

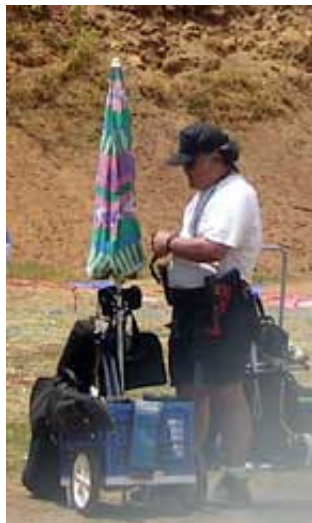
3 Gun Match: A Match Director's Story



Let's see. Bout 3 or 4 months ago, I was assigned to be Match Director for the 2006 3-Gun match.

Hmmm, I think I can do that. We want some interesting, fun, and challenging stages. I'd better get started now.

A couple of guidelines for myself, a loud gun to end the stage. This is so the timer can pick up the shots. Sometimes the timer misses the mouse caliber rifles shots. Also, we need some far shots for rifle, and some sort of reloading challenge. Choices. Yeah, gotta have "as you see them" engagements. We want this to be an IPSC match. No box to box stuff. Well, maybe for the standards. Low prop count so we don't have to setup on Friday, OK, that's enough to start. I'm sure there will be more.



After much head scratching and playing trashcan basketball with rejected stages, I have five stages. Well, maybe we can dream up more at the Board of Directors meeting. The review goes well, but there are concerns with targets that the shooter may engage with rifle or pistol. OK, lets change that to "must engage that array with this weapon." Next stage. And so the review goes for all stages. Now we get to dream up a couple of new ones. Great, eight stages



pop-up poppers on each day. Does any stage interfere with its neighbor? Yes, move them around again. I think we're ready.

Match day. Setup goes fine. So does the briefing. We get to shoot!! Stage

one, why did I shoot those from there? Shoulda ran up closer. Stage two, don't forget the two targets on the left.



Forgetting those will be really costly. Stage three, I did load slugs into my shotgun, didn't I? Whew, yeah I did. Stage four, hey, there's a sweet spot for the steel. As MD, I don't like that. As a shooter, it is there so use it. We finish a little later than normal, but nothing to worry about. Tomorrow is another day. Time to go home, eat and unwind.



Second match day. Setup seems to be going fine. Oh no. Stage 8 has choke pass-thru's. How do we fix it? After numerous rearrangements, we have something workable. Thus we start. Stage five, the runner. I can't wait to shoot this one. Stage six, the room. Gotta remember to... and so it goes.

Everything goes fine until... 3 PM and everyone still has two stages to

shoot. OH NO... What to do?? Well... the only thing we can do is throw out a stage. But which one. Lets see, squad one shot stage 5 and 6, squad 2 shot 6 and 7, and squad 3 shot 7 and 8. Stage 5 is a biggie and two squads need to shoot it. If we throw out stage 5, then squad three need to shoot stage 6 and they're done. Squad two



completed. Now lets count props. Do we have enough poppers? Yeah. Do we have enough pop-up poppers? No. Move stages around so that we have enough

shoots stage 8 and they're done. Squad one shoots 7 and 8 they're done. OK, lets toss stage 5. And I was so looking forward to shooting it.

4 O'clock and squad three has 3 shooters on stage 6. Squad two is done. OH NO... Squad one has not even started stage 8. Heavy sigh. We gotta toss 8 too. I feel sick. Tear down and wait for results. We get results, announce winners and give out prizes. Another 3-gun match is done and on the books. Time to go home, eat, relax, clean guns and prepare for next year. Thank all of you who participated. Without you, we wouldn't put on a match of this size. Tell us what you liked and didn't like. Submit stages and next year will be even better.



To those who didn't play, get off from work, get the guns, borrow the guns and come out to play next year.

As match director, I must apologize for having to throw out two stages because we ran out of time. Stage 8 had too many pass-thrus which creates a stage fraught with problem and reshoots. Looking at the stage diagram, I didn't think there were any pass-thrus, but like they say "looks good on paper." So it had to be fixed. Unfortunately, it took too long to fix and well... you know what happened.



Our web site <http://www.mppl.net> has the scores from the match. Go to the schedule page and click on MATCH RESULTS.

Thank you.
Rob Loui
2006 3-gun MD

Turkey Shoot on November 19th.

Be the great hunter and return with food for your family. Shoot for a turkey or just be a Turkey... either way you're invited to come out and play. I'll be watching for you, Pilgrim...make plans to attend.

A Helping Hand from Ian the Man

Aloha guys.
3-gun match
what fun!
Big question?
How am I going to carry all the stuff.
Can't afford the good wagon. So next best thing was a little laundry basket with wheels. Just so happens my daughter works at Long's.



Long's has a little inexpensive laundry cart for about \$20.00. Check it out. Beats carrying all that stuff. Ian

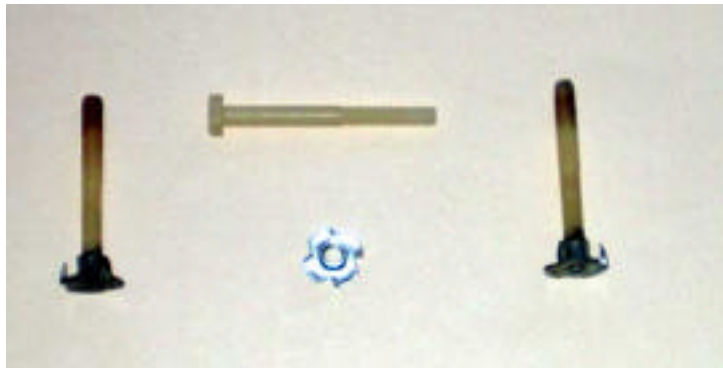
NROI Class- October 21st and 22nd

For those of you who signed up and sent in your \$30, to cover the cost of the class and match fees, Saturday's class will be held at Kokohead District Park from 9:15-4:30. Sunday's class will be held at the range (MPPL has a match is scheduled). Bring your rulebook, something to write with and something to write on.

Remember, you must be a USPSA member in order to take the class and get accredited. If you didn't sign up and still want to take the class, e-mail: mppl@hawaii.rr.com or give Ian a heads up.

To Build or Buy... that's a good question.

The rest of the nation may be celebrating the end of the high-capacity magazine ban, but here in Hawaii we're still restricted to 10 rounders.



It's a fairly easy do-it yourself project to build your own magazine block. For each block you will need a tee nut, a 1/4" nylon bolt and an old credit card (?). To stabilize your magazine block you will need to find a hard material to mount the tee nut to. I've had great success with old credit cards, hotel room keys and membership cards to clubs I've never applied to. Drill a hole to match the tee nut and firmly set the stakes. Cut the card to fit the inside of your magazine. The head of the bolt is cut off and the remaining shaft is screwed into the tee nut. You will need to experiment with the final lengths to determine how long you will need to leave the bolt to limit your magazines to 10 rounds. Check for fit and reassemble your magazine. Once you have determined the correct length for each of your magazines, a drop of crazy glue should secure the bolt and a drop between your block and basepad will make your blocks inseparable.

Or...

You can buy 10 round blocks from Arredondo for STI/SVI and Para Ordnance. Either way works, I've been using the Arredondo blocks for several years with no problems.

You decide...
Build or Buy?



Come my precious... Oct. 28th

If you dare... enter the spooky and weird world of the Halloween Night Match. Match Director, Ian Onaga promises that it will be a hair-raising experience. Enter the Dark side or shoot Limited... we even allow the revolver shooter to howl at their moons. Lean on the headstones or scream with the Banshees...just come feel the *chicken skin* as you face the stages that go bump in the night.

Steel Here? Then you might want to know that Aaron Urasaki is hard at work getting ready for the 2006 Steel Challenged Match. The dates are the 2nd and 3rd of December. Plan to shoot, as a new match format will allow you to shoot 1 or 2 days, but with a twist. Enough for now... I've said too much already. Just watch for updates.

Future Match Days:

- October 8th Classifier stage & rifle sidematch
- October 22nd NROI students officiating-expect some interesting stages.
- October 28th Halloween Night Match
- November 5th Robert's match & shotgun sidematch
- November 19th Turkey Shoot (Keith-MD)
- November 25th Nightmatch (Glen N.-MD)