



April 19-21, 2024

Reveille Peak Ranch

Match Director: Aaron Hayes
Range Master: Jeremy Moore

Please be at your first stage 15 minutes before your scheduled time.

FRIDAY

	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
7:30	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10
8:55	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9
10:20	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8
11:45	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7
1:10	Lunch									
1:30	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 17	Squad 18	Squad 19	Squad 20
2:55	Squad 20	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 17	Squad 18	Squad 19
4:20	Squad 19	Squad 20	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 17	Squad 18
5:45	Squad 18	Squad 19	Squad 20	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 17

SATURDAY

	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
7:30	Squad 17	Squad 18	Squad 19	Squad 20	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16
8:55	Squad 16	Squad 17	Squad 18	Squad 19	Squad 20	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15
10:20	Squad 15	Squad 16	Squad 17	Squad 18	Squad 19	Squad 20	Squad 11	Squad 12	Squad 13	Squad 14
11:45	Squad 14	Squad 15	Squad 16	Squad 17	Squad 18	Squad 19	Squad 20	Squad 11	Squad 12	Squad 13
1:10	Lunch									
1:30	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6
2:55	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5
4:20	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4
5:45	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3

SUNDAY

	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
7:30	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2
8:55	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1
10:20	Squad 13	Squad 14	Squad 15	Squad 16	Squad 17	Squad 18	Squad 19	Squad 20	Squad 11	Squad 12
11:45	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 17	Squad 18	Squad 19	Squad 20	Squad 11
1:10	Lunch / Awards / Prize Table									

Range Map

There are short sections of road near stage 9 and 10 that are one way. Please pay attention to directional signs.



Stage 1

Sponsored by
Nightforce Optics & Accu-Tac

Start Position:

Standing on platform, loaded Rifle at low ready, safety on.

Engagement:

At the start signal engage all targets from anywhere on the platform. No part of your body or supporting gear will be touching the ground.

Targets:

White: 8 knock off, 1 popper.

Black with Orange outline: 8 targets

RO's will call hits on all steel.

Penalties:

White Steel: Unhit target: +10 seconds

White Steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Black Steel: Unhit target: +20 seconds

Black Steel: Target Not Engaged: +10 seconds (in addition to the Unhit penalty)

PAR time: 180 seconds.

Per the current TX3G Ruleset

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Stage 2

Sponsored by
American Defense Manufacturing

Start Position:

Standing at least one foot touching the green start stick.

Shotgun: Loaded, on safe at low ready.

Rifle: Loaded, on safe in dump barrel.

Pistol: Loaded, on safe in holster.

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO.

Targets:

Birdshot (PCC Prohibited): 17 gray knock offs

Rifle: 8 black steel to be engaged while some part of your rifle or supporting gear is touching the barricade. 3 paper

Pistol: 11 paper and 2 white steel.

RO's will call hits on all rifle and pistol steel.

Penalties:

Gray & White Steel: Unhit target: +10 seconds

Gray & White Steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Black Steel: Unhit target: +20 seconds

Black Steel: Target Not Engaged: +10 seconds (in addition to the Unhit penalty)

Paper:

Failure to Neutralize (FTN) (only 1 hit in C or D zone): +5 seconds

Unhit: +10 seconds

Target not Engaged: +5 seconds (in addition to the Unhit penalty)

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

Per the current TX3G Ruleset

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Stage 3

Sponsored by
Burris Optics

Start Position:

Standing at least one foot touching the green start stick.

Rifle: Loaded, on safe at low ready.

Shotgun: Loaded, on safe in dump barrel, in the second bay.

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO. Rifle must be safely abandoned in the dump barrel located in the first bay before proceeding around the berm (not over the berm) to the second bay.

Targets:

Rifle: 19 paper

Shotgun: 2 Slug paper and 15 gray knock off targets, 1 clay

Penalties:

Failure to Neutralize Paper (FTN) (only 1 hit in C or D zone): +5 seconds

Unhit: +10 seconds

Target not Engaged: +5 seconds (in addition to the Unhit penalty)

No Shoot: +5 seconds per hit (max of 2 penalties totaling 10 seconds per no shoot)

Gray Steel: Unhit target: +10 seconds

Gray Steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

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Stage 4

Sponsored by
Kel-Tec & Athlon Optics

Start Position:

Standing at least one foot touching the green start stick.

Rifle: Loaded, on safe at low ready.

Pistol: Loaded, on safe in holster.

Shotgun: Loaded, on safe in dump barrel.

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO.

Targets:

Rifle: 4 black steel and 1 paper to be engaged while some part of your rifle or supporting gear is touching the barricade.

Pistol: 7 white steel & 9 paper

Shotgun: Birdshot: 16 gray knock off targets and 1 clay. 2 green slug targets.

RO's will call hits on all rifle and pistol steel.

Repaint the white pistol steel after every shooter.

Penalties:

Paper:

Failure to Neutralize (FTN) (only 1 hit in C or D zone): +5 seconds

Unhit: +10 seconds

Target not Engaged: +5 seconds (in addition to the Unhit penalty)

No Shoot: +5 seconds per hit (max of 2 penalties totaling 10 seconds per no shoot)

All Steel targets: Unhit target: +10 seconds

All Steel targets: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

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Stage 5

Sponsored by
Luth AR

Start Position:

Standing at least one foot touching the green start stick.

Rifle: Loaded, on safe at low ready.

Pistol: Loaded, on safe in holster.

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO.

Targets:

Rifle:

8 black steel with orange outline

10 paper

4 white steel with black outline

Pistol:

10 paper

4 white steel with black outline & 2 white steel

RO's will call hits on all rifle and pistol steel.

Penalties:

Paper:

Failure to Neutralize (FTN) (only 1 hit in C or D zone): +5 seconds

Unhit: +10 seconds

Target not Engaged: +5 seconds (in addition to the Unhit penalty)

Rifle steel: Unhit target: +20 seconds

Rifle steel: Target Not Engaged: +10 seconds (in addition to the Unhit penalty)

Pistol steel: Unhit target: +10 seconds

Pistol steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

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Stage 6

Sponsored by
AR Gold / PACT Timers

Start Position:

Standing at least one foot touching the green start stick.

Pistol: Loaded, on safe in holster.

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO.

Targets:

30 white steel

RO's will call hits on all targets. All steel needs to be re-painted after EVERY shooter.

Penalties:

White steel: Unhit target: +10 seconds

White steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

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Stage 7

Sponsored by
Briley & Benelli USA

Start Position:

Standing at least one foot touching the green start stick.

Shotgun: Loaded, on safe at low ready (PCC Prohibited)

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO.

Targets:

Birdshot: 37 Gray knock off targets and 1 Spinner

Penalties:

All steel: Unhit target: +10 seconds

All steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Failure to Rotate Spinner: +30 seconds

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

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Stage 8

Sponsored by
US Optic

Start Position:

Sitting on bucket.

Shotgun: Loaded, on safe at low ready.

Rifle: Loaded, safety engaged, laying on platform, muzzle facing down range.

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO.

All shotgun targets will be engaged while sitting on the bucket. Your rear end touching the top of the bucket.

All Rifle targets will be engaged while being on the plywood. You may hang your body or supporting gear off the plywood as long as the majority of you is on the plywood.

Targets:

Shotgun:

Birdshot: 6 gray knock off targets and 6 aerial clays

Slug: 2 green steel targets with green outline.

Rifle: 4 black steel with orange outline and 2 black steel with white outline.

RO's will call hits on all rifle steel & slug targets.

Only the first 3 clay thrown from each thrower will count for score.

Penalties:

Aerial Clay Unhit: +5 seconds

Aerial Clay not engaged: +5 seconds (in to addition to the unhit penalty)

Rifle & Slug steel: Unhit target: +20 seconds

Rifle & Slug steel: Target Not Engaged: +10 seconds (in addition to the Unhit penalty)

Gray knock off steel: Unhit target: +10 seconds

Gray knock off steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

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Stage 9

Sponsored by
XS Sights

Start Position:

Standing at least one foot touching the green start stick.

Pistol: Loaded, on safe in holster

Rifle: Empty, no magazine inserted, slung.

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO.

Targets:

Pistol: 11 white poppers and 2 plate racks.

Rifle: 4 black steel and 4 black steel with white outline.

You must engage at least 1 target from each of the 3 positions: the right side rock, tree between the rocks, and left side rock.

RO's will call hits on all rifle steel.

Penalties:

Pistol steel: Unhit target: +10 seconds

Pistol steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Rifle steel: Unhit target: +20 seconds

Rifle steel: Target Not Engaged: +10 seconds (in addition to the Unhit penalty)

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

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Stage 10

Sponsored by
Vortex

Start Position:

Standing at least one foot touching the green start stick.

Shotgun: Loaded, on safe at low ready

Rifle: Loaded, on safe in dump barrel.

Pistol: Loaded, on safe in holster

Engagement:

At the start signal engage targets with the correct gun from the shooting area, as explained by the RO.

Targets:

Shotgun Birdshot: 13 poppers and 2 flying clays

Rifle: 3 black steel with white outline to be engaged while some part of your rifle or supporting gear is touching the rock.

Rifle: 6 black steel with orange outline to be engaged while some part of your rifle is touching the provided tripod and bag.

Pistol: 10 white steel

RO's will call hits on all rifle steel.

Penalties:

Birdshot & Pistol steel: Unhit target: +10 seconds

Birdshot & Pistol steel: Target Not Engaged: +5 seconds (in addition to the Unhit penalty)

Aerial Clay Unhit: +2.5 seconds

Aerial Clay not engaged: +5 seconds (in to addition to the unhit penalty)

Rifle steel: Unhit target: +20 seconds

Rifle steel: Target Not Engaged: +10 seconds (in addition to the Unhit penalty)

Procedural: +5 seconds

Prohibited Action Penalty: +20 seconds

PAR time: 180 seconds.

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