



19th ANNUAL THREE GUN CHALLENGE

Friday, March 20, 2020 – KELLC RANGE (AREA 59)

7427 Randon School Rd., Rosenberg, TX 77471

FORMAT FOR 2020 EVENT:

The goal of the API event is to 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

SCHEDULE:

AM Flight		PM Flight	
6:45 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 long guns are to be unloaded, chamber flag inserted and carried cased. Pistols must remain holstered or cased after the safety check in. 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 (if signing up online, it must be done at least 24 hours before event so your name is on the current roster at event).
2. All shooters and guests MUST wear hearing & eye protection on the course and complete a Waiver.
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, magazine out guns to the safe table in their cases. Guns must be checked in by a 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 WITH CHAMBER FLAGS INSERTED AT ALL TIMES. 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. 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 aftermarket compensators. **Factory ported barrels are permitted. Pistols may have red dots attached to the slide** (carry optics).
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 teammate. This slows down the event. Rifles and shotguns may be shared by team members. **Please – PLEASE – for safety and to run the event efficiently, make sure your team members are familiar with the operation of all guns they will share.**
4. Rifles can be PCC 9, 40, 45, and .223/5.56 ONLY. No full auto rifles permitted; **no binary triggers may be used**. 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 DAMAGE, MAY BE 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. Stage descriptions and 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 only. 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 event.** Your team will receive a 10 second penalty which will be divided and applied to each member for leaving the stage area early, not taping and setting up targets. Helping is critical for the event to run efficiently and finish on time.
3. Score is final when the shooter leaves the stage and the next shooter begins shooting.
4. If a shooter from the AM flight shoots in the PM flight, the PM team must accept the shooter's AM flight score.
5. You must be present to win door prizes.

We hate to see the rules get longer every year, but the competitors get better, cleverer, and more serious about winning and we try to keep things fun, safe and competitive for all. If you have questions about the rules, ask a Committee member before the event, or the Range Master the day of the event.

