

Richwood Gun and Game Club1	<b>Stage 1 RPS</b>	3-Gun March 2019
<b>GUN READY CONDITION:</b> Pistol- chamber empty, loaded mag inserted, holstered. Rifle- loaded, Safe, in pick up barrel. Shotgun- loaded, Safe. All guns at Division capacity.		<b>TARGETS:</b> <u>Shotgun</u> - 6 KO steel, 1 stationary clay bird, 2 poppers. <u>Rifle</u> - 6 plate rack, mini-popper. <u>Pistol</u> 4-3G paper, Double Helix and 3 plate rack <b>SCORED HITS:</b> Steel down, bird broke or 1 pellet hole, center hit or 2 holes in paper <b>RULE:</b> Latest 3 Gun Nation <b>NOTE:</b> Pistol may NOT be drawn and racked until crossing fault line <b>PAR TIME:</b> 120 seconds <b>WALK THRU:</b> 5 minutes <b>SHOTS REQUIRED:</b> 17 pistol, 7 rifle, 9 shotgun
<b>STAGE PROCEDURE:</b> Starting with shotgun at port arms, engage 6 KO steel, 1 clay bird and 2 poppers while moving between fault lines. Dump shotgun-SAFE. Retrieve rifle and engage plate rack and mini-popper. Dump rifle-SAFE. Move to pistol area, rack slide only after crossing fault line and engage 4 paper targets, double Helix and 3 plate rack.		

See Sketch Up Stage 1  
for layout.