

3 Gun Match, East End Rod & Gun Club
23 April 2022

THREE STAGES:

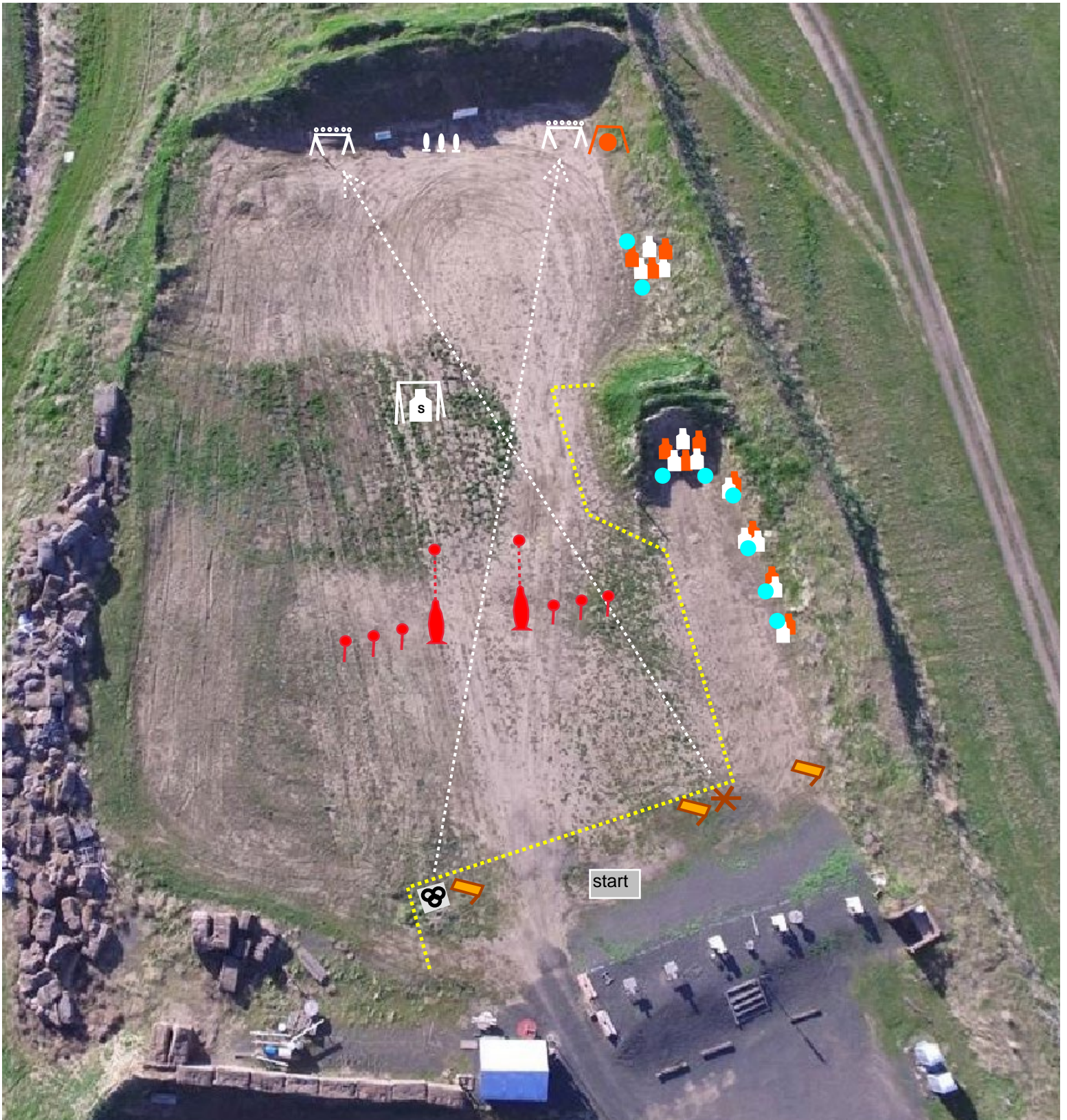
- Action stage (Action Range)
 - Due to targets on safety berm, the Action Range will go YELLOW whenever the Rifle Range goes YELLOW.
 - Shotgun: no restriction on shot sizes, slugs included.
- Shotgun stage (Pistol Bay #4)
 - Use #4 to #8 shot.
- Pistol stage (Pistol Bay #2)

The front gate will close at 0930. If you are not a member, call 509.629.2060 for access.

See descriptions on following pages. No ammo count provided.

The stages may not be held all at the same time, depending on the number of Range Safety Officers available. The Action stage may be completed first, then followed by the shotgun and pistol stages.

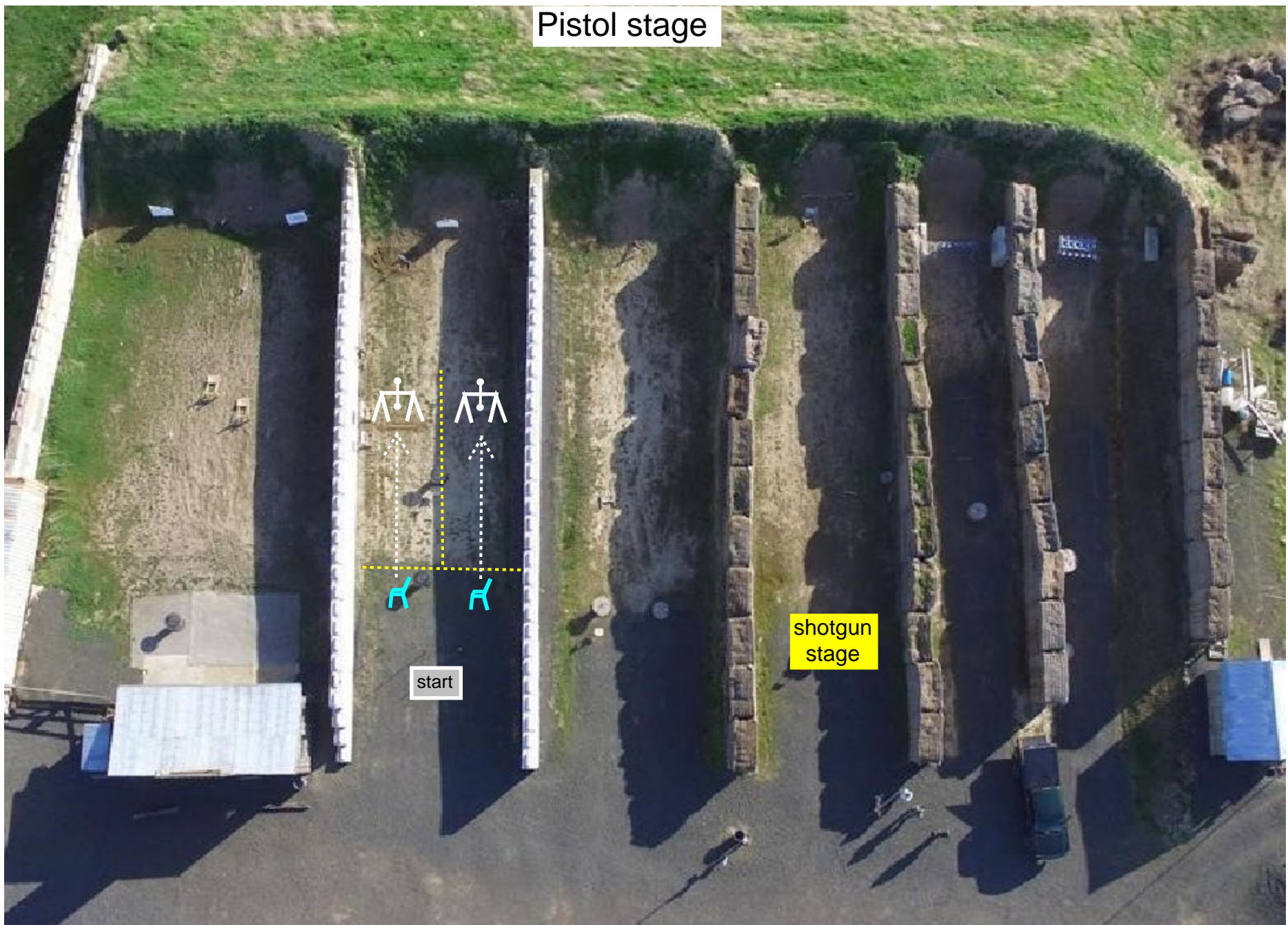
Action stage



Starting position will be in the starting box with either a fully loaded rifle or shotgun in hand at the low ready position. Upon the start signal engage all targets as visible. Rifle targets will be 2 plate racks and 3 poppers: one plate rack shot from the tire stack and the other plate rack from the tank trap, poppers from any position. Rifle must be touching the tires/tank trap while shooting the plate racks. Rifle and shotgun must be placed in the drop boxes with the safety engaged before moving forward with the pistol. Shotgun targets are clays on posts, 2 poppers with clay flyers and one slug target. The pistol will be paper silhouettes with 1 A/B zone hit or 2 C/D zone hits and a steel "gong" to finish the stage. 15 rifle targets, 11 shotgun targets, 15? pistol targets.



Starting position will be in the starting box with a fully loaded shotgun in hand. Upon the start signal move forward to one of the two slots in the plywood. Shoot the right Texas Star from through the right slot and shoot the left Texas Star from through the left slot.



Starting position will be in the starting box with a cruiser-ready holstered pistol. Upon the start signal move to one of the two chairs, sit in it and spin the spinner. After the first spinner has been spun move to the other chair, sit in it and spin the other spinner. Left chair for the left spinner and the right chair for the right spinner. Failure to spin a spinner will be ___ seconds for each. A minimum of 5 shots must be taken at each spinner to avoid an additional "spirit of the stage" penalty.