

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

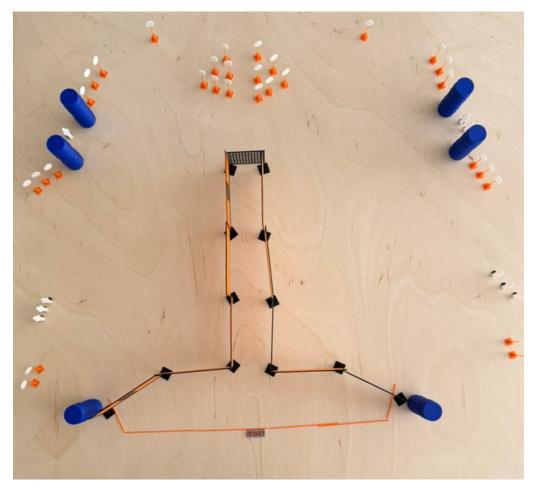


### Stage Number: <u>Two -Bay 9</u>

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

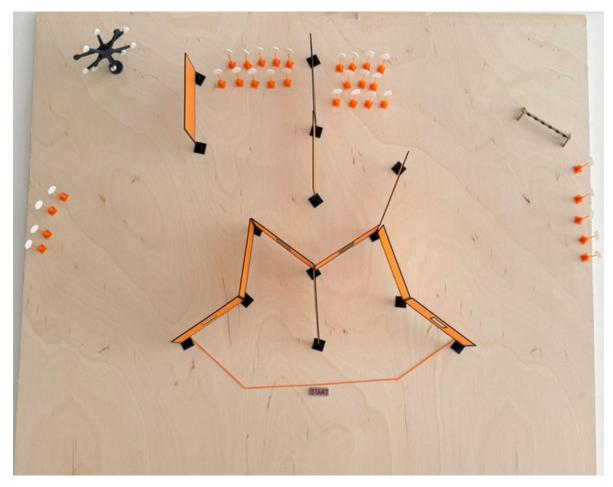


### Stage Number: Three -Bay 14

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

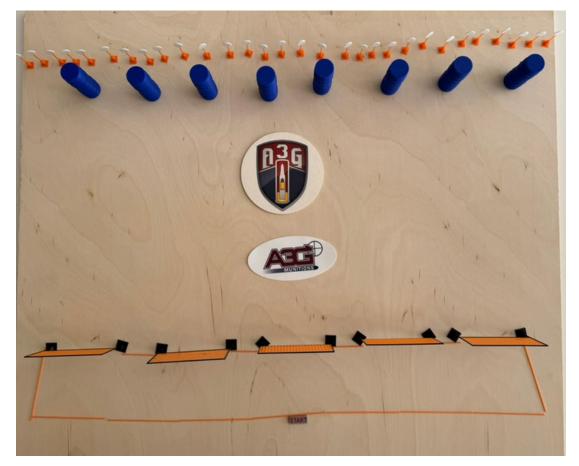


Stage Number: <u>Five-Bay 17</u>

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