



Houston Chapter  
American Petroleum Institute

# 16th ANNUAL THREE GUN CHALLENGE

Friday, March 24, 2016 – KELLC RANGE (AREA 59)  
7427 Randon School Rd., Rosenberg, TX 77471

## **FORMAT FOR 2017 EVENT:**

The goal of the API event is provide a safe and fun shooting challenge with stages for pistol, rifle and shotgun. Scoring is based on time and accuracy using paper targets and reactive steel. This is a team event with 5 shooters per team whose aggregate score determines HOA Team as well as a HOA individual winner. Scores will be posted on the API website: [www.api-houston.org](http://www.api-houston.org)

## **SCHEDULE:**

AM Flight		PM Flight	
6:30 am	Check in – Registration	11:30 am	Check in – Registration
7:30 am	MANDATORY Safety Briefing	12:30 pm	MANDATORY Safety Briefing
8:00 am	Competition Begins	1:00 pm	Competition Begins
1:00 pm	Gun Drawing / Awards	5:00 pm	Gun Drawing /Awards

## **THE FIRST RULE**

Safety First. All guns unloaded, chambers open and long guns carried muzzle up. No handling of pistols except at the safe table or under the direction of the Range Officer. You will be disqualified and escorted off the course for unsafe gun handling.

## **GENERAL RULES:**

1. All shooters must be current API Houston Chapter members. Membership is available at registration or on the API website.
2. All shooters and guests MUST wear hearing & eye protection on the course.
3. You must be present for the entire Safety Briefing to participate. NO EXCEPTIONS.
4. Only four-wheel vehicles with bench style seats will be allowed. (Golf carts and mule-type units)
5. No alcoholic beverages allowed on the premises (before, during or after event).

## **GUN HANDLING RULES:**

1. Do not holster your pistol until it is checked at the safe table. Bring your unloaded guns to the safe table in their cases. Guns must be checked by the Range Officer at safe table upon arrival. You will receive a colored wrist band to wear upon safe table check in and without the band you will not be able to participate.
2. If you are CHL or LEO you may arrive, leave and roam the facility with a loaded concealed weapon; however, if you participate in the shooting event you must make safe at the safe table and run the range cold at all times.
3. Do not handle pistols except at the safe table or on the line of fire under the direction and supervision of the Range Officer.
4. Rifles and Shotguns must be kept cased. You may only uncase and case your rifle and shotgun at the

safe table located at each stage. When moving your rifle or shotgun from the safe table to the rifle/shotgun rack or to the line for shooting, always carry the rifle / shotgun muzzle up, bolt or chamber open at all times. THIS IS A CHANGE FROM PRIOR YEARS. DO NOT UNCASE OR CASE YOUR GUNS ON YOUR SHOOTING CART OR AT YOUR CAR IN THE PARKING LOT.

5. While holstered, pistols must remain unloaded, hammer down (for those with external hammers) and with no magazine in the pistol.
6. You may load magazines to full capacity. You may carry as many magazines as you want. You may NOT top off (put one more round in the mag) once you have made your gun HOT.

### **GUNS & AMMO:**

1. Only 9mm or larger caliber pistols. Semi-Autos only, Revolvers are not permitted. Pistols must be production guns without optics or aftermarket compensators.
2. Pistol holsters must be on the shooters strong side, no cross-draw or shoulder holsters allowed.
3. You may NOT share a pistol or holster with a team mate. This slows down the event. Rifles and shotguns may be shared by team members.
4. Rifles must be .223/5.56 ONLY. No full auto rifles permitted. Optics and compensators are permitted.
5. Suppressors are NOT permitted. The Timers have difficulty picking up suppressed fire.
6. ABSOLUTELY NO INCENDARY, TRACER, STEEL CORE or PENETRATOR AMMO. ANY PERSON SHOOTING THIS TYPE OF AMMUNITION WILL BE RESPONSIBLE FOR ANY TARGET DAMAGES, DISQUALIFIED AND ASKED TO LEAVE.
7. Shotguns may be 12ga or 20ga, Pump or Semi-Auto, ammo must be 7.5 or smaller lead shot.
8. NO SLUGS, NO BUCKSHOT, NO STEEL SHOT.
9. Round count for the event will be emailed to team captains 1 week prior to the event.

### **SCORING & PRIZES:**

1. You must have two hits on each paper shoot target and a visible hit on steel. Misses are scored as a time penalty. Fastest time, plus penalties if any, determines your score for a stage.
2. All participants must help tape and set targets to speed up the tournament. Your team will receive a 10 second penalty which will be divided and applied to each member for not taping at each station.
3. Score is final when shooter leaves stand as directed by the Range Officer.
4. Ties for the Team event will be settled by scorecard shoot-off. Best team score from a randomly chosen station.
5. If a shooter from the AM flight shoots in the PM flight, the PM team must accept the shooter's AM flight score.
6. You must be present to win door prizes.