



**\$75**

Max Registrations: 75

Date: September 28, 2024

Time: 0730

Location:

Big Bend Sportsman's Club in Alpine, TX

Required Weapons:

Pistol

Rifle

Shotgun

Round Count:

Pistol - 40, Rifle - 40, Shotgun - 20

Recommended rounds to bring:

Pistol - 120, Rifle - 120, Shotgun - 60

This 3 Gun match offers a unique twist on firearms competition: REDEMPTION. There will be four unseen stages that each shooter will complete in the morning session. Then, after assessing their errors and creating a plan to improve, each shooter will put their plan into action and shoot the same four stages in the afternoon. All eight stages will be scored and combined to determine the winner of the match. Redemption is possible, but consistency is king.

Shooters that are new to competition are encouraged to register! The Range Safety Officers are experts in safety and will gladly guide you through new situations and obstacles.

Shooters are also invited to wear GoPro cameras or have a friend take photos or film while you shoot.

Please familiarize yourself with the Match Rules before the event.

Web site

Register online

## Official Rulebook V1.0

Updated: 8/8/24

The Match Director has the final decision regarding any rule, guideline, or procedure regarding the match.

All participants are required to attend the safety briefing before the event.

### General Safety

1. Treat all weapons as if they are loaded; know the status of your weapon.
2. Keep your weapon pointed in a safe direction, even if you think it's unloaded.
3. Keep your finger off the trigger and out of the trigger guard until you are on target and have made the decision to pull the trigger.
4. Know your target area - foreground, background, left, and right.

If you do not demonstrate safe weapon handling skills, you will be disqualified from the match. Any instance of flagging yourself or others (even while unloaded), finger on the trigger when not shooting, breaking the 180 rule, or any other safety violation is an immediate match disqualification.

Drawing a pistol from its holster, even while unloaded, at any location other than the starting point of a stage at the direction of a Range Officer will result in a match disqualification

If a Range Officer tells you to stop or cease fire, you must immediately stop

while maintaining safe weapon handling, and await further instructions.

Any decision made by a Range Officer is final.

All competitors and Range Officers must wear hearing and eye protection.

All Range Officers will have a medical trauma kit, including a tourniquet.

All participants are strongly encouraged to remain hydrated.

### Weapon Conditions

All weapons will remain empty unless actively shooting a stage - this means you may not have a magazine inserted and you may not have a round in the chamber unless actively shooting.

Having a magazine inserted into a weapon or a round in the chamber at any time other than while shooting a stage will disqualify the shooter from the match.

Chamber flags are highly recommended but not required.

### Weapon Transitions

Loaded pistols may be drawn from the holster after a shooter's shot timer has begun.

If included in a stage, rifles and shotguns will be loaded and staged at the appropriate locations before a shooter begins that stage.

A shooter will never transition away from a weapon without placing it in a dump barrel. This includes pistol, rifle, and shotgun. Holstering a hot pistol will result in a match disqualification.

If a weapon does not go into or stay in the dump bucket when transitioning to another weapon, that shooter will be disqualified from the match.

### Accidental Discharge

Any instance of an accidental discharge will result in a match disqualification.

An obvious mechanical malfunction (the weapon discharges with no physical input from the shooter) will not necessarily result in a match

disqualification. However, the firearm will be deemed unsafe and the shooter will have to acquire a different weapon to continue the match.

## Scoring

Each shooter will shoot each stage on a shot timer. The shooter with the lowest cumulative times across all stages will win the match.

If a shooter finishes shooting and unloads their weapon without hitting all required targets on that stage, they will receive a DNF for the stage. A shooter may choose to take a DNF to conserve ammunition for a later stage.

The PAR time for each stage is 90 seconds. If a shooter cannot complete a stage in 90 seconds, their score for that stage is their time (90 seconds) plus a DNF penalty (an additional 60 seconds).

Range Officers will call out each hit to the shooter. The Range Officers have the final decision regarding a hit or miss.

## Procedure

A shooter will have three empty weapons and all necessary magazines loaded and ready before their designated shoot time. Shooters should also double check their gear and ensure they have their eye and hearing protection before they start their stages.

When it is a shooter's turn to shoot, the Range Officer will briefly explain the stage requirements.

If necessary for the stage, the shooter's pistol/rifle/shotgun will be loaded and placed in the appropriate location on the stage.

Once the course is set and the shooter is in position, the Range Officer will say "Shooter Ready." A yes or non-response will indicate that the shooter is ready to shoot the stage.

The Range Officer will then say "Stand By." The shooter may then begin the stage when the shot timer beeps.

After the shooter has finished the stage, the Range Officer will instruct the shooter to unload their weapons and show the Range Officer a clear chamber.

The shooter may then collect any dropped items and/or weapons and set off and continue to the next stage.

## Weapon/Gear Malfunctions

A shooter must work through any weapon malfunction that occurs while shooting a stage. Their shot timer will continue to run.

A shooter will only have until the PAR time to solve a weapon malfunction and continue the stage.

## Reshoots

Reshoots will be given at the discretion of the Range Officer running that stage.

Reshoots may be given for target malfunctions, timer malfunctions, or cease fires called for reasons other than a safety violation against the current shooter on that stage.

Range Officers may call a cease fire if the shooter loses their hearing protection or eye protection during a stage - a reshoot may be given at the discretion of the Range Officer.

Reshoots will not be given for weapon malfunctions or gear malfunctions - know and care for your gear!

## Dropping A Firearm

Loosing control of a weapon and dropping it to the ground will result in a match disqualification.

Purposefully setting a weapon on the ground during a stage in furtherance of correcting malfunctioning gear is allowed provided the weapon is on safe (if equipped) and pointed downrange.

If a weapon falls out of a dump bucket the shooter will be disqualified from the match.

## Range Officer Authority

All Range Officers are an extension of the Match Director, and therefore have authority to disqualify shooters from the match or give DNFs to shooters in response to safety violations.

If necessary, Range Officers may guide shooters through the stage if they

begin to struggle with procedure. Alternatively, Range Officers may choose to remain silent and allow more experienced shooters to improve their problem solving skills as they work through the stage.

## Divisions

There is only one division - Open. As long as your weapons meet the criteria below, bring what you have!

## Eligible Firearms

### **Pistol**

Must be non-shoulderable

Must not be fully automatic

Any sight or optic is allowed

Any comp or porting is allowed

Minimum caliber: 9mm, Maximum caliber: 45 ACP

### **Rifle**

Must not be fully automatic

Any sight or optic is allowed

Minimum caliber: 223, Maximum caliber: 308, no penetrating rounds or steel core, no M855 (green tip), no tracer rounds

### **Shotgun**

Any sight or optic is allowed

Must use 7 1/2 target rounds only, no buckshot or slugs

May have a tube or box magazine

May be semi automatic, break action, lever, pump, or other

Must not be fully automatic

Magazines (All Weapons)

Box magazine capacities are unlimited

Drum magazines are not allowed

Garand style clips are allowed (PING!)

A shooter may choose to perform reloads at any point during a stage

A shooter may choose to discard magazines to the ground that still have rounds in them

## Pistol Holsters

Pistols must be mounted on the belt line

Must have a retention system designed for your specific model pistol - may have passive friction-only retention (Kydex types and model-specific leather types are allowed)

Must entirely cover the trigger guard

Soft or generic holsters are not allowed

Inside the waistband holsters are not allowed

Shoulder holsters are not allowed

Chest holsters are not allowed

Drop holsters are not allowed

Drawing from concealment is not allowed

## Magazine Holders

A shooter may use any type of magazine holder or pouch

A shooter may draw magazines or loose rounds from pockets, packs, or pouches, provided they demonstrate appropriate safe weapon handling during the entire reload process

A shooter may carry an unlimited number of magazines or rounds