

Kreamer Sportsmen's Association 3 Gun Match Details



1. Course of Fire Summary

Date	2021.05.20
Stage Name	COF1.2021.05.20
Total Targets	Total: 14 (Paper: 6 / Steel: 4)
Pistol Targets	Total: 05 (Paper: 5 / Steel: 0)
Carbine Targets	Total: 04 (Paper: 3 / Steel: 1)
Shotgun Targets	Total: 05 (Paper: 0 / Steel: 2 / Clays: 0 / Pins: 3)
Scoring	Timed: Timer begins at buzzer and stops at last round fired. Paper Targets: Targets are successfully engaged with 1 hit in the A zone or 2 hits anywhere on the target. Steel Plates: Targets are successfully engaged with 1 hit anywhere on steel plate. Steel Silhouette: Targets are successfully engaged with 2 hits anywhere on steel silhouette. Clay Targets: Targets are successfully engaged if any part of the clay shows signs of pellet strike. This includes clays that do not "shatter" No Shoot Targets: No shoot targets will be considered hit if any part of the target shows bullet impact.
Penalties	Failure to engage target: +10 seconds Shooting no shoot target: +10 seconds Unsafe conduct: Disqualification and removal from range. Excessive safety violation can result in permanent barring from future events or barring from club.
Start Position	Shooter will start behind to the shotgun table with gun on table facing downrange. Gun may be loaded with 2 rounds.
Grounding Procedure	Guns are to be grounded with the muzzle pointed down range with safety engaged.

2. Course Overview

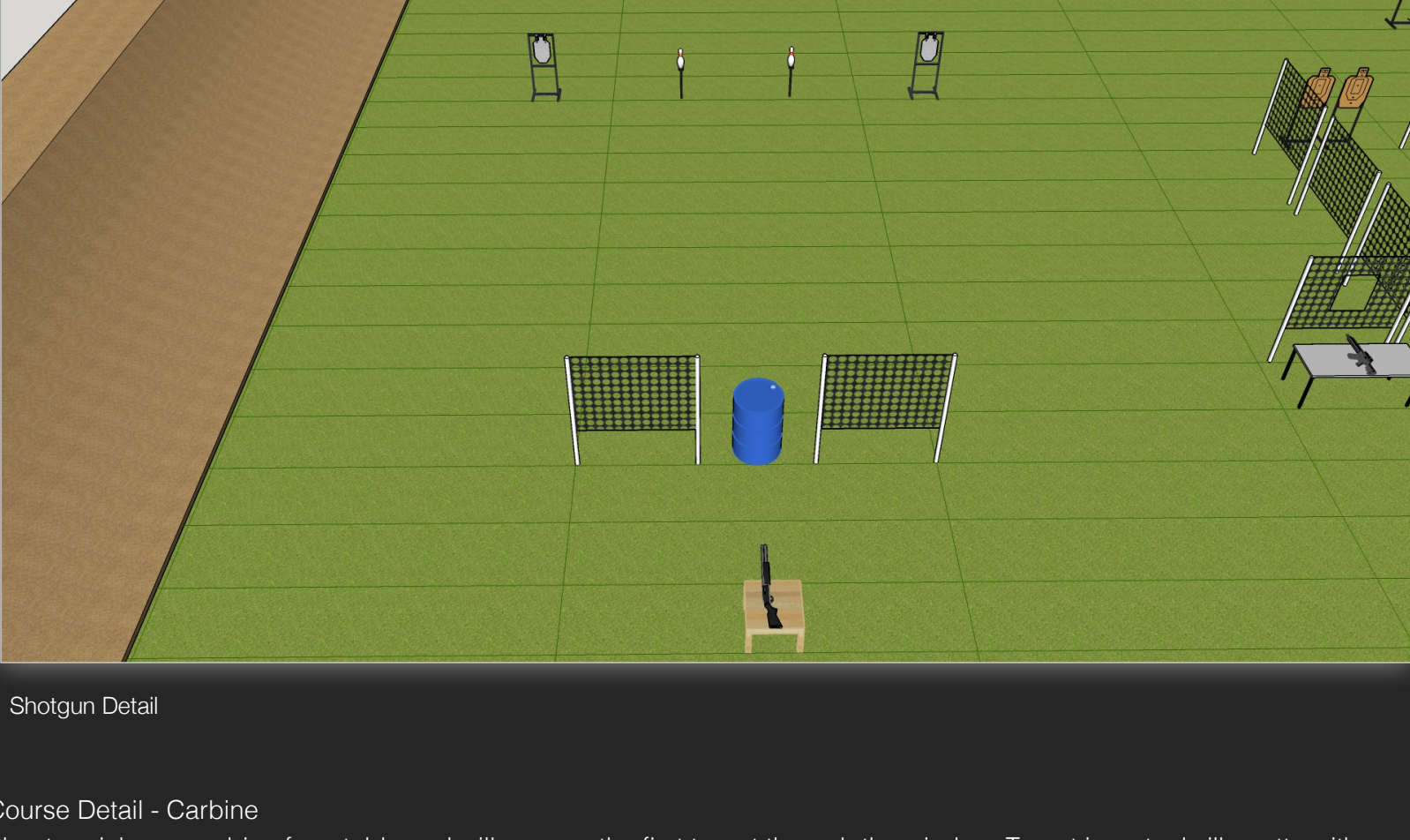
- The following image provides a high level overview of the course of fire.
- Shooter will start at the shotgun table.



Course Overview

3. Course Detail - Shotgun

- Shooter starts at the table with the shotgun at low ready with a maximum of 2 rounds loaded in the gun.
- At the buzzer the shooter will engage targets in the following order:
 - Left steel target from left cover.
 - Center blue barrel to engage the 3 bowling pins.
 - Right steel target from right cover.



Shotgun Detail

4. Course Detail - Carbine

- Shooter picks up carbine from table and will engage the first target through the window. Target is a steel silhouette with a no shoot target in front of it behind a plexiglass barrier.

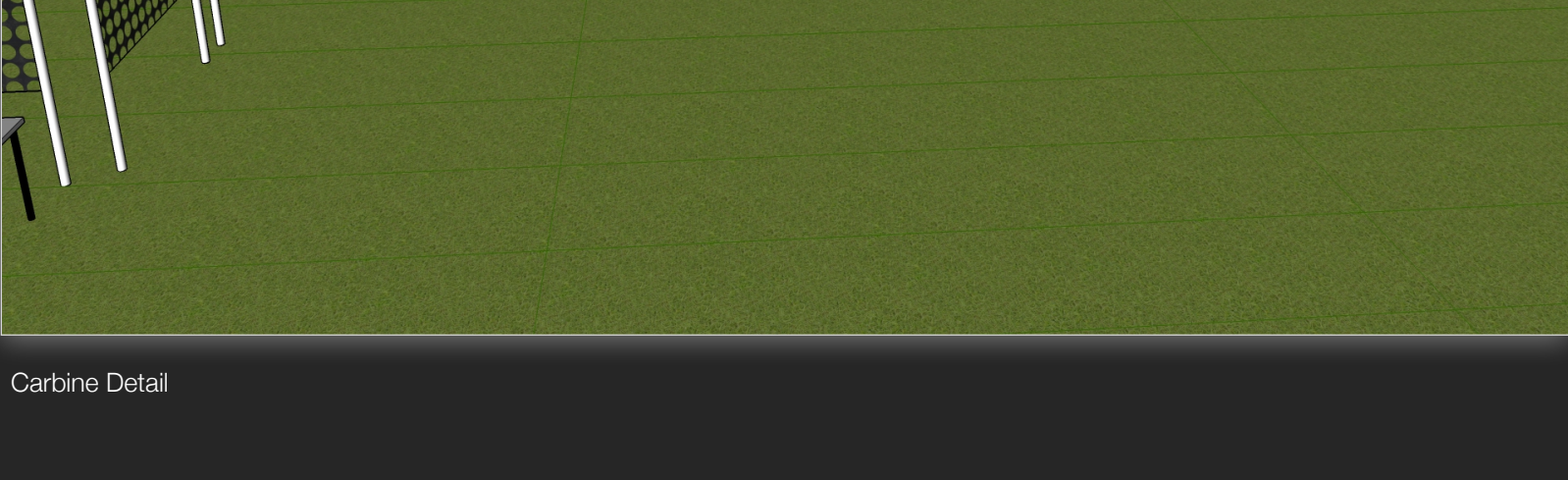


Carbine Detail



Carbine Target 1 Detail

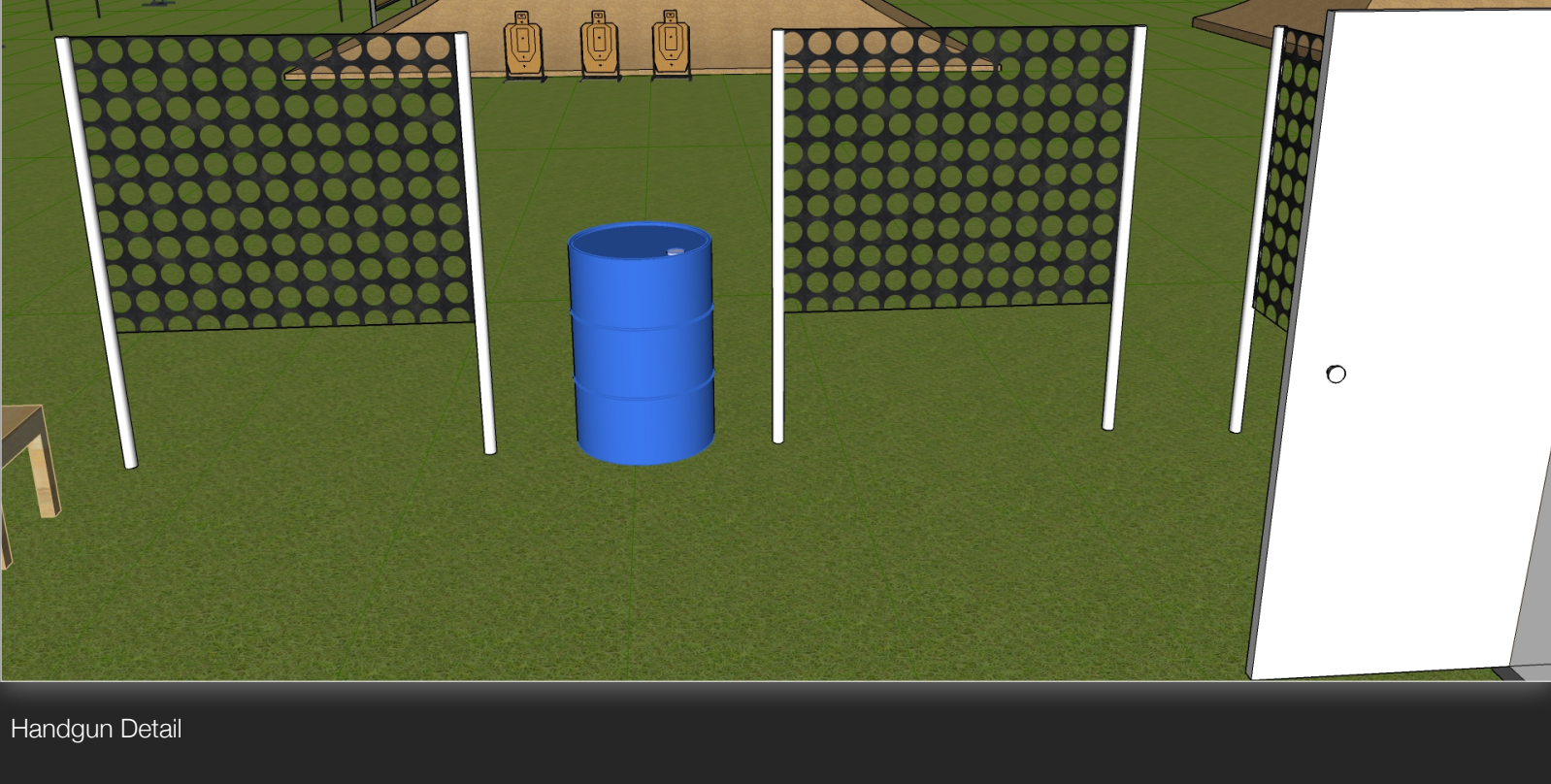
- Shooter will then move to the right towards the pistol stage engaging the remaining 3 carbine targets.



Carbine Detail

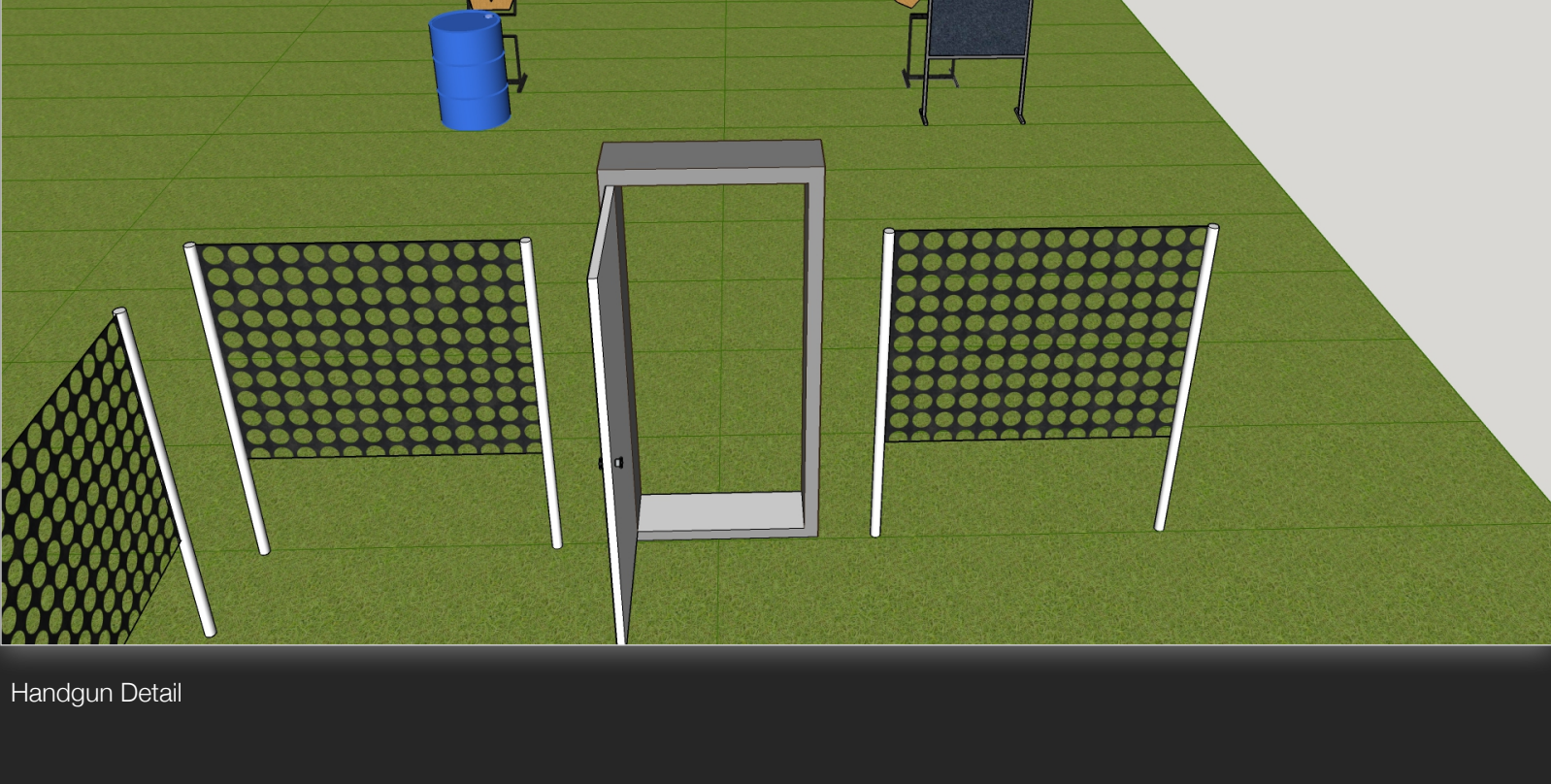
5. Course Detail - Handgun

- Shooter will pick up or transition to handgun and engage the 3 low targets to the left from the barrel.



Handgun Detail

- Shooter will then enter door activating and engaging the two automated targets.



Handgun Detail

- Shooter will then make the firearm safe and show range officer ending the stage.