



Ravensdale M3G

SHOOTER'S MANUAL

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Ravensdale Mini-3-Gun

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Introduction

Getting a foothold into competitive shooting can be intimidating for many reasons. Challenges such as being a novice shooter, younger or older shooter, shooter from other disciplines, all of which can keep people from exploring new and dynamic range experiences. Ravensdale Mini-3-Gun (M3G) offers men and women shooters of all ages, novice to expert, and with a minimal financial investment, a safe environment where we can test skill, gear, and mindset through instructive and competitive courses of fire.

Mission

Ravensdale M3G strives to create a SAFE, friendly, instructive, and competitive environment for shooters looking to get into action-oriented shooting. Shooters will build an effective personal shooting platform by participating in basic courses of fire involving Pistol Caliber Rifle, Defensive Shotgun, and Modern Pistol. Participants will quickly identify and **improve** on deficiencies in their shooting mechanics, gear, and competitive mindset. The atmosphere is not intimidating, so everyone regardless of skill level, can up his or her game. Each M3G Match provides an opportunity to reach new levels of confidence and improve proficiency in their total shooting system.

Vision

The membership of Ravensdale M3G seeks to build a diverse community of safe and confident shooters, who through their own success will encourage new shooters to join in a growing and practical sport. M3G strives to evolve and refine its courses of fire and rules of engagement with the overall goal of begin a fun and safe sport for all to enjoy.





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Match Day Prep

M3G Competitors please review this brief list of general information and match day preps prior to competition.

Match Day General Information:

- Match Frequency – match days are on the 4th Sunday of the month. Monthly matches are scheduled from April – October.
- Location – Cascade Shooting Facilities in Ravensdale, WA.
- Match Time – Registration is 9:00 – 9:30 am.
- Competitor meeting will begin at 9:45 am.
- Each Match will have 4-6 stages and try to end by 4:00 pm or sooner.
- Admission – The 2019 season is invitation only for CSF members and non-members. The 2020 season will likely be open to the public.
- Match Fee – The 2019 season is considered a trial period and no fees will be charged (donations for paint and supplies is appreciated). The 2020 season match fee will be \$10.00 per competitor.
- Competitors are urged to use the **online signup** process to ensure a slot for match day.
- Minimum Ammo Requirements:
 - 100 Rifle (pistol caliber or .22LR)
 - 100 Pistol (9mm or higher)
 - 50 Shotgun (12 ga. 7 ½ or 8)
- Belt, Holster, Mag Pouches – make every effort to test your gear prior to competition. There is not excessive reloading but competitors should have at least one mag pouch for rifle, one for pistol, and a means to hold shotgun shells such as a caddy or shell carrier.
- Clothing – wear clothing appropriate for the weather conditions and for movement. Shoes that give traction and support for running and standing for long periods.
- Food, Snacks, Water – Bring a lunch, snacks, energy bars, to ensure you have sustainable nutrition. Stay hydrated!
- Hearing and Eye Protection – MANDATORY.
- Written Stage Briefing (WSB) – Review the WSB prior to the match (posted online).
- M3G Rules – Review and understand the rules prior match day (M3G Shooter's Manual).
- Pre Check Gear – Gather and check your gear the night before the match. It is no fun to show up and realize you left an important item at home in the safe.
- Bring a good attitude!



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M3G Rules

1.0 Safety Rules

1.1 Ravensdale Mini-3-Gun (M3G) Rules:

1.1.1 It is the competitor's responsibility to read and understand the rules set forth by M3G and agree to be subject to these rules while participating in any M3G event.

1.2 Written Stage Briefing (WSB):

1.2.1 It is the competitor's responsibility to read and understand the WSB and obey any special conditions or requirements stipulated therein, and rule differences for from the main rulebook shall be written in the WSB and will be the governing rules as stipulated for that particular **Course of Fire (COF)**.

1.3 Federal and State Law:

1.3.1 It is the competitor's responsibility to know, understand, and adhere to all Federal, State, and Local Regulations regarding the use and transportation of firearms, including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any firearm regulated by NFA rules.

1.4 Cold Range:

1.4.1 All M3G events will be run on a COLD RANGE.

Definition: When the condition of the firing range requires all firearms to remain unloaded at the event site except under the direct supervision of a Range Officer (RO).

1.5 Chamber Safety Flags:

1.5.1 All M3G events require the use of chamber safety flags to indicate clearly, the safe condition of a firearm.

1.5.2 Chamber safety flags are required for all carried, slung, cased or uncased firearms unless holstered or under the direct supervision of a Range Officer (RO).

1.6 Firearm Designated Tables:

1.6.1 All designated grounding tables MUST be level and stable, to prevent loss of control of the firearm during the abandon and grounding process. Designated grounding tables must be placed facing a direction that will allow the competitor to move throughout the rest of the COF without breaking the 170-degree rules with relation to the grounded firearm.

1.7 Safe Areas:



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1.7.1 When available, Safe Areas will be clearly marked with signs and unloaded firearms may be handled and or displayed in Save Areas only.

1.8 Transporting Firearms: (To and from vehicles or between stages.)

1.8.1 Pistols must be transported from vehicles or between stages, cased with slide forward on a chamber safety flag or remain holstered.

1.8.2 Long Guns must be transported with the bolt closed on a chamber safety flag, detachable magazines must be removed and magazine tubes unloaded.

1.8.3 Long Guns must be cased OR if hand carried or slung, the muzzle must be pointed up.

1.8.3.1 Using a cart where muzzles are pointed downward is allowed.

2.0 Range Commands

2.1 Course of Fire:

2.2.1 The Course of Fire (COF) begins with the “MAKE READY” command and ends after the command “Range is Clear”.

Note: The most powerful command on the range is:

2.2 “STOP!”

2.2.1 The “STOP” command may be issued by any RO assigned to the stage at any time during the COF.

2.2.2 The competitor must immediately cease firing, stop moving and wait for further instructions from the RO.

Note: This command means the RO has determined something occurred that requires all shooting to cease.

2.3 “MAKE READY”.

2.3.1 The “MAKE READY” command signals the official start to the COF, and everything moving forward must be done under an RO’s direct supervision.

2.3.2 When multiple firearms are be used during the COF, the RO will direct the competitor through the preparation of all firearms starting at the most downrange set up station, moving back as necessary, ending at the start position. The competitor will then assume their start position.

2.4 “ARE YOU READY?”:

2.4.1 The “Are You Ready” command will be issued by the RO after the competitor has settled into their starting position.



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- 2.4.2 There is NO response necessary from the competitor to proceed after this command if they are ready.
- 2.4.3 If the competitor is not ready, they must indicate as such. If they indicate they are not ready, the RO will pause, and then repeat the command “Are You Ready?”
- 2.5 “STAND BY”
 - 2.5.1 The RO will give the “Stand By” command and activate the start timer indicating the COF within one to four (1-4 sec) seconds following the no response from the competitor.
- 2.6 “IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR”:
 - 2.6.1 When the competitor has finished shooting, the RO will give the command “If You Are Finished, Unload and Show Clear”.
 - 2.6.2 If they are finished, the competitor MUST lower their firearm and present it for inspection by the RO with the muzzle pointed down range, magazine removed or tube emptied, slide/bolt locked or held open and the chamber empty.
- 2.7 “IF CLEAR, HAMMER DOWN”:
Once the RO has inspected the firearm, one of the following commands shall be issued.
 - 2.7.1 Pistol: “If Clear, Hammer Down, Holster”
 - 2.7.2 Rifle and Shotgun: “If Clear, Hammer Down, Flag”
 - 2.7.2 The RO will then accompany and instruct the competitor to safely unload all other firearms that were used in the COF.
- 2.8 “RANGE CLEAR”:
 - 2.8.1 The “RANGE IS CLEAR” command CAN only be issued after the competitor and the RO have cleared all firearms.
 - 2.8.2 Once this command is given, it indicates the official end of the COF and officials and competitors may then move down range to score, paste and restore targets.
- 2.9 Additional Verbal Safety Warnings:
 - 2.9.1 “FINGER”: This verbal warning may be issued anytime in the COF before stopping a competitor for a trigger discipline violation.
 - 2.9.1.1 The competitor’s finger must be visibly outside the trigger guard when loading, reloading or unloading during a COF and while clearing a malfunction.



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- 2.9.2 “MUZZLE”: This verbal warning may be repeated at different location in the COF as needed when the competitor’s muzzle approaches the 170-degree Safety Plain.
- 3.0 **Staging and Grounding Safety Conditions**
- 3.1 There are only two (2) acceptable methods to safely stage a firearm, unless stipulated in the WSB: Stage “EMPTY” and Stage “CRUISER READY”.
- 3.2.1 Stage “EMPTY”: At the direction of the RO, the competitor will safely stage the long gun or pistol with no ammunition in the firearm, placed in a safe direction, and with the safety on.
- 3.2.2 Stage “CRUISER READY”: At the direction of the RO, the competitor will safely stage the long gun or pistol in a safe direction, with safety on, and loaded magazine or tube, **WITH NO AMMUNITION IN THE CHAMBER.**
- 3.3 Grounding the Firearm is acceptable for (2) purposes during the COF: When **transferring** to the next firearm as directed by the WSB, and in the situation of a **major malfunction** signaling the firearm inoperable.
- 3.4.1 Transferring: As directed by the WSB and in the COF a competitor will GROUND the firearm to transfer to the next firearm. During the Transfer, the competitor will:
- Remove the magazine or empty the tube magazine
 - Rack the firearm (at least once)
 - Place the firearm down on SAFE and in a direction not breaking 170-degrees
- Note: the firearm does not need to be locked open when grounded.
- 3.4.2 Grounding Minor Safety: A 10-second minor safety will be charged to the competitor if a firearm is grounded and not on SAFE.
- 3.4.3 Grounding Stage DQ: A Stage DQ will be charged if the competitor grounds a firearm with ammunition in the firearm.
- 3.4.4 Grounding Match DQ: A Match DQ will be charged if the competitor grounds a firearm with a round in the chamber **whether the firearms is on safe or not.**
- 3.5.1 Grounding for Major Malfunction: a major malfunction occurs when the shooter cannot successfully perform a condition failure drill to regain operability of the firearm.
- 3.5.2 Grounding an inoperable firearm will require the competitor to signal to the RO by clearly saying “BAD GUN”, then remove the magazine, rack the slide or bolt (if possible), place the firearm down in a safe direction and with the SAFE in the “ON” position.



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- 4.0 **M3G Targets: M3G targets are painted black for clear determination of hits and are repainted after each competitor.**
- 4.1 Targets will generally be stationary steel or reactive “poppers” or falling targets.
- 4.2 Target distances will vary from ranges of 40 yards (Rifle) to CQB distances at approximately 10 yards.
- 4.3 Target sizes vary from 1/3 and 1/4 IPSC silhouettes, 16”, 10”, and 8” circles.
- 4.4 Other targets may be utilized, such as clay targets and will depend on the COF design.
- 5.0 **Scoring and Penalties: Match scoring will be based on a total time plus penalties.**
- 5.1 Engagement: Target engagement is generally two (2) hits on target unless otherwise specified in the WSB. The competitor may fire on a target as many times as necessary to achieve full engagement.
- 5.2 Hits on target are assessed by clear marks on a painted target, or a knocked down faller, or a broken clay target.
- 5.3 Misses are charged as 5-seconds per miss and will be confirmed by a visual “hit” count or steel, or a standing faller, or a clean clay target.
- 5.4 Failure to Engage: In the event a competitor does not engage a standing target, each possible hit is charged as a 5-second penalty. A falling target or clay target is charged as one (1) 5-second penalty.
- Note: The competitor passes a steel target without engagement receives a total of 10 seconds in penalties as a Fail To Engage.
- 5.5 Procedural – A 10-second penalty is charged when a competitor fails to follow the WSB directions during the COF.
- Note: The Competitor engages a target or array of targets out of order per the directions of the WSB. Or, a competitor engages a target in a manner that was not specified in the WSB.
- 5.6 Stage Disqualification (SDQ) – A competitor receives a SDQ for any of the following:
- Dropped unloaded gun
 - Brakes 170 degree
 - Reckless movement (out of control)
 - Round in gun on table while on safe
 - Fail to index after warning
 - Any unsafe gun handling not triggering a Match DQ



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5.7 Match Disqualification (Match DQ) – A competitor receives a Match DQ for any of the following:

- A second SDQ for actions listed above
- Dropped loaded gun
- Accidental discharge less than 5 yards from competitor
- Flagrant non-sportsman conduct
- Under the influence of narcotic or alcohol
- Accidental discharge over the berm or round leaving the range
- Any unsafe gun handling that violates a reasonable standard of safety rising to the level of negligence

6.0 **M3G Firearms: Pistol Caliber Rifle (Carbine), Shotgun, Pistol.**

6.1 Rifle: Pistol caliber semi-auto such as AR platform, Ruger PC9, or other.

6.2 Shotgun - Any shotgun to include, double, pump, semi-auto (gauge strong enough to down poppers not exceeding 12 gauge).

6.3 Pistol - Any modern firearm 9mm or larger. You may use a double action revolver with speed loaders and be entered into a "Vintage" category.

6.5 Rifle Minor (.22 cal.) - You may use a .22 caliber semi-auto, such as a Ruger 10-22 or Colt AR clone, and will be entered into the "Rim-fire" category.

6.6 Serviceable Firearms – All firearms intended for competition will be subject to inspection for serviceability before, or at any time during a match. A serviceable firearm is in sound and workable condition to include, safety, feeding and chambering, semi-auto fire, sighting, and any additional functionality intended by the manufacturer of that specific firearm. The match director or R.O. will make the determination of the serviceability of the firearm called into question. A competitor who uses a firearm deemed not safe or serviceable will receive a match disqualification. If a firearm becomes unserviceable during a match, the competitor may choose to use an alternate firearm that is serviceable.

7.0 **Ammunition**

7.1 Match Minimum Requirements - 100 pistol, 100 rifle, 50 shotgun.

7.2 Pistol - Any lead, washed, or jacketed ammo (no power factor).

7.3 Shotgun - Standard Trap / Target Loads shot size 7 1/2 or 8 will work.

7.4 Rifle - same as Pistol

7.5 Rifle Minor - any 22 caliber that can be loaded via separate magazine i.e. Ruger 10/22.