

March 2025 A3G STEEL RAIN

Match Book





Stage Number: One -Bay 8 (Cowboy)

Stage Name: Through the Tunnel

Rules: Per A3GMunitions 3-Gun Rules.

Stage Designer: Mark Leeber.



Start Position:

Standing with toes on Shooting box 1. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Held at Port Arms.

Stage Procedure:

Stage Par Time: 90 sec .

Upon start signal, engage targets as they become available from within the appropriate shooting areas.

Special Stipulations: Targets in top left corner must be engaged through the green barrel.

SCORING: Hit Factor

START – Audible

STOP - Last Shot

PENALTIES:

Steel Targets: 40

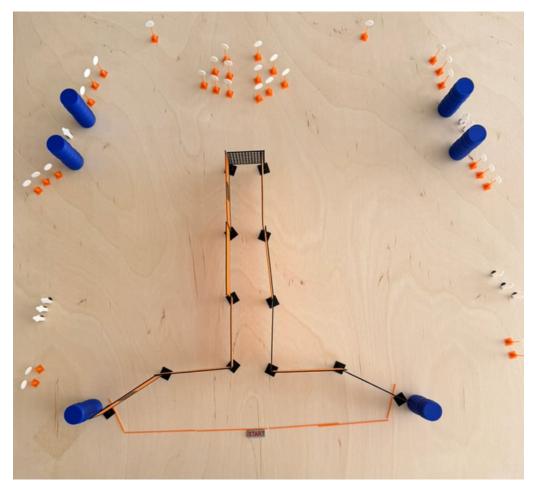


Stage Number: <u>Two -Bay 9</u>

Stage Name: Crossfire Corridor

Rules: Per A3GMunitions 3-Gun Rules.

Stage Designer: Mark Leeber.



Start Position:

Standing with toes on rear fault line. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Held at Port Arms.

Stage Procedure:

Stage Par Time: 90 sec .

Upon start signal, engage targets as they become available from within the shooting area.

Special Stipulations: SCORING: Hit Factor

START – Audible

STOP - Last Shot

PENALTIES:

Steel Targets: 41

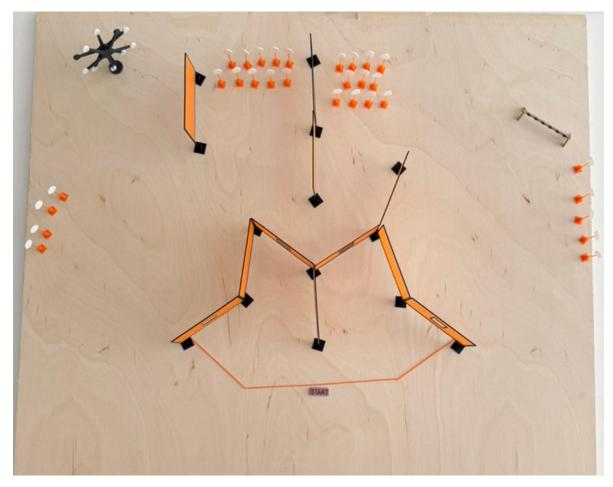


Stage Number: Three -Bay 14

Stage Name: Star Time

Rules: Per A3GMunitions 3-Gun Rules.

Stage Designer: Mark Leeber.



Start Position:

Standing with toes on marks at rear fault line. Handgun: Loaded and Holstered Safety engaged with hands relaxed at sides. Long Gun: Held at Port Arms with safety engaged.

Stage Procedure:

Stage Par Time: 90 sec .

Upon start signal, engage targets as they become available from within the shooting area.

Special Stipulations: SCORING: Hit Factor START – Audible

STOP - Last Shot

PENALTIES:

Steel Targets: 44



Stage Number: <u>Four- Bay 15</u>

Stage Name: Long Way Around

Rules: Per A3GMunitions 3-Gun Rules.

Stage Designer: Mark Leeber.



Start Position:

Standing outside shooting area with toes on fault line. Handgun: Loaded and Holstered, Long gun: Loaded and held at port arms.

Stage Procedure:

Stage Par Time: 90 sec.

Upon start signal, engage targets as they become available from within the shooting areas only.

Special Stipulations: Do Not shot the walls!

SCORING: Hit Factor

START – Audible

STOP - Last Shot

PENALTIES:

TARGETS:

Steel Targets: 22

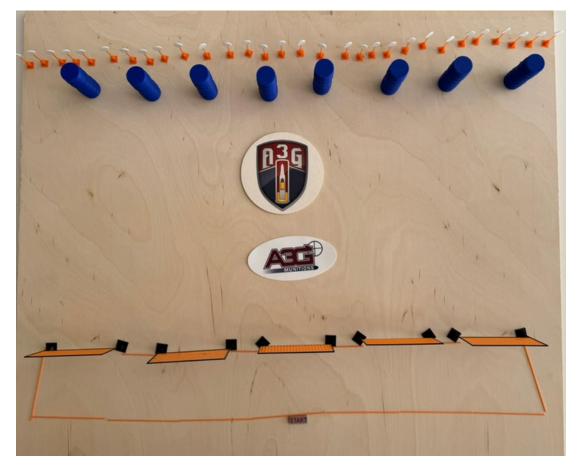


Stage Number: <u>Five-Bay 17</u>

Stage Name: Concentration

Rules: Per A3GMunitions 3-Gun Rules

Stage Designer: Mark Leeber.



Start Position:

Standing anywhere outside fault line. Handgun: Loaded and Holstered, Long gun: Loaded and held at port arms.

Stage Procedure:

Stage Par Time: 90 sec.

Upon start signal, engage targets as they become available from within the shooting area only.

Special Stipulations: Do Not shot the walls!

SCORING: Hit Factor

 $\underline{\textbf{START}} - \text{Audible}$

STOP - Last Shot

PENALTIES:

TARGETS:

Steel Targets: 30