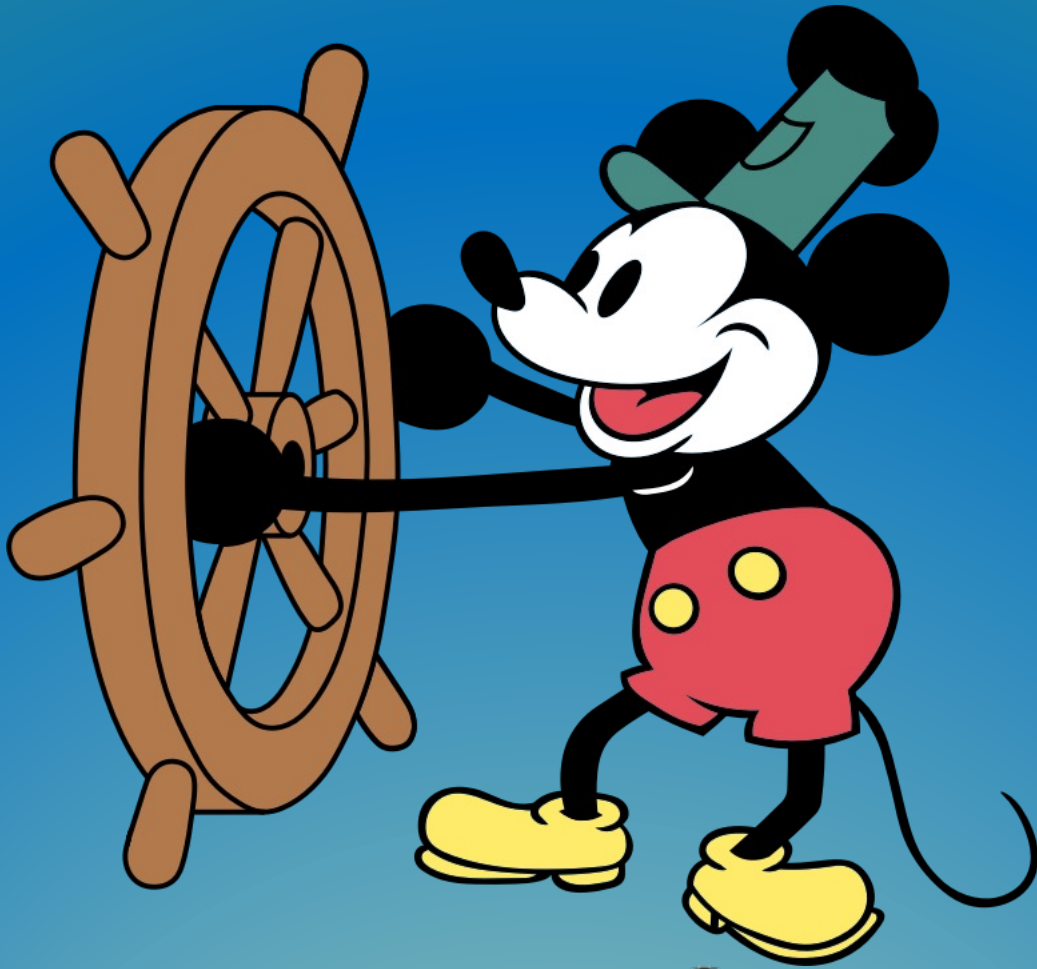


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SMM3G

2024

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OVERALL MATCH SPONSOR



The Stag 15 Tactical Rifle offers the best mix of performance and reliability and is the perfect choice for a general purpose or home defense rifle.



PLATFORM **STAG 15**  
BARREL LENGTH **16 INCH**  
GAS SYSTEM LENGTH **MID LENGTH**  
MUZZLE **THREADED - 1/2X28 RH**

MUZZLE DEVICE **VG6 DELTA FLASH HIDER**  
TRIGGER **HIPERFIRE RBT - SINGLE STAGE**  
STOCK **MAGPUL MOE SL**  
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SMM3G



# IMPORTANT INFORMATION & MATCH POLICIES

## **Morning Access, Match Sign-In**

Competitors will be allowed to enter the range via the North Gate after 6:15am, and via the South (Main) Gate after 6:30am each match day.

Competitors should not enter before 6:15am (unless RVing on-site).

Competitors are no longer required to sign-in at Registration; instead, simply go to your first stage, hand-in your signed waiver (see page 12) and collect your competitor badge.

Complimentary match shirt (hoodie) will be available for all competitors in the vendor building, you can collect them between 10:00am and 3:00pm Friday or Saturday.

## **Rules**

This match is governed by the current version of IMA Competition rules – a copy can be found at: <https://internationalmultigun.com/>. Please be advised that these rules differ in several ways from those of the USPSA. To avoid any unfortunate misunderstandings, take the time to download a copy and review it before you arrive. If you have any questions, please ask an Event Official.

## **2-Gun Division**

Competitors who sign up for 2-Gun will be subject to all Stealth Division rules for handgun and rifle, but they will not use a shotgun. All 2-gunners should make sure they are compliant with Stealth Division requirements because we are not offering a 2-Gun Open division. If in doubt, please ask an Event Official before shooting your first stage.

## **Personal Protective Equipment & Hazard Areas**

Projectile splatter, falling birdshot etc. should be expected. Competitors and spectators must wear eye protection at all times and ear protection when close to stages. A brimmed hat is recommended. Climbing on the hillsides or berms is prohibited. Children must be supervised at all times. Please do not cross any hazard lines (denoted by caution tape or rope).

## **Firearm Handling & Chamber Flags**

Rio Salado Sportsman's Club has a cold range policy, meaning that firearms must remain unloaded, at all times, except under the direction of an Event Official or Range Officer. Firearm handling may only be conducted in designated locations (see rule 2.3). When transferring long guns to/from gun carts, please be mindful of muzzle direction to avoid falling afoul of rule 2.4.6.

Open Bolt Indicators ("chamber flags") are required for all long guns. During the Make Ready sequence, the competitor should give their chamber flag to an Event Official – the Official will re-insert or hand back the chamber flag after completion of the Unload & Show Clear sequence.

## **Public Range Access**

Registered competitors have free access to the Public Range during match days to check zero, function fire etc. Specific shooting lanes may be assigned by the Public Range Officials - please follow their directions.

## **Walk-Through Policy**

Per rule 1.9, registered competitors may inspect the courses of fire provided the stages in question are not occupied by a squad or being worked on by Event Officials. During inspection, competitors should not move downrange of the shooting areas without Event Official approval. Props and targets should not be activated, reset or otherwise interfered with.

## **Event Schedule**

The squad schedules are shown on pages 19 & 20. With this year's half-day schedule, it's important for you to be at your assigned stage before the appointed time. The stage briefings will begin promptly, followed immediately by the 5-minute walk-through period. Competitors who arrive late within their allotted time window may still shoot but may not receive a formal briefing/walk-through and this will not be grounds for a reshoot.

## **Lunch**

Squads will break for lunch according to the published schedule. There will be on-site food vendors for range staff meals, and they will bring extra food for individual purchase, subject to availability. Additionally, we will have a designated food delivery/drop-off area at the vendor building for those wanting to order food via delivery service. Complimentary snacks and drinks will be available in the vendor building.

## **Written Stage Briefings**

The courses of fire may differ from those shown in this book; the versions posted at the stages take precedence. All vision barriers and walls are classified as hard cover and are presumed to extend down to the ground and up to the height as built unless otherwise stated in the written stage briefing. Open fault lines are deemed to extend infinitely. No-Shoot targets and barriers are not always shown.

Although stage designs will basically be the same for all divisions, 2-Gun competitors will have several unique and different stage procedures as described in the written stage briefings. Please read the sections of each briefing pertaining to your chosen division, inspect each stage carefully and ask Event Officials for any clarifications before you shoot.

## **Pre-Load Policy**

Our pre-load policy may differ from what you are used to.

Every stage will have the On-Deck competitor fully pre-load all firearms required for that stage (not just shotgun). When it is your turn, simply present yourself at the pre-load area with everything you need for the stage and follow the posted instructions under the guidance of the pre-load Event Official. Loaded long guns should be carried from the pre-load area to the start location(s) in a reasonably vertical orientation. A brief off-hand sight picture may be taken from the start location(s) per rule 1.10.

There will also be a dedicated staging area for the In-the-Hole competitor and their equipment in preparation to pre-load. Please help us stay on schedule by being ready and having all your gear organized when you are called up.

## **Event Officials**

Officials are here to ensure a safe and equitable competitive environment. Please follow their instructions and heed any warnings they may give. If they feel that your gun handling has become unsafe, they will take immediate corrective action even if no prior warning has been given.

## **Unsafe Ammunition**

Rule 3.4 lists ammunition types that are prohibited, including ammunition with projectiles that contain steel. The mere possession of such ammunition is grounds for match disqualification. Each year we disqualify competitors for violating this rule out of ignorance; there are numerous types of military and commercial ammunition of both domestic and foreign manufacture that incorporate steel jacketed or cored projectiles, and this fact is not always obvious. If you are not absolutely certain that your projectiles are steel-free, we strongly encourage you to use a magnet to check them for compliance.

## **Time Limits**

Per rule 5.17, all stages are subject to a 180 second time limit ("par time").

## **Target Review**

On some stages, Event Officials may begin scoring targets during the course of fire. If you want to have your targets checked by your delegate, please arrange for that to happen. A scored target that is subsequently pasted before the competitor can see it personally will not be grounds for a reshoot.

## **Taping & Resetting Targets**

Competitors are required to help tape targets and reset the stage. Please do not reset targets until they have been scored. If in doubt, wait and ask an Official.

## **Lost Brass**

Fired cartridge cases are the property of the event officials assigned to that stage. Please leave all brass where it falls. This policy applies for the duration of the event, from the start of the Staff Match through the end of tear-down on Sunday.

## **Arbitration**

The arbitration process is governed by rule 1.13. To have a matter arbitrated, ask the stage CRO for an arbitration form, complete the arbitration form and submit it with your fee (\$100 cash) to the Range Master within one hour of the incident in question.

## **Steel Target Paint Refresh Policy**

Steel handgun and shotgun targets will be a gray color and will not be painted after the start of the match. Long range steel rifle and shotgun slug targets will be a blue color and will be painted at least once per day (overnight).

## **Scoring**

The primary score recording device will be the electronic tablet on each stage, with competitors' scores being emailed upon approval via PractiScore. Once final scores are posted, competitors will have 30 minutes to protest any apparent errors. After the protest period has expired, all published scores will be deemed final.

## **Demo & Vendor Areas**

Vendors will be in the large vendor building, see map (page 39). Please take time to visit vendors, they are sponsoring your prize table! They will be holding daily prize drawings and offering specials for SMM3G participants.

## **Speed Limits, Parking Restrictions, RVs**

In the interest of safety and to minimize dust, please drive responsibly and heed all speed limit signs. The site speed limits are 15mph on tarmac

and 10mph on dirt. Drivers found speeding may be subject to the provisions of rule 1.6.

The "Restricted Parking" zones (indicated on the range map on page 39, and with signs) are off-limit to all motorized vehicles except those displaying a parking pass issued by the Range Master (usually for staff, vendors and disabled competitors only). If you think you qualify for a parking pass, you can request one at the Registration Building. Unauthorized vehicles found in the Restricted Parking areas will incur a +5-second procedural penalty for each passenger at whichever stage is closest to the location of the offense. Repeat offenders and non-competitors may be subject to the provisions of rule 1.6.

Competitors may park their RVs on the High-Power range just in front of the 500M awning. Upon arrival, RV owners should go to the range office and sign-in. Please pick a location that does not interfere with traffic flow, and bear in mind that RVs are tolerated by our host range as a courtesy - please respect any requests you might receive from range officials. Lastly, please be aware that the range gate closes automatically after 5pm - gate keys are available from the range office.

## **First Aid and Competitor Services**

The First Aid station will be located in the Registration Building, which will also serve as an information center and handle any lost and found items. AED devices are located throughout the range facility.

## **Alcoholic Beverages, Smoking**

Alcoholic beverages are prohibited on Rio Salado Sportsman's Club property. At the time of writing, smoking is limited to inside vehicles only.



## **Wildlife**

Rio Salado Sportsman's Club is subject to AZ Game & Fish Department rules. Wildlife is not to be shot at or otherwise interfered with. This includes snakes – if you encounter a snake, stay a safe distance away and notify a range official to have it humanely relocated.

## **Climatic Conditions**

Be prepared for high heat (potentially over 90°F) and strong sun. Wear a hat and apply sunscreen. Most importantly, stay hydrated – water will be provided on all stages. Please put recyclable drink containers in the blue recycle receptacles, all other trash in the red trash receptacles.

## **Photography, Videography & Drone Policy**

Recording of photographic or video imagery by competitors and spectators for personal use is permitted. Persons recording such imagery (except the current shooter) must remain behind the rear-most fault line of the stage while it is being shot. The use of drones and/or any recording for commercial use must be approved in advance by the Match Director.

In the event of a first-party arbitration, unedited imagery may be submitted as evidence for consideration subject to the provisions of rule 1.13.

## **Placement, Trophies & Prize Tables**

Placement for each division will be calculated per rule 5.19. Trophies will be awarded for first, second and third place in each equipment division. One trophy will be awarded for each competitor category (Lady, Junior, Senior, Super Senior, Grand Senior, Military and LEO); the winner will be determined first, based on their percentage score within their division, then (in the case of ties) by stage percentage in their worst stage.

There will be separate prize tables for Stealth 2-Gun, Open 3-Gun, Stealth 3-Gun, Tactical 3-Gun, Limited 3-Gun and Heavy Metal 3-Gun divisions. Competitors will be called up to walk their respective prize tables in their order of finish.

Competitors who cannot be present to accept a trophy or walk the prize table may designate another person to do so on their behalf. The designated person must have the competitor's shooter ID badge and a signed copy of the delegation form (available from Stephanie in registration or sponsor coordinator Neil).

All FFL items held for subsequent transfer or shipping must be claimed within 90 days, failing which the prize will be forfeited.

## **Questions?**

If you have any questions or concerns before you arrive at the match, or if you want to share your feedback with us after the match, please feel free to email [richard@riomultigun.com](mailto:richard@riomultigun.com).

**2024 RIO SALADO SPORTSMAN'S CLUB/SMM3G MATCH**  
**RELEASE AND ASSUMPTION OF RISK**

In consideration for being allowed to participate in the 2024 Superstition Mountain Mystery Three-Gun Match ("SMM3G") held at Rio Salado Sportsman's Club ("RSSC"), \_\_\_\_\_ ("Competitor") hereby agrees to each of the following terms and conditions of this Agreement, and has initialed each paragraph below as having been read and understood by him/her:

1. I am aware of and understand and agree to follow the Four Firearm Safety Rules (Treat all firearms as if they are loaded; never point a firearm at anything you are not willing to destroy; keep your finger off of the trigger and out of the trigger guard until you are on target and ready to fire; always identify your target as well as what is beyond and around it) at all times. I understand that I am also responsible for reviewing and following any/all additional Range Rules, policies and directions of the Match Director.  
Initials: \_\_\_\_\_
2. I am familiar with and understand the operation of each and every firearm which I will use at Rio Salado Sportsman's Club. The word "operation" includes safe handling, loading, unloading and firing of the firearm(s) as well as the appropriate safety mechanisms and operating features of each firearm.  
Initials: \_\_\_\_\_
3. I understand that Rio Salado Sportsman's Club highly recommends the use of newly manufactured commercial ammunition at all times. I accept full and complete responsibility for the inherent risks resulting from my and/or anyone else's use of reloaded ammunition. I also agree to thoroughly check to be sure I am using the correct ammunition at all times before firing. I understand that no ferrous projectiles are allowed in this match.  
Initials: \_\_\_\_\_
4. I acknowledge and fully understand that I and all others engaged in shooting firearms, particularly in large, competitive shooting matches, are accepting substantial inherent risks of serious personal injury or death.  
Initials: \_\_\_\_\_
5. I recognize that I may be expelled from the Match for violation of the Safety/Range Rules or for behavior deemed unsafe by the Match Director. Decisions regarding expulsion are final.  
Initials: \_\_\_\_\_
6. On behalf of myself, my heirs, executors, administrators and assigns, I hereby assume all risk of personal injury/death and accept personal responsibility for any and all damages that may occur as a result of any such personal injury/death as a result of my participation in the SMM3G.  
Initials: \_\_\_\_\_
7. On behalf of myself, my heirs, executors, administrators and assigns, I hereby waive, release and discharge RSSC and SMM3G, their affiliates, officers, directors, owners (members), managers, employees, agents, successors and/or assigns ("Released Parties") from any and all claims, demands, actions or lawsuits seeking damages on account of any personal injury, disability or death occurring to myself or anyone else, caused in whole or in part or alleged to have been so caused by the negligence/recklessness/intent of any of the Released Parties.  
Initials: \_\_\_\_\_
8. I agree that this Release and Assumption of Risk shall be interpreted according to Arizona law and that any dispute hereunder shall be resolved pursuant to Arizona law in the appropriate Arizona Court.  
Initials: \_\_\_\_\_
9. I understand that photo/video images of me participating in the Match may be taken and may be used by the Match for commercial/promotional/informational purposes, and I hereby agree and consent to allow such use.  
Initials: \_\_\_\_\_

I hereby state that I, the actual signer of this Agreement, I am an adult over the age of 21 years (and that, if applicable, I am the legal guardian/parent of the minor competitor whose name is set forth below), that I have read and initialed each of the above terms and conditions, that I understand everything set forth above and that I have, by signing below, knowingly and voluntarily given up substantial legal rights (of my own and/or of my minor ward).

Signature of Competitor/Guardian: \_\_\_\_\_ Date: \_\_\_\_\_

Printed Name: \_\_\_\_\_

Competitor's Address: \_\_\_\_\_

Name of Minor Competitor: \_\_\_\_\_

Emergency Contact: \_\_\_\_\_ Phone: \_\_\_\_\_

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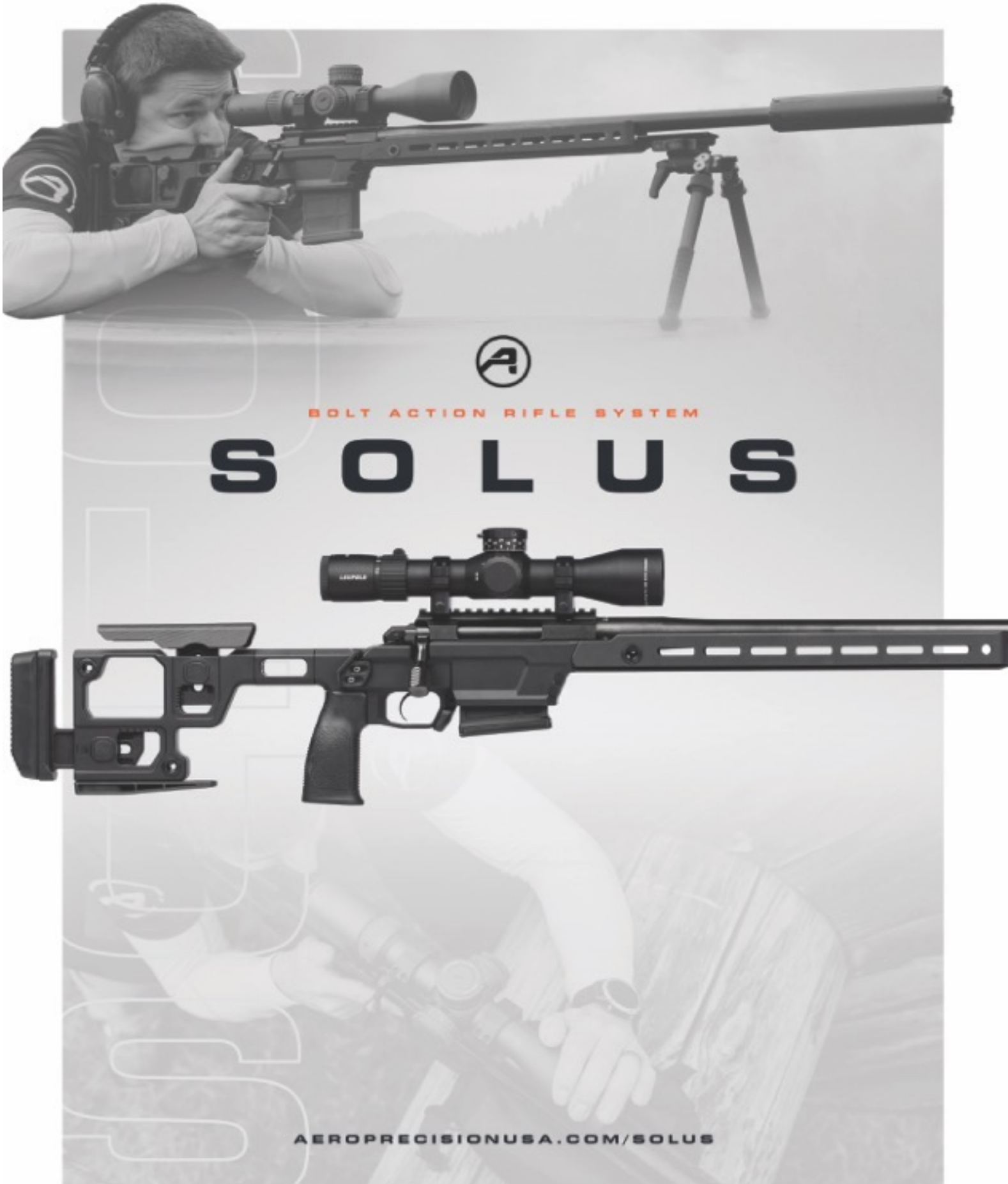
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MATCH GRADE PERFORMANCE  
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# MAIN MATCH SCHEDULE

Friday March 15, 2024

	Stage	1	2	3	4	5	6	7	8	9	10	11
6:40 AM	Friday 15Mar	1	2	3	4	5	6	7	8	9	10	11
8:00 AM		11	1	2	3	4	5	6	7	8	9	10
9:10 AM		10	11	1	2	3	4	5	6	7	8	9
10:20 AM		9	10	11	1	2	3	4	5	6	7	8
11:30 AM		RO LUNCH BREAK										
12:00 PM		12	13	14	15	16	17	18	19	20	21	22
1:20 PM		22	12	13	14	15	16	17	18	19	20	21
2:30 PM		21	22	12	13	14	15	16	17	18	19	20
3:40 PM		20	21	22	12	13	14	15	16	17	18	19

Saturday March 16, 2024

	Stage	1	2	3	4	5	6	7	8	9	10	11
6:50 AM	Saturday 16Mar	19	20	21	22	12	13	14	15	16	17	18
8:00 AM		18	19	20	21	22	12	13	14	15	16	17
9:10 AM		17	18	19	20	21	22	12	13	14	15	16
10:20 AM		16	17	18	19	20	21	22	12	13	14	15
11:30 AM		RO LUNCH BREAK										
12:00 PM		8	9	10	11	1	2	3	4	5	6	7
1:10 PM		7	8	9	10	11	1	2	3	4	5	6
2:20 PM		6	7	8	9	10	11	1	2	3	4	5
3:30 PM		5	6	7	8	9	10	11	1	2	3	4
4:40 PM		4	5	6	7	8	9	10	11	1	2	3

Sunday, March 17, 2024

	Stage	1	2	3	4	5	6	7	8	9	10	11
6:50 AM	Sun 17Mar	15	16	17	18	19	20	21	22	12	13	14
8:00 AM		3	4	5	6	7	8	9	10	11	1	2
9:10 AM		14	15	16	17	18	19	20	21	22	12	13
10:20 AM		2	3	4	5	6	7	8	9	10	11	1
11:30 AM		13	14	15	16	17	18	19	20	21	22	12



# STAFF MATCH SCHEDULE

## SMM3G 2024 Staff Match Shooting Schedule

	Start Time	Stage Number										
		1	2	3	4	5	6	7	8	9	10	11
Wed - 13 Mar 2024	7:50 AM	31	32	33	34	35	36	37	38	39	40	41
	8:50 AM	41	31	32	33	34	35	36	37	38	39	40
	9:50 AM	40	41	31	32	33	34	35	36	37	38	39
	10:50 AM	39	40	41	31	32	33	34	35	36	37	38
	11:50 AM	L - U - N - C - H										
	12:20 PM	38	39	40	41	31	32	33	34	35	36	37
	1:20 PM	37	38	39	40	41	31	32	33	34	35	36

	Start Time	Stage Number										
		1	2	3	4	5	6	7	8	9	10	11
Thu - 14 Mar 2024	6:50 AM	36	37	38	39	40	41	31	32	33	34	35
	7:50 AM	35	36	37	38	39	40	41	31	32	33	34
	8:50 AM	34	35	36	37	38	39	40	41	31	32	33
	9:50 AM	33	34	35	36	37	38	39	40	41	31	32
	10:50 AM	32	33	34	35	36	37	38	39	40	41	31



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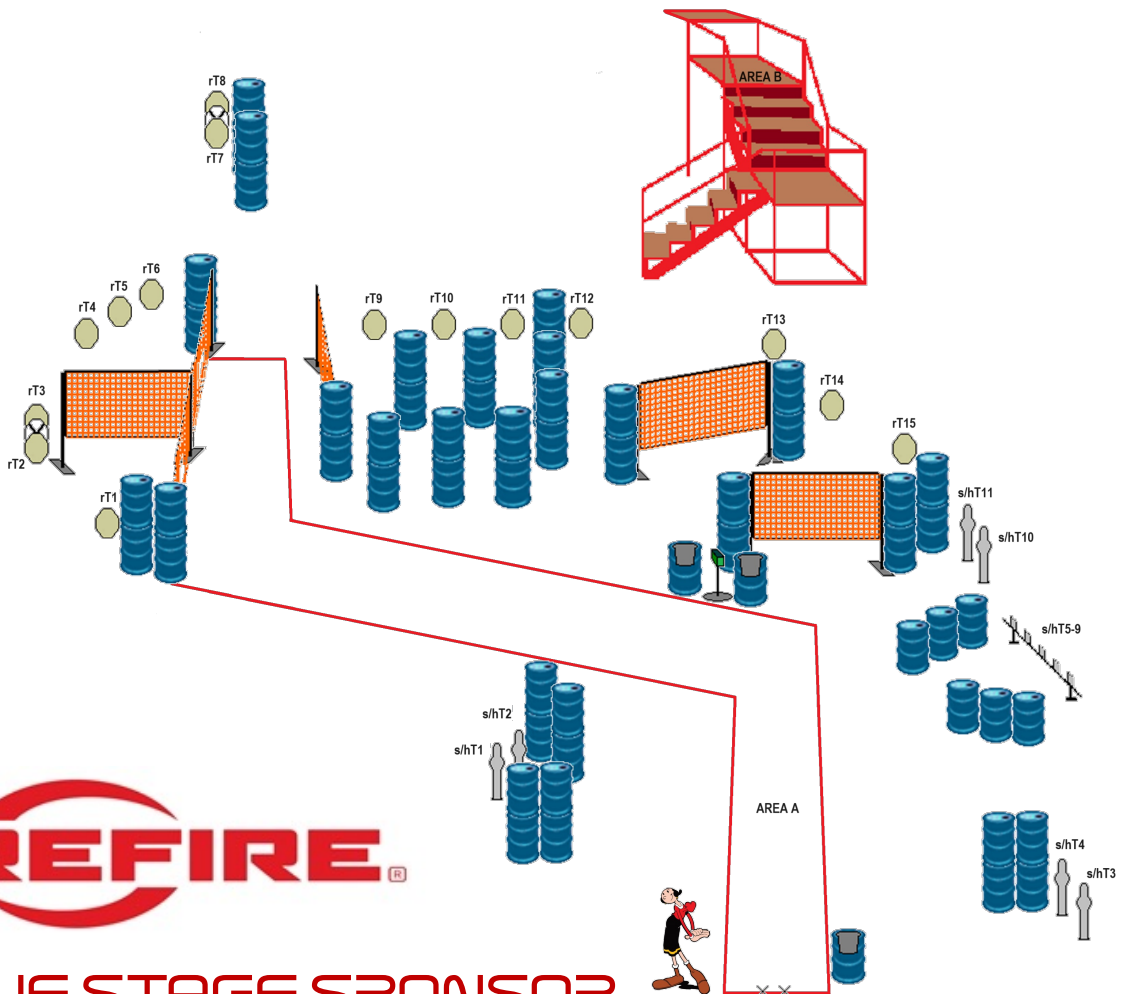
**2024**

**SMM3G**



# Stage 1: I Yam What I Yam...

2-GUN	3-GUN
LIKELY MINIMUM AMMO COUNT 11 HANDGUN, 33 RIFLE	LIKELY MINIMUM AMMO COUNT 11 SHOTGUN BIRDSHOT, 33 RIFLE
START POSITION  Standing in the Shooting Area, heels touching X-marks, each hand holding a spinach can above its respective shoulder. Handgun loaded/safe/holstered. Rifle loaded/safe/staged in a long gun barrel.	START POSITION  Standing in the Shooting Area, heels touching X-marks, each hand holding a spinach can above its respective shoulder. Shotgun loaded/safe/staged in the uprange long gun barrel. Rifle loaded/safe/staged in a downrange long gun barrel.
2-GUN STAGE PROCEDURE  On signal, engage s/hT1-s/hT11 with handgun from Area A, then safely abandon handgun. Next, engage rT1-rT15 with rifle from Area A, then engage rT16-rT18 with rifle from Area B.  RO will call hits on rT16-rT18 only. Target rT18 is an enhanced penalty target subject to double-penalties if not engaged or hit.	3-GUN STAGE PROCEDURE  On signal, engage s/hT1-s/hT11 with shotgun birdshot from Area A, then safely abandon shotgun. Next, engage rT1-rT15 with rifle from Area A, then engage rT16-rT18 with rifle from Area B.  RO will call hits on rT16-rT18 only. Target rT18 is an enhanced penalty target subject to double-penalties if not engaged or hit.

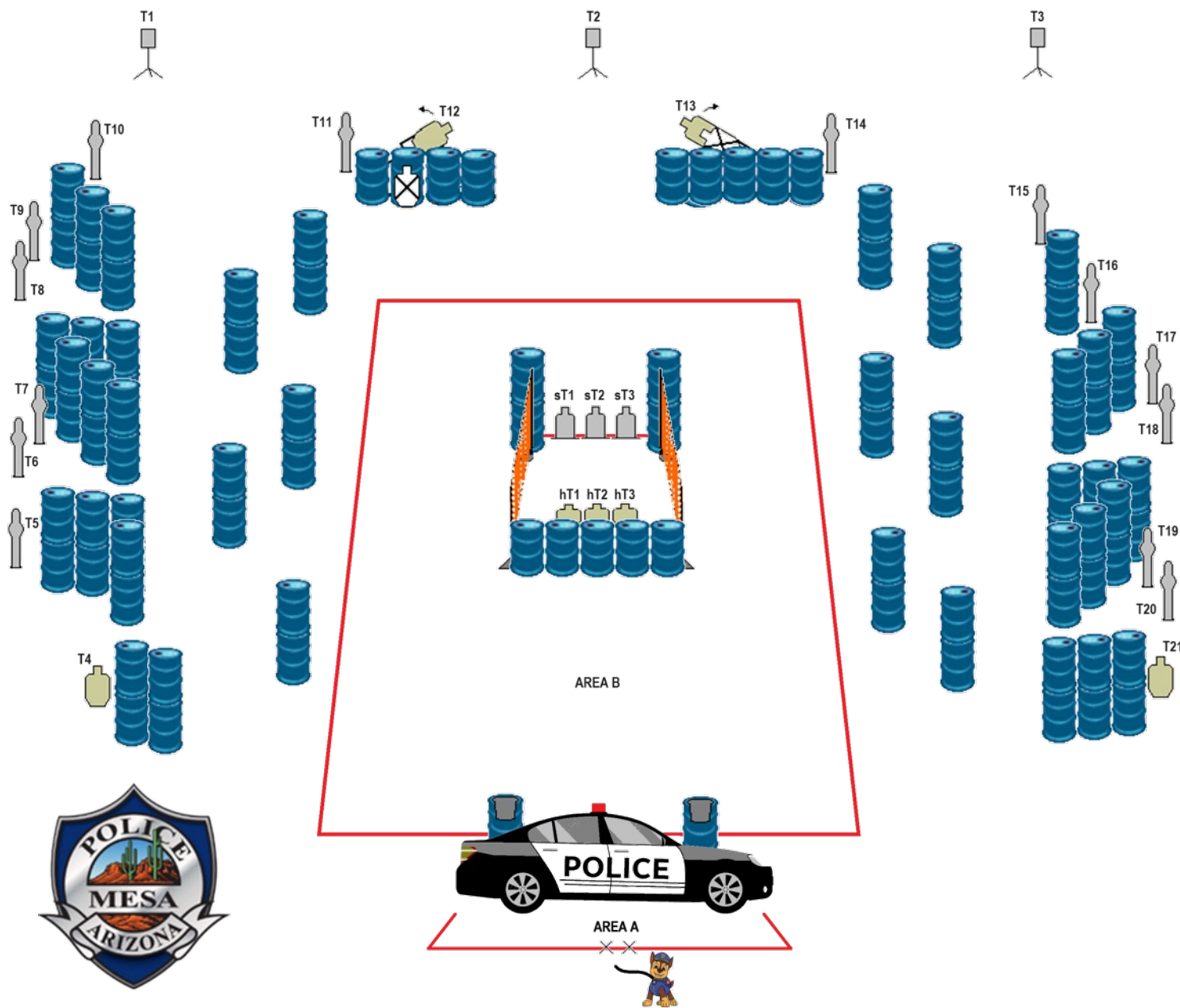


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# Stage 2: Paw Patrol

2-GUN	3-GUN
LIKELY MINIMUM AMMO COUNT 3 RIFLE, 28 HANDGUN	LIKELY MINIMUM AMMO COUNT 3 SHOTGUN SLUG, 21 SHOTGUN BUCKSHOT
START POSITION Standing in Area A, toes touching X-marks, both hands holding leash. Rifle loaded/safe/staged on long gun tray (in car). Handgun loaded/safe/holstered.	START POSITION Standing in Area A, toes touching X-marks, both hands holding leash. Shotgun loaded/safe/staged on long gun tray (in car).
2-GUN STAGE PROCEDURE On signal, engage T1-T3 with rifle from Area A, then safely abandon rifle. Next, engage hT1-hT3 & T4-T21 with handgun from Area B. RO will call hits on T1-T3 only. Falling steel targets T11 & T14 activate moving targets T12 & T13.	3-GUN STAGE PROCEDURE On signal, engage T1-T3 with shotgun slug from Area A, then engage sT1-sT3 & T4-T21 with shotgun buckshot from Area B. RO will call hits on T1-T3 only. Falling steel targets T11 & T14 activate moving targets T12 & T13. Buckshot must comply with rule 3.3.2.



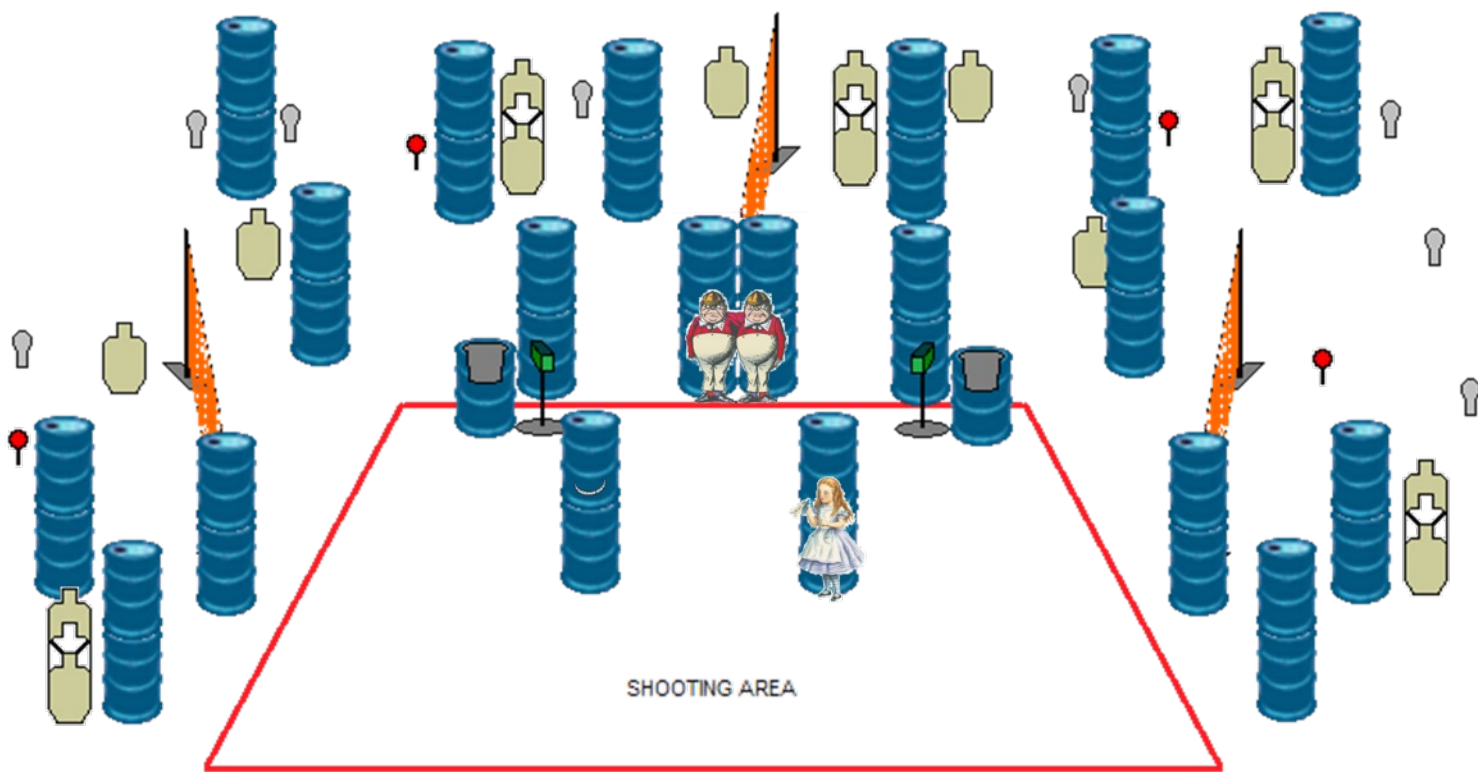
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# Stage 3: Wonderland

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 30 RIFLE, 8 HANDGUN	<b>LIKELY MINIMUM AMMO COUNT</b> 30-38 HANDGUN, 4-12 SHOTGUN BIRDSHOT
<b>START POSITION</b> Standing anywhere in the Shooting Area EITHER holding rifle OR arms relaxed at sides. Rifle EITHER loaded/safe/stock touching belt OR staged in a barrel. Handgun loaded/safe/holstered.	<b>START POSITION</b> Standing anywhere in the Shooting Area EITHER holding shotgun OR arms relaxed at sides. Shotgun EITHER loaded/safe/stock touching belt OR staged in a barrel. Handgun loaded/safe/holstered.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage cardboard USPSA targets with rifle from the Shooting Area and engage steel targets with handgun from the Shooting Area. 2-Gunners do NOT engage frangible clay targets.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage cardboard USPSA targets with handgun from the Shooting Area and engage steel targets with handgun and/or shotgun birdshot from the Shooting Area and engage frangible clay targets with shotgun birdshot from the Shooting Area.

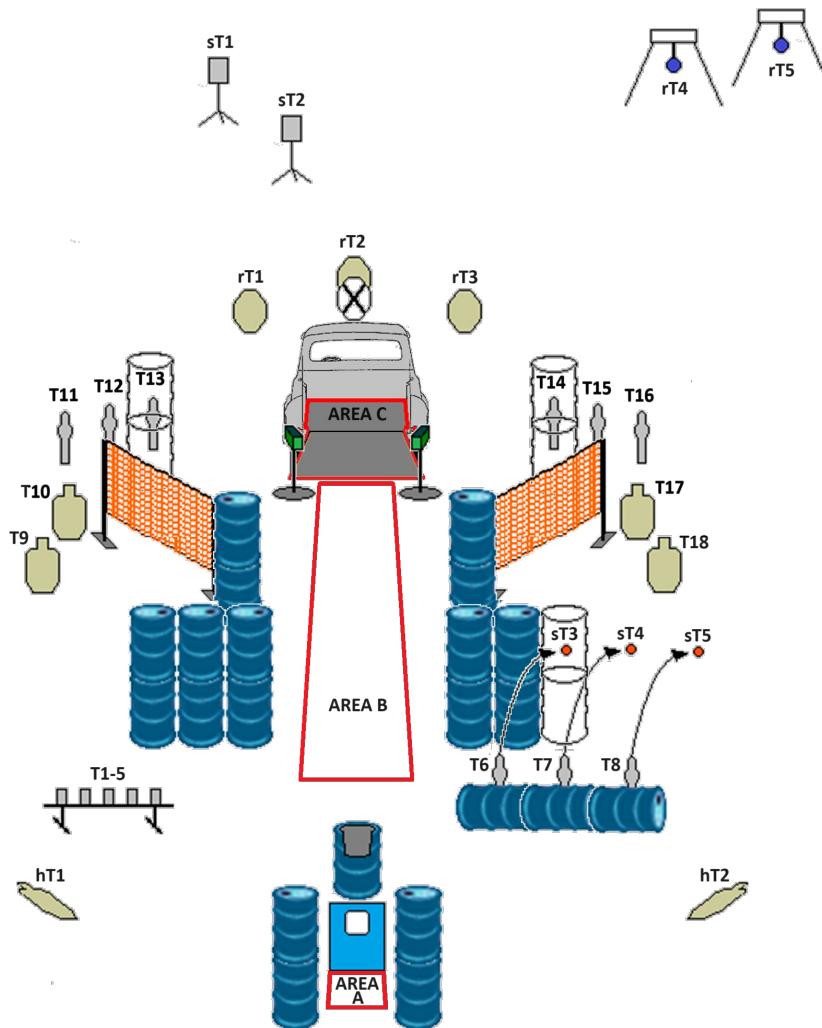


# Stage 4: Dinoco 400

2-GUN	3-GUN
LIKELY MINIMUM AMMO COUNT 26 HANDGUN, 11 RIFLE	LIKELY MINIMUM AMMO COUNT 2 SHOTGUN SLUG, 11 SHOTGUN BIRDSHOT, 14 HANDGUN, 11 RIFLE
START POSITION Standing in Area A, heels touching X-marks, arms relaxed at sides. Handgun loaded/safe/holstered. Rifle UNLOADED/bolt forward/ hammer down/slung.	START POSITION Standing in Area A, heels touching X-marks, arms relaxed at sides. Shotgun loaded/safe/stock touching belt. Handgun loaded/safe/ holstered. Rifle UNLOADED/bolt forward/ hammer down/slung.
2-GUN STAGE PROCEDURE On signal, engage hT1 , hT2 & T1-T8 with handgun from Area A, then engage T9-T18 with handgun from Area B, then safely abandon handgun. Next, engage rT1-rT8 with rifle from Area C. RO will call hits on rT4-rT17 only. On this stage, the unloaded rifle is not subject to 180, sweeping or dropped gun rules until a magazine is inserted.	3-GUN STAGE PROCEDURE On signal, engage sT1 & sT2 with shotgun slug and engage T1-T8 & sT3-sT5 with shotgun birdshot from Area A, then safely abandon shotgun. Next, engage T9-T18 with handgun from Area B, then safely abandon handgun. Next, engage rT1-rT8 with rifle from Area C. T6-T8 activate flying clays as demonstrated. RO will call hits on sT1, sT2 & rT4-rT17 only. On this stage, the unloaded rifle is not subject to 180, sweeping or dropped gun rules until a magazine is inserted.



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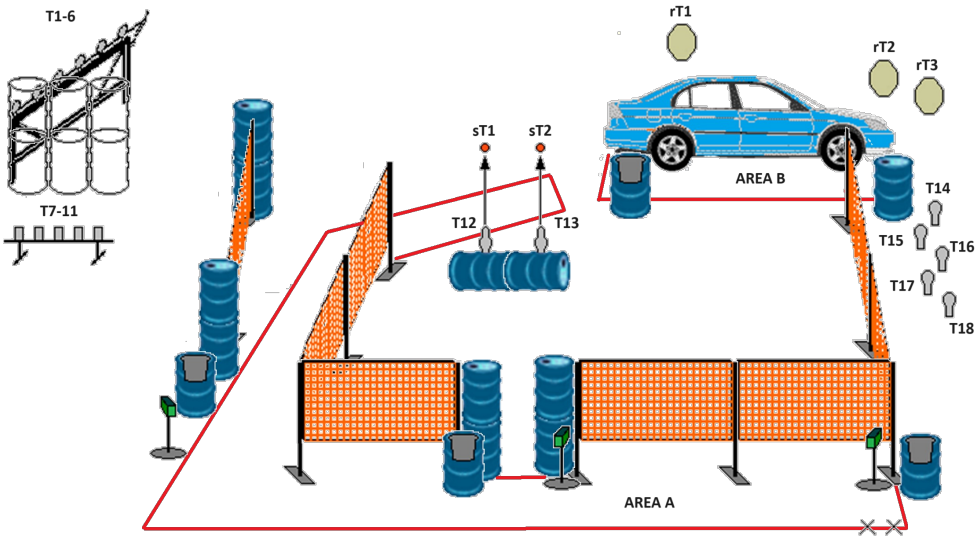
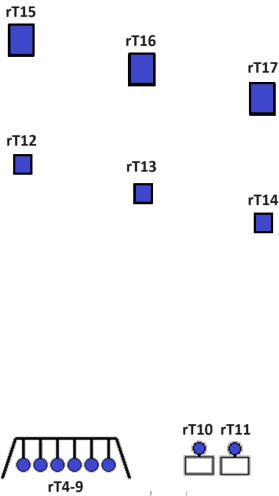
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# Stage 5: Wacky Races

2-GUN	3-GUN
LIKELY MINIMUM AMMO COUNT 18 HANDGUN, 20 RIFLE	LIKELY MINIMUM AMMO COUNT 2-20 SHOTGUN BIRDSHOT, 0-18 HANDGUN, 20 RIFLE
START POSITION Standing in Area A, heels touching X-marks, arms relaxed at sides. Handgun loaded/safe/holstered. Rifle loaded/safe/staged on rifle tray (in car).	START POSITION Standing in Area A, heels touching X-marks, arms relaxed at sides. Handgun loaded/safe/holstered. Shotgun loaded/safe/staged in any long gun barrel. Rifle loaded/safe/staged on rifle tray (in car).
2-GUN STAGE PROCEDURE On signal, engage T1-T18 with handgun from Area A, then safely abandon handgun (a handgun bin is located inside the car). Next, engage rT1-rT17 with rifle from Area B. RO will call hits on rT4-rT17 only.	3-GUN STAGE PROCEDURE On signal, engage T1-T18 with handgun and/or shotgun birdshot from Area A, and engage sT1 & sT2 with shotgun birdshot, safely abandoning firearms as appropriate (a handgun bin and long gun tray are located inside the car). Next, engage rT1-rT17 with rifle from Area B.  The shotgun and handgun may be alternated as many times as the competitor chooses, but each firearm must be placed in an appropriate receptacle before using another firearm. Falling steel targets T12 & T13 activate flying clays sT1 & sT2. RO will call hits on rT4-rT17 only.

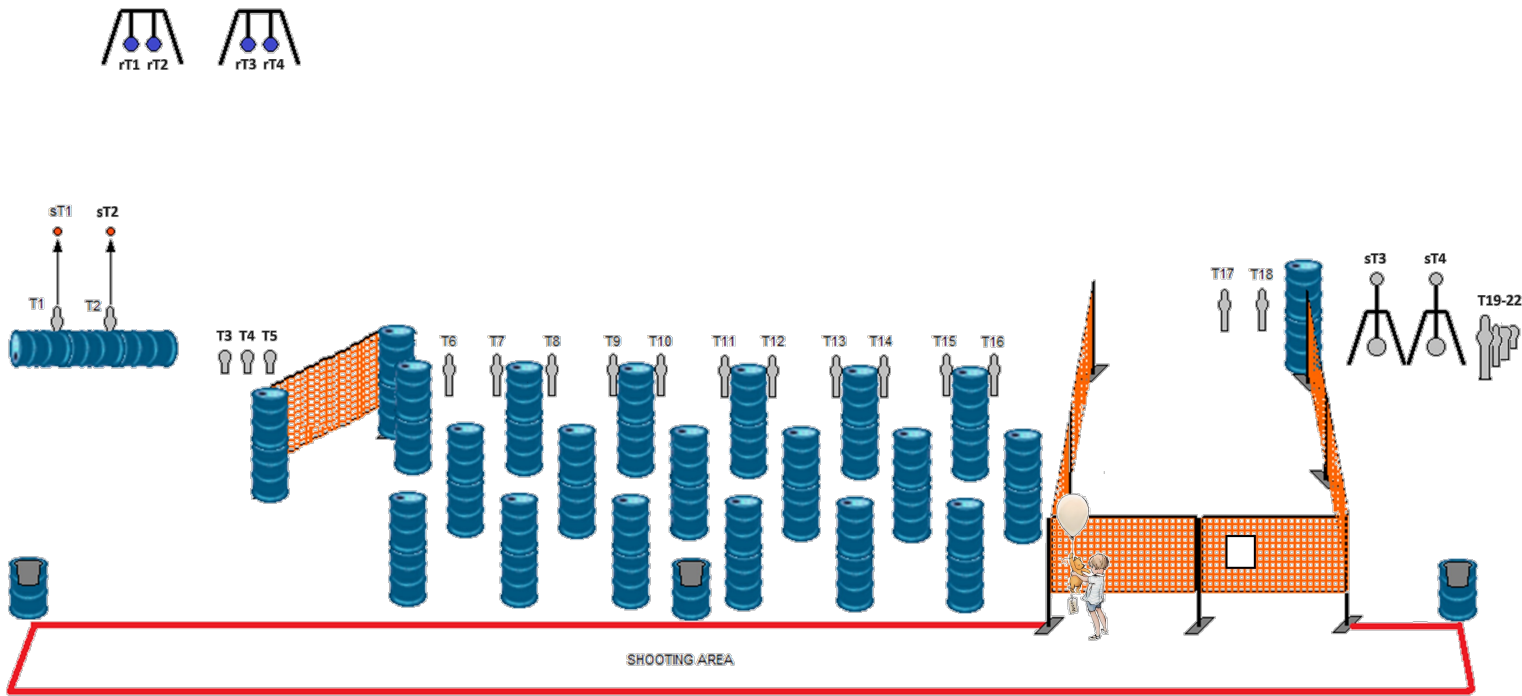


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# Stage 6: Hundred Acre Wood

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 4 RIFLE, 22 HANDGUN	<b>LIKELY MINIMUM AMMO COUNT</b> 4-26 SHOTGUN BIRDSHOT, 0-22 HANDGUN
<b>START POSITION</b> Standing in the Shooting Area. Rifle loaded/safe/stock touching belt. Handgun loaded/safe/holstered.	<b>START POSITION</b> Standing in the Shooting Area. Shotgun loaded/safe/stock touching belt. Handgun loaded/safe/holstered.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage rT1-rT4 with rifle from the Shooting Area, then safely abandon rifle. Next, engage T1-T22 with handgun from the Shooting Area. RO will call hits on rT1-rT4 only.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage sT1-sT4 with shotgun birdshot and engage T1-T22 with shotgun birdshot and/or handgun from the Shooting Area. Shotgun must be safely abandoned before using the handgun. Falling steel targets T1 & T2 activate flying targets sT1 & sT2. Spinners sT3 & sT4 must rotate 360 degrees (each spinner not rotated = +30-sec. penalty). RO will call "over" on sT3 & sT4 only.



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# Stage 7: Smarter Than The Average Bear

## 2-GUN & 3-GUN

LIKELY MINIMUM AMMO COUNT

51 RIFLE

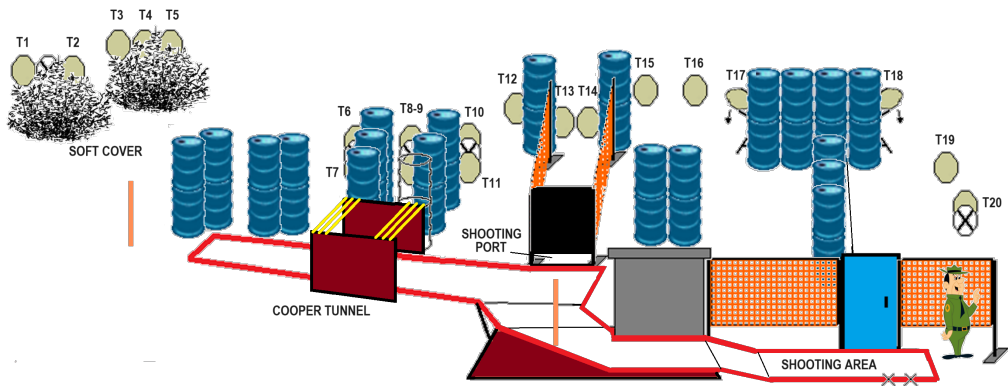
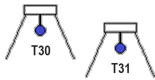
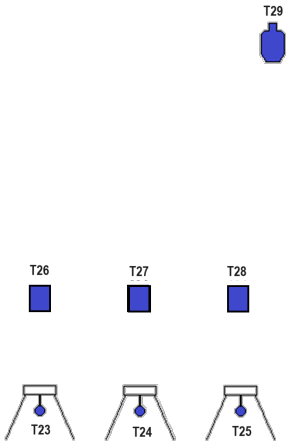
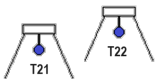
### START POSITION

Standing in the Shooting Area, heels touching X-marks. Rifle loaded/safe/stock touching belt. Door closed.

### STAGE PROCEDURE

On signal, engage T1-T31 with rifle from the Shooting Area.

Must keep muzzle pointing downrange of orange safety post to the competitor's left. RO will call hits on T21-T31 only. Opening the door activates moving targets T17 & T18. Any competitor who leaves the Shooting Area will incur a procedural penalty for each shot fired until they return at the same location. Each slat that is dislodged (falls) from the Cooper Tunnel incurs a procedural penalty. Bushes are soft cover.





# Stage 8: The Rabbit of Seville

## 2-GUN & 3-GUN

### LIKELY MINIMUM AMMO COUNT

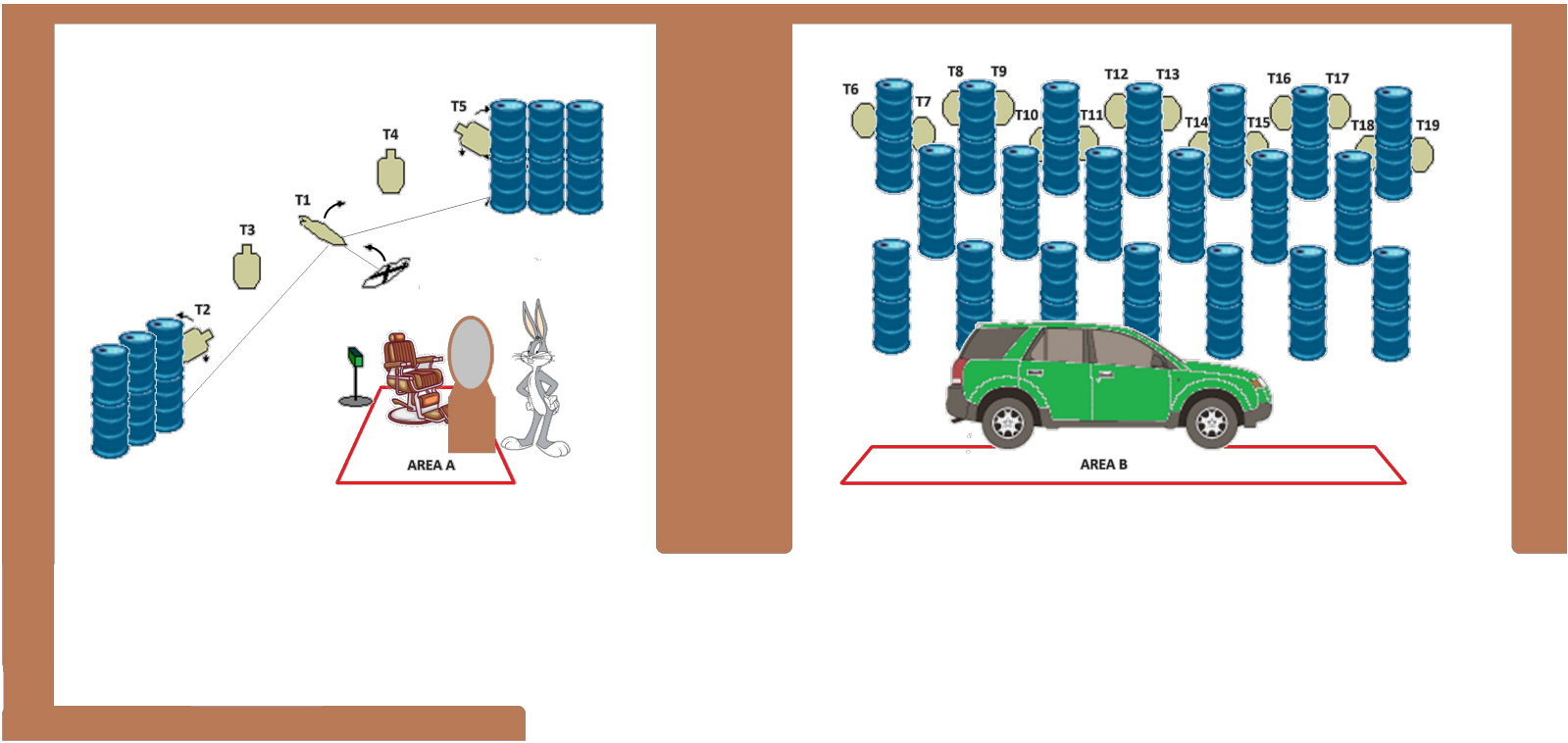
10 HANDGUN, 28 RIFLE

### START POSITION

Sitting all the way back in the barber's chair, facing towards mirror, feet on respective X-marks, torso entirely covered with barber's cape, hands flat on top of respective thighs outside the cape (OK to grasp cape), Handgun loaded/safe/holstered. Rifle loaded/safe/staged on tray in vehicle's back seat.

### STAGE PROCEDURE

On appearance of T1, engage T1-T5 with handgun from Area A, then safely abandon handgun. Next, engage T6-T19 with rifle from Area B. Start signal is visual-only; there will not be a beep. Moving target T1 activates T2, T5 and moving no shoot target.



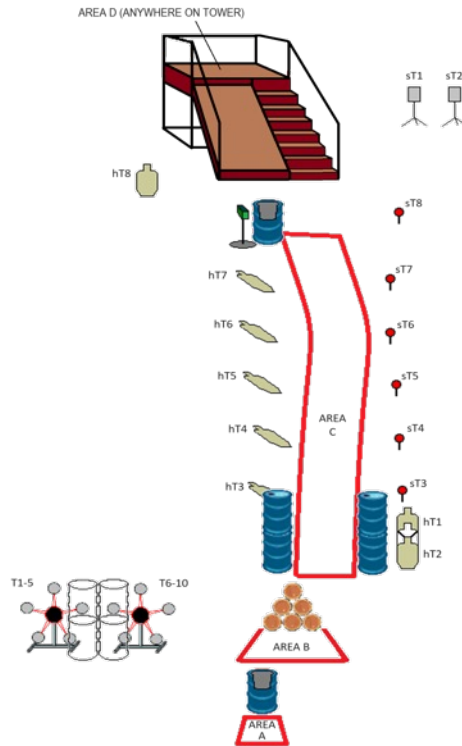
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# Stage 9: Dora The Explorer

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 26 HANDGUN, 10 RIFLE	<b>LIKELY MINIMUM AMMO COUNT</b> 16 SHOTGUN BIRDSHOT, 2 SHOTGUN SLUG, 10 RIFLE
<b>START POSITION</b> Standing in Area A, backpack held at chest level with one hand on each X-mark. Handgun loaded/safe/ holstered. Rifle UNLOADED/ bolt forward/hammer down/slung.	<b>START POSITION</b> Standing in Area A, backpack held at chest level with one hand on each X-mark. Shotgun loaded/safe/staged in long gun barrel. Rifle UNLOADED/bolt forward/hammer down/slung.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage T1-T10 with handgun from Area A, then engage hT1-hT2 with handgun from Area B, then engage hT3-hT8 with handgun from Area C, then safely abandon handgun. Next, engage rT1-rT10 with rifle from Area D.  The unloaded rifle is not subject to 180, sweeping or dropped gun rules until a magazine is inserted. RO will call hits on rT1-rT10 only.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage T1-T10 with shotgun birdshot from Area A, then engage sT1 & sT2 with shotgun slug from Area B, then engage sT3-sT8 with shotgun birdshot from Area C, then safely abandon shotgun. Next, engage rT1-rT10 with rifle from Area D.  The unloaded rifle is not subject to 180, sweeping or dropped gun rules until a magazine is inserted. RO will call hits on sT1, sT2 & rT1-rT10 only.

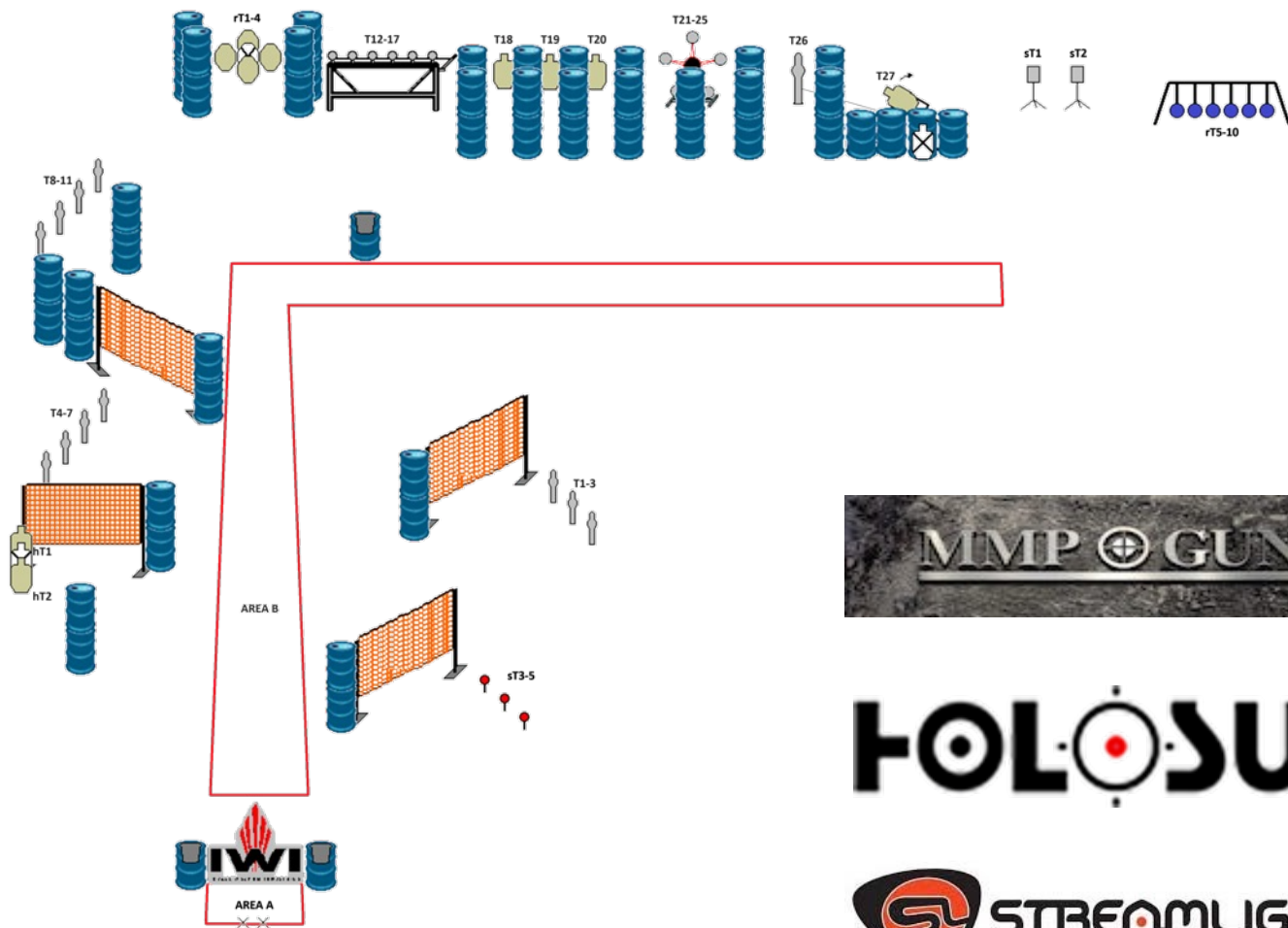


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# Stage 10: You Blockhead

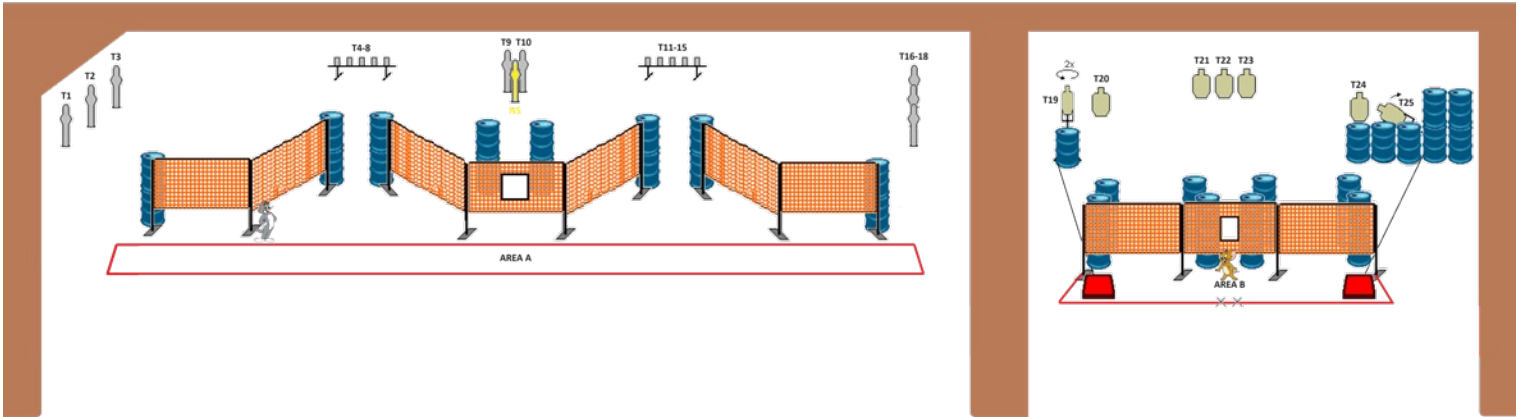
2-GUN	3-GUN
LIKELY MINIMUM AMMO COUNT 14 RIFLE, 35 HANDGUN	LIKELY MINIMUM AMMO COUNT 14 RIFLE, 2 SHOTGUN SLUGS, 14-20 SHOTGUN BIRDSHOT, 14-20 HANDGUN
START POSITION Standing in Area A, heels touching X-marks, football grasped in strong hand above strong shoulder. Rifle loaded/safe/staged in a long gun barrel. Handgun loaded/safe/holstered.	START POSITION Standing in Area A, heels touching X-marks, football grasped in strong hand above strong shoulder. Rifle loaded/safe/staged in a long gun barrel. Shotgun loaded/safe/staged in a long gun barrel. Handgun loaded/safe/holstered.
2-GUN STAGE PROCEDURE On signal, engage rT1-rT10 with rifle from Area A, then safely abandon the rifle. Next, engage hT1, hT2 & T1-T27 with handgun from Area B. Falling steel T26 activates moving target T27. RO will call hits on rT1-rT6 only.	3-GUN STAGE PROCEDURE On signal, engage rT1-rT10 with rifle from Area A, then safely abandon the rifle. Next, engage sT1 & sT2 with shotgun slugs from Area A, then engage sT3-sT5 & T1-T11 with shotgun birdshot from Area B, and engage T12-T17 with shotgun birdshot and/or handgun from Area B, and engage T18-T27 with handgun from Area B. Shotgun must be safely abandoned before using the handgun. Falling steel T26 activates moving target T27. RO will call hits on rT5-rT10 only.





# Stage 11: Tom & Jerry

2-GUN	3-GUN
LIKELY MINIMUM AMMO COUNT 32 HANDGUN	LIKELY MINIMUM AMMO COUNT 18 SHOTGUN BIRDSHOT, 14 HANDGUN
START POSITION STRING 1: Standing in Area A, arms relaxed at sides. Handgun loaded/safe/holstered. STRING 2: Standing in Area B, heels touching X-marks, arms relaxed at sides. Handgun loaded/safe/holstered.	START POSITION STRING 1: Standing in Area A. Shotgun loaded/safe/stock touching belt. Handgun loaded/safe/holstered. STRING 2: Standing in Area B, heels touching X-marks, arms relaxed at sides. Handgun loaded/safe/holstered.
2-GUN STAGE PROCEDURE Shoot two strings. Cumulative times + penalties count for stage score. STRING 1: On signal, engage T1-T18 with handgun from Area A STRING 2: On signal, engage T19-T25 with handgun from Area B. Left and right pressure plates activate moving targets T19 & T25 respectively.	3-GUN STAGE PROCEDURE Shoot two strings. Cumulative times + penalties count for stage score. STRING 1: On signal, engage T1-T18 with shotgun birdshot from Area A STRING 2: On signal, engage T19-T25 with handgun from Area B. Left and right pressure plates activate moving targets T19 & T25 respectively.



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September 28 & 29, 2024**

**\*\*\*\*Shooter & Vendor slots are limited\*\*\*\***

Challenging run-n-gun, PCC match.

**RioMultigun.com/az-pcc-championship**

**REGISTRATION OPENS Monday, March 11 @8:00am  
via Practiscore**

**<https://practiscore.com/az-state-pistol-caliber-carbine-pcc-championship-2024/register>**

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Don't Miss the 5<sup>th</sup> Annual  
**Red Oktober Cold War**  
(ROCW) Rifle Match Coming October  
5 & 6, 2024

- Challenging run-n-gun, rifle only stages.
- Targets ranging from 1 to 300 meters.
- Like the Cold War, ROCW is predominantly fought with iron sights.
- Divisions for Free World firearms such as AR15, M1A, FAL etc., and for Combloc firearms such as AK-47, SKS etc.

**RioMultigun.com/ROCW**

**REGISTRATION OPENS Monday, March 18 @8:00am  
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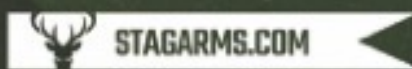
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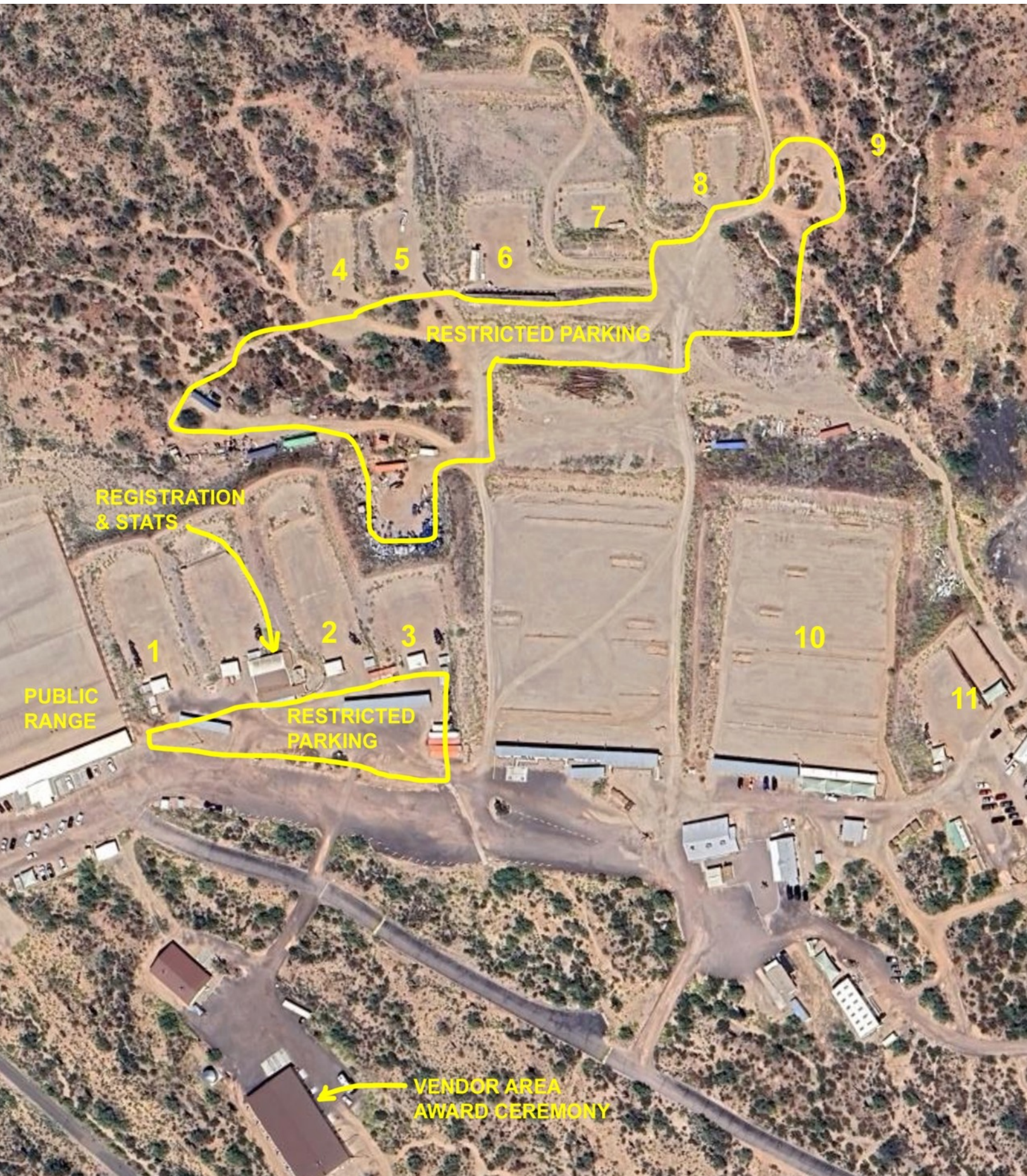
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# RANGE LAYOUT / STAGE LOCATIONS





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**Special thanks to IWI for their stage design contributions!**

***.....and the greatest volunteer-army of selfless range officers and dedicated enthusiasts, who love our sport and work tirelessly behind the scenes!***

**THANK YOU**

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