



**Chabot Gun Club**  
Anthony Chabot Regional Park  
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510-569-0213

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## **Chabot 3-Gun Match Details**

### **The "Basics"**

#### **Place:**

Ranges 4 & 5 and/or Range 8 at Chabot Gun Club, Anthony Chabot Regional Park, 9999 Redwood Road, Castro Valley, CA.

Directions available at:

<http://chabotgunclub.com/locate.htm>

#### **Time:**

First and Fifth Sundays of each month regardless of weather and range conditions.

Arrive at 8:30AM to help with setup, sign-ups and walk-through to follow.

Cut-off time for sign-ups is 9:30 AM.

Fifth Sunday sign-ups are done on Range 8.

#### **Fees:**

\$15

### **Introduction**

The 3-Gun Matches are for experienced shooters working to gain shooting skills in practical "real world" scenarios with a variety of weaponry. Courses-of-fire, therefore, vary considerably.

Prior competitive experience (e.g. PPC, Tactical Handgun, Tactical Rifle, IPSC/USPSA, IDPA) or formal training (e.g. Gunsite, Thunder Ranch, Front Sight, etc.), demonstrated safe gun handling, and thorough familiarization with range rules are required. Coaching, particularly safety instruction, for beginners is best obtained in the related, but separate

disciplines of PPC (Practical Police Competition), Tactical Handgun, Tactical Rifle, or IPSC/USPSA, all offered at Chabot Gun Club.

The imagination of Match Directors will result in courses-of-fire that vary, but usually consist of rapid, accurate fire at fixed, moving, knockdown, or camouflaged targets of paper, steel, or breakable material at ranges from 1 to 250 meters.

**All competitors are expected to regularly contribute their labor to assist in the set-up, management, scoring, and breakdown of the matches.**

## **Safety**

**Safety is of paramount importance! We do not worry about your score; we do care that you handle your guns safely.**

**Guns are safe... People are dangerous! An "accident" with a firearm can, and often is, fatal. Your first mistake could be your last. You do not have the luxury of learning by experience. A safe mind set and safe habits are essential.**

### **NEVER FORGET:**

**- ALWAYS TREAT ALL GUNS AS LOADED.**

**- NEVER POINT YOUR MUZZLE AT ANYTHING OR ANYONE THAT YOU ARE NOT WILLING TO KILL OR DESTROY.**

**- KEEP YOUR FINGER OUT OF THE TRIGGER GUARD UNTIL YOUR SIGHTS ARE ON TARGET.**

**- BE SURE OF YOUR TARGET AND WHAT IS BEHIND IT.**

**Violation of any of the three following match safety rules results in an immediate disqualification ("DQ") preventing any further shooting that day:**

#### **1. The 180° Rule**

Keep your muzzle pointed downrange! Your muzzle must not break the plane defined by the firing line. An exception to this rule allows holsters with a backward rake providing that a round discharged from a holstered pistol will impact within one meter of the shooter. **No transitions to handgun or drawing handgun from the prone position.** Another exception to this rule allows rifles or shotguns in tactical slings or slung "African Carry", during the stage, provided the muzzle is kept vertical. A slight backward rake is allowed providing that a round discharged from the long-gun will impact within one meter of the shooter.

#### **2. The Negligent or Accidental Discharge Rule**

Discharge of your gun in any unsafe direction or at an unsafe time is not allowed.

A round striking the ground within two meters of the shooter is generally considered unsafe.

### **3. The Dropped Gun or Lost Control Rule**

Dropping a gun during the match or when loaded or losing control of your gun is an automatic disqualification. Dropping an unloaded gun is considered a safety violation. Do not pick up a dropped gun without the Stage Officer's command. Repeated violations of any safety or gun handling rules (see below) may also be cause for disqualification.

## **Gun Handling**

All gun handling will be done in the designated "Safe Area" or on the line at the Stage Officer's command. **No gun handling is permitted behind the firing line.** This policy confines potential accidental or negligent discharges to the Safe Area and the firing line. Safety is enhanced because **ammunition is not permitted in the Safe Area.** Magazines and speed loaders may be loaded anywhere except the Safe Area.

Chabot Gun Club is a "cold" range, meaning pistols are carried holstered and unloaded (revolvers with cylinders empty... automatics with magazine out, hammer down on an empty chamber) and long arms are slung, magazine out, empty chamber, with action open.

Unless otherwise specified, during the match **no movement is permitted with the finger in the trigger guard.** Guns must not be allowed to dangle in the hand.

No holstered guns are allowed off of the range(s) where the 3-Gun event occurring.

### **Here is what is expected of you:**

1. **When you arrive at the range** put on your holster and other equipment as you normally would except keep your guns cased (zippered rug, gun box, gun case, etc.). For pistols, take your cased gun to the Safe Area, remove the gun from the case, handle as necessary, holster and secure the empty weapon. Once you leave the safe area do not remove your gun from the holster for any reason until you are instructed to do so on the firing line by a stage officer. For rifles and shotguns, take your cased weapon to the safe area, handle as necessary, and sling it **muzzle up** with magazine out, empty chamber, with action open. Proceed to the rifle/shotgun rack near the firing line, place the weapon in the rack, and do not handle the weapon until you are instructed to do so on the firing line by a Stage Officer.

2. **When leaving the match area**, take your weapon and case to the Safe Area, un-sling or un-holster your already safe and empty weapon and place it in a case before leaving the Safe Area. Rifles and shotguns may be carried slung, muzzle up, empty, with action open in public areas of the range, but no holstered guns are permitted away from the

immediate match area. No holstered guns are permitted in the snack bar area, public portions of the range, trap range, parking lot, or the public lines.

3. **If you must handle, check, or demonstrate any weapon** (e.g. blacken or adjust your sights, dry-fire, clean, etc.), do so in the Safe Area. Extensive disassembly or cleaning should be done at home. When using the Safe Area keep your weapon pointed into the berm.

4. **When on the firing line**, stand firm and do not fidget. Unless otherwise specified, during the match, all movement will be with finger out of the trigger guard. Control of your muzzle must be maintained at all times. After firing, holster or sling your weapon before turning around or picking up brass or other equipment. Do not dangle pistol in one hand. Keep your muzzle pointed at the impact area when loading and unloading.

## **The "Rules"**

### **Enforcement**

Rules effecting final scores will be enforced to the ability of our limited volunteer range staff. We expect competitors to practice good sportsmanship on the "honor system."

Enforcement of safety rules and safe gun handling practice is a responsibility shared by Stage Officers **and** competitors. Competitors are expected to practice and promote safe gun handling and to report safety violations amicably to the offender. Violation of safety rules is grounds for instant disqualification.

Spectators are welcome after notification of the Stage Officer and must wear eye and ear protection at all times.

### **Match Director and Other Stage Officers**

The Match Director is the final word at the match, settling all disputes and making all decisions, though exceeded in authority by range rules. The Match Director is responsible for the course of fire, props, stage officers (stage directors), and anything else required, including scoring and sign-ups. The Match Director's word is final on any protest or disagreement. In a case where no special rule was specified, these rules, standard practices, or common sense will prevail.

A Stage Director will be assigned to each stage. Obey the Match or Stage Director's commands. If you have any questions or problems, ask about it after you have obeyed the Match or Stage Director's commands.

# **Guns**

## **General**

**Guns *must* be serviceable and safe.**

Unless otherwise specified, the entire match *must* be shot with the same gun, except, in the case of breakage, a similar gun may be used to complete the match.

Unless otherwise specified, a weapon's configuration *must* start the same for each stage and the competitor must complete each stage with all equipment except magazines. (E.g. Scopes and bipods may not be "left behind")

Pistols *must* be worn at all matches.

Except that a gun and its accessories must be safe, there are no restriction on sights, sight radius, barrel length, magazine capacity, or trigger pull.

## **Classes of Guns**

### **Pistols**

**Suggested attributes of practical pistols:**

Maximum barrel length... Autos 5", Revolvers 6".

Maximum weight... no more than 2 oz. over stock weight.

No projections greater than 3/8" from stock configuration.

### **Rifles**

**Suggested attributes of practical rifles:**

Maximum weight no more than 16 oz. over stock weight, including sling, magazine, and bipod.

No projections greater than 3/4" from stock configuration.

"Carbines" should be short barreled (generally 16 - 18"), short overall length (generally 36" OAL stock extended).

"Standard rifles" should be long barreled (generally 18 - 22"), long overall length (generally 38" OAL stock extended).

"Precision rifles" should approach 1 MOA or better accuracy, zeroed out to 200+ yards, bolt-action or semi-auto.

Note: competitors may shoot “carbines” at “standard rifles” matches, “standard rifles” at “carbine” matches, or either at “precision rifle” matches, if scoped.

Slings are highly recommended, but not required. We do incorporate transitions to/from handguns in some courses-of-fire. Unless otherwise specified, shooter may not abandon long-gun on the ground after transitioning to handgun.

## **Shotguns**

### **Suggested attributes of practical shotguns:**

Maximum weight... no more than 16 oz. over stock weight, including sling, magazine, and bipod.

No projections greater than 3/4" from stock configuration.

Slings are highly recommended, but not required. We do incorporate transitions to/from handguns in some courses-of-fire.

## **Holsters**

Holsters *must* allow a snag-free draw and **ensure weapon retention**. A backwards or forwards 360° roll is a standard test of weapon retention, e.g. **race holsters that do not retain weapon in a 360° roll are not allowed**.

If part of the holster design, a security device must be used for each draw.

Any design is permitted providing the axis of the bore strikes the ground within one meter of the shooter. **No horizontal shoulder holsters allowed.**

Holsters *must* be worn in the same location and condition throughout the match.

Holstered side arms *must* be worn at rifle and shotgun matches.

Holsters *must* cover the trigger guard.

## **Ammunition Carriers**

Ammunition carriers should be used, however extra ammunition may be carried in pockets.

Ammunition carriers should be worn on the same belt as the holster, except that shotgun bandoleers and military-style load bearing equipment belts/vests may be used.

Ammunition and carriers *must* be secure, meeting the standard weapon retention tests.

## **Slings**

Rifles and shotguns should be equipped with a sling or carrying strap. Think of your sling

as a holster for your rifle or shotgun. Any time you would holster your pistol, e.g. at the end of a stage, you should sling your rifle or shotgun.

## **Eye Protection**

Shatterproof lenses are required at all times for all competitors and spectators without exception!

## **Ear Protection**

Hearing protection is required at all times for all competitors and spectators without exception!

## **The "Match"**

### **Principles**

Competition is based on the triad -- DVC

- Diligentia (Accuracy)
- Vis (Power)
- Celeritas (Speed)

Competition must be conducted to evaluate these elements in a balanced manner.

The four broad principles of practical competition are:

1. The equal importance of accuracy, power, and speed.
2. Continuous diversification of challenge (Avoid the same course-of-fire in any year).
3. Relevance (All problems posed in the contests should represent realistic situations).
4. Freedom of technique (Present the problem and let the shooter solve it).

### **Procedure**

The first responsibility of the shooter is to become familiar with the course-of-fire. Read the posted course of fire, if available, ask questions, watch other shooters, and, unless it is a surprise match, participate in the single "walk through" before the day's shooting begins. Do not test any of the match props (barricades, tunnels, cover, etc.) on the day of the match. No "dry runs" are permitted. The spirit of the rules is meant to simulate "real life encounters" where there is no opportunity for Olympic-style mental visualization or practice runs.

When ready to compete, hand your score sheet to the stage official in charge of the stage (usually someone with a clipboard).

Prepare all your equipment before coming to the firing line. This includes loading magazines/speed loaders, adjusting clothing, blackening sights, etc. Once on the line, you may not draw your gun or un-sling your long arm until the command "Load and make ready"(see below). No practice draws are allowed.

In the event your gun jams and cannot be unloaded, **keep your weapon safe and pointed**

**downrange**, advise the stage official of the nature of your problem, and follow the helpful instructions of the official.

When scoring targets, do not approach or touch the target without the stage official. It is the shooter's responsibility to ensure a target is scored correctly. Be sure to check for "edgers" when a miss is called.

To help things move more quickly during the match, the following tasks should be performed:

**"Shooter on deck"** - prepare to shoot (do not un-holster or load your weapon).

**"Shooter in the hole"** - tape and/or set up targets.

**"Shooter in the deep hole"** – tapes and/or set up targets.

## Commands

**"Do you have any questions?"** is your last opportunity to ask questions. If you answer "No", it is assumed you understand the course of fire. Once you pass this point any mistakes you make will be your own fault and the appropriate penalties will apply.

**"Load and make ready!"** Check that you have eye and ear protection in place. Pointing the muzzle downrange load your weapons with as many rounds as are allowed (as you wish, if not specified). Mixing ammunition types (e.g. 2 slugs and 2 buckshot) in the magazine is not allowed. Make gun safe and holster or place gun in start position as appropriate.

Safe condition must be appropriate to the mechanical design of the weapon:  
Single-action automatics, pump actions, and bolt actions - cocked and locked (Condition 1).

Double-action automatics - de-cock hammer while weapon pointed downrange (Condition 2).

Modern double-action revolvers - hammer down, full cylinder.

**"Is the shooter ready?"** should be clearly acknowledged verbally or by an appropriate nod of the head.

**"The shooter is ready. Standby."** will be followed within seconds by the appropriate start signal, unless **"Stand easy"** is ordered to allow a temporary interruption of the make ready sequence.

At the end of a stage, you will be Commanded, **"Unload, show clear, and holster (or sling) an empty weapon"**; that means:

Rifles and semi-automatic pistols - remove magazine, unload chamber, show an empty chamber to match official then cycle action twice, point weapon downrange, and pull trigger. Holster pistol and/or sling rifle with action open

Revolvers - dump cylinder then show empty cylinder to match official and holster weapon.

Shotguns - unload and show empty chamber and magazine to match official, close action, point downrange, pull trigger, open action, and sling weapon.

**"Cease fire!" ... STOP ALL MOVEMENT AND SHOOTING IMMEDIATELY!**

## **Positions**

Start position will be stipulated by the course of fire. Once the start position is assumed, no "creeping" towards the gun is permitted. The position is also assumed with relaxed muscles, not tensed to spring into action.

Freestyle, the most frequently allowed style, allows you to shoot using any safe position.

Weak or strong hand shooting is meant to simulate an injured hand, so is always done unsupported. In the interests of safety, malfunctions may be cleared with two hands.

Ready positions:

pistol - gun in hand, loaded, and safe, with finger out of the trigger guard, pointing weapon towards ground at 45° angle.

Rifle and shotgun "high ready" - gun loaded and safe with finger out of the trigger guard, muzzle at eye level, butt at hip level.

Rifle and shotgun "low ready" - gun loaded and safe with finger out of the trigger guard, butt at shoulder and muzzle depressed at 45° angle.

Unless specified by the course of fire, all movement will be with your finger out of the trigger guard, and muzzle downrange.

When two or more guns are used in a stage, unless specified by the course of fire, you may not lose control (place on ground or abandon) of one gun to shoot another.

## **Match Design**

**Realism** - The challenge should be realistic, simulating reasonable, hypothetical situations in which guns may be used. Present the problem and let the shooter solve the problem! It is preferable to design a match that guides shooters to certain solutions or positions, rather than to mandate a complicated procedure that is unnatural, not dictated by tactical circumstance, or must be memorized.

**Diversity** - The challenges of the course of fire should be diverse. A balance exists between tried and true "old" matches that have been "debugged" and "new" matches that offer surprise tasks. No course of fire should become familiar. Moving, surprise, and

reactive targets, shooter movement, use of cover, stressors, and up or downhill shots are some features that offer diversity.

**Fun** - All matches need not be deadly serious in their design; fun should not be overlooked.

**Gun uses** - Pistols and shotguns are generally categorized as defensive weapons. Rifles fall more into the role of offensive use. Matches should be designed to test the inherent traits of the weapons used. Defensive guns are reactive; therefore reliability and stopping power are critical. Do not count out the hunting and offensive uses of pistols and shotguns. With offensive weapons, quick reaction time is not quite as critical. Whether it's a lonely hunter on a mountaintop or a buck private in a platoon, try to bracket the full spectrum of the rifle... including its defensive uses.

**Skills** - The course should provide a graduated difficulty of challenge. No shooting problem can be too difficult, but the match should not hinge, in most cases, on a single shot. Since this is not a track and field event avoid excessive athletics. Practical skills include thinking under pressure. Developing tactics and using the environment can be incorporated into the course of fire.

**Safety and Public Relations** - No shooting position on Range 8 may be visible from the park trail. Be certain that shooting angles, ricochets, and splatter do not jeopardize competitors or the public. All shooting shall be towards the impact area.

**Length of strings of fire** - A match should involve approximately 30 to 80 rounds fired. Since most realistic scenarios have few shots, repeating short strings of fire is a technique to increase the total rounds fired, but the match designer must balance such benefits against scoring and administrative difficulties of numerous strings of fire. Limiting the number of rounds on each target facilitates scoring. Remember that 7-shot strings penalize revolver shooters with a reload. Mandatory reloads can be used to break up strings of fire.

**Tactics** - A course of fire could be totally tactical yet require only a single round to complete. Consider the use of cover in match design.

**Scoring** - Consider the logistics of scoring in any match you design. Matches designed to facilitate scoring mean smooth administration, less waiting, more shooting, and happy competitors.

**Start signal and position** - The course of fire should specify start signal and position. These features should vary sufficiently so that no signal or position becomes a familiar standard. If other than an electric timer is used, an unequivocal stop signal, such as stop plate or raised hand, is essential.

**Stop signal and maximum times** - A "Did Not Finish", DNF, can be avoided by having a maximum time for each stage regardless of the scoring method. Shooter-initiated stop

signals, such as a raised hand or picking up an ammo can, can serve the same purpose. On short strings of fire, however, such shooter-initiated stop signals magnify human errors in timing. Electronic timer start and stops are much more accurate.

## **Match types**

**Published** - known in advance so you can practice.

**Semi-surprise** - course of fire made known the day of the match.

**Surprise** - you don't see the course of fire before you shoot it.

**Handgun/Back-up Handgun** – primary and second pistol, any size any caliber.

**Precision rifle** - accuracy prevails in the course of fire, telescopic sights are recommended at these matches.

**Concealed carry** - degree of concealment stipulated by match director.

## **Scoring**

### **Targets Types and Materials**

Targets can be made of almost anything safe to shoot, but should represent the simulated target as realistically as possible.

Reactive targets, such as knockdown or breakable targets, are easy to score and steel targets are good on rainy days. Slugs may only be used on rifle rated steel targets. Because shotguns use several different types of ammunition, one must tailor the target to the ammunition used.

We normally use “Brussels” targets as our standard paper targets.

### **Zone Values**

#### **Rifle/Pistol**

Paper targets have scoring zones of A, B, C, and D which, regardless of head or body shot, are scored as follows:

**A = 5**

**B = 4**

**C = 3**

**D = 2**

## **Shotgun**

Steel shot is not allowed at any time! Paper targets are scored the same as rifle and pistol zones, using the Buckshot Pellet Count chart (see below):

### **BUCKSHOT PELLET COUNT**

minimum # of pellets in scoring zone

000B - 2

00B - 3

0B - 3

1B - 4

2B - 6

3B - 7

4B - 8

Slugs scored the same as rifle/pistol.

## **Scoring Systems**

### **Comstock**

(Points on target - penalty points) ÷ time to shoot course of fire = score.

Unlimited shooting, *best* hits count towards required hits.

Each procedural error deducts an "A" value; each miss deducts twice the "A" value; each hostage hit deducts three times the "A" value.

Clock stops at last shot or other designated signal.

Negative scores are problematic... *only for those negative scores, multiply points and time* rather than divide as usual (Points on target - penalty points) X time to shoot course of fire = score.

### **Virginia Count**

limited Comstock, number of rounds is specified.

### **Fixed Time**

(Points on target - penalty points) = score.

No penalty for misses.

Each overtime shot deducts the "A" value from total points; each other procedural error deducts twice the "A" value from total points; each hostage hit deducts three times the "A" value.

### **Paladin**

total time + penalty time = score.

Penalty for misses and procedural errors = +5 seconds.

Penalty for hostage hits = +10 seconds.

Adjust total time for target zones as follows:

**A** +0 sec

**B** +1 sec

**C** +1 sec

**D** +2 sec

### **Match Scoring Procedure**

Rank each stage after it has been scored. Add the shooters rank in each stage for an overall ranking.

Ties in stage rank are given equal credit, but lower scoring shooters drop appropriately in place rank (e.g. 1st, 2nd, 3rd, 3rd, 5th, 6th, 6th, 6th, 9th, etc.)

Ties in overall rank are broken by the stage with the most required shots.

Scores from each stage can be added together if they are equivalent values (time, points, or Comstock), but no "factors" may be used to adjust the scores.

A clean target scores zero for a stage.

A DNF in any stage necessitates a DNF for the match. DNFs rank after finished shooters and above Disqualified shooters, DQs. DNFs get ranked in the stages they complete, but DQs do not get ranked in any stages, even if completed before being DQ'd.

When scoring targets, score only the number of shots fired and each shot should only be scored once. Additional penalties are assessed for shooting Innocent Bystander (IB) targets, Hostage (H) targets, and other "no-shoot" targets.

On paper targets, if your shot touches the line of the scoring ring, you score the higher value.

### **Timers**

Electronic timers are convenient and accurate, but fragile, expensive, and require batteries. They automatically record the time of the last shot fired. This is handy in Comstock scoring and can also tell if a shot is fired over a "par" fixed time.

Stopwatches are the only alternative, the digital variety being easier to read than the analog, but both types introduce the inconsistencies of the human timer's touch. These

should not be used on short stages. Longer stages reduce the percentage inaccuracy introduced by the vagaries of the human element.

### **Score Sheets**

It is the shooters responsibility to make sure that their score sheet is filled out correctly. Complete score sheets carefully and consistently. Always turn in score sheets.

### **Alibis**

There will be no re-shoots except for failure of range equipment or stage officer's mistake. The match director's word is final.

### **Awards**

As chosen by the match director, commonly:

1st. Overall, 2nd. Overall, and 3rd. Overall

or

1st. A (100%), 1st. B (85%), and 1st. C (50%)

or

High revolver, High Iron-sights, etc.

After the match, the match director or others may wish to make announcements, offer commentary, or engage discussion. The match director is encouraged to submit a match review for e-mail publication with the match results. Match results will usually be published prior to the following match.

**A KEEN EYE AND A STEADY HAND!**