**Concept:** The Trigger Guard 3 Gun Zombie match is designed for the entry level shooter. It has simple stages that can be shot with stock over the counter equipment. The intent is to create a match that is fun to shoot for everyone. Safety procedures will always be foremost even though the match rules and stage procedures are kept as simple as possible. Range Master will have final ruling on all disputes and questions.

**Safety:** Trigger Guard is a “cold” range and weapons will not be loaded except on the designed firing line as and directed by the range officer. Shooters are not to break the “180” plane with their weapons and the stages will be designed to minimize that possibility. Magazines may be loaded anywhere on the range except the safe area which is designated for handling weapons only (no ammunition allowed in safe areas).. Trigger Guard range safety rules will apply.

**Equipment:** Pistol holsters and magazine pouches/shell holders are encouraged but not required. No special equipment is necessary to participate.

**Courses**

Each stage requiring you to shoot all 3 firearms. There will be 10-20 pistol, 10-15 rifle and 8-10 shotgun targets per stage. Shotgun rounds will all be 71/2 or 8 shot field loads. Firearms will be staged at each shooting position fully loaded, round chambered and safety on (if so equipped) Shooters may reload as many times as necessary to engage targets. All targets are hit or miss, steel targets must fall to count as a hit. Your time is your score, there is a 5 second penalty for each miss.

**DIVISIONS**

**Tactical Optics (Tac Ops)**

**Pistol** - You are allowed to shoot a pistol in 9mm or larger caliber. The pistol must have iron sights. Magazine capacity is limited by magazine length which is roughly 140mm. That means you can use extended base pads for your magazines to bump capacity of your 9mm up to 22 or so rounds.

**Shotgun** - You are allowed to use a 20 gauge or larger pump or semi-automatic shotgun. Shotguns must be traditional tube-fed guns. Magazine capacity is limited to 9 rounds at the start. After the start signal you can load more rounds in your gun. As with the pistol, you can only use iron sights or the typical fiber optic sights found on shotguns. No electronic red dot sighting systems are allowed.

**Rifle** - You are allowed to use a .223 or larger caliber semi-automatic rifle. You are allowed one magnified optic. You can use iron sights or a red dot as well. You are allowed to run offset iron sights with your magnified optic. You cannot use bipods in this division. Magazine capacity is not limited unless stated.

**Open Division**

This division has the same firearms requirements as Tac Ops, but there are no limitations on accessories or modifications, providing the gun is still safe to operate. Magazine fed shotguns are allowed in this division.

**PCC Division**

This division is the same as Tactical Optics, expect instead of a rifle you are using a Pistol Caliber Carbine. You can only use iron sights or a red dot as your sighting system, no magnified optic. The shotgun and pistol rules are identical to Tactical Optics.

**PCC Open Division**

This division is the same as the Open division, except you use a PCC instead of a rifle

**Ammunition: Pistol and Rifle:** Any standard TMJ, FMJ, or lead are allowed.

Steel core, armor piercing or magnum rounds are **NOT** allowed **Shotgun:** Lead Birdshot only, nothing larger than #6 shot is allowed and Steel shot is not allowed

**Stage design**: There will typically be four to five stages with a range officer at each stage and squads will be open so each shooter can, on their own, go to the stage of their choice. Stages will not be high round count. Typical stage round count will be approx. 10-15 rounds per weapon. In most stages all 3 firearms will be used. Some stages may have a limit on number of rounds that can be loaded and reloading may be required. In most cases, weapons will be loaded and chambered and staged for the shooter when they begin their course of fire.

**Procedure:** Shooters will startpistols holsteredor on a table in front of you fully loaded and chambered with safety on (if so equipped). Rifles and Shotguns are staged with magazines loaded and inserted, a round chambered, safety on. On the buzzer, engage targets in any order with as many rounds as necessary to hit the targets. Once targets are hit move to the next shooting position and engage those targets. Magazines can be carried on your person and/or staged on the barrels. Knock over steel targets must fall to score, static steel can be engaged as many times as necessary but must be hit once to score, all paper targets are engaged with as many rounds as you want, your 2 best rounds will be scored.

**Targets:** A combination of paper zombie heads, steel, bowling pins and clay pigeon targets will be used.

**Scoring:** Scoring is time plus penalty. Paper targets require 2 hits inside the head outline and misses add 5 second penalty to your time. A miss on an ariel clay is 5 seconds. Steel targets are hit or miss.