

# Copperas Cove Pistol Club

## 3-Gun Match

June 27, 2009

3–Move–3

Run and Gun

Can you do it all?

Mozambique with Rifle

Shotgun'n the Star

Find Them

Minimal Rounds Required

65 Rifle

(1 Slug / 33 Shot) Shotgun

37 Pistol



MD – Ryan Wood





**Copperas Cove Pistol Club – 3-Gun**  
**Stage 1: 3–Move–3**  
Course Designer: Ryan Wood



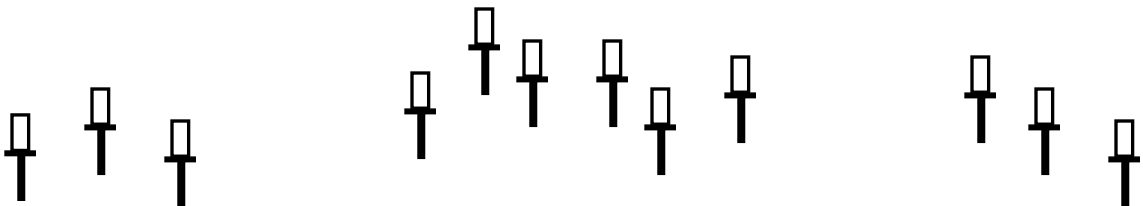
**ROUND COUNT:** 12 Shotgun  
**START POSITION:** Standing in Box A  
**GUN READY CONDITION:** Shotgun unloaded at port arms.  
**PROP NOTES:** (12) 6x11 Plates on Rebar Stands

**STAGE PROCEDURE:** At the start signal, load, then engage 3 plates from Box A, then while moving to Box B, engage 6 plates. Then from Box B, engage final 3 plates.

*If desired, Shooters can start in Box B, then move to Box A.  
Ammo may be held in shooter's hand to start.*

**All Ammo must be carried on shooter's body or gun.**

**SCORING:** Vickers  
**TARGETS:** Steel  
**SCORED HITS:** Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** CCPC 3-Gun





**Copperas Cove Pistol Club – 3-Gun**  
**Stage 2: Run and Gun**  
Course Designer: Ryan Wood

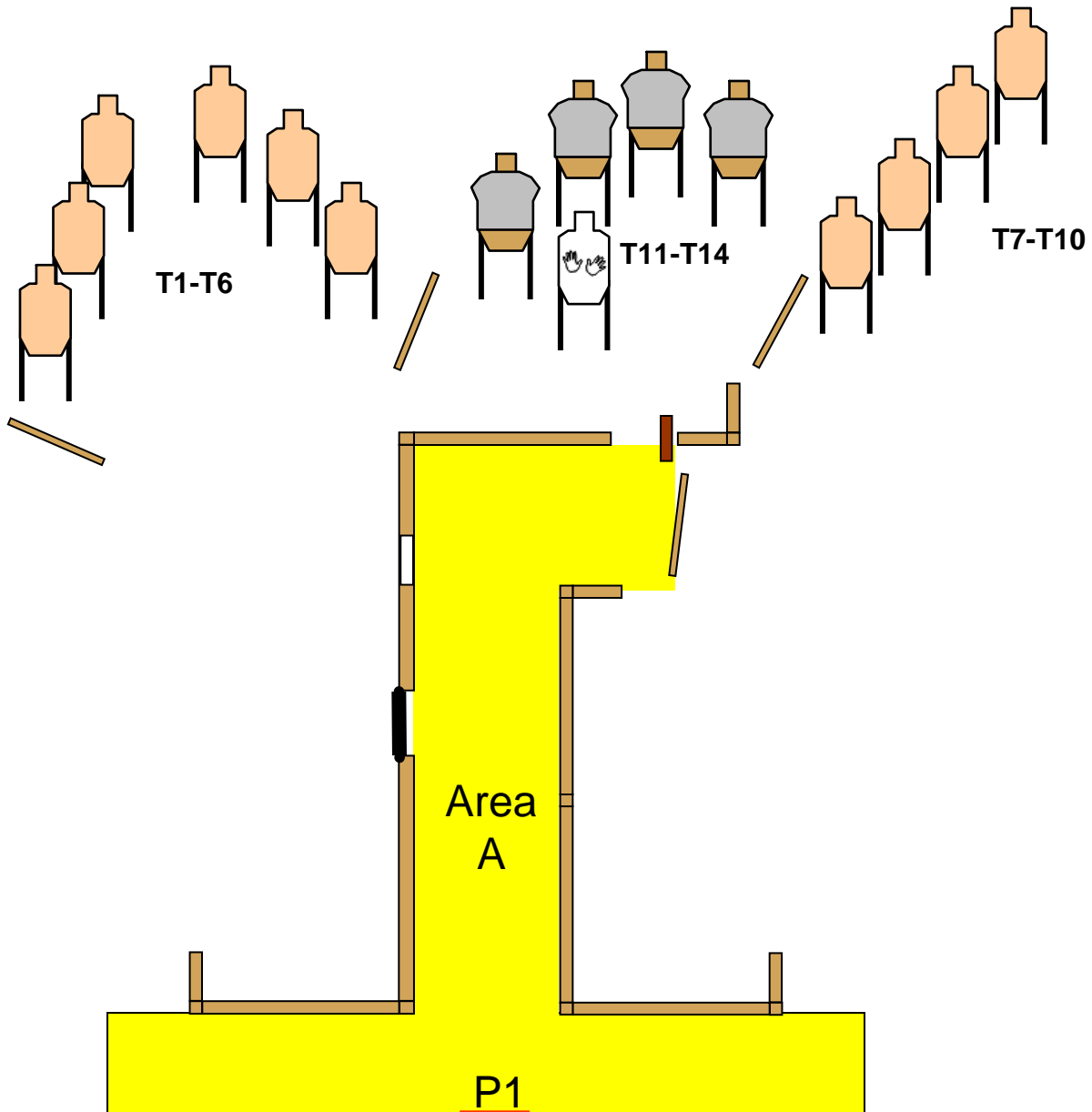


**ROUND COUNT:** 20 Rifle / 8 Pistol  
**START POSITION:** P1(heels on red stick)  
**GUN READY CONDITION:** Rifle at low ready at P1 (downloaded to 10 rounds). Pistol loaded and holstered.

**SCORING:** Vickers  
**TARGETS:** IDPA  
**SCORED HITS:** Best 2 per paper (T1-T14)  
**START-STOP:** Audible - Last shot  
**RULES:** CCPC 3-Gun

**STAGE PROCEDURE:** At the start signal, with the rifle, engage T1-T10, 2 shots each, from Area A behind the fault lines. Place rifle in rack, safety on. Draw pistol, and engage T11-T14, 2 shots each.

**All Ammo must be carried on shooter's body or gun.**





**Copperas Cove Pistol Club – 3-Gun**  
**Stage 3: Can you do it all?**  
**Course Designer: Ryan Wood**

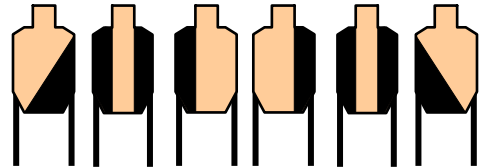
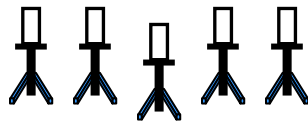


**ROUND COUNT:** 12 Rifle / 5 Shotgun / 4 Pistol  
**START POSITION:** P1(heels on red stick)  
**GUN READY CONDITION:** Rifle at low ready at P1, Shotgun (downloaded to 5 rounds) in rack at Box A, Pistol loaded and holstered.  
**PROP NOTES:** (5) 6x11 Plates on Tripod Stands

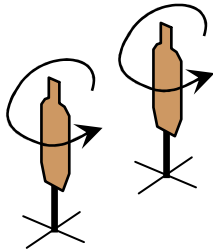
**SCORING:** Vickers  
**TARGETS:** IDPA, Steel  
**SCORED HITS:** Best 2 per paper (T1-T8)  
 Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** CCPC 3-Gun

**STAGE PROCEDURE:** At the start signal, while moving to Box A, engage with rifle T1-T6, 2 shots each. Place rifle in rack with safety on, retrieve shotgun, and engage 5 plates. Place shotgun in rack with safety on, then while moving to Box B, activate the drop turners, and engage T7-T8 from Box B (both feet in the box) with pistol.

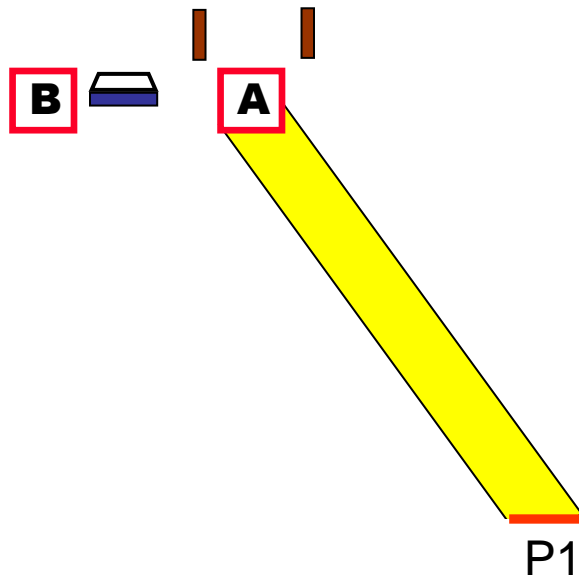
**All Ammo must be carried on shooter's body or gun.**  
**Rifle Hit on Steel is an IMMEDIATE DISQUALIFICATION.**



T1-T6



T7-T8





**Copperas Cove Pistol Club – 3-Gun**  
**Stage 4: Mozambique with Rifle**  
**Course Designer: Ryan Wood**

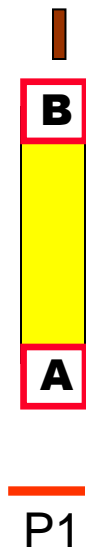
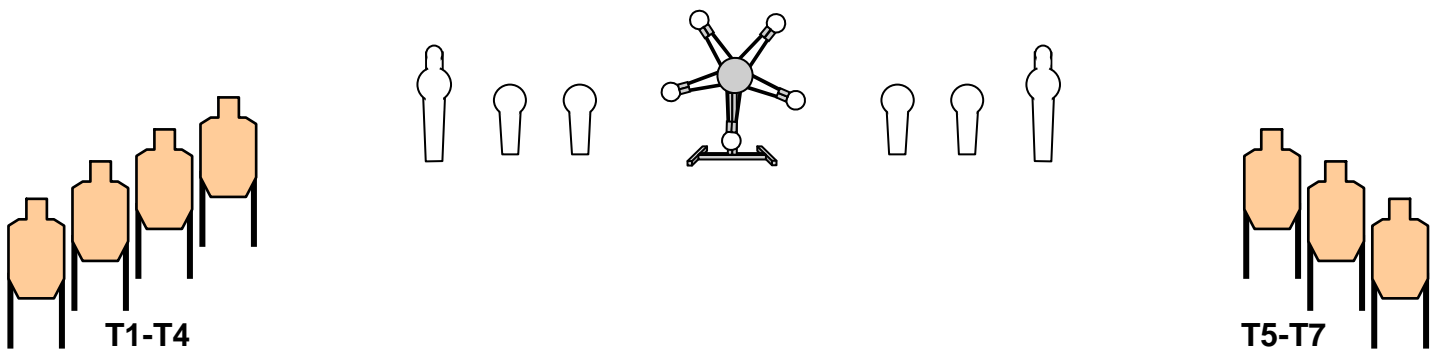


**ROUND COUNT:** 21 Rifle / 11 Pistol  
**START POSITION:** P1 (heels on red stick)  
**GUN READY CONDITION:** Rifle at low ready at P1 (downloaded to 10 rounds), Pistol loaded and holstered.

**STAGE PROCEDURE:** At the start signal, move to Box A and engage T1-T4, Mozambique (body, body, head). Then while moving to Box B, engage T5-T7, Mozambique (body, body, head). At Box B, place rifle in rack with safety on. Then draw the pistol, and engage all steel.

**All Ammo must be carried on shooter's body or gun.**  
**Rifle Hit on Steel is an IMMEDIATE DISQUALIFICATION.**

**SCORING:** Vickers  
**TARGETS:** IDPA, Steel  
**SCORED HITS:** Best 2 body, 1 head (T1-T7)  
 Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** CCPC 3-Gun





**Copperas Cove Pistol Club – 3-Gun**  
**Stage 5: Shotgun'n the Star**  
 Course Designer: Ryan Wood

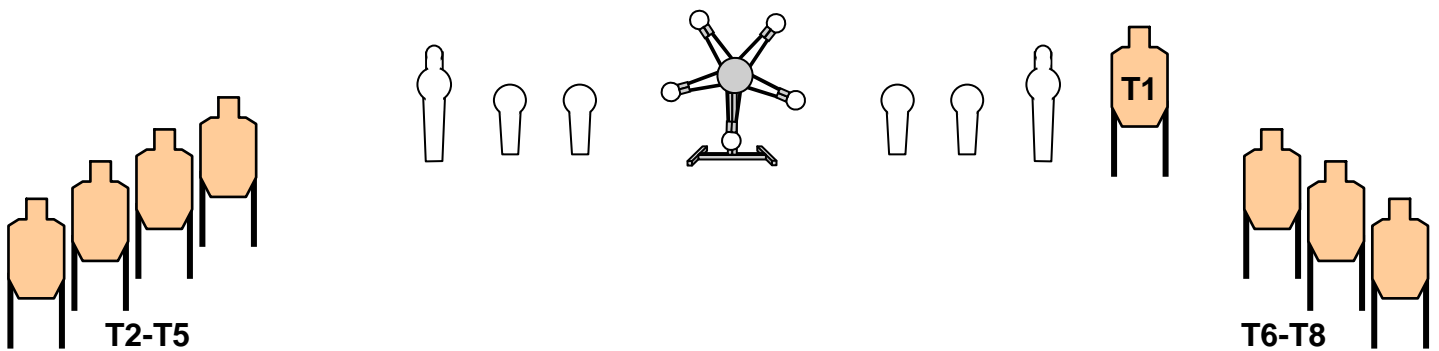


**ROUND COUNT:** (1 Slug, 11 Shot) Shotgun / 14 Pistol  
**START POSITION:** P1 (heels on red stick)  
**GUN READY CONDITION:** Shotgun unloaded at port arms.  
 Pistol loaded and holstered.

**STAGE PROCEDURE:** At the start signal, move to Box A and engage T1 with Shotgun Slug. Move to Box B, load shotshells, then engage all steel with shotgun. Place shotgun in rack with safety on, then draw the pistol, and engage T2-T8, 2 shots each.  
*Shotgun Slugs may be held in shooter's hand to start.*

**All Ammo must be carried on shooter's body or gun.**  
**Slug Hit on Steel is an IMMEDIATE DISQUALIFICATION.**

**SCORING:** Vickers  
**TARGETS:** IDPA, Steel  
**SCORED HITS:** Best 1 (Slug) (T1)  
 Best 2 per paper (T2-T8)  
 Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** CCPC 3-Gun



B

A

P1



**Copperas Cove Pistol Club – 3-Gun**  
**Stage 6: Find Them**  
Course Designer: Ryan Wood



**ROUND COUNT:** 5 Shotgun / 12 Rifle  
**START POSITION:** P1 (heels on red stick)  
**GUN READY CONDITION:** Shotgun at low ready (downloaded to 5 rounds). Rifle (magazine inserted, chamber empty, bolt forward) in rack at Box A with safety on.  
**PROP NOTES:** (5) 6x11 Plates on Tripod Stands

**SCORING:** Vickers  
**TARGETS:** IDPA, Steel  
**SCORED HITS:** Best 2 per paper (T1-T6)  
Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** CCPC 3-Gun

**STAGE PROCEDURE:** At the start signal, engage 5 plates in Area A. Place shotgun in rack at Box A with safety on, retrieve rifle, arm, and engage T1-T6, 2 shots each, when visible in Area B.

All Ammo must be carried on shooter's body or gun.  
Rifle Hit on Steel is an IMMEDIATE DISQUALIFICATION.

