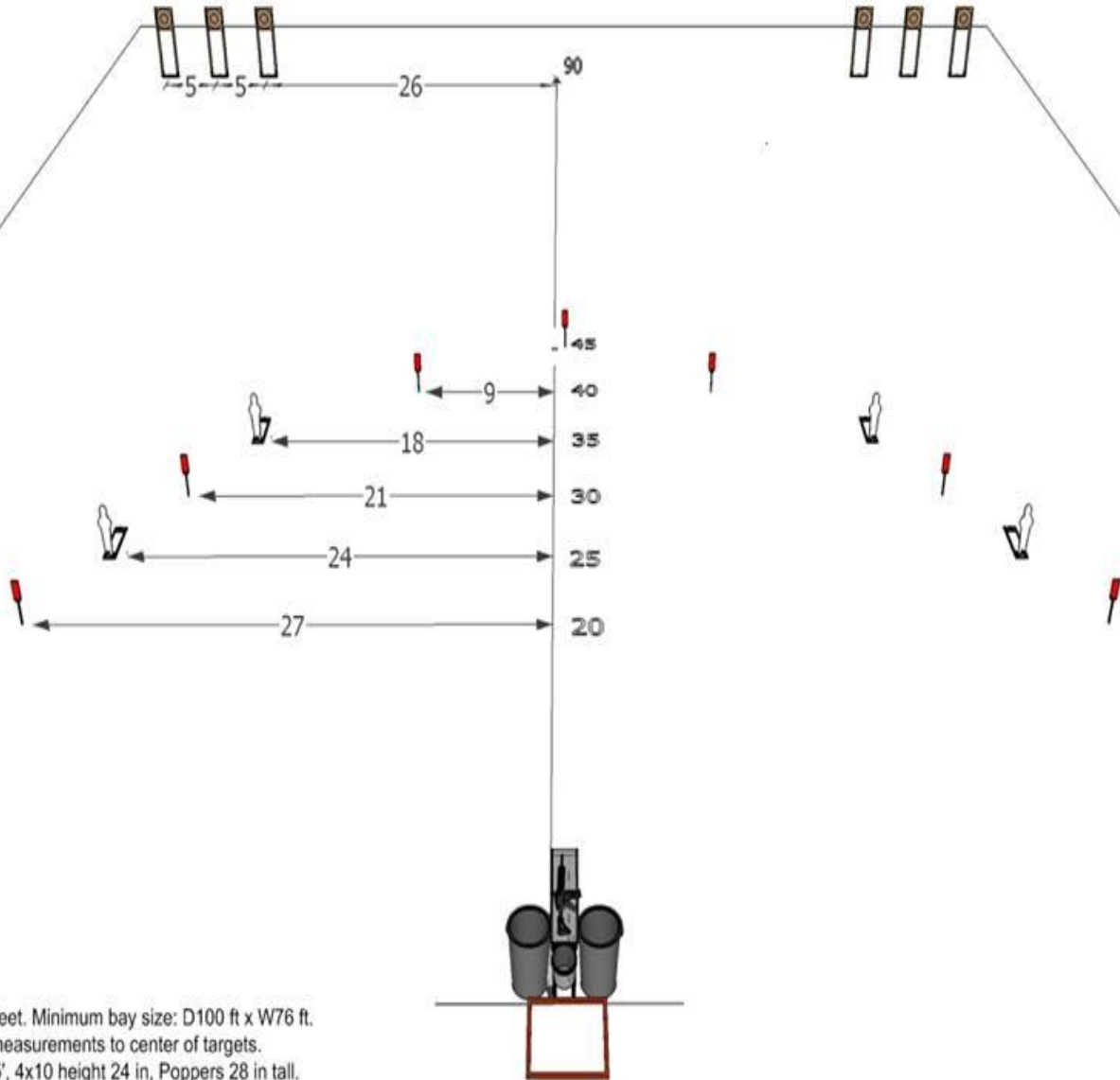
**SCORING** Time plus penalties

**TARGETS** 6 Paper, 7 plates, 4 US Poppers

**SCORED HITS:** 2014 3GN Club & Regional Series Rules

**START** - Audible **STOP** - Last shot

**PENALTIES:** Procedural -10 sec.



All measurements in feet. Minimum bay size: D100 ft x W76 ft.

All target placement measurements to center of targets.

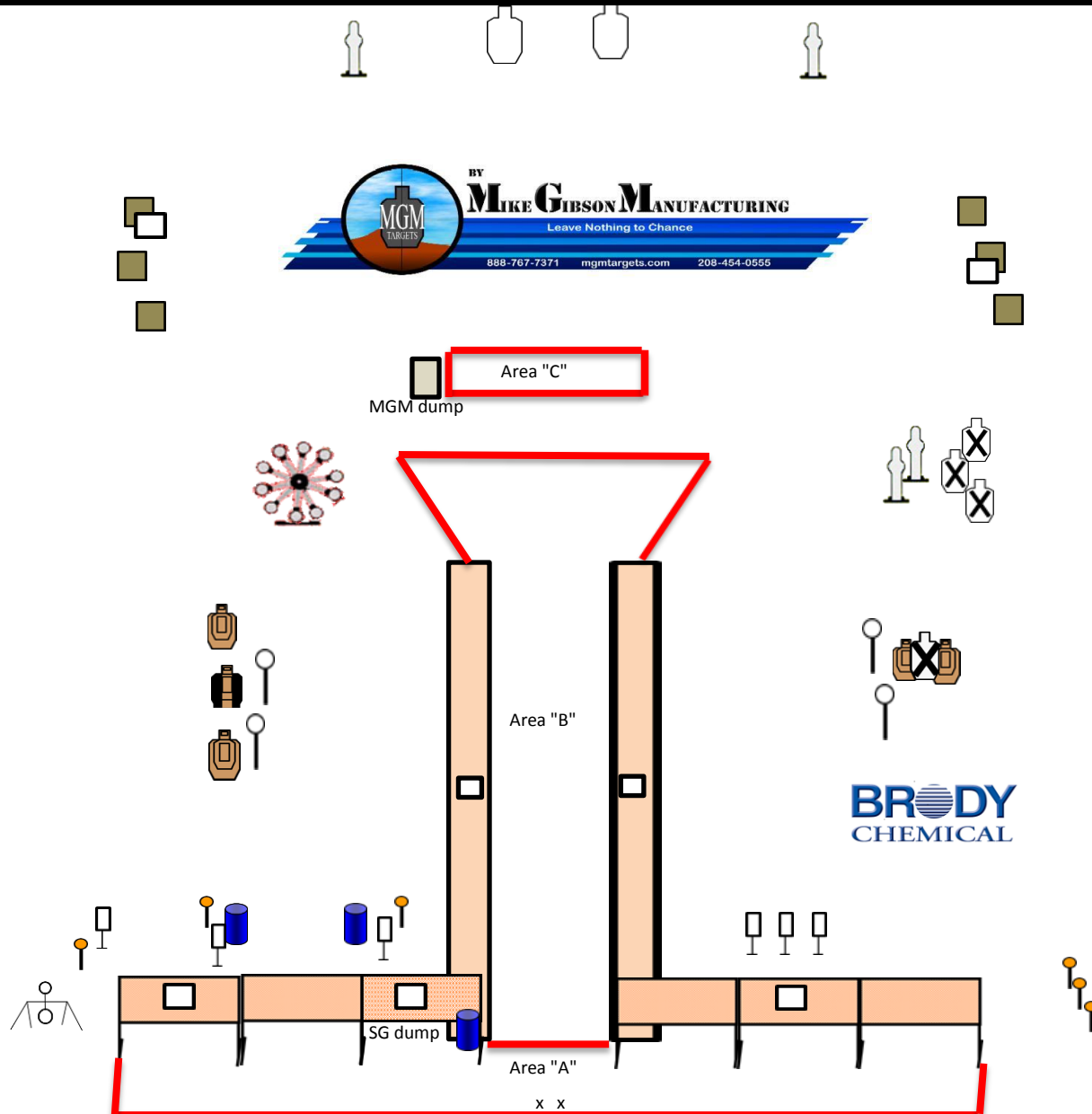
Paper targets height 5', 4x10 height 24 in, Poppers 28 in tall.

Start Box 3'x3', Table W16" x L4' x H30"

## Stage 6 "Zwolf Maschinen" Bay L

Designed by, Vic Gold

<p>Round Count:</p> <p>Birdshot 15 Pistol 26</p> <p>Rifle 16</p>
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**Start Position:** Standing in box facing down range heels on X's handgun loaded and holstered, rifle loaded staged in MGM dump box. (Handgun to be abandoned in MGM dump box) Shotgun loaded held at port arms.

**Course description:** Neutralize targets as they become visible from their respective shooting areas. Area "A" birdshot only (1) spinner, (6) Ko steel, (6) clays. Area "B" handgun only (5) plates on whirly gig, (2) poppers (4) Ko steel, (5) metric paper. Area "C" Rifle only. (6) 3GN paper targets (4) long range steel. KNOCKED OVER SPINNER = FAIL TO SPIN

- 210 SECOND TIME LIMIT
- NO STEEL CORE, BI-METAL OR ARMOR PIERCING BULLETS ALLOWED PERIOD



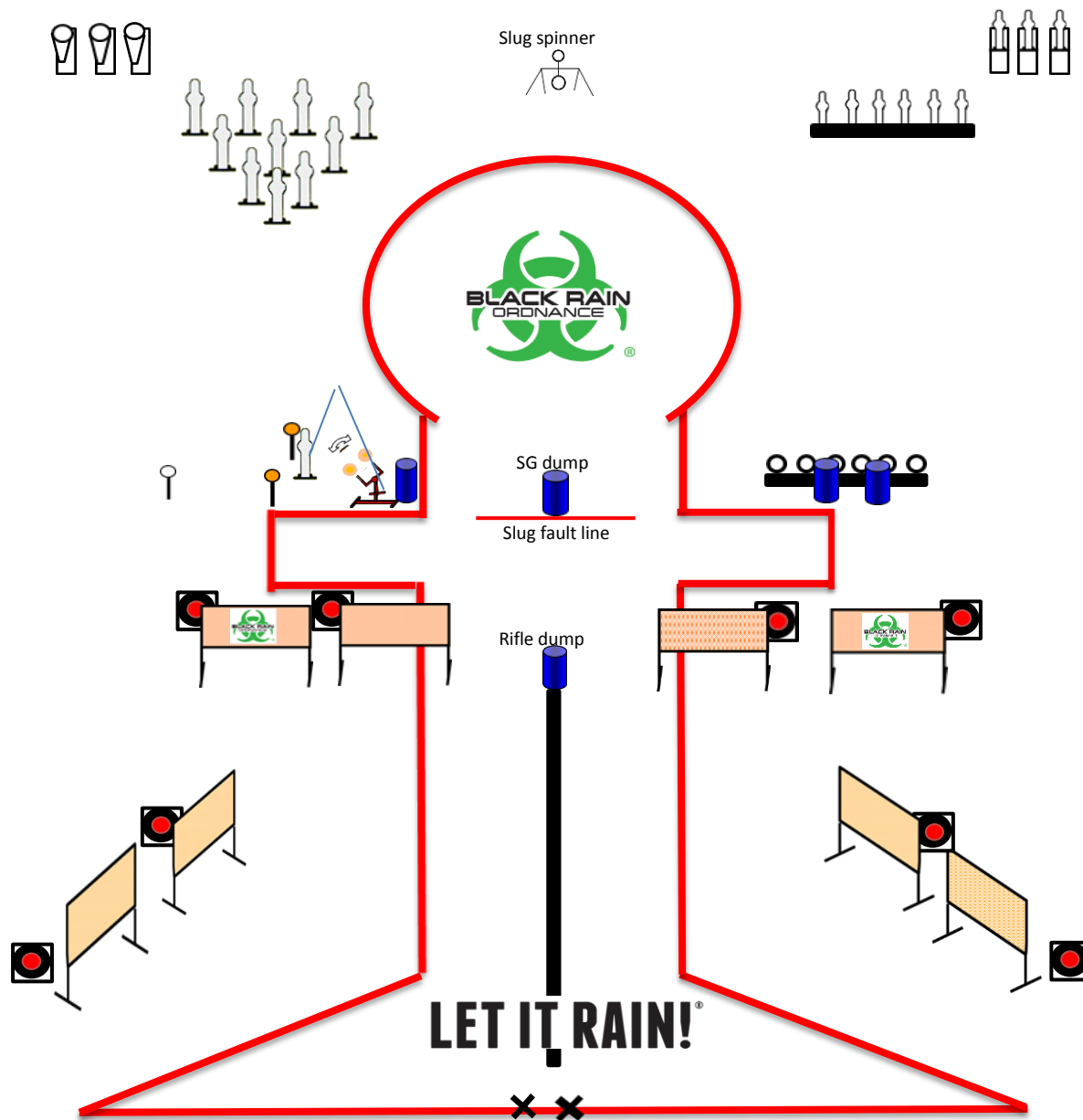
## Stage 7 "Don't be a Pawn" Bay L

Stage design; Carey palmer

Round Count:

Rifle 22     Handgun 16 + opt

Shotgun 12 bird     3 slug opt



**Start Position:** Standing facing down range toes on X's handgun empty empty holstered, Shotgun loaded staged on SG barrel, rifle loaded held at low ready.

**Course decription:** Rifle, neutralize (8) 3GN pro series targets, (6) Auto poppers. Shotgun (4) clay (1) pepper popper, (1) Ko (6) plates . Handgun (10) pepper popers, (6) pesky plates. The spinner is a bonus target **60** seconds using slugs from behind slug fault line, or **30** seconds using handgun, only one bonus applies. If it doesn't spin w/slugs it can still be engaged w/handgun, no FTE accessed.

- NO STEEL CORE, BI-METAL OR ARMOR PIERCING BULLETS ON STEEL TARGETS

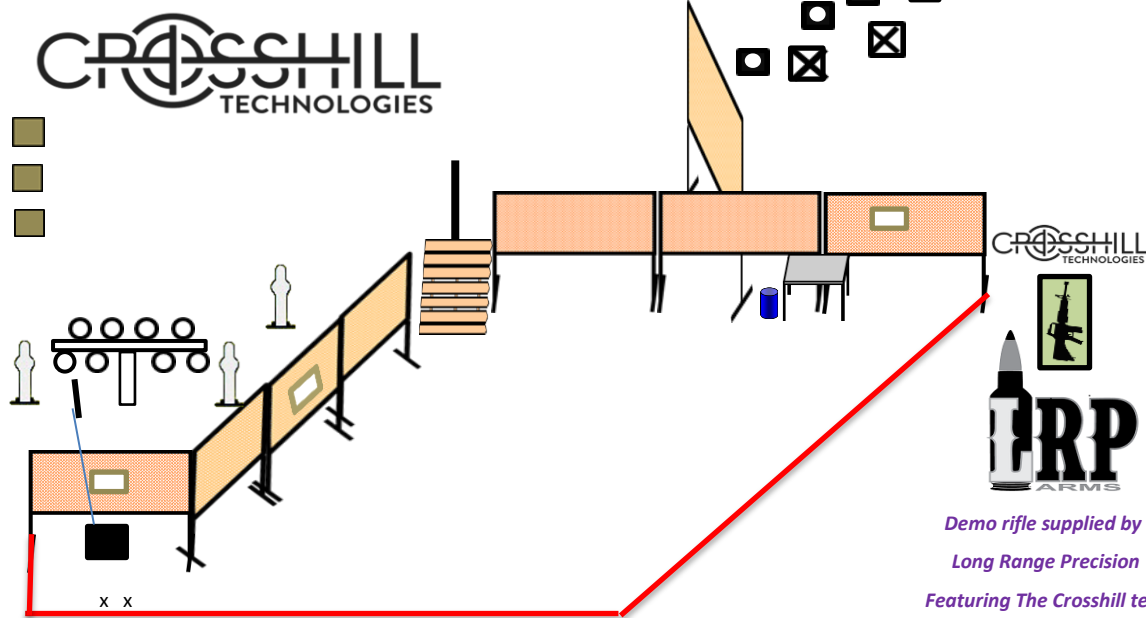
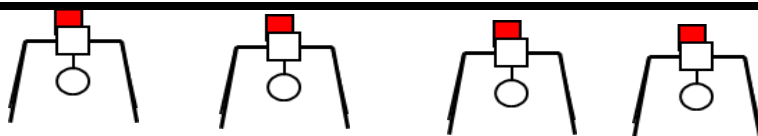
## Stage 8 "It's how far" Bay S

Stage design Carey Palmer

Round Count:

Handgun 11 min +14 optional

Rifle 4 min +14 optional



*Demo rifle supplied by  
Long Range Precision  
Featuring The Crosshill tech  
Ambi Side charging upper*

**Stage demo rifle:** 3 rounds at Nsl targets mini flash target. 5 second bonus for each hit.

**Start Position:** Standing facing down range heels on x's handgun loaded and holstered, rifle loaded and on table. (Handgun abandoned only in the dump bucket)

**Course decription:** Polish plate rack (8) plates handgun only, must be activated before engagment. (3) pepper poppers handgun only, (7) 3 GN paper optional handgun/rifle. (4) Flash targets one hit each from completely on roof prop.

- NO STEEL CORE, BI-METAL OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 210 seconds

## Stage 9 "Shot gunner's paradise" Bay S

Round Count:  
Birdshot 37

Stage design: Brian Holcomb



**Start Position:** Standing in box facing down range shotgun loaded held at port arms.

**Course decription:** At the signal shooter will call to launch and engage 3 clays any order. There are 3 flying clays 5 poppers, 3 pop up clays, 2 static clays, 7 Ko's , then 10 plates on the 2 whirlygigs and spin 2 spinners. Green Ko's are no shoots Steel must fall for NS penalty to apply.

- #6 shot 1350fps maxium **NO STEEL SHOT** 60 second penalty fail to spin spinner
- Maximum time of 240 seconds