

Three Target Silhouette Match-

Start Time - 10:00 AM or after the CCM

The Three Target Silhouette Match is a quick paced match fired at three different distances with Revolvers or Semi Auto Pistols. This match is a great way to hone your strong side – weak side and holster draw skills.

Equipment: Center Fire Revolver or Semi-Auto Pistol.

Side Carry Holster Only - **NO** Back, Crossdraw or Shoulder rigs permitted. Revolver shooters must have 3 speedloaders with appropriate holders/pouches and Semi-Auto shooters must have three magazines with appropriate pouches. Scoring utensils – Pen or Pencil plus chalk or target pasters.

Ammunition: 54 Rounds of ammunition preferably light to mid-load.

Targets: Three B-34 targets will be provided.

- 1 - Revolvers must have at least a six round capacity and revolver shooters must have two speed loaders.
- 2 - Semi Auto Pistol shooters must have three magazines with at least a six round capacity in each magazine.
- 3 - Side Carry Holster **Only** - **NO** Back, Crossdraw or Shoulder rigs permitted.
- 4 - 54 Rounds of ammunition preferably light to mid-load wadcutter.
- 5 - Scoring equipment – Pen or Pencil plus chalk or target pasters.

Course of Fire –

Round 1

Stage 1 –10 yards - 6 shots – **two handed** within 12 seconds – 2 shots at each of three targets.

Stage 2 - 7 yards - 6 shots – one hand **Strong side** within 10 seconds – 2 shots at each of three targets.

Stage 3 - 5 yards - 6 shots – one hand **Weak side** within 10 seconds – 2 shots at each of three targets.

Round 2 - Repeat stages 1 through 3

Round 3 - Ten, Seven and Five Yards.- 18 rounds – three six round shot strings fired consecutively. Shooter starts at the ten yard line and at the sound of the buzzer fires 6 shots – **Two Handed** - 2 shots at each of three targets.

Shooter immediately reloads and moves to the seven yard line and fires 6 shots –

One hand **Strong side** – 2 shots at each of three targets.

Shooter immediately reloads and moves to the five yard line and fires 6 shots –

One hand **Weak side** – 2 shots at each of three targets.

Shooter unloads and holsters an empty firearm.

Scoring: Scoring is 10 points per shot – Maximum score is 540 points minus Round 3 time. Round 1 and 2 each have a possible 180 points and is fired 2 times for a total of 360 points. Round 3 is scored and timed, and has a possible 180 points. Time is the total time to fire the 18 rounds in Round 3. Scoring for the Match will be the totals for Rounds 1 & 2 and the score for Round 3 minus the time.