

# Nomads Tactical Three Gun Competition – 5 stages

## Firearms required:

- \*Semi-auto pistol, any caliber, open sights, max 6" barrel length, two magazines with at least 8 round capacity each. (Total 44 rounds needed)
- \*Rifle with scope or red dot WITH magnifier, no open sights allowed - any caliber (Total 10 rounds needed)
- \*Pump or semi-auto shotgun in 20 or 12 gauge (Total 6 rounds needed)

1. **PISTOL:** Any caliber, open sights, max 6" barrel length

**@ Steel Pistol Plate Range: \*Round count: 16 pistol**

**Setup:** Pistol staged on barrel at slide lock with two magazines of 8 rounds each next to the pistol.

On buzzer, shooter will approach barrel, pickup pistol and make hot. Firing one shot on each of eight designated steel plate targets. At slide lock, shooter will change magazine and repeat eight shots in the reverse order. Timer will stop on shot # 16.

**Penalties:** Each miss is 5 seconds added to your total time.

2. **Shotgun:** 20 or 12 gauge semi or pump

**@ Shotgun Bay: \*Round count: 6 bird or buck shot (no slugs)**

**Setup:** Shotgun staged with chamber open. Six shot shells in the 'Wilson Wall' holder.

On buzzer, shooter will approach the Wilson Wall, load the shotgun with one round and shoot at the designated target from the designated positions while loading one round per shot - per position. Timer will stop on shot # 6 from the shotgun.

**Penalties:** Each missed shot will add 5 seconds to your total time.

3. **Pistol:** Any caliber, open sights, max 6" barrel length

**@ Pistol Bay \*Round count: 16 pistol**

**Setup:** Pistol staged on barrel at slide lock with two magazines of 8 rounds each next to the pistol.

On buzzer, shooter will approach, make pistol hot and shoot at eight steel plate targets on the left side knocking them over. At slide lock, shooter will change magazine and resume shooting at the eight steel plate targets on the right side knocking them over. Timer will stop on shot # 16.

**Penalties:** Each steel plate pistol target left standing will add 5 seconds to your total time.

4. **RIFLE**-Any style with magnified optic (Scope or Red Dot with magnifier - No Open Sights allowed) Shooter may use a Bipod or Sand bag if desired.

**@100 yard Rifle: \*Round count: 10 rifle**

**Setup:** Rifle on bench with 10 rounds staged next to it. On buzzer, shooter will approach bench, sit, load one round and fire at the designated 10" diameter steel target at a distance of 100 yards. 10 total shots loading only one round per shot at the target. Timer will stop on shot # 10.

**Penalties:** Each miss is 10 seconds added to your total time.

5. **Pistol:** Any caliber, open sights, max 6" barrel length

**@ Shoot House: \*Round count: 12 pistol**

**Setup:** Two magazines of 6 rounds each. On range masters command, pistol in hand, made hot and at the low ready.

Second magazine on shooters support side of body. On buzzer, shooter will enter the Shoot House and fire one shot to each designated steel target and changing magazine when needed as shooter progresses through the house. Timer will stop on shot # 12.

**Penalties:** Each miss is 5 seconds added to your total time. Each hit on a 'Friendly' target is 10 seconds added to your total time.

## OPTIONAL ADDITIONAL EVENT:

**Paint Can Challenge** - \$5/shot or \$20/5 shots. Center fire pistol, 6" max barrel length, open sights, standing unsupported 100 yard shot at a spray paint can. Can must rupture to win. Winner/DU split the pot 60/40.