

TOP GUN TRIATHALON

Presented by Upper Adams Fish & Game, Inc.

Top Gun was set-up for enjoyable competition. Poor sportsmanship will not be tolerated, competitor will be immediately disqualified. Rules will be strictly enforced.

Top Gun consists of three stages: shotgun, pistol, and rifle. Prizes will be awarded for each stage and for total combined scores of all events. Competitor must shoot all three stages to qualify for any prize. There will also be a two man team event. This event will qualify for total combined score only.

Cost:

Individual:	\$25.00
Team Event:	\$5.00 per person (2 person team)

Prizes: All prizes will be in the form of cash. *(Amount of places are subject to change. This will be determined by the amount of shooters that are registered and present the day of the shoot.)*

Individual:

Shotgun:	Minimum of 3 places
Pistol:	Minimum of 3 places
Rifle	Minimum of 3 places
Individual Combined Score:	Minimum of 4 places

Team:

Team Combined Score:	Minimum of 3 places
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Club opens @ **6:30 A.M.** You must be registered before **8:00 A.M.** All rules will be read aloud at **8:15 A.M.** Competition will start promptly at **9:00 A.M.** Note: It is possible, depending on number of competitors registered, that this event may require two days. If this is required we will shoot shotgun and pistol on Saturday and the rifle on Sunday. Starting times will be promptly at 9:00 A.M. Saturday and if need be 11:00 A.M. on Sunday. If two days are required we will shoot no later than 7:00 P.M. on Saturday.

General Rules

Safety is the main concern of all Range Officers and competitors. There will be **NO ALCOHOLIC BEVERAGES PERMITTED.** *(Person(s) will be asked to leave and will not receive any refund and will be disqualified.)* Competitors are advised to wear eye and ear protection.

- All rifles and shotguns must have their action open and a unloaded chamber and magazine until competitor has reached the firing line.
- Pistols must remain cased and unloaded until competitor reaches firing line and is given the command to load and holster.
- Range Officers will have final say as to scoring of targets and times. Any question must be asked before competitor fires each event. The competitor will be allowed **No Alibis**, with the exception of the failure of club equipment.
- Each stage consists of 100 possible points, 300 possible total points. A two-man team has 600 possible total points.
- Any ties to be shot off will be shot on Sunday if there is not enough time on Saturday after all competitors are finished.
- Any competitor not able to shoot off ties that are required to be shot off will forfeit to a lower position. I.e. if you are tied for second place and cannot shoot off the tie then you will receive third place.
- Any ties for the Total of the Day will be shot off by shooting Round 3 of the running deer. (3shots)

Stage One – Shotgun

Shotgun must be 12 gauge or smaller. Ammunition shall be a 2-3/4” shell having not more than 1-1/8 oz. of shot and size of shot shall be no larger than #6. Any sights may be used.

Competitors will shoot one round of trap consisting of 25 birds, 5 birds from each station. Each bird will have a value of 4 points. When birds are called for, the butt of competitor’s shotgun must be below the point of the hip.

Ties will be broken by the longest reverse run. Any ties still remaining will be broken by shooting one bird at each station. Miss and out.

Competitors will load only one round at a time, when it is their turn to shoot. At no time will any rounds be allowed in the magazine of competitor’s shotgun. If a second shot is fired it will be counted as a miss (Resulting in a score of 0 for that bird)

Stage Two – Pistol

Pistol must be 35 caliber or larger, double action revolver or semi-auto. Any ammunition compatible with weapon may be used. Iron sights only are permitted. Holsters must be strong side only. No cross draw or shoulder holsters are allowed.

Special Rules – Only six rounds may be loaded at any one time. Competitor may not load 1st round until given command to load and holster by Range Officer. Muzzle must point down range at all times. The time will be limited to three minutes. Target will be a standard B27 silhouette and scored using police scoring.

Competitor will start at 50 yard line. Engage one target from standing position, then move to 40 yard line and engage another target from prone position, then move to 30 yard line and engage another target from the kneeling position over a barricade, (this target will have a hostage covering at least 1/3 of the target). Then move to 20 yard line and engage another target standing with strong hand from behind strong side of barricade. Then move to 10 yard line and engage a separate target standing with weak hand from weak side of barricade. Each target will be engaged with a maximum of 4 shots. Any more than 4 shots showing on one target will have highest score subtracted for that target for each extra shot. Any shots on hostage will have highest score subtracted for that target for each shot on hostage. Ties will be broken by X count. Any ties still remaining will be broken by least amount of time used.

Stage Three – Rifle

Any center fire rifle may be used. (*NO SEMI OR FULL AUTO*) Rifle should have a capacity of at least five round (But is not required). You must use the same rifle for all four rounds. Any ammunition compatible with weapon may be used. Iron sight or Scope may be used. The time will be limited to two minutes for standing targets. *There will be NO bulls eye target on the deer as used in the normal running deer shoots.*

Round one, at a distance of 100 yards, will be five shots at a slow moving deer target moving from right to left. Round two, at a distance of 100 yards, will be five shots at a standing deer target. Round three, at a distance of 100 yards, will be five shots at a fast moving deer target moving from right to left. Round four, at a distance of 200 yards, will be five shots at a standing elk target. Ties will be broken by using highest score from round three. Any ties still remaining will be broken by shooting round three again, 3 shots only. All shooting in Stage Three will be done offhand. Slings are permitted.

DEFINITIONS

STRONG HAND – Hand normally used in everyday activities, i.e. If you are right handed, your right hand would be your strong hand.

WEAK HAND – Opposite of strong hand.

STRONG SIDE HOLSTER – Holster worn on the same side of your body as your strong hand.

STRONG SIDE BARRICADE – Competitor must shoot from the same side of the barricade as strong hand. One foot must be behind barricade and competitor must touch the barricade.

WEAK SIDE BARRICADE – Opposite of strong side. Same rules apply for foot placement and must be touching the barricade.

KNEELING POSITION – One knee must touch the ground and one elbow must touch the barricade.

PRONE POSITION – Shooter must face target, with one knee, one elbow and at least part of the stomach must touch the ground.

FOR MORE INFORMATION CONTACT:

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