



## Welcome to Tactical 3 Gun, sponsored by Pioneer Sportsman, Inc

Pioneer Sportsmen, Inc. invites you to enjoy our Tactical 3-Gun Matches. Last year we had nearly 75 shooters at our first match, this year we will have two matches, with new stage designs and we will be opening up the 100 yard range. We will use IDPA scoring and will be emphasizing a defensive approach to shooting rifles, Pump or Semi-Auto shotguns, and IDPA compliant handguns. All weapons will be in compliance with the rules available on the Pioneer web site for this match. Classes will include Open, Rifle w/Optics and Rifle w/Iron, any IDPA compliant handgun is suitable and IDPA holsters will be enforced for all classes except Open

The first shoot on May 31, 2008 will challenge you with 4 – 5 action packed stages (depending on weather) broken down as follows:

- Handgun (9mm or 38SP minimum, no 5.7x28) – bring 50rds (125PF minimum)
- Carbine (.223, 5.45x39, 7.62x39, or Pistol Caliber) – engagements from 4 - 100yds, bring 75rds (140PF minimum, no steel core)
- Shotgun (12 or 20GA, 4+1 capacity minimum, hand fed pump or semi-auto) – engagements from 10-25 yds, bring 50rds 7.5, 8 or 9 Lead Shot, and 5rds Slugs (1150FPS minimum)

For Shotgun, you'll need a barrel capable of safely shooting BOTH Slugs & Birdshot. Load and make ready count will be stipulated for each string. Hand fed only, no detachable magazines this match. Ammunition carriers are encouraged (e.g. side-saddles, butt cuffs, forearm bands, bandoleers, shell belts, **bag on hip**, etc.) there will be no pre-positioning of shells you must carry what you need. ( A hip bag is the cheap and easy way to go). A sling is encouraged but not required. Either a Case or Sling is required.

For Pistol, you'll need a fully enclosed holster (covers trigger guard) worn on the waist or thigh strong side along the center line of your hip (thigh rigs should include a retention device). While IDPA compliant handguns are stipulated (honor system with no box check), you may use high cap magazines, (140mm double stack. 170mm single stack). There is no limit on the number of mag's carried on your person. Revolver shooters should have plenty of speed-loaders ready (4 or 5 recommended).

Long guns will be slung muzzle down, unloaded, action open with a chamber flag OR cleared in a portable case/bag. Only one long gun out of the bag at a time, case or sling may be used to transport long guns to and from the line. This means, you will need at least one long gun case to comply with the one long gun uncased at a time requirement. Scoring will be aggregate of net scores for all stages.

There is a \$35 dollar entry. Registration starts at 08:00 am, squad assignments and safety briefing and at 08:45, shooting starts at 09:00; match registration closes promptly at 08:45 AM. We'll be accommodating only 50 shooters so reserve your slot by e-mail. For additional information please contact:

### **Jim Dunham, Match Director**

psit3g@gmail.com

**(603)249-9085 (after 17:00 please)**

**Map and Driving Directions:** (only a short distance from the junction of I-93 and I-89)

• Get off of Interstate 89 at Exit 2, Clinton Street/State Highway 13. • Make a left turn at the end of the exit ramp to proceed west on Clinton Street/State Highway 13. • Travel west for 3 1/2 miles until you see our large white sign with black lettering on the right. • Turn right at the sign and you will see our facilities

• A map is available at <http://www.pioneersportsmen.org/contact.html>

## ***Tactical 3-Gun Match Frequently Asked Questions FAQ's!***

This event attracts many shooters so be sure and sign up early.

### **Pioneer Sportsman 3 Gun Match Q & A**

#### **Cold range rules:**

All weapons are to be unloaded prior to the commencement of the match. Loading/Unloading of weapons will be performed only under the direction of a Range Officer. All handguns must be **unloaded, hammer down and holstered at ALL TIMES**, except when directed to load and shoot a stage by a range officer. Long guns must be unloaded and cased, or unloaded with **action open and carried muzzle down**, except when directed to load and shoot a stage by a range officer. Safe areas for gun handling will be provided on each range. A safe area is expressly provided for the unsupervised handling of firearms and may be used by anyone at any time. **No ammunition will be allowed at any time in a safe area.**

#### **Can you give me a description of the match?**

This is a three gun tactical match. It will utilize rifle, shotgun, and handgun. The stages will not be published prior to the match. These stages will strive to present realistic use of the firearms involved, as needed in a tactical environment. The stages will attempt to portray a defensive or offensive situation in which use of firearms is an appropriate solution.

#### **How many stages of fire?**

There will be five to six stages. There may be stages where more than one firearm is used.

#### **What kind of handgun, rifle and shotgun will I need?**

**HANDGUN:** Any safe and serviceable handgun of a minimum caliber of 9mm/.38 Special. The following are expressly not allowed on handguns: compensators, optical or electronic sights, ported barrels.

**RIFLE:** Any serviceable and safe rifle, (.223, 5.45x39, 7.62x39, or Pistol Caliber), in semi-auto. Slings may be used, but must remain on the rifle at all times. Iron sights and optical or electronic sights may be used. There will be three categories for rifle competition. Shooters using open, optical and iron-sighted rifles will compete in a separate category. (Anything with glass is an optical sight, whether battery powered, tritium powered, magnified or not) We will attempt to set up a course of fire that

tests the operator more than the equipment. But realistically, semi-autos will usually be easier to use in any action scenario. Ranges will be from as close as 4 yards to as far as 100 yards.

**SHOTGUN:** Any serviceable and safe shotgun, a minimum of 20 gauge, may be used. Optical or electronic sights are allowed only in the Open class. The shotgun **MAY NOT** be loaded with more than 8 rounds at any time.

Swapping of guns or accessories during the match:

No swapping of firearms will be allowed. You may only use one handgun, one shotgun, and one rifle during the match. The configuration of each (sights, slings, holsters, etc.) may not be changed between stages. The only exception is changing chokes in the shotgun. If a firearm breaks or otherwise becomes unserviceable, you may change to another of a similar configuration and identical action type after informing the match director.

### **What is a power factor?**

Power factor is a number derived by multiplying the weight of the bullet in grains by the velocity in feet per second and dividing the result by 1,000. For example, a 9mm 115 grain bullet at a velocity of 1,150 feet per second works out thus:  $115 \times 1,150 = 132,250$   $132,250 / 1,000 = 132.25$  power factor. A minimum power factor requirement of 125 means that any handgun ammunition that does not meet the minimum of 125 will not be allowed to shoot for score.

### **What are IDPA-type holster requirements?**

The exact description of IDPA requirements for holsters are posted on the IDPA Website at <http://www.idpa.com/> Under the heading "EQUIPMENT". It states: All equipment used in Defensive Pistol matches must meet the following simple guidelines; equipment must be practical for self-defense use, concealable, suitable for all day continuous wear and must be worn in a manner that would be appropriate for all day continuous wear. The match director will be **REQUIRED** to disallow any equipment that does not meet these simple criteria. If you wouldn't carry it to defend yourself, you can't shoot or use it in Defensive Pistol competition. If you are caught using equipment that is not in the guidelines set forth and not in the spirit of Defensive Pistol "PURPOSE", and the Match Director is convinced you did so to gain competitive advantage, you will be disqualified from the entire match. For the purposes of this match, we are a bit more lenient. No shoulder holsters or cross-draw holsters that require the pistol to point to the rear will be allowed. Be aware that the handgun **MUST** be worn during all stages.

### **What kind of ammo will I need?**

Handgun: Serviceable and safe ammunition that at least meets the minimum power factor requirement. Most bullet types (FMJ, JHP, SWC, etc.) are fine. **Please, no iron core or armor piercing ammo** as much shooting will be done on steel targets.

Rifle: Most bullet types (FMJ, JHP, JSP, etc.) are fine. **Please no iron core or armor piercing ammo** as much shooting will be done on steel targets.

Shotgun: Birdshot slugs and buckshot may be used. **No steel shot** as it may bounce back at the competitor. Most of the shotgun targets will be reactive steel.

### **What type of targets will be used?**

Cardboard targets and reactive steel targets in several shapes and sizes. Shotgun targets that are falling steeling must FALL to score.

### **How will the match be scored?**

A modified version of IDPA's run-time plus penalty time. For each stage, each target must be engaged to solve a shooting problem. Appropriate steel targets must fall to be considered neutralized. Cardboard targets: Each target must have a designated number and placement of hits to be considered neutralized. Targets not neutralized will incur a penalty. If the target is not hit a stiffer penalty is added to the total run time. If a target is not engaged an even stiffer penalty is added to the total run time.

**If a competitor engages in what the range officer identifies as "blatant gamey or unsportsmanlike conduct" a Failure To Do Right penalty may be levied, which will be an extreme time penalty.**

### **Safety and range officer rulings:**

Each stage will have a designated range officer who will be primarily responsible for the conduct of the stage. The range officer's rulings on safety violations are final and not subject to arbitration. Any issues of proper scoring may be protested to the match director for a final decision.

## **General Rules, Safety and Security Notes**

### **Cold Range and General Safety Rules:**

Pioneer Sportsmen is a Cold Range.

The only loaded weapons allowed on the ranges are those being used by contestants under the direct control and oversight of a Safety Officer (SO).

Obey SO commands at all times.

Failure to do so may result in disqualification and expulsion from the range. Safe areas will be designated by signs. You may handle your weapons to unload, check, etc. inside the Safe Areas. Ammo may not be handled at the Safe Areas. Outside of the Safe Areas you may not remove your weapon from its case or holster or load your weapon unless you are under the direct control of a Safety Officer. Please heed and obey all posted range safety rules. If you see an unsafe act or situation, please inform the nearest Safety Officer.

You may load magazines at any place except the designated Safe Areas.

### **Alcohol and Drugs:**

No one under the influence of drugs or alcohol is allowed on the range.

No illegal drugs are allowed on the property at any time. No alcoholic beverages may be consumed immediately prior to and during the match. This restriction applies equally to spectators as well as competitors and match administration personnel.

### **Eye and Ear Protection:**

All participants and spectators are required to wear eye and ear protection. Failure to do so will result in warning and, if not corrected, dismissal from the property and disqualification from the match.

### **Hard Cover and Non-Threats:**

Hard cover is designated by black painted areas on certain targets. Non-threats are designated by black hands painted on the target and are **not** hard cover.

### **Scoring Procedure:**

Once the competitor completes the course of fire and is properly and safely cleared, the shooter may move forward with the Safety Officer (SO). The SO will score the targets and the competitor may inspect, but not touch, the targets. Any disagreements must be noted and resolved at this time. **All SO scoring calls are final.**

### **Re-shoots:**

No stage may be shot again by a competitor except in the cases of range equipment failure or of Safety Officer error.

### **Resolution of Dispute:**

In all matters of dispute, the decision of the Match Director is final.

### **Disqualification:**

Any safety violation will result in disqualification from the match. The discharge of a firearm resulting in a bullet passing over a protective berm or impacting the ground within 6 feet of the shooter will result in immediate disqualification and ejection from the range.

Un-sportsmanlike conduct toward another competitor or match staff will not be tolerated. On the first occurrence, a twenty (20) second **Failure to Do Right (FTDR)** penalty will be assessed. Any further continuance or occurrence will result in disqualification from the match.