

# SMM3G

## 2026



COPS & ROBBERS



**RIO**  
MULTIGUN

OFFICIAL MATCH BOOK

Overall Match Sponsor: LUTH-AR	<b>3, 21, 36</b>
Premier Sponsor: ERGO GRIPS	<b>4</b>
Premier Sponsor: IWI	<b>5</b>
Premier Sponsor: VORTEX OPTICS	<b>6</b>
Important Information & Match Policies	<b>7-10</b>
Liability Waiver	<b>11</b>
2-Gun Stealth Division Sponsor: JP ENTERPRISES	<b>12</b>
3-Gun Stealth Division Sponsor: SPEED BEEZ	<b>13</b>
3-Gun Open Division Sponsor: RUGER	<b>14</b>
3-Gun Limited Division Sponsor: HORNADY	<b>15</b>
3-Gun Tactical Division Sponsor: PRO MAG	<b>16</b>
3-Gun Heavy Metal Division Sponsor: BURRIS	<b>17</b>
Target Sponsor: KAHR ARMS	<b>18</b>
MAIN MATCH SQUAD SCHEDULE	<b>19</b>
Staff Match SQUAD SCHEDULE	<b>20</b>
STAGES - Written Stage Briefings	<b>22-32</b>
2026 Sponsors List	<b>33</b>
2026 AZ PCC	<b>34</b>
2026 Red Oktober Cold War	<b>35</b>
Match FFL & Match Badge Sponsor	<b>37</b>
Range Map, Stage Locations & Parking	<b>38</b>
Match Executive Staff Listing	<b>39</b>
Thank you- Top Match Sponsors	<b>40</b>
Thank you- Division Sponsors	<b>41</b>



# Overall Match Sponsor

# LUTH-AIR®



High-Strength  
Glass Filled Nylon

Fits Mil-Spec or  
commercial carbine  
buffer tubes

Flared Cheek Rest

Anti-Rattle Clamp

QD Cup Pockets

Paddle Adjustment Lever

Bag Hook

Picatinny Rail

# MBA-5

## Carbine Buttstock

ORDER ONLINE:

WWW.LUTH-AIR.COM



Made in USA



# SMM3G



# Premier Sponsor



UPGRADE YOUR GRIP



GUARANTEED FOR LIFE 



Premier Sponsor



# ZION-25

## WITH IWS7 SILENCER

THE ZION-25 SERIES OF CARBINES AND DMRS ARE AN ACCURIZED EVOLUTION OF THE NO-NONSENSE APPROACH TO A MODERN DUTY GRADE AR-15 THAT RESULTED IN THE ZION-15 SERIES. PAIRED WITH THE IWI IWS7 SILENCER THE COMBINATION PROVIDES PEERLESS SUPPRESSED PRECISION PERFORMANCE FOR YOUR NEED, REDUCED WEAR ON THE GUN OVER TRADITIONAL CANS, AND LESS GAS IN THE SHOOTER'S FACE AND EYES NO MATTER YOUR RATE OF FIRE. RIFLES IN .308 WIN AND 6.5 CREEDMOOR.

[IWI.US](http://IWI.US)



# Premier Sponsor



NEW

# RAZOR<sup>®</sup> HD

# GEN III

1-10X24 FFP



AVAILABLE  
NOW!



**UNLIMITED.  
UNCONDITIONAL.  
LIFETIME WARRANTY.**

We will repair or replace the product.  
Absolutely free—no matter the cause.

**EXPERIENCE THE ULTIMATE COMBINATION  
OF SPEED AND VERSATILITY.**

**1-10x power.** From close-quarters engagements to down-range target identification, hit harder and go farther with class-leading optical features.

**First focal plane versatility.** A true daylight bright, illuminated reticle for red-dot-like speed on the low end and accurate holdovers through the entire magnification range keep you locked on target.

Nobody ever said you had to fight fair.



# 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 11) and collect your competitor badge.

Complimentary match shirt 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.



# Important Information & Match Policies

## Lunch

Squads will break for lunch according to the published schedule. There will be no on-site food vendors this year so please plan accordingly. There will be complimentary snacks and drinks 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

Prohibited ammunition types are listed under rule 3. This includes ammunition with projectiles that contain steel, the mere possession of which 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 certain that all your projectiles are steel-free, we strongly encourage you to use a magnet to check them for compliance.

## Time Limits

Per rule 5.15, 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.



# Important Information & Match Policies

## 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 repainted after the start of the match. Long range steel rifle and shotgun slug targets will be painted with contrasting colors and repainted at least once per day (overnight).

## Scoring

The primary score recording device will be the electronic tablet on each stage, with the competitors' scores being emailed upon approval via PractiScore. Once final scores are posted, competitors will have 15 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 on page 38). Please take time to visit vendors as 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 38, and with signs) are off-limits 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



# Important Information & Match Policies

## 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 free on all stages, we just ask that you fully consume what you take. 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 rules 5.1 & 5.2.

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) per rule 5.16; 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 in the vendor building).

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

## Lost & Found

Located between stages 1 & 2 (see map page 38) Unclaimed items will be repurposed or disposed of after 60 days.

## 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 the Match Director, [richard@riomultigun.com](mailto:richard@riomultigun.com).



**2026 RIO SALADO SPORTSMAN'S CLUB/SMM3G MATCH**  
**RELEASE AND ASSUMPTION OF RISK**

In consideration for being allowed to participate in the 2026 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: \_\_\_\_\_



# ACHIEVE THE IMPOSSIBLE



# 3-Gun Stealth Division Sponsor



**SPEED BEEZ**®

# 3-Gun Open Division Sponsor



## THIS ONE SETS ITSELF APART

**RXM**



The acquisition, ownership, possession and use of firearms are heavily regulated. Some models may not be legally available in your state or locale. Whatever your purpose for lawfully acquiring a firearm - know the law, get trained and shoot safely.

**RUGER**



# RUGER®



# 3-Gun Limited Division Sponsor

**Hornady**

**V-MATCH™**  
A M M U N I T I O N

***VARMINTS SHUDDER,  
RECORDS SHATTER!***



**FIND OUT MORE**

***Get  
Loaded®***

**2026**

# 3-Gun Tactical Division Sponsor



**pro**  
**mag**™



ARCHANGEL

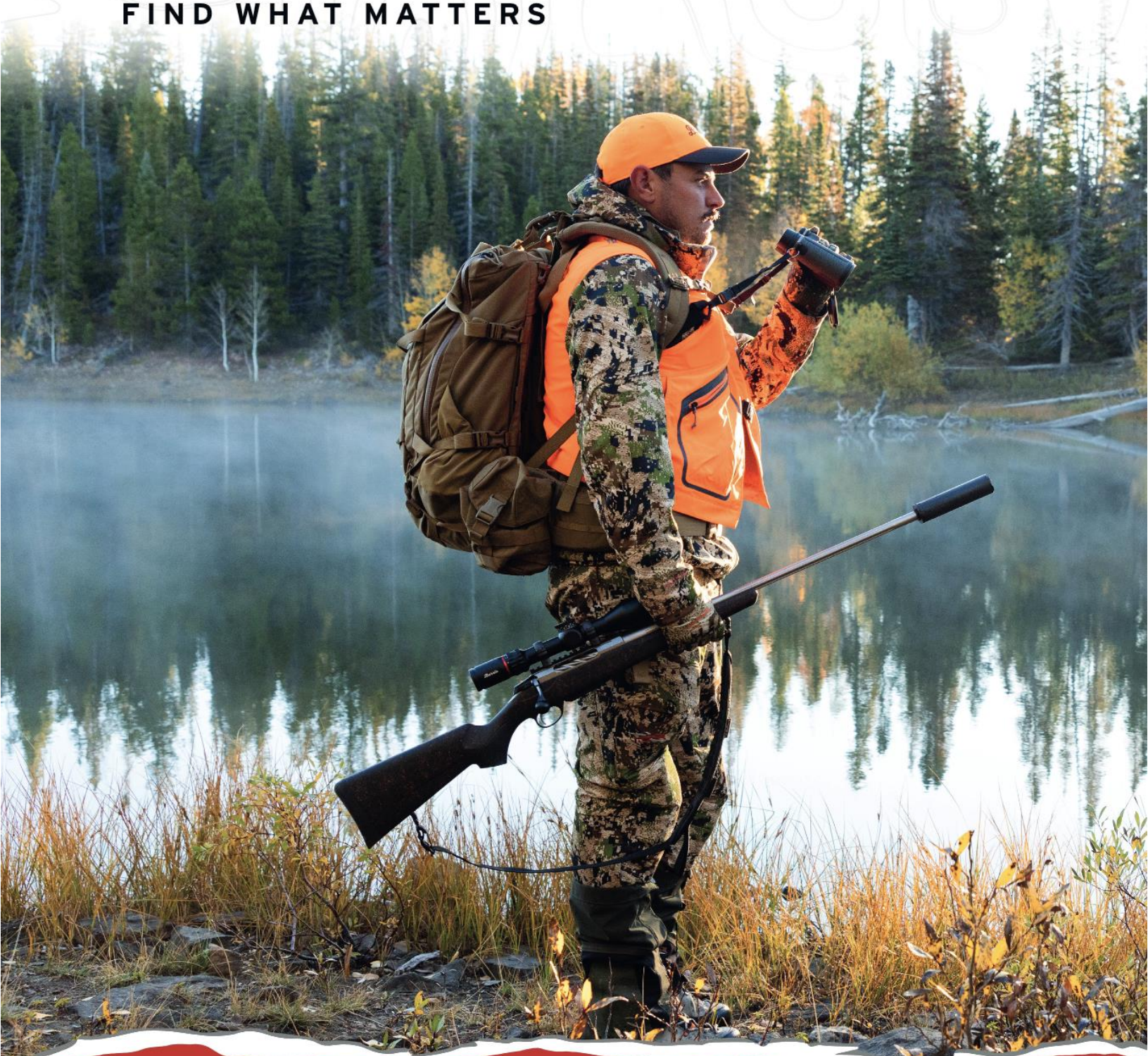
**SMM3G**

# 3-Gun Heavy Metal Division Sponsor



# Burris

FIND WHAT MATTERS



**PROUD SPONSOR 2026 SMM3G**

# Target Sponsor



Made in the  
**USA**

MODEL: KP90T93RD  
UPC: 602686-046695

MODEL: KP90T94RD  
UPC: 602686-046794

9 MM | 8 ROUND

NEW PRODUCTS  
**2026**



• Shown KP90T93RD  
with Holosun® Optic Sight

Building on the legendary slim, smooth-shooting foundation of the Kahr P9, the new P93 is fully modernized for today's concealed carry demands. This updated model integrates essential tactical features without sacrificing Kahr's renowned ergonomics.

The P93 features a factory-cut slide in blackened stainless or matte stainless finish, cut to accept micro red dot sights with the Holosun® K footprint, alongside an integrated Picatinny dust cover rail for mounting compact tactical lights. The frame has reinforced steel front and rear inserts for greater durability.

Enhanced control is ensured by deep forward front and rear slide serrations for positive manipulation and a polymer frame with highly aggressive stippling, along with a deep inset thumb groove for a rock-solid grip in adverse conditions. The magazine well is flared for quick loading, and the recoil spring is captured.

Weight is 15 oz without magazine. The Kahr P93 combines slim concealability with modern tactical capability to create the perfect carry evolution. Two eight round magazines are included.



• Shown KP90T94RD

- ▶ Barrel: 3.54" Stainless Steel Barrel
- ▶ Length O/A: 5.8"
- ▶ Weight: 15 oz (w/o Magazine)
- ▶ Sights: White Bar-Dot Combat Sights
- ▶ Finish: Matte Stainless Steel Slide and Black Polymer Frame (KP90T93RD)  
Blackened Stainless Steel Slide and Black Polymer Frame (KP90T94RD)
- ▶ Optics Cut: Holosun® K Footprint
- ▶ Ships with Two 8 Round Magazines

# P93

*Kahr's Generation 3  
Polymer Frame Pistol*

MSRP: \$452 (KP90T93RD/ KP90T94RD)



Join us: @kahrfirearms

# Main Match Schedule

Start Time	Stage Assignments											Friday 20Mar26
	1	2	3	4	5	6	7	8	9	10	11	
6:40 AM	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	<i>Staff Lunch</i>											
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	

Start Time	Stage Assignments											Saturday 21Mar26
	1	2	3	4	5	6	7	8	9	10	11	
6:50 AM	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	<i>Staff Lunch</i>											
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	

Start Time	Stage Assignments											Sunday 22Mar26
	1	2	3	4	5	6	7	8	9	10	11	
6:50 AM	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	
12:40 PM	Protest Period											
1:10 PM	Start Awards, Prizes, Tear Down & Related Festivities/Celebrations											



# Staff Match Schedule

Start Time	Stage Assignments											Wednesday 18Mar26
	1	2	3	4	5	6	7	8	9	10	11	
7:50 AM	31	32	33	34	35	36	37	38	39	40	41	
9:00 AM	41	31	32	33	34	35	36	37	38	39	40	
10:10 AM	40	41	31	32	33	34	35	36	37	38	39	
11:20 AM	<i>Lunch Break</i>											
11:50 AM	39	40	41	31	32	33	34	35	36	37	38	
1:00 PM	38	39	40	41	31	32	33	34	35	36	37	
2:10 PM	37	38	39	40	41	31	32	33	34	35	36	

Start Time	Stage Assignments											Thursday 19Mar26
	1	2	3	4	5	6	7	8	9	10	11	
6:50 AM	36	37	38	39	40	41	31	32	33	34	35	
8:00 AM	35	36	37	38	39	40	41	31	32	33	34	
9:10 AM	34	35	36	37	38	39	40	41	31	32	33	
10:20 AM	33	34	35	36	37	38	39	40	41	31	32	
11:30 AM	32	33	34	35	36	37	38	39	40	41	31	



# Overall Match Sponsor

# Luth Barrel Works™

Doing Business as Luth-AR, LLC

Luth Barrel Works™ produces high-quality barrels entirely in-house, ensuring precision and consistency across all products. We maintain strict quality control and adhere to our exact specifications. Engineered to deliver exceptional performance and durability.

**Our range of twist rates**, includes 1:7, 1:8.5, 1:9, 1:10, and 1:12 or customer specification twist rates, allowing customers to select the ideal configuration. Our selection of barrel lengths and profiles ensures compatibility with a wide variety of platforms.



**Caliber selection** includes 5.56mm, .223 REM, .308, .22LR, .338 ARC, 300 Blackout, and 9mm. With additional calibers coming to meet the demands of the market.



**Finish options**, include Mag Phosphate and QPQ/Nitride coatings, providing durability and corrosion resistance. For even greater longevity and performance, we provide barrels with Mil-spec chrome-lined chambers and bores.

**We offer** the flexibility to tailor barrels to custom specifications, with a minimum order quantity of 25 pieces. Our commitment to excellence and innovation ensures that each barrel meets the highest standards of reliability and accuracy.

**ORDER ONLINE:** [www.Luth-AR.com](http://www.Luth-AR.com)

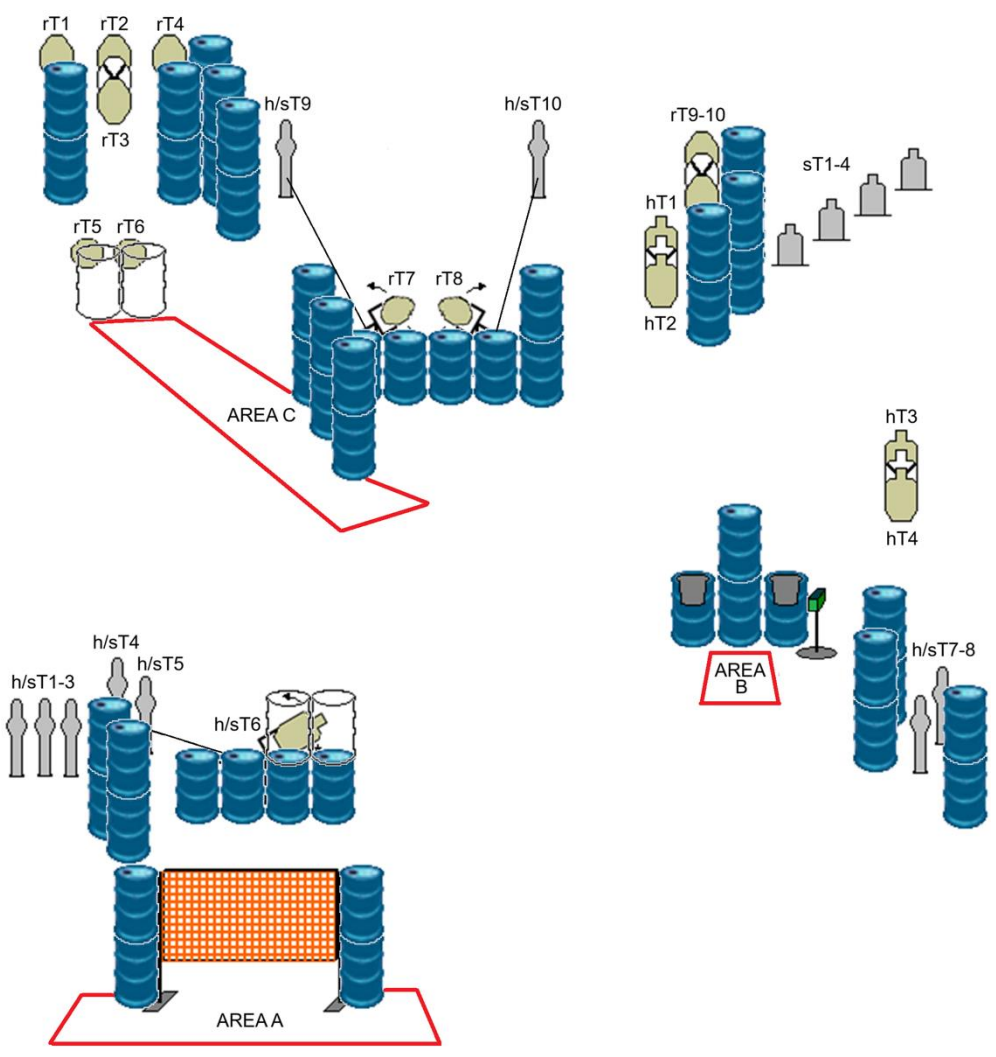
**Contact us at: 763 276-1145 for a Quote**



Made in USA

# Stage 1: North Hollywood

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 19 HANDGUN, 20 RIFLE	<b>LIKELY MINIMUM AMMO COUNT</b> 14 SHOTGUN BUCKSHOT, 20 RIFLE
<b>START POSITION</b> Standing in Area A, arms relaxed at sides. Handgun loaded/safe/holstered. Rifle loaded/safe/staged in a long gun barrel.	<b>START POSITION</b> Standing in Area A. Shotgun loaded/safe/stock touching belt. Rifle loaded/safe/staged in a long gun barrel.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage h/sT1-h/sT8 with handgun from Area A, then engage h/sT9, h/sT10 and hT1-hT4 with handgun from Area B, then engage rT1-rT10 with rifle from Area C.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage h/sT1-h/sT8 with shotgun buckshot from Area A, then engage h/sT9, h/sT10 and sT1-sT4 with shotgun buckshot from Area B, then engage rT1-rT10 with rifle from Area C.
Falling steel targets h/sT9 & h/sT10 activate swinging targets rT7 & rT8.	Falling steel targets h/sT9 & h/sT10 activate swinging targets rT7 & rT8.

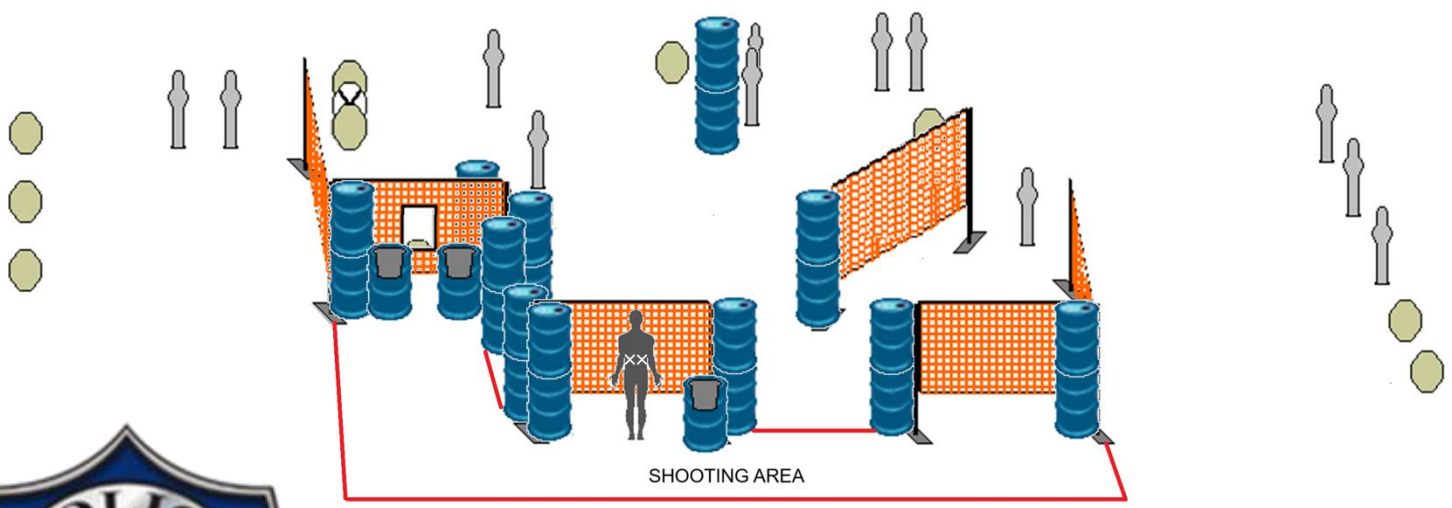
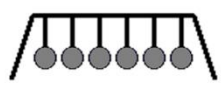


**Exclusive Stage Sponsor**



# Stage 2: Stop & Frisk

<b>2-GUN</b>	<b>3-GUN</b>
<b>LIKELY MINIMUM AMMO COUNT</b> 12 HANDGUN, 26 RIFLE	<b>LIKELY MINIMUM AMMO COUNT</b> 12 SHOTGUN BIRDSHOT, 26 RIFLE
<b>START POSITION</b> Standing in the Shooting Area, hands touching respective X-marks. Handgun loaded/safe/holstered. Rifle loaded/safe/staged in a long gun barrel.	<b>START POSITION</b> Standing in the Shooting Area, hands touching respective X-marks. Shotgun and rifle loaded/safe/staged in long gun barrels.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage falling steel popper targets with handgun from the Shooting Area, and engage IPSC cardboard targets and reactive steel targets with rifle from the Shooting Area. RO will call hits on reactive rifle targets only.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage falling steel popper targets with shotgun birdshot from the Shooting Area, and engage IPSC cardboard targets and reactive steel targets with rifle from the Shooting Area. RO will call hits on reactive rifle targets only.



**Exclusive Stage Sponsor**



# Stage 3: Arizona Rangers

## 2-GUN & 3-GUN

LIKELY MINIMUM AMMO COUNT

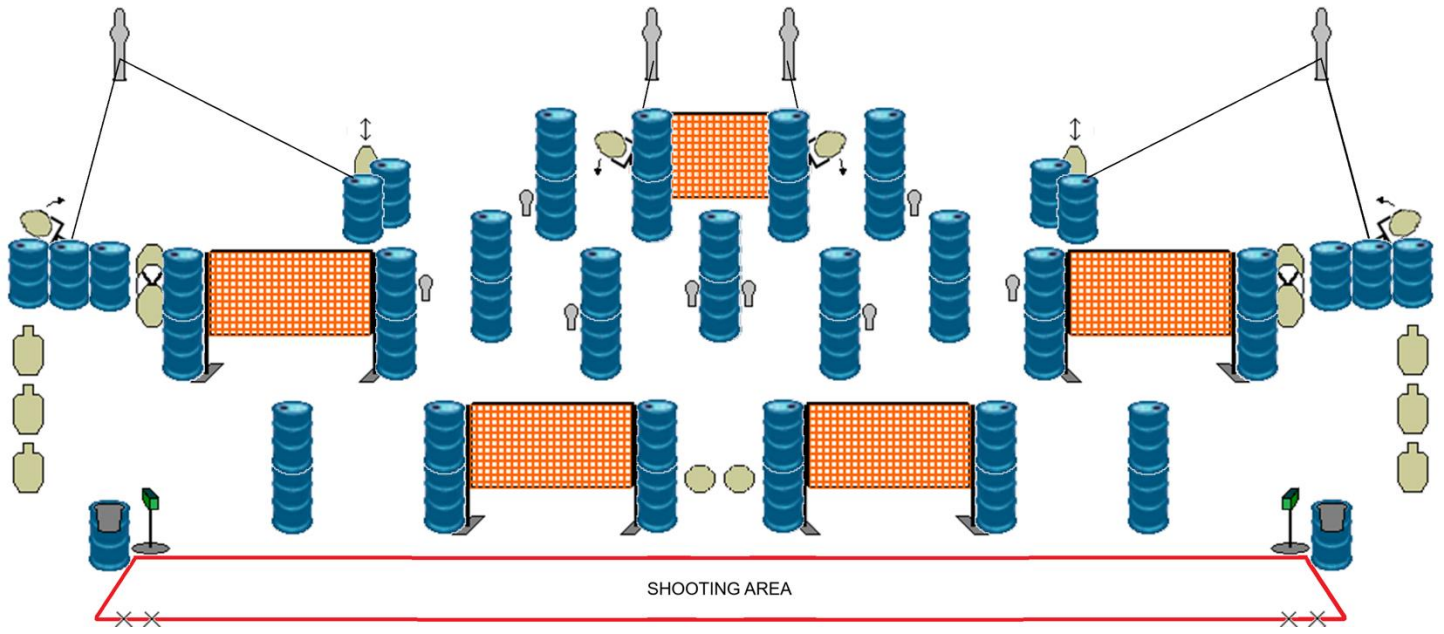
24 HANDGUN, 24 RIFLE

### START POSITION

Standing in the Shooting Area, heels touching X-marks (either end), arms relaxed at sides. Handgun loaded/safe/holstered. Rifle loaded/safe/staged in long gun barrel.

### STAGE PROCEDURE

On signal, engage falling steel and USPSA cardboard targets with handgun, then engage IPSC cardboard targets with rifle from the Shooting Area. Pepper Poppers activate moving targets as demonstrated.

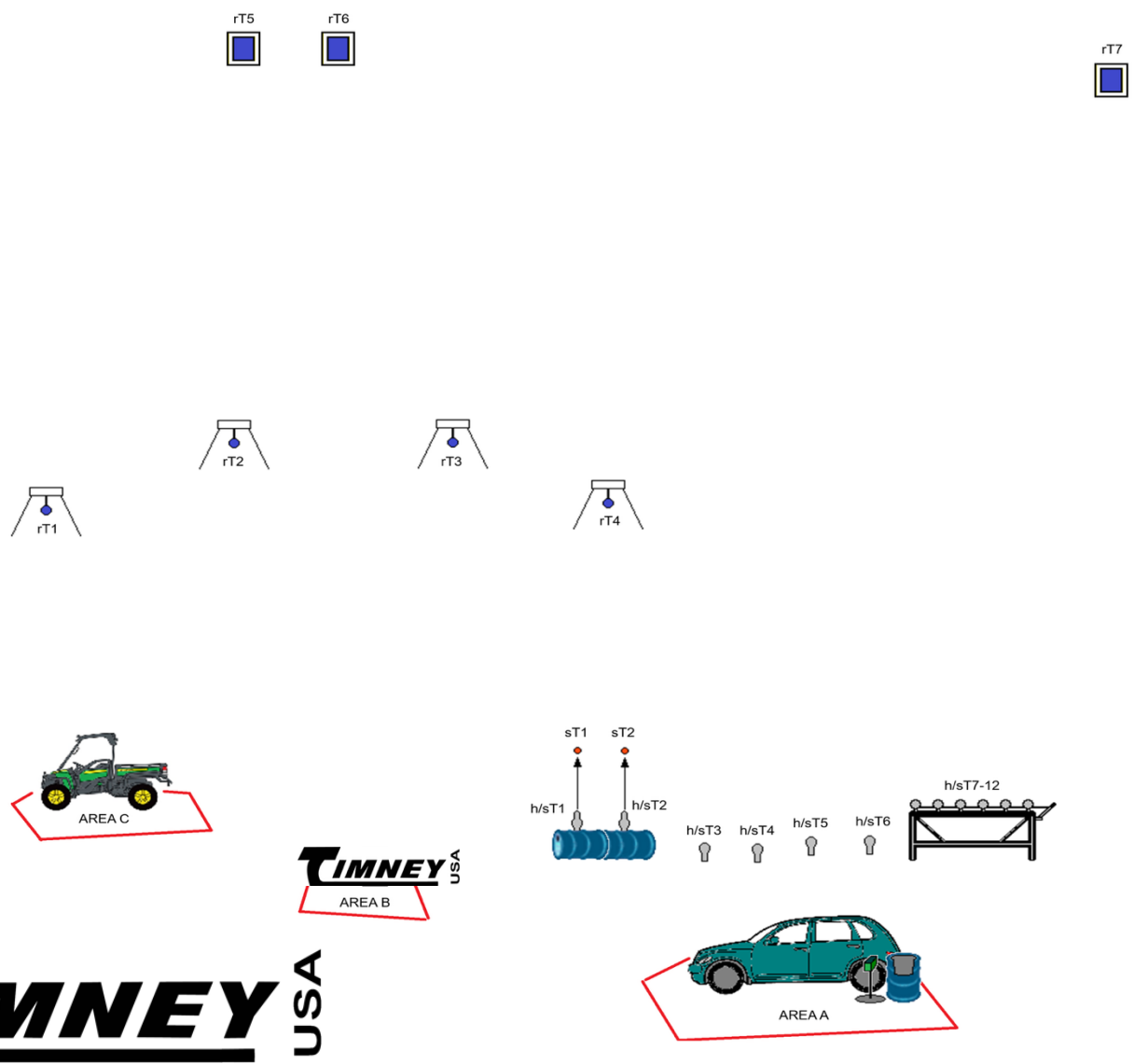


**MOSSBERG**  
SINCE 1919



# Stage 4: Pretty Boy Floyd

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 12 HANDGUN, 21 RIFLE	<b>LIKELY MINIMUM AMMO COUNT</b> 14 SHOTGUN BIRDSHOT, 21 RIFLE
<b>START POSITION</b> Standing in Area A, arms relaxed at sides. Handgun loaded/safe/holstered. Rifle loaded/safe/staged on rifle tray (in back seat of car).	<b>START POSITION</b> Standing in Area A. Shotgun loaded/safe/stock touching belt. Rifle loaded/safe/staged on rifle tray (in back seat of car).
<b>2-GUN STAGE PROCEDURE</b> On signal, engage h/sT1-h/sT12 with handgun from Area A, then engage rT1-rT7 with rifle from Area A, then engage rT1-rT7 with rifle from Area B, then engage rT1-rT7 with rifle from Area C. RO will call hits on rT1-rT7 only.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage h/sT1-h/sT12, sT1 & sT2 with shotgun birdshot from Area A, then engage rT1-rT7 with rifle from Area A, then engage rT1-rT7 with rifle from Area B, then engage rT1-rT7 with rifle from Area C. Falling steel targets h/sT1 & h/sT2 activate flying clays sT1 & sT2. RO will call hits on rT1-rT7 only.



**Exclusive Stage Sponsor**

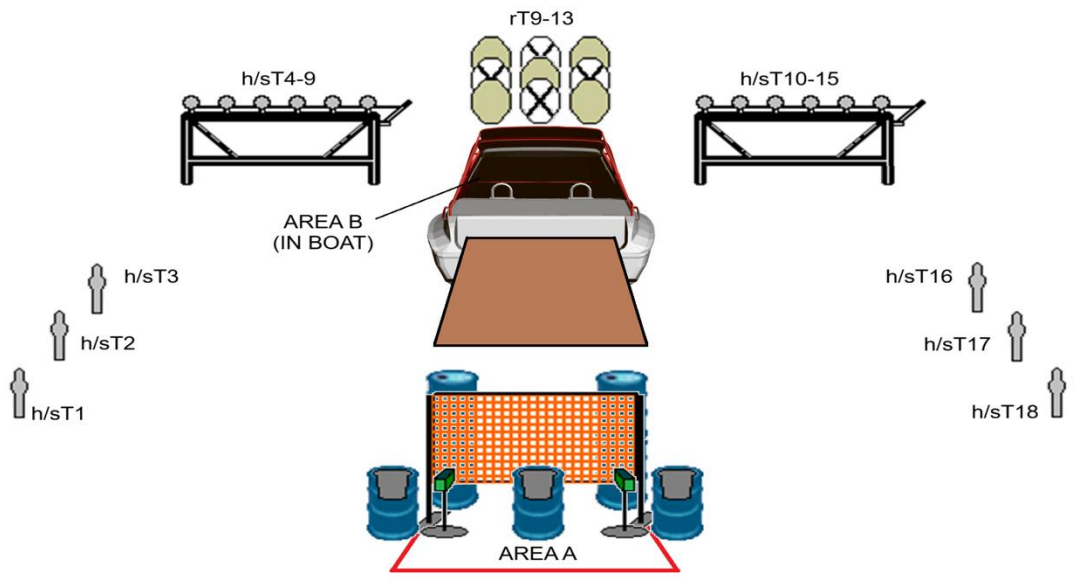
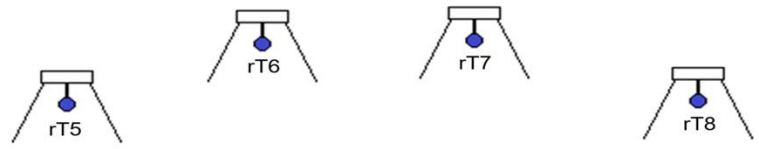
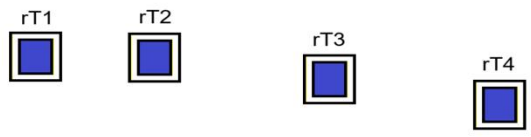


# Stage 5: Cigarette Boat

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 18 HANDGUN, 18 RIFLE	<b>LIKELY MINIMUM AMMO COUNT</b> 0-18 SHOTGUN BIRDSHOT, 0-18 HANDGUN, 18 RIFLE
<b>START POSITION</b> Standing in Area A, wrists above shoulders. Handgun loaded/safe/holstered. Rifle loaded/safe/staged in a long gun barrel.	<b>START POSITION</b> Standing in Area A, wrists above shoulders. Handgun (if used) loaded/safe/holstered. Shotgun (if used) loaded/safe/staged in a long gun barrel. Rifle loaded/safe/staged in a long gun barrel.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage h/sT1-h/sT18 with handgun from Area A, then engage rT1-rT13 with rifle from Area B (fully in boat). RO will call hits on rT1-rT8 only.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage h/sT1-h/sT18 with shotgun birdshot and/or handgun from Area A, then engage rT1-rT13 with rifle from Area B (fully in boat). If shotgun or handgun are not going to be used, they do not need to be staged/carried. RO will call hits on rT1-rT8 only.



**BRILEY**  
*A Legacy of Shooting Innovation.*



**Exclusive Stage Sponsor**



# Stage 6: Absolute Resolve

## 2-GUN & 3-GUN

LIKELY MINIMUM AMMO COUNT

24 RIFLE, 20 HANDGUN

START POSITION

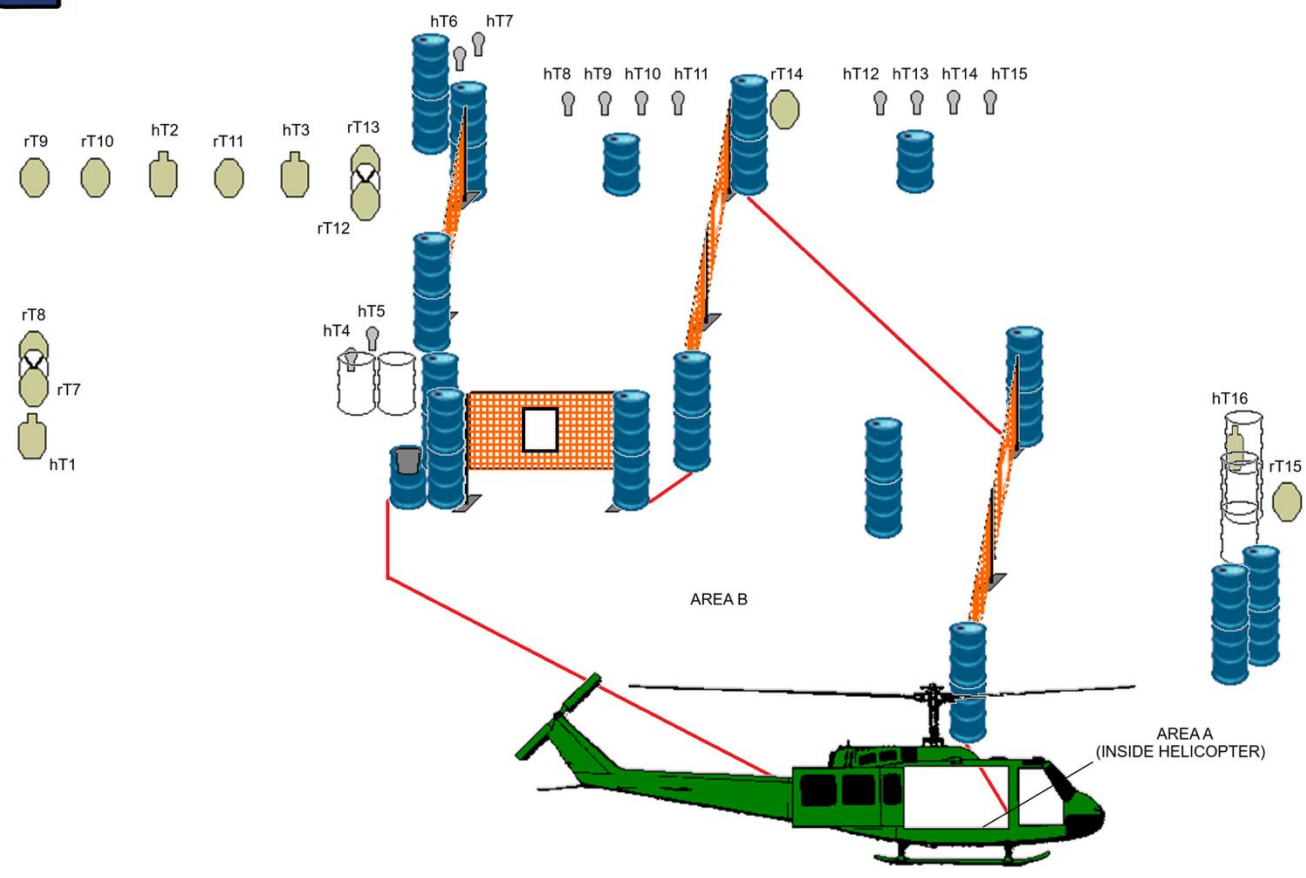
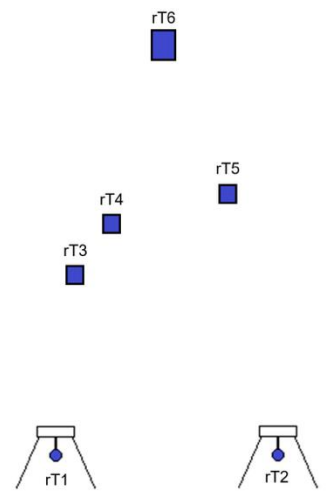
Standing in Area A (inside helicopter). Rifle loaded/safe/muzzle touching X-mark. Handgun chamber EMPTY/magazine inserted/holstered.

STAGE PROCEDURE

On signal, engage rT1-rT6 with rifle from Area A, then engage rT7-rT15 with rifle from Area B, then engage hT1-hT16 with handgun from Area B. RO will call hits on rT1-rT6 only.

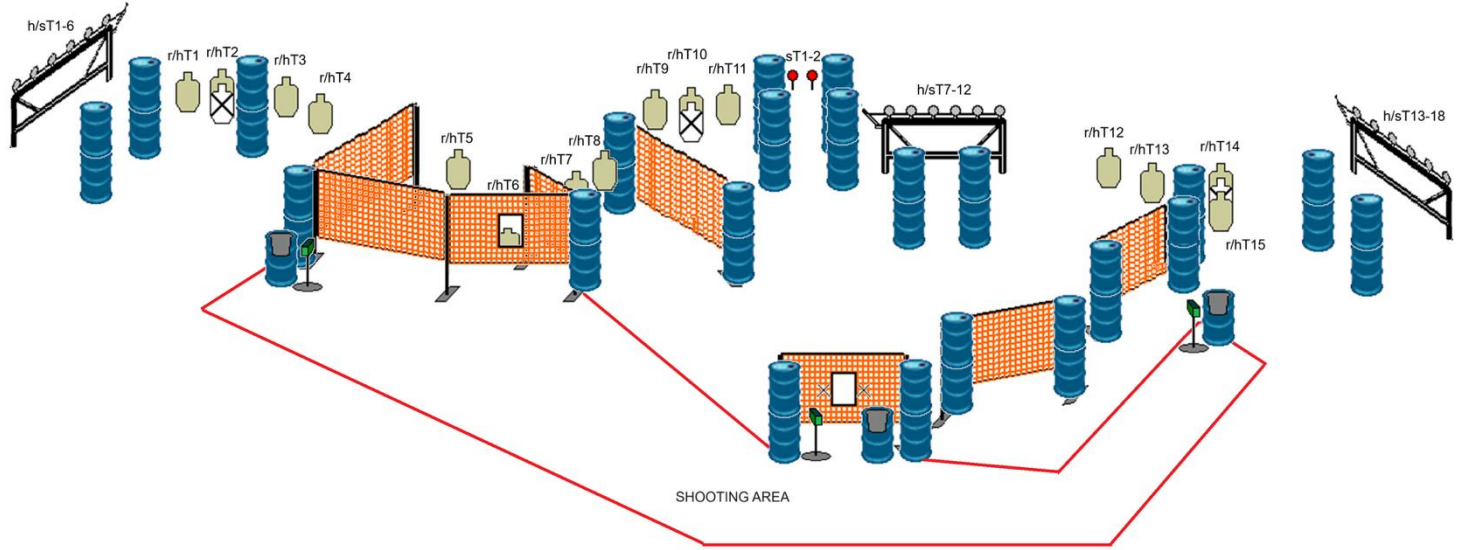
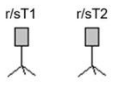


**AMERICAN**  
DEFENSE MANUFACTURING



# Stage 7: Gunfight at the O.K. Corral

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 18 HANDGUN, 32 RIFLE	<b>LIKELY MINIMUM AMMO COUNT</b> 30 HANDGUN, 2 SHOTGUN SLUG, 20 SHOTGUN BIRDSHOT
<b>START POSITION</b> Standing in the Shooting Area, hands touching respective X-marks. Handgun loaded/safe/holstered. Rifle loaded/safe/staged in a long gun barrel.	<b>START POSITION</b> Standing in the Shooting Area, hands touching respective X-marks. Handgun loaded/safe/holstered. Shotgun loaded/safe/staged in a long gun barrel.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage h/sT1-h/sT18 with handgun, and engage r/hT1-r/hT15, r/sT1 & r/sT2 with rifle from the Shooting Area. RO will call hits on r/sT1 & r/sT2 only.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage h/sT1-h/sT18, sT1 & sT2 with shotgun birdshot, and engage r/sT1 & r/sT2 with shotgun slugs, and engage r/hT1-r/hT15 with handgun from the Shooting Area. RO will call hits on r/sT1 & r/sT2 only.



# Stage 8: Patty Hearst

## 2-GUN & 3-GUN

LIKELY MINIMUM AMMO COUNT

23 RIFLE, 25 HANDGUN,

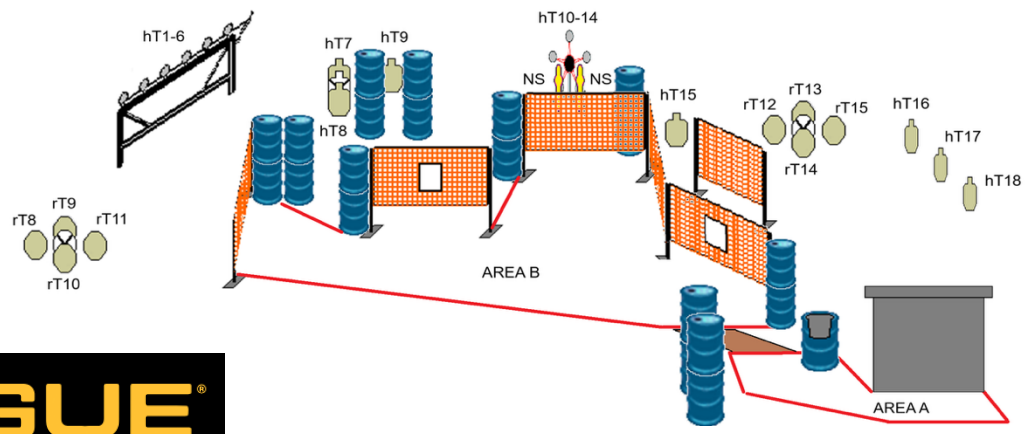
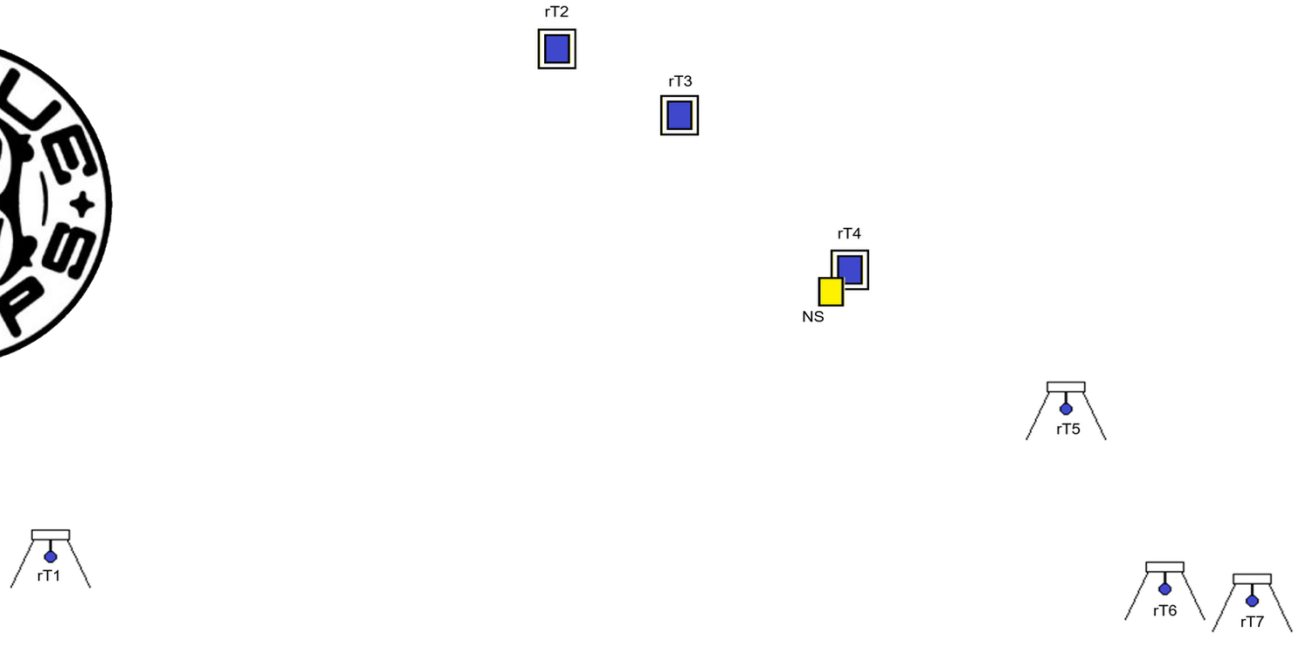
START POSITION

Standing in Area A Rifle loaded/safe/stock touching belt. Handgun loaded/holstered.

STAGE PROCEDURE

On signal, engage rT1-rT15 with rifle from Area A, then engage hT1-hT18 with handgun from Area B.

RO will call hits on rT1-rT6. Yellow steel targets are no shoots (max. 1 penalty per steel no shoot).

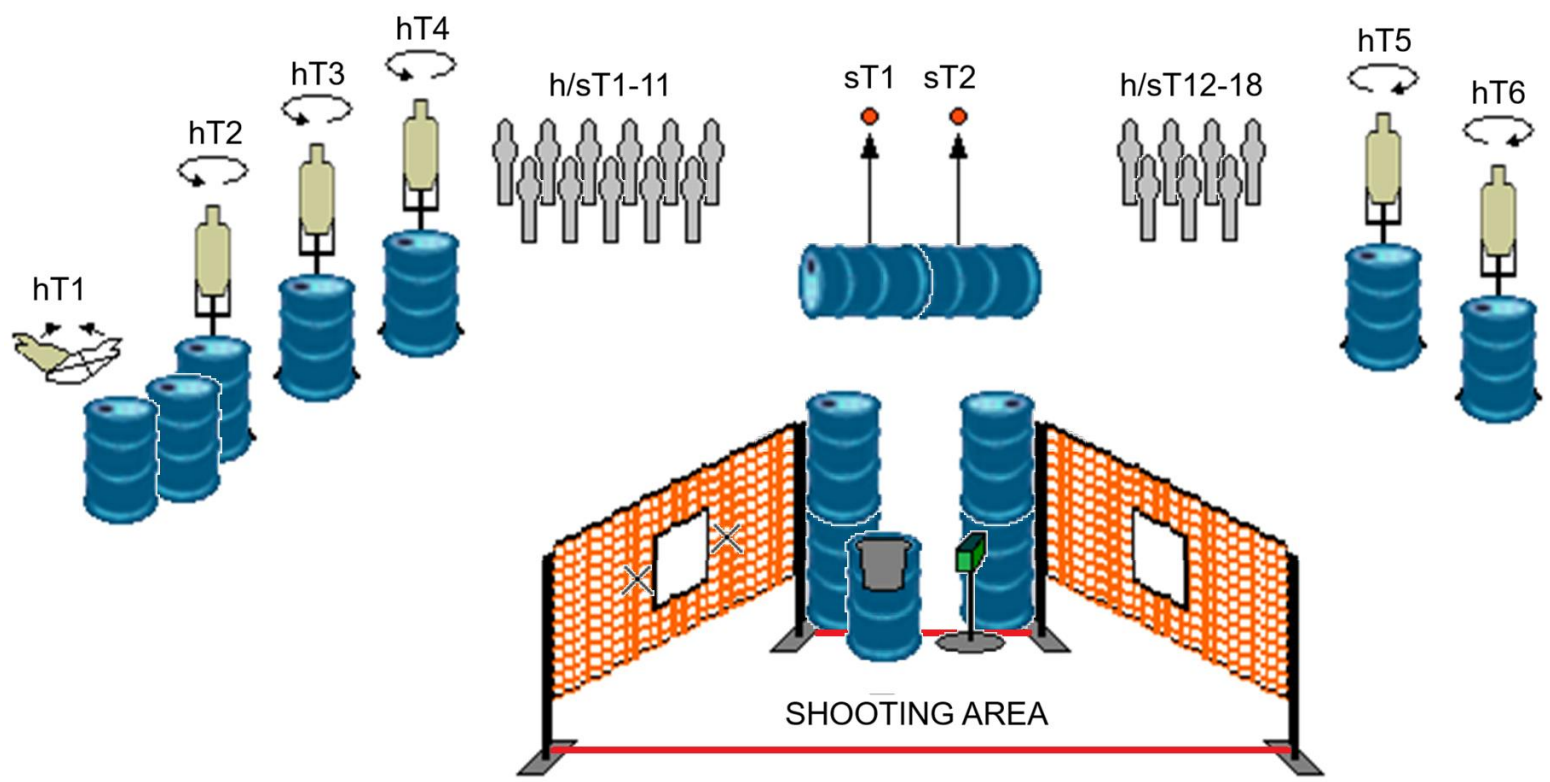


Exclusive Stage Sponsor



# Stage 9: Keystone Cops

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 30 HANDGUN	<b>LIKELY MINIMUM AMMO COUNT</b> 8-26 HANDGUN, 2-20 SHOTGUN BIRDSHOT,
<b>START POSITION</b> In the Shooting Area, hands touching respective X-marks. Handgun loaded/safe/holstered.	<b>START POSITION</b> In the Shooting Area, hands touching respective X-marks. Handgun loaded/safe/holstered. Shotgun loaded/safe/staged in long gun barrel.
<b>2-GUN STAGE PROCEDURE</b> On appearance of hT1, engage hT1-hT6 & h/sT1-h/sT18 with handgun from the Shooting Area.  The start signal is visual – there will not be an audible signal. Targets hT1-hT6 appear as demonstrated (sT1 & sT2 will not activate).	<b>3-GUN STAGE PROCEDURE</b> On appearance of hT1, engage hT1-hT4, and engage h/sT1-h/sT18 with handgun and/or shotgun birdshot, and engage sT1 & sT2 with shotgun birdshot from the Shooting Area.  The start signal is visual – there will not be an audible signal. Targets hT1-hT4, sT1 & sT2 appear as demonstrated (hT5 & hT6 will not activate). On this stage only, the competitor is free to re-use firearms after abandonment without penalty (see rule 5.7.4).

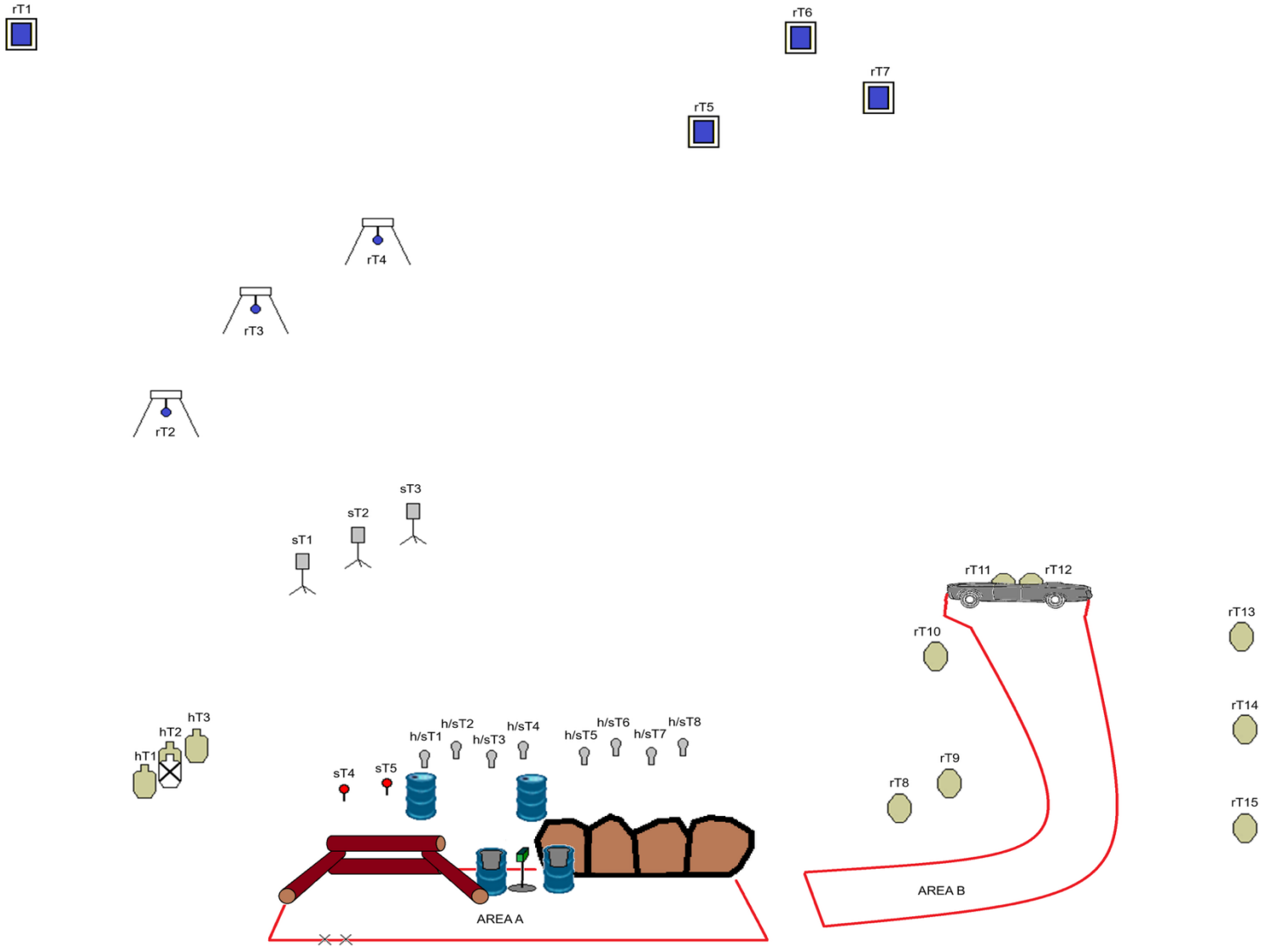


**Exclusive Stage Sponsor**



# Stage 10: Bonnie and Clyde

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 14 HANDGUN, 30 RIFLE	<b>LIKELY MINIMUM AMMO COUNT</b> 3 SHOTGUN SLUGS, 2-10 SHOTGUN BIRDSHOT, 0-8 HANDGUN, 30 RIFLE
<b>START POSITION</b> Standing in Area A, heels touching X-marks, arms relaxed at sides. Handgun loaded/safe/holstered. Rifle staged in a long gun barrel.	<b>START POSITION</b> Standing in Area A, heels touching X-marks. Shotgun loaded/safe/ stock touching belt. Handgun (if used) loaded/safe/holstered. Rifle staged in a long gun barrel.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage hT1-hT3 & h/sT1-h/sT8 with handgun from the Area A, then engage rT1-rT7 with rifle from Area A, then engage rT1-rT15 with rifle from Area B RO will call hits on rT1-rT7 only.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage sT1-sT3 with shotgun slugs, and engage sT4 & sT5 with shotgun birdshot, and engage h/sT1-h/sT8 with shotgun birdshot and/or handgun from the Area A, then engage rT1-rT7 with rifle from Area A, then engage rT1-rT15 with rifle from Area B RO will call hits on sT1-sT3 & rT1-rT7 only.



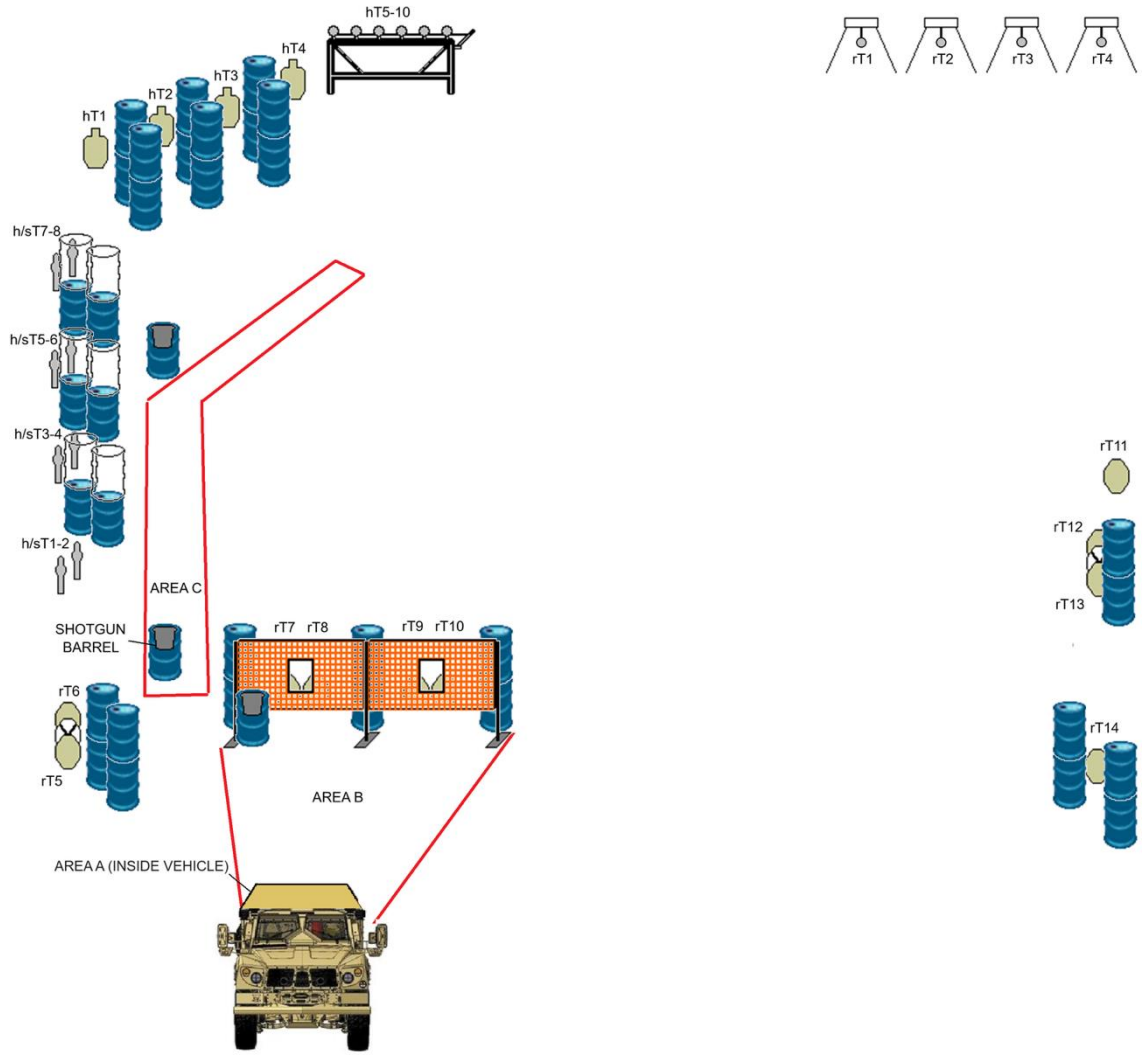
**NIGHTFORCE®**

**Exclusive Stage Sponsor**



# Stage 11: Miami Vice

2-GUN	3-GUN
<b>LIKELY MINIMUM AMMO COUNT</b> 28 RIFLE, 22 HANDGUN	<b>LIKELY MINIMUM AMMO COUNT</b> 28 RIFLE, 8 SHOTGUN BIRDSHOT, 14 HANDGUN
<b>START POSITION</b> In Area A (inside truck). Rifle loaded/safe/muzzle touching X-mark. Handgun chamber EMPTY/magazine inserted/holstered.	<b>START POSITION</b> In Area A (inside truck). Rifle loaded/safe/muzzle touching X-mark. Shotgun loaded/safe/staged in a long gun barrel. Handgun chamber EMPTY/magazine inserted/holstered.
<b>2-GUN STAGE PROCEDURE</b> On signal, engage rT1-rT4 with rifle from Area A, then engage rT1-rT14 with rifle from Area B, then engage h/sT1-h/sT8 & hT1-hT10 with handgun from Area C. RO will call hits on rT1-rT4 only.	<b>3-GUN STAGE PROCEDURE</b> On signal, engage rT1-rT4 with rifle from Area A, then engage rT1-rT14 with rifle from Area B, then engage h/sT1-h/sT8 with shotgun birdshot from Area C, then engage hT1-hT10 with handgun from Area C. RO will call hits on rT1-rT4 only.



# 2026 SMM3G Sponsors

## Overall Match Sponsor

- Luth-AR

## Premier Sponsors

- Ergo Grips
- IWI
- Vortex Optics

## Division Sponsors

- Burris Optics
- Hornady
- JP Enterprises
- ProMag
- Ruger
- Speed Beez

## Exclusive Stage Sponsors

- Briley
- Dillon Precision
- Hogue
- Mesa PD
- NightForce
- Surefire
- Timney

## Target Sponsor

- Kahr Arms

## Stage Sponsors

- ADM MFG
- Battle Arms Development
- Caldwell
- Criterion Barrels
- Desert Tech
- Holosun
- Magpul
- Mossberg
- Pro2 Customs
- Red Hill Tactical

## Gold Level Sponsors

- C-More
- Hunters HD Gold
- LOK Grips
- PACT/American Trigger
- Precision Sport Accessories
- Ravencrest Tactical
- Springfield Armory
- Starline Brass
- Streamlight
- Trijicon
- Uniloader

## Match FFL

- Accuracy Speaks, inc.

## Match Badge Sponsor

- Tim Forshey Law





# JP Enterprises & RioMultigun Present:

*The 10<sup>th</sup> Annual*

# AZ PCC

September 25 - 27, 2026

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



Challenging run-n-gun, PCC match.

[RioMultigun.com/az-pcc-championship](http://RioMultigun.com/az-pcc-championship)

**REGISTRATION OPENS Monday, March 16th @8:00am  
via Practiscore**

[Click here for rules](#)



**RIO**  
MULTIGUN



IWI & RioMultigun Present:



7<sup>th</sup> Annual

**Red Oktober Cold War**  
(ROCW) Rifle Match Coming October  
2-4, 2026



- Challenging run-n-gun, rifle 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 Combloc firearms such as AK-47, SKS etc.

**REGISTRATION OPENS Monday, March 23 @8:00am**  
**via Practiscore**

[Click here for rules](#)



# Overall Match Sponsor

## MBA Buttstocks Palm Handguard®



## Complete Uppers AR Parts & More



**MBA-1** \$144.95  
Rifle



**MBA-2** \$49.95  
Rifle



**MBA-3** \$164.95  
Carbine



**MBA-4** \$69.95  
Carbine



**MBA-5** \$49.95  
Carbine

### Palm HandGuard® Ergonomic Triangular Profile



### Widebody Hand Guard® Wide Flat Stable Bottom



### Palm HandGuard® Uppers Smooth or Vented Handguards



### Wing Grip™ \$28.95 Ambidextrous

**NEW**



### Widebody Trigger Guard™



### The Switch™ Extended Safety



### MTA™ Modular Trigger Assembly



### The Paddle™ Oversize Bolt Catch



### Mini Mono Rail™ \$39.95



### Fluted Bull Barrels, Lightweight, MK12 Barrel



### Chubby Grip® \$24.95 \*Right Hand Only



### AR Armorer Wrench™



### Gunsmith AR Parts Kit™



### AR Armorer Flat Wrench™



### MCA™ -22 Rimfire Chassis

**NEW**



- Designed for Ruger 10/22® actions and barrels
- 100% Ambidextrous
- Fully adjustable stock to fit all body types
- For recreational, hunting, and competition

ORDER ONLINE:



WWW.LUTH-AR.COM





## ACCURACY SPEAKS, INC.

- EXPERIENCED GUNSMITHS
- FIREARM SERVICE
- ONSITE SERVICE DURING THE SMM3G MATCH
- FFL TRANSFERS
- CUSTOM MACHINE WORK
- EMERGENCY REPAIRS
- SALES & SERVICE

(480) 373-9499

[www accuracyspeaks.com](http://www accuracyspeaks.com)

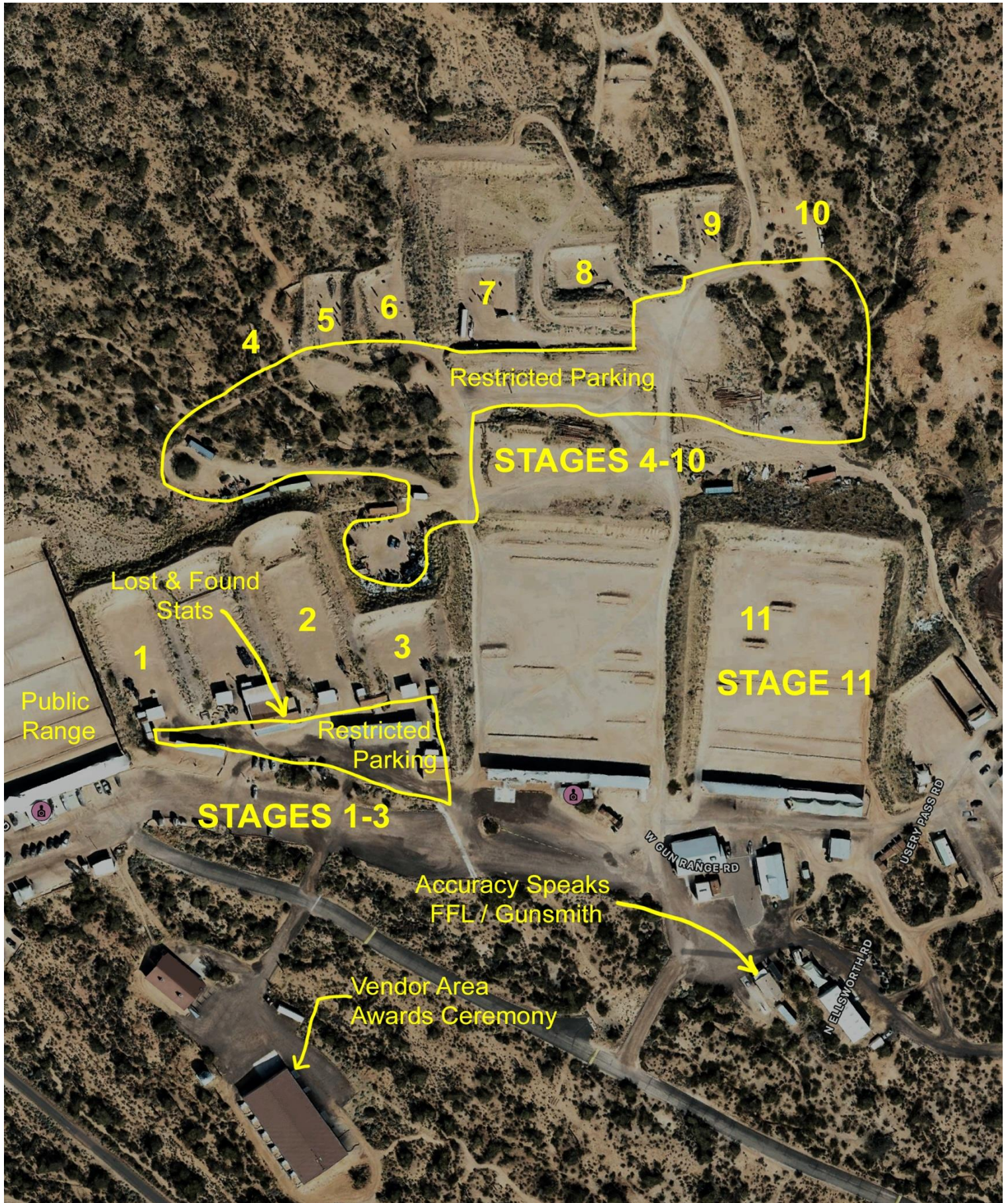
---



<https://tforsheylaw.com>

**RIO**  
MULTIGUN

# Range Layout/Stage Locations



# RioMultigun Executive Staff

Range Master/Stage Design  
Sponsor/Prize Coordinator  
Match Construction  
Match Construction  
Stats/Registration/Staffing  
Logistics  
Logistics Coordinator

Richard Bhella  
Neil Sorensen  
Scott Worden  
Rob Haspert  
Gunshine Steph  
Craig Underdown  
Gary Walters

[Richard@riomultigun.com](mailto:Richard@riomultigun.com)  
[Neil@riomultigun.com](mailto:Neil@riomultigun.com)  
[Scott@riomultigun.com](mailto:Scott@riomultigun.com)  
[Rob@riomultigun.com](mailto:Rob@riomultigun.com)  
[Stephanie@riomultigun.com](mailto:Stephanie@riomultigun.com)  
[Craig@riomultigun.com](mailto:Craig@riomultigun.com)  
[Gary@riomultigun.com](mailto:Gary@riomultigun.com)

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

THANK YOU

**RIO**  
MULTIGUN

**SMMAG**

# Special Thanks to our Top Sponsors



MADE IN THE USA   
GUARANTEED FOR LIFE



Please shop our vendors first when selecting guns and gear - these vendors support you!

# Special Thanks to our Division Sponsors



Providing match-proven, quality gear!