



Houston Chapter  
American Petroleum Institute

# 11th ANNUAL THREE GUN CHALLENGE

Monday, March 5, 2012 - American Shooting Center

## **FORMAT FOR 2012 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. There is a team event with 5 shooters per team whose aggregate score determines HOA Team as well as a HOA individual winner. Results will be posted on our web site about a week after the event. Awards may be picked up at the API office or they will be mailed to you.

## **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	5:00 pm	Gun Drawing

## **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) Golf cart rental is available through American Shooting Center by contacting Jeani Duke at (281) 556-8086.
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 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. That includes the main event and the game portion of the event.
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. 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. During the event, you will be required to carry your pistol in a strongside holster secured at the belt at all times. No cross-draw, shoulder or thigh 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 or larger caliber. No full auto rifles permitted. Optics and compensators are permitted on rifles.
5. ABSOLUTELY NO INCENDARY, TRACER, STEEL CORE or PENETRATOR AMMO.
6. Shotguns may be 12ga or 20ga, Pump or Semi-Auto, ammo must be 7.5 or smaller lead shot.
7. NO SLUGS, NO BUCKSHOT, NO STEEL SHOT.
8. Round count for the event will be emailed to team captains 2 weeks prior to the event.

### **SCORING & PRIZES:**

1. 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.
2. Score is final when shooter leaves stand as directed by the Range Officer.
3. Each team captain is responsible for turning in their team score sheets.
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 also shoots in the PM flight, the PM team must accept the shooter's AM flight score to be eligible for a trophy.
6. You must be present to win door prizes.

### **SIDE GAME:**

We will offer a side game this year. The cost is \$10 per entry. You may enter as many times as you wish and each entry will earn you one ticket for a random drawing for a gun! The game will be based on speed and accuracy. You will have 6 steel targets to hit and your time will be your score, misses result in a time penalty. The fastest shooters at the end of the day will have bragging rights. We will have both a centerfire pistol division where you can shoot the pistol you used for the main event as well as a rimfire pistol division for iron sighted .22lr pistols. The start position will not require a holster. The game will start at 9am and end at 3pm. No shooters will be permitted to shoot after 3pm.