



**April 2025**  
**A3G 2-Gun**  
**Match Book**





## A3G 2-Gun

**Stage Number:** One - Bay 8

**Stage Name:** 2-Gun Shenanigans

**Rules:** Per A3GMunitions 3-Gun Rules

**Stage Designer:** Mark Leeber



### **Start Position:**

Standing with toes on rear fault line of Box. Handgun: UNLOADED and Holstered. Long Gun: Held at Port Arms.

### **Stage Procedure:**

**Stage Par Time: 90 sec .**

Upon start signal, engage plate rack with long gun from within the box and behind the barricade and then transition to shooting area B engaging targets as they become available from within the shooting area.

### **Special Stipulations:**

**SCORING:** Hit Factor

**START:** Audible

**STOP:** Last Shot

### **PENALTIES:**

### **TARGETS:**

Steel Targets: 6

Classic Targets: 9



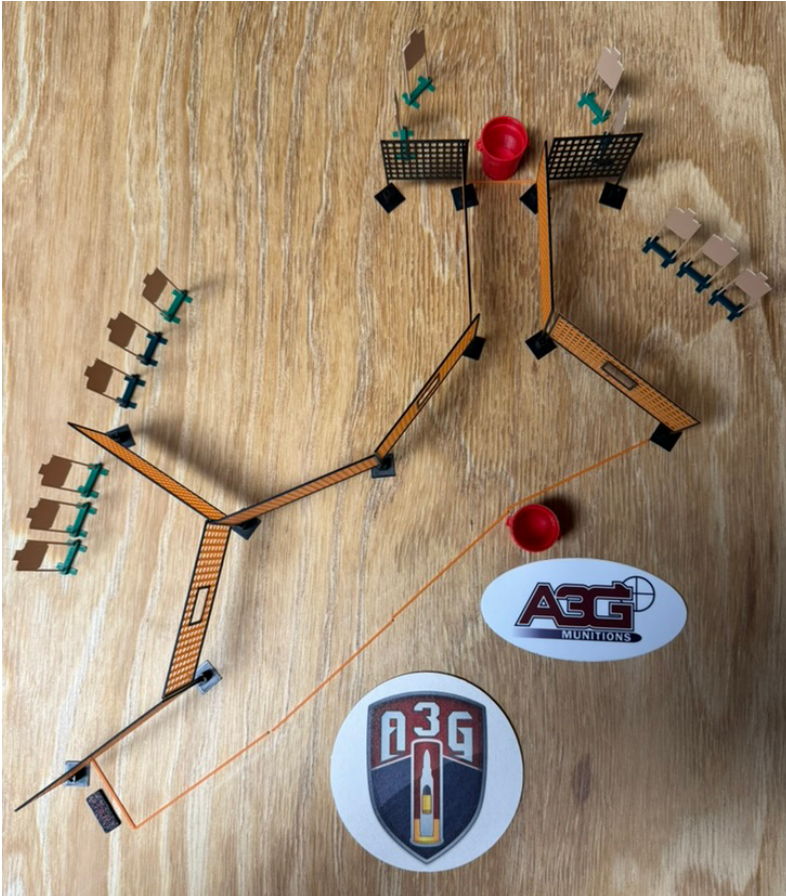
## A3G 2-Gun

**Stage Number:** Two - Bay 9

**Stage Name:** More 2-Gun Shenanigans

**Rules:** Per A3GMunitions 3-Gun Rules

**Stage Designer:** Mark Leeber



### **Start Position:**

Standing with toes on rear fault line. Handgun: Loaded and Holstered with safety engaged. Long Gun: Loaded with safety engaged and held at Port Arms or staged in the bucket of your choice.

### **Stage Procedure:**

**Stage Par Time: 90 sec .**

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

### **Special Stipulations:**

**SCORING:** Hit Factor

**START:** Audible

**STOP:** Last Shot

### **PENALTIES:**

### **TARGETS:**

Steel Targets: 0

Classic Targets: 13



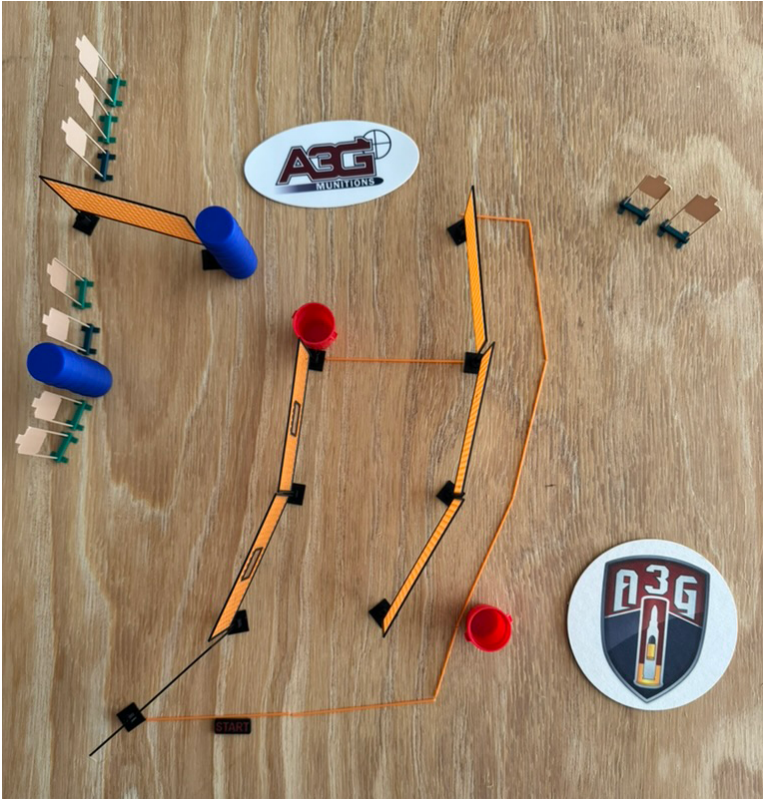
## A3G 2-Gun

**Stage Number:** Three - Bay 15

**Stage Name:** Even More 2-Gun Shenanigans

**Rules:** Per A3GMunitions 3-Gun Rules

**Stage Designer:** Mark Leeber



### **Start Position:**

Standing with toes on rear fault line. Handgun: Loaded and Holstered with safety engaged. Long Gun: Loaded with safety engaged and held at Port Arms or staged in the bucket of your choice.

### **Stage Procedure:**

**Stage Par Time: 90 sec .**

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

**Special Stipulations:** You must engage at least one target with each firearm and they cannot be the same target.

**SCORING:** Hit Factor

**START:** Audible

**STOP:** Last Shot

**PENALTIES:**

**TARGETS:**

Steel Targets: 0

Classic Targets: 9





## A3G 2-Gun

**Stage Number:** Four - Bay 16

**Stage Name:** Really? More??

**Rules:** Per A3GMunitions 3-Gun Rules

**Stage Designer:** Mark Leeber



### **Start Position:**

Standing with toes on marks on rear fault line. Handgun: Loaded and Holstered with safety engaged. Long Gun: Loaded with safety engaged and held at Port Arms or staged in the barrel of choice.

### **Stage Procedure:**

**Stage Par Time: 90 sec .**

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

**Special Stipulations:** Steel Targets MUST be shot with handgun. Engaging steel with a rifle, hit or miss is a match DQ.

**SCORING:** Hit Factor

**START:** Audible

**STOP:** Last Shot

### **PENALTIES:**

### **TARGETS:**

Steel Targets: 8

Classic Targets: 2

Really Small Rifle Targets: 4



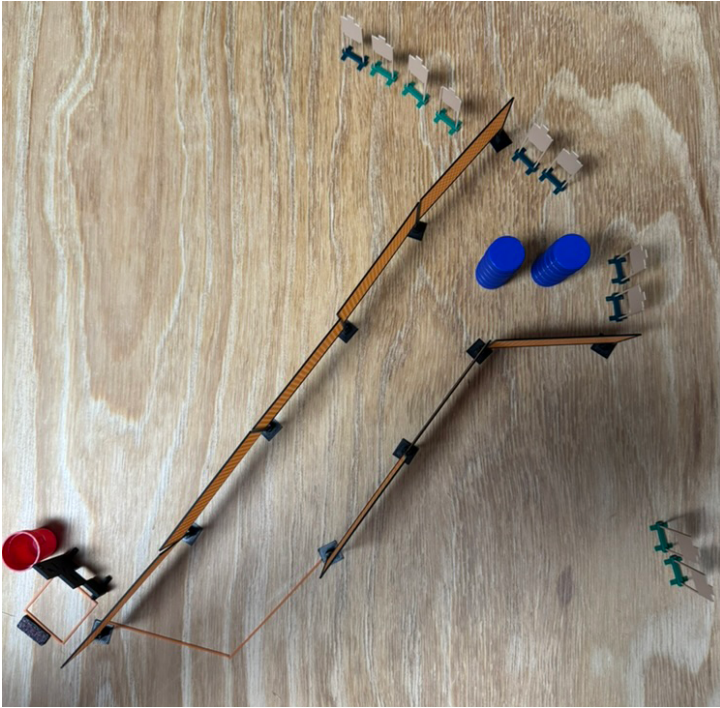
## A3G 2-Gun

**Stage Number:** Five - Bay 11

**Stage Name:** Yep...More

**Rules:** Per A3GMunitions 3-Gun Rules

**Stage Designer:** Mark Leeber



### **Start Position:**

Standing with toes on rear fault line of box. Handgun: UNLOADED and Holstered. Long Gun: Loaded with safety engaged and held at Port Arms.

### **Stage Procedure:**

**Stage Par Time: 90 sec .**

Upon start signal, from within the box but behind the barricade engage 8 targets in front of barricade (2 per target stand) and then transition to shooting area B with handgun engaging the remaining targets as they become available from within the shooting area.

**Special Stipulations:** DO NOT draw and/or load handgun until within shooting area B.

**SCORING:** Hit Factor

**START:** Audible

**STOP:** Last Shot

### **PENALTIES:**

### **TARGETS:**

Steel Targets: 0

Classic Targets: 6

Really Small Rifle Targets: 8



## A3G 2-Gun

**Stage Number:** Six - Bay 10

**Stage Name:** No Mas Amigo

**Rules:** Per A3GMunitions 3-Gun Rules

**Stage Designer:** Not Me



### **Start Position:**

Sitting in chair, hands on knees and feet flat on ground in front of chair legs. All guns and ammo are empty and staged on the table. Handgun: UNLOADED on table. Long Gun: UNLOADED and on table. All magazines on table.

### **Stage Procedure:**

**Stage Par Time: 90 sec .**

Upon start signal, from within the box engage the targets with the long gun, safely dump long gun in the dump barrel (not pictured) and re-engage targets with handgun.

**Special Stipulations:** You must start with long gun and finish with handgun. All ammo must come from the table.

**SCORING:** Hit Factor

**START:** Audible

**STOP:** Last Shot

**PENALTIES:**

**TARGETS:**

Steel Targets: 0

Classic Targets: 4

Really Small Rifle Targets: 0