

UPDATE:

Brief stage descriptions:

Stage 1: Wandering 3-Gun – Wander through the trees engaging steel and paper with shotgun, pistol and rifle.

Stage 2: 3-Gun Field Standards– Long range targets for slug (out to 100 yards), pistol (out to 60 yards) and rifle (out to 500 yards) as well as close range targets for all three guns.

Stage 3: Long Range Rifle – Targets from 150 to 400 plus from multiple positions. 600 yard bonus target?

Stage 4: Running Pistol – 31 targets, some paper, some steel.

Stage 5: Pistol/Shotgun trail stage – slugs, birdshot for shotgun, pistol paper, as well as optional steel for either.

Stage 6: Hunting Clays Shotgun – Running, flying, flipping, swinging birds as well as steel.

Stage 7: 3-Gun – Combination stage fighting your way to your rifle to engage long range steel.

Stage 8: Rifle/Slugs – A Johnson “choicey” stage with steel targets up to 130 yards as well as paper to be engaged with either and/or both guns.

Stage 9: Guest designer Dave Mosier (veteran RM3G RO) created this scenario based pistol/rifle and bayonet stage with rifle out past 200 yards.

**Target** counts: Steel must fall or react to score. Paper is neutralized with 1 A/B or 2 anywhere. Clays must break to score.

Stage:	Rifle	Pistol	Shot	Slug	
1	12	12	12		
2	13	9	9	3	
3	16				Pick-up gun
4		31			
5		6	5+2	3	12 p/shot
6			36		
7	6	5	10	3	
8	9			9	6 slug/rifle
9	15	6			1 bayonet
<b>TOTAL:</b>	71	69	75/77	18	

You will definitely need a rifle sling, and probably a shotgun sling.

Steel rifle targets will be from 80 yards to a possible bonus of about 600 yards. Most rifle steel will be 400 yards or less. Slug shots may go out to 100 yards or more and pistol steel out to 50 yards or more.

We reserve the right to change our minds! Please bring extra rounds for all three guns.