

LSSC Defensive Multi Gun Match – Rules, Regulations, and Procedures

Section 1 – General Information

1.1 Purpose. The Defensive Multi Gun Match is a test of the competitor's proficiency in the use of firearms in simulated real-world defensive scenarios. The Defensive Multi Gun Match uses firearms that might actually be used for self defense, as opposed to "race guns" that have been especially prepared for competition.

1.2 Competitor Eligibility. The Defensive Multi Gun Match is open to anyone who is experienced in the safe handling of a handgun, rifle, and shotgun. New shooters are always welcome. First-time shooters must complete a new shooter registration form and be approved by the Match Director before they are allowed to compete. Any new shooter with prior training or experience in the safe handling of firearms in a practical weapons, self-defense, combat, or similar competitive shooting environment will be approved to participate in the first match he attends. Relevant experience may include, but is not limited to: law enforcement or military firearms training; regular participation in IDPA or IPSC competition; or formal training at an accredited institution such as Gunsite, Thunder Ranch, Front Sight, or TFFT. New shooters who do not meet these requirements must attend one Defensive Multi Gun Match as a spectator and complete a short Defensive Multi Gun Training Course before they will be allowed to compete.

1.3 Firearms Required. The Defensive Multi Gun Match is a competition that makes use of multiple firearms. Competitors will need a handgun, a shotgun, and a rifle for all matches. For some matches, competitors will need a precision rifle and/or a rimfire rifle. Detailed firearm, equipment, and ammunition requirements are outlined in Sections 6 through 8 of this document.

Section 2 – Safety

2.1 The Four Rules. Safety is of the utmost importance. All competitors are expected to know, understand, and at all times abide by the four basic rules of gun safety:

1. Always treat all guns as loaded.
2. Never point your gun at something that you are not prepared to destroy.
3. Keep your finger off the trigger and out of the trigger guard until your sights are on the target.
4. Always be sure of your target and what lies beyond it.

2.2 Cold Range. All firearms will remain unloaded at the match site except when directed by a match official.

2.3 Eye and Hearing Protection. Eye protection is mandatory for participants, spectators, and range personnel at the match site. Hearing protection is mandatory for participants, spectators, and range personnel while on or near a shooting bay.

2.4 Use of Alcohol or Drugs. Participants or spectators may not consume or be under the influence of alcohol or drugs at the match site.

2.5 Safe Areas. Designated areas are provided for the safe handling of uncased, unholstered, and unloaded firearms. No ammunition is allowed in these areas at any time.

2.6 Handling Firearms Before the Match. In preparation for the start of the match, competitors must take their cased firearms to a designated Safe Area. As each firearm is removed from its case, it must be checked

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carefully to ensure that it is unloaded. Competitors must holster the handgun and place chamber flags in the shotgun and rifle. The long guns must be carried muzzle-up and placed in one of the gun racks provided on each of the shooting bays or placed in a cart specifically designed to safely transport long guns.

2.7 Handling Firearms During the Match. Uncased firearms may only be handled in a designated Safe Area or on the firing line under the direction of a match official. Elsewhere, handguns must remain holstered with the magazine removed and the hammer/striker down. When moving from one shooting bay to another, long guns must be carried muzzle-up with chamber flags inserted. Alternatively, they may be placed in a cart specifically designed to safely transport long guns with chamber flags inserted.

2.8 Handling Firearms After the Match. At the conclusion of the match, competitors must take their firearms to a designated Safe Area, verify that they are unloaded, and place them in their cases.

2.9 The “180 Rule.” Competitors must keep the muzzle of their firearm pointed downrange in a safe direction at all times. A “safe direction” is defined by an imaginary plane extending 180 degrees in all directions (left, right, up, and down) in front of the competitor as he is facing directly downrange. The competitor must not “break the 180” at any time during the course of fire.

2.10 Negligent Discharges. Any shot fired in an unsafe direction or at an unsafe time is not allowed. A round striking the ground within two meters of the competitor is generally considered unsafe.

2.11 Loss of Control Over Firearm. Dropping or losing control of a loaded firearm is a serious safety violation. If this occurs, the competitor should not pick up the firearm until instructed to do so by a match official.

2.12 Disqualification. A competitor will be automatically disqualified from the match if he violates the 180 rule, has a negligent discharge, fails to engage the safety on an abandoned firearm, or loses control over a firearm. At the discretion of the Match Director, a competitor may also be disqualified from the match if he repeatedly engages in any other unsafe or unsportsmanlike behavior.

Section 3 – Match Officials

3.1 Match Director. The Match Director is responsible for soliciting and approving stages, ensuring the availability of targets and props required to support the stages, overseeing setup, running the match, and resolving any issues that arise during the match.

3.2 Match Committee. The Match Committee is responsible for assisting the Match Director in reviewing stage submissions, overseeing setup, running the match, and resolving any issues that arise during the match.

3.3 Stage Designers. Stage Designers are experienced Defensive Multi Gun Match competitors who design stages and submit them to the Match Director for approval. During the course of a match, Stage Designers are expected to set up their stage, conduct walk-thru’s of their stage with all squads, and make themselves available to answer any questions about how the stage should be run. Stage Designers typically serve as the primary Safety Officer on the stage they designed.

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3.4 Safety Officers. Safety Officers are experienced Defensive Multi Gun Match competitors who direct other competitors through each course of fire. The SO ensures that every competitor abides by all safety rules and follows the stage as written; his primary focus is to ensure that the competitor handles his firearms in a safe manner. The SO issues all commands to the competitor and runs the shot timer. He also determines the scoring value for each shot fired. It is essential that all SO's thoroughly understand all of the Defensive Multi Gun Match rules, regulations, and procedures.

3.5 Assistant Safety Officers. Assistant Safety Officers are experienced Defensive Multi Gun Match competitors who assist Safety Officers. The ASO acts as the SO's "second set of eyes" to ensure that the competitor abides by all safety rules and follows the stage as written. The ASO is the keeper of the score sheets. In connection with this responsibility, he announces the shooting order and records each competitor's time and scores. Whenever the Safety Officer needs to leave the shooting bay, the ASO will assume the role of the SO, and another experienced Defensive Multi Gun Match competitor will temporarily serve as the ASO in that bay.

3.6 Squad Leaders. Squad Leaders are experienced Defensive Multi Gun Match competitors who ensure that the members of their squad stay together, contribute to the running of the stage, and transition from one shooting bay to another in an orderly fashion.

3.7 Match Scorekeeper. The Match Scorekeeper is responsible for documenting all aspects of the match from registration thru compilation of the match results. In connection with this responsibility, the match scorekeeper manages the sign-in process, collects match fees, records competitor's scores throughout the match, and compiles the results of the match.

Section 4 – Match Logistics

4.1 Competitor Registration. Upon arrival at the match site, competitors should register as soon as possible. Registration involves signing in, paying the match fee, collecting a score sheet packet, and signing up on one of four squads.

4.2 Stage Setup. After registering, competitors should check with the Match Director or the Stage Designers to see if any help is needed in setting up the four stages.

4.3 Competitor Preparation. As soon as setup is complete, competitors should prepare their equipment and take their cased firearms to one of the Safe Areas to uncase them, ensure that they are unloaded, and prepare them for use in the match.

4.4 Safety Briefing. Shortly before the start of the match, the Match Director will conduct a short safety briefing. Attendance at the safety briefing is mandatory for all competitors. Any competitor who arrives after the start of the safety briefing will not be permitted to participate in the match.

4.5 Start of the Match. Following the safety briefing, competitors should proceed to their first shooting bay. Squad #1 starts in bay #1, squad #2 starts in bay #2, squad #3 starts in bay #3, and squad #4 starts in bay #4.

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4.6 Stage Walk-Thru. When the squads arrive in their respective shooting bays, the stage designer will conduct a walk-thru to review the details of the stage as written and answer any questions about how the stage will be run.

4.7 Competitor Participation. All competitors except for the current and on-deck shooters are expected to assist in running the stage by picking up brass, taping and resetting targets, resetting props, etc.

4.8 Score Sheets. All competitors are responsible for their own score sheets. Any scoring disputes are to be resolved before the competitor and the ASO initial the score sheet. Competitors should turn completed score sheets into the Match Scorekeeper as soon as possible after he has finished shooting each stage. If a competitor decides to leave the match before completing all four stages, he should write “DNF” on the score sheet(s) for the uncompleted stage(s) and turn in the score sheet(s) before leaving the match site. Score sheets that have not been received within 10 minutes after the last shot of the match is fired will be automatically recorded as “DNF.”

4.9 Squad Rotation. When all competitors in a squad have completed a stage, they should rotate to the next shooting bay. Bay #1 to bay #2, bay #2 to bay #3, bay #3 to bay #4, and bay #4 to bay #1. If the squad in the next bay is not finished shooting, the new squad that rotates into that bay should stay together until the new bay is available so that they can resume shooting as soon as possible. Note that the Squad Leader rotates from bay to bay with his squad, but the Stage Designer/Safety Officer and the Assistant Safety Officer remain in the same bay for the duration of the match.

Section 5 – Range Commands

5.1 Importance of Standardized Range Commands. Range commands are used by the Safety Officer to instruct the competitor and other match participants what to do and when to do it. Effective range commands are clear, concise, easily understood, and require immediate response. Standardized range commands promote clarity and facilitate safety.

5.2 “The range is going hot – eyes and ears.” This command alerts the competitor and all participants that live fire is about to begin and that they should ensure that they are all wearing their eye and hearing protection.

5.3 “Does the shooter understand the course of fire?” The SO asks the competitor if he has any questions about the course of fire. If he does, the SO will answer them.

5.4 “Load and make ready.” This command is the signal for the competitor to load his firearm(s) and make it (them) ready to fire. On stages where multiple firearms used, the SO will specify the sequence in which they are to be loaded and will issue separate commands for each firearm.

5.5 “Is the shooter ready?” The SO asks the competitor if he is ready to begin shooting. The competitor should respond verbally or by nodding his head.

5.6 “Standby.” The SO acknowledges that the competitor is ready and that the start signal will follow soon.

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5.7 Start Signal. This is the signal for the competitor to begin shooting. This will typically be an audible signal from an electronic shot timer. However, other options may include visual, verbal, or other signals. The same starting signal must be used for all competitors.

5.8 “If you are finished, unload and show clear.” If the competitor has finished shooting, he must point his handgun downrange, drop the magazine, draw the slide back, and show the SO an empty chamber.

5.9 “If clear, slide forward, hammer down, holster.” If the competitor has visually verified that his handgun is empty, while continuing to point it downrange at the berm, he must release the slide, pull the trigger, and reholster.

5.10 “Show clear on rifle” and/or “Show clear on shotgun.” If the competitor is carrying a long gun, he must point the long gun downrange, drop the magazine (if applicable), open the action, and show the SO an empty chamber. Any long guns that have been “abandoned” in dump tubes must be checked by the competitor and the SO and verified as clear before they may be removed from the range.

5.11 “The range is clear.” This command is an indication by the SO that the course of fire has ended and that all firearms have been cleared or safely placed in dump tubes. Participants may proceed downrange to assist in scoring and policing spent ammunition casings. “Abandoned” firearms must not be handled while anyone is downrange.

5.12 “Muzzle.” This command is used to warn the competitor that he has or is about to break the 180.

5.13 “Finger.” This command is used to warn the competitor that he should take his finger off the trigger.

5.14 “Cover.” This command is used to warn the competitor that he is not using cover properly.

5.15 “Move.” This command is used to warn a competitor that he needs to be moving while shooting.

5.16 “Hit.” This command is used to let the competitor know that he has hit a reactive target.

5.17 “Clear.” This command is used to let the competitor know that the SO has visually verified that a firearm has been properly cleared. This command is typically used during a course of fire that requires a firearm to be cleared before the competitor may continue with the course of fire.

5.18 “Cease fire” or “Stop.” This command is used whenever it is necessary to abruptly stop a course of fire, typically for safety reasons. This command may be issued by anyone who observes an unsafe situation. The competitor must immediately cease firing, stop moving, and wait for further instructions from the SO.

5.19 Verbal Coaching. In general, safety officers and competitors must refrain from offering verbal coaching tips to another competitor who is actively engaged in shooting a stage. An exception to this rule may be granted in the case of an experienced competitor who has been assigned as a mentor to a new shooter.

5.20 Unnecessary Verbal “Chatter.” Once a competitor has stepped up to the firing line, other competitors and spectators must avoid unnecessary verbal “chatter” until the competitor has finished shooting and the SO has declared the range clear. Any conversations between non-shooting competitors and/or spectators while a stage is being shot should be conducted in a manner that will not distract the competitor who is shooting.

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Section 6 – Firearms

6.1 General. All firearms used by competitors must be serviceable and safe. Competitors must use the same handgun, rifle, and shotgun for the duration of the match. If a competitor's firearm becomes unserviceable during the match, he may use a replacement firearm of the same type as the unserviceable firearm. Competitors may not reconfigure a firearm during the course of a match (e.g., change the sighting system, attach or remove a sling or a bipod, etc.).

6.2 Handguns. Competitors may use either a semi-automatic pistol or a revolver. Minimum calibers are 9mm Luger for semi-automatics and .38 Special for revolvers. Optical sights are not permitted on handguns.

6.3 Shotguns. Competitors may use any semi-automatic or pump-action shotgun, 20 gauge or larger. Recommended barrel length is 18 – 22." Longer barrels are also allowed. Iron sights are recommended. Non-magnifying (1x) optical sights are also allowed.

6.4 Rifles. Competitors may use any magazine-fed semi-automatic or a bolt action centerfire rifle. Minimum rifle caliber is .223 Remington. Rifles chambered in pistol calibers are also allowed; minimum caliber is 9mm Luger. Optical sights are permitted, provided that they provide no more than 4x magnification. "Red dot" sights such as ACOGs, Aimpoints, or Holosights are recommended. Telescopic sights with no more than 4x magnification are also allowed. Variable power telescopic sights must be set to 4x or less.

6.5 Precision Rifles. From time to time, matches may include stages that call for the use of precision rifles. Competitors will be notified in advance by email when this is the case. Precision rifles will generally be used to engage small targets at long distances from stationary shooting positions. Precision rifle requirements are substantially the same as standard rifle requirements, i.e. they must be centerfire, magazine-fed, semi-automatic, bolt, or lever action. Optical sights are permitted, and magnification power is not limited.

6.6 Rimfire Rifles. From time to time, matches may include stages that call for the use of rimfire rifles. Competitors will be notified in advance by email when this is the case. Rimfire rifle requirements are substantially the same as standard rifle requirements, i.e. they must be magazine-fed semi-automatic, bolt, or lever action, and they may be equipped with optical sights that provide no more than 4x magnification. Rimfire rifles must be chambered in .22 long rifle.

Section 7 – Other Equipment

7.1 Holsters. Holsters must allow a snag-free draw and provide proper handgun retention. Holsters must cover the trigger guard of the handgun. Any design is permitted provided that the axis of the bore is pointed toward the ground within one meter of the competitor when the handgun is holstered. Holsters must be worn on the competitor's strong side with the trigger guard behind the mid-line of the competitor's leg. Shoulder holsters, drop leg "tactical" holsters, small-of the back, ankle, and cross draw holsters are not permitted. *EXCEPTION: Active or reserve duty police officers and military personnel may wear drop leg holsters that are part of their regular duty gear. However, they must wear their entire duty rig with all accessories attached (eg handcuffs, pepper spray, baton, etc.).* Holsters must be worn in the same location and condition for the duration of the match. If the holster is equipped with a retention strap, the strap must be used to retain the handgun while it is in the holster.

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7.2 Gun Belts. Gun belts must be sufficiently wide, stiff, and sturdy to provide positive support for a holstered handgun, spare ammunition carriers, and any other accessories. Male competitors must wear their gun belts around their waists. Female competitors may wear their gun belts at hipbone level.

7.3 Spare Ammunition Carriers. Spare magazine pouches must be worn behind the mid-line of the competitor's weak side leg. Up to two revolver speedloaders or moon clips may be worn in front of the mid-line of the competitor's legs; additional speedloaders or moon clips may be worn behind the mid-line of the competitor's weak side leg. Spare magazines or speedloaders/moon clips may also be carried in the competitor's pockets.

7.4 Slings. Slings are optional on rifles and shotguns.

7.5 Bipods. Bipods are permitted on rifles. If a bipod is used, it must remain attached to the rifle for the duration of the match.

Section 8 – Ammunition

8.1 General. All ammunition must be full power ammunition suitable for self-defense use. Downloaded "target" loads are not to be used. No tracer, incendiary, armor piercing, steel core, or steel jacketed ammunition is allowed.

8.2 Handgun Ammunition. Pistol ammunition must be 9mm Luger or larger. Revolver ammunition must be .38 Special or larger. Handgun ammunition may use unjacketed lead, copper-plated lead, copper-jacketed lead, or frangible projectiles.

8.3 Rifle Ammunition. Rifle ammunition must be .223 Remington or larger. Pistol-caliber rifles must be 9mm Luger or larger. Rimfire rifles must use .22LR ammunition.

8.4 Shotgun Ammunition. Shotgun ammunition must be birdshot, buckshot, or rifled slug loads. Each stage will specify whether shot shells and/or rifled slugs are to be used. The use of steel shot is strictly prohibited.

Section 9 – Stage Design

9.1 General. Stages should be designed to simulate real-world defensive situations and to test the competitor's ability to strike a balance between speed and accuracy.

9.2 Stage Submission Process. Experienced Defensive Multi Gun Match competitors are encouraged to submit proposed stages in writing to the Match Director at least 2 weeks prior to the match. The Match Director along with the members of the Match Committee will review the stage submissions and, if necessary, recommend changes to address safety issues, availability of targets and props, etc. The goal is to approve and finalize all stages no later than one week in advance of the match.

9.3 Written Stage Descriptions. The written description of the stage must include the following: a stage name, the name of the designer, firearm(s) required, a round count for each firearm used, a list of targets required (including no-shoot targets), starting condition for the competitor and all firearms, and a step-by-step description of the course of fire. A diagram showing the placement of all targets, props, and firing points must

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also be included. A copy of each stage write-up will be posted in each shooting bay. See Appendix A for a representative example of a written stage description.

9.4 Targets. There are two broad categories of target types: paper and reactive. When a paper target is struck by a round, the bullet punches a hole in the target. Reactive targets “react” in some manner when they are struck by a round: by falling over, moving on a pivot, or breaking. Examples of reactive targets that are suitable for use in the Defensive Multi Gun Match include but are not limited to: steel plates, steel poppers, pieces of wood, bowling pins, clay pigeons, balloons, and poker chips.

9.5 Props. A prop is any object that is used in a stage to enhance its realism. Examples include but are not limited to: wooden barricades, hinged doors, barrels, traffic cones, tables, desks, and chairs.

9.6 Firing Points. If the competitor is required to engage targets from multiple firing points during the course of fire, each firing point must be clearly identified in both the written stage description and on the range itself. This may be done in a variety of different ways: 1) in relation to a prop (for example, “from behind the barricade” or “while seated in the chair”), 2) through the use of painted marks on the range, or 3) through the use of a shooter’s box.

9.7 Stage Layout. Stages must be laid out with safety as the primary consideration. Target and firing point locations must be carefully chosen to ensure safe angles of fire. Steel targets that are to be engaged by a handgun or a shotshell round must be placed no closer than 8 yards from the firing point. Steel targets that are to be engaged by a centerfire rifle round or a shotgun slug round must be placed no closer than 75 yards from the firing point. Steel targets that are to be engaged by a rimfire rifle round must be placed no closer than 40 yards from the firing point. Props or obstacles should be placed to allow for reasonable variations in competitors’ height and physical build and should be constructed to provide reasonable safety for all competitors, match officials, and spectators.

9.8 Alterations to a Stage Layout. No targets or props may be added, removed, or repositioned in any way after the match has started without approval from the Match Director. Changes to the way a stage is set up have safety considerations as well as competitive implications.

9.9 Moving Targets – Consistency of Operation. In order to provide an equal challenge to all competitors, any targets that move must do so consistently each time the stage is shot. If a moving target fails to move properly, it is considered a range equipment malfunction, which entitles the competitor to a reshoot.

Section 10 – Stage Rules

10.1 General. Unless otherwise specified in the written stage description, the following standard rules shall apply to all stages.

10.2 Handgun Loading. All handguns must be initially loaded to their full capacity. For revolvers, this means a full cylinder. For semi-automatic handguns, this means a full magazine in the gun. Competitors may, at their discretion, load a round in the chamber in addition to loading a full magazine in the gun. NOTE: For safety reasons, if a stage design requires the shooter to engage targets from the prone position with a long gun while

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the shooter is wearing a holstered handgun, the handgun must remain unloaded until the shooter assumes a non-prone position.

10.3 Handgun Reloading – Semi-Automatics. Competitors may reload as necessary. All spare magazines must be loaded to capacity. Reloads must be performed from behind cover if cover is available. Competitors may not drop partially loaded magazines on the ground; they must be retained on the competitor's person. Failure to do so will result in a procedural penalty. Exception: If the competitor is at the final firing point in the stage, he will not receive a procedural penalty for dropping a loaded magazine on the ground.

10.4 Handgun Reloading – Revolvers. Competitors may reload as necessary. Reloads must be performed from behind cover if cover is available.

10.5 Handgun Reholstering. A stage must never require a competitor to reholster a loaded handgun. However, if circumstances require, a competitor may reholster a loaded handgun provided he does so safely. Single action semi-automatic handguns must have their manual safety engaged. Double action semi-automatic handguns with decocking levers must be decocked, and any manual safety, if present, must be engaged.

10.6 Shotgun Loading. Each stage will specify the number of shotgun rounds that are to be initially loaded. If the shotgun is not capable of holding the number of rounds specified, it should be loaded to capacity and additional rounds uploaded as necessary.

10.7 Shotgun Reloading. Competitors may reload as necessary, unless the stage limits the total number of rounds. The competitor may upload one round at a time or multiple rounds at a time. Reloads must be performed from behind cover if cover is available.

10.8 Rifle Loading. Rifle magazines should be loaded to capacity unless otherwise specified in the written stage description. Any magazine containing live rounds that is removed from the rifle must be retained on the competitor's person unless the rifle is being abandoned, in which case, the loaded magazine may be left with the rifle.

10.9 Rifle Reloading . Competitors may reload as necessary. Reloads must be performed from behind cover if cover is available.

10.10 Slinging Long Guns. A stage must never require a competitor to sling a long gun. However, if circumstances require, a competitor may sling a long gun provided he does so safely. The long gun must be cleared, the action locked open, the safety engaged, and the gun slung muzzle down or muzzle up before the competitor may move. The competitor must not move until the SO visually observes that the long gun has been made safe and issues the verbal command "clear."

10.11 Pre-Staging and Abandoning Long Guns. If a stage requires multiple guns to be used during the course of fire, provisions must be made to ensure the safe transition from one gun to another. Long guns that are not used at the start of the stage must be pre-staged in a dump tube at a location prescribed in the course of fire. They may be empty or pre-loaded with a prescribed number of rounds. In either case, the safety must be engaged. Long guns that are abandoned must be placed in a dump tube with the safety engaged. Failure to engage the safety on an abandoned long gun is grounds for a disqualification. Individual dump tubes must be provided for each location where a long gun is to be pre-staged or abandoned. A stage must never require a

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competitor to put more than one long gun in the same dump tube or to remove one long gun from a dump tube and replace it with another long gun.

10.12 “Make-Up” Shots. The competitor may fire extra shots at a target unless the written stage description explicitly limits the number of shots that may be fired. The highest-scoring shots will be recorded on the competitor’s score sheet. For example, if a course of fire requires a competitor to engage a paper target with two shots to the body and one to the head and the competitor fires three shots to the body and two shots to the head, the two highest-scoring body shots and the highest-scoring head shot will be recorded on the competitor’s score sheet.

10.13 Target Engagement Order. Targets must always be engaged in tactical priority unless otherwise specified in the written stage description. This means that targets that are engaged from behind cover will be engaged as they become visible (“slice the pie”). Targets that are engaged from out in the open will be engaged near-to-far. Paper targets that are equidistant from the firing position and that are engaged from out in the open will be engaged using “spread fire.” This means one shot to each equidistant target before a second shot is taken at any target.

Section 11 – Malfunctions and Reshoots

11.1 Firearm Malfunctions –Prior to Start Signal. If a competitor experiences a malfunction while responding to the “Load and make ready” command but prior to the issuance of the start signal, he may attempt to remedy the malfunction under the direct supervision of the SO. If the competitor is able to remedy the malfunction within 2 minutes, he may attempt the course of fire without penalty. If he is not able to remedy the malfunction within 2 minutes, he must unload all firearms, and leave the firing line. If he is able to remedy the malfunction after leaving the firing line, he may return to the firing line to attempt the course of fire.

11.2 Handgun Malfunctions – After the Start Signal. If a competitor experiences a malfunction with his handgun after the start signal has been issued, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor must keep the muzzle of the handgun pointing safely downrange at all times. If the malfunction cannot be corrected by the competitor within 2 minutes, he must point the handgun safely downrange and advise the SO, who will terminate the course of fire in the normal manner. At the competitor’s option, the stage will either be scored as shot, including all applicable misses and penalties, or as a DNF (“did not finish”).

11.3 Long Gun Malfunctions – After the Start Signal. If a competitor experiences a malfunction with a long gun after the start signal has been issued, he may use his handgun to engage any remaining long gun targets. Prior to doing so, he must clear the long gun, lock the action open, engage the safety, and either abandon or sling the long gun. If he chooses to sling the long gun, it should be slung muzzle down or muzzle up. If he chooses to abandon the long gun, he must ensure that the muzzle is pointed in a safe direction. The competitor must not move to another shooting point until the SO visually observes that the long gun has been made safe and issues the verbal command “clear.”

11.4 Clearing Firearms that have Malfunctioned. If a firearm malfunction causes the SO to terminate a course of fire, the SO will instruct the competitor to unload and clear all firearms. If the nature of the malfunction prevents the competitor from unloading and clearing a firearm, the SO will attempt to assist the competitor. If

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the competitor and SO are unable to unload and clear the firearm, the ASO will summon the Match Director to determine an appropriate course of action. Under no circumstances is a competitor to leave the range in the possession of a loaded firearm.

11.5 Range Equipment Malfunctions. If any piece of range equipment malfunctions while the competitor is at the firing line but before the start signal is issued, the malfunction must be corrected before the start signal is issued. If the malfunction occurs after the start signal has been issued, and if the malfunction presents a safety issue or would adversely impact the competitor's score, the SO will terminate the course of fire in the normal manner and correct the malfunction. Range equipment malfunctions include, but are not limited to: the inadvertent activation of a moving target, failure to reset a reactive target, a barricade or other prop falling over, etc.

11.6 Reshoots. A competitor will be allowed to reshoot a stage under the following circumstances:

- 1) in the event of a range equipment malfunction,
- 2) in the event that the SO prematurely terminates a course of fire for safety reasons not caused by the competitor,
- 3) in the event that the competitor completes a stage and the competitor's score sheet is not completely or correctly scored, or
- 4) in the event the SO and the Match Director agree on special circumstances for granting a reshoot.

Section 12 – Scoring

12.1 General. Competitors' scores will be computed on the basis of data recorded by the ASO on each competitor's score sheet. This data includes raw time, target scores, penalties, and bonuses. At the conclusion of a course of fire, the ASO will initial the competitor's score sheet. The ASO will show the score sheet to the competitor and ask the competitor to initial the score sheet. Once the ASO and the competitor have initialed the score sheet, the data recorded on the score sheet will be considered final.

12.2 Computation of Scores and Ranking. Since the objective of the Defensive Multi Gun Match is to test the competitor's ability in real-world defensive scenarios, scores will be determined by a combination of speed, accuracy, and adherence to sound defensive shooting principles. Raw time, accuracy, and the ability to think tactically are all factors in computing a competitor's score. The formula used is:

$$\text{Score} = \text{Raw Time} + \text{Target Points Down} + \text{Penalties} - \text{Bonus Points}$$

The object is to shoot a stage as quickly as possible while minimizing target points down and penalties and maximizing bonus points. Scores are ranked lowest to highest.

12.3 Raw Time. This is the time that it takes the competitor to shoot the stage. Typically, stages consist of a single continuous string of shots. If a stage requires multiple strings, the raw time for the stage is the sum of the raw times for each individual string.

12.4 Reactive Target Scoring. Reactive targets are scored as a "hit" or a "miss." In order to be scored as a "hit," a reactive target must react in the way it is intended to. Frangible targets must break, knock down targets

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must be knocked down, and pivoting or swinging targets must pivot or swing completely. Knock down targets that spin around but which do not fall will be scored as a miss. Steel plates on a “dueling tree” that do not swing to the opposite side of the tree will be scored as a miss. Match officials will ensure, to the best of their ability, that reactive targets are set up so that they will react in the way they are intended to when struck squarely by a round that meets the ammunition requirements outlined in Section 8. A hit is scored as zero (0) points down, and a miss is scored as five (5) points down.

12.5 Paper Target Scoring - General. The standard paper target used as a “threat” target in the Defensive Multi Gun Matches is a brown IPSC silhouette target. See Appendix B. This target is divided into 4 zones: A, B, C, and D. Target points down for shots impacting each of these zones is as follows: A=0, B=1, C=2, D=3. Target points down for a miss is 5. Any round where the bullet hole or grease ring breaks the perforation between any two zones will be scored as the value of the lower of the two zones. For example, a shot that breaks the perforation between the A and the C zone will be scored as an A-zone hit, zero target points down. Radial tears that break the perforation do not count. See Appendix C.

12.6 Paper Target Scoring – Special. Paper targets may also be scored as “hit” or “miss.” This is often done when an IPSC target is used as a shotgun slug target. Typically, an 8-1/2 x 11 sheet of paper is taped over the “A” zone on the body. Any hit on the paper is scored as 0 points down, and a miss is scored as 5 points down.

12.7 Paper Target Scoring – Hard Cover. Portions of paper targets may be designated as “hard cover” through the use of black paint. Hard cover is intended to simulate body armor or a portion of the target that is hidden by a barrier that cannot be penetrated by a bullet. Any hard cover hits are counted as misses unless the competitor fires a make-up shot (if allowed) that penetrates the target in an area that is not designated as hard cover.

12.8 Hostage Target Scoring – Paper Targets. Hostage (non-threat) targets are typically white IPSC silhouette targets that are positioned in close proximity to brown IPSC threat targets. A hit on a hostage target that breaks or is inside the outer perforation of the target has a scoring value of 10 points down. Only one (1) hostage penalty will be assessed per target, even if there are multiple hits on it.

12.9 Hostage Target Scoring – Pass-Through Hits. If a threat target is hit by a round that passes through a hostage target and the round breaks or is outside the outer perforation of the hostage target, the round is counted and scored as a hit on the threat target. If a threat target is hit by a round that passes through a hostage target and the round is inside the outer perforation of the hostage target, the round is counted and scored as a miss on the threat target.

12.10 Procedural Penalties. A 5 second procedural penalty will be assessed for any of the following:

- 1) failure to engage targets in tactical priority or in the order prescribed in the written stage description,
- 2) failure to retain a magazine containing live rounds,
- 3) failure to reload from behind cover if cover was available,
- 4) failure to respond to the SO’s warning to use cover properly,
- 5) failure to respond to the SO’s warning to take your finger off the trigger,
- 6) failure to respond to the SO’s warning to move while shooting, or

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7) if the competitor takes extra shots at a target where the number of shots allowed is limited.

12.11 Failure to Neutralize (FTN) Penalty. A 5 second FTN penalty will be assessed under the following circumstances:

- 1) if a competitor fails to score at least one A, B, or C zone hit on an IPSC paper threat target, or
- 2) if a competitor fails to knock down or break a reactive target. Note that in the case of a miss on a reactive target, the 5 second FTN penalty is assessed in addition to the 5 second penalty for the miss.
- 3) An FTN penalty will NOT be assessed in the case of a disappearing target. For example, a “drop/turn” IPSC paper target or a swinging IPSC target that is completely hidden during any portion of its arc.
- 4) An FTN penalty will NOT be assessed if the number of shots allowed is limited.

12.12 Failure to Do Right (FTDR) Penalty. A 20 second FTDR penalty will be assessed under the following circumstances:

- 1) if a competitor attempts to circumvent or compromise the spirit or the rationale of any stage through the use of inappropriate devices, equipment, or techniques, or
- 2) if the competitor engages in any unsportsmanlike conduct, unfair actions, or the use of illegal equipment.

Examples include, but are not limited to:

- 1) firing extra rounds so that you may reload at a more convenient time,
- 2) purposely committing a procedural error because your score will be better even with the penalty, or
- 3) not reloading to fire one more round because your score will be better even with the miss.

12.13 Bonus Points. The stage designer may include provisions for the competitor to receive bonus points for successful completion of an optional task that is especially challenging. For example, successfully engaging an optional “bonus” target from an exceptionally long distance or from a difficult shooting position. The written stage description must clearly describe the optional task and specify the number of bonus points that will be awarded if the competitor successfully completes it. In keeping with the spirit of the need for stages to simulate real-world defensive situations, the rationale behind the optional task must be sound and should be explained in the written stage description. For example, “You have run out of rifle ammunition, so you must engage the hostile target at 50 yards with your handgun.”

Section 13 – Rule Change Requests

13.1 General. The Defensive Multi Gun Match Committee acknowledges the need to adapt to the evolving needs and skills of the diverse group of competitors that regularly participate in the Defensive Multi Gun Match. The Committee is open to considering any rule changes that will improve the manner in which the Defensive Multi Gun Matches are conducted.

13.2 Rule Change Request Form. Any Defensive Multi Gun Match competitor may request a change in the rules by completing a rule change request form and submitting it to the Match Director. See Appendix D.

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13.3 Rule Change Request Process. Completed rule change request forms submitted to the Match Director will be reviewed by the Match Committee, and a decision on whether or not to adopt the change will be made within 30 days.

Far & Wide

Stage Designer: Jay Kuca

Firearms Required: Shotgun, Handgun

Round Count: Shotgun, 6 shotshells MINIMUM; Handgun, 7 rounds MINIMUM

Targets: Four flipper heads (T1, T3, T4, T6), eight 10-inch steel plates (T2, T5, and T7-T12), and one pepper popper (T13)

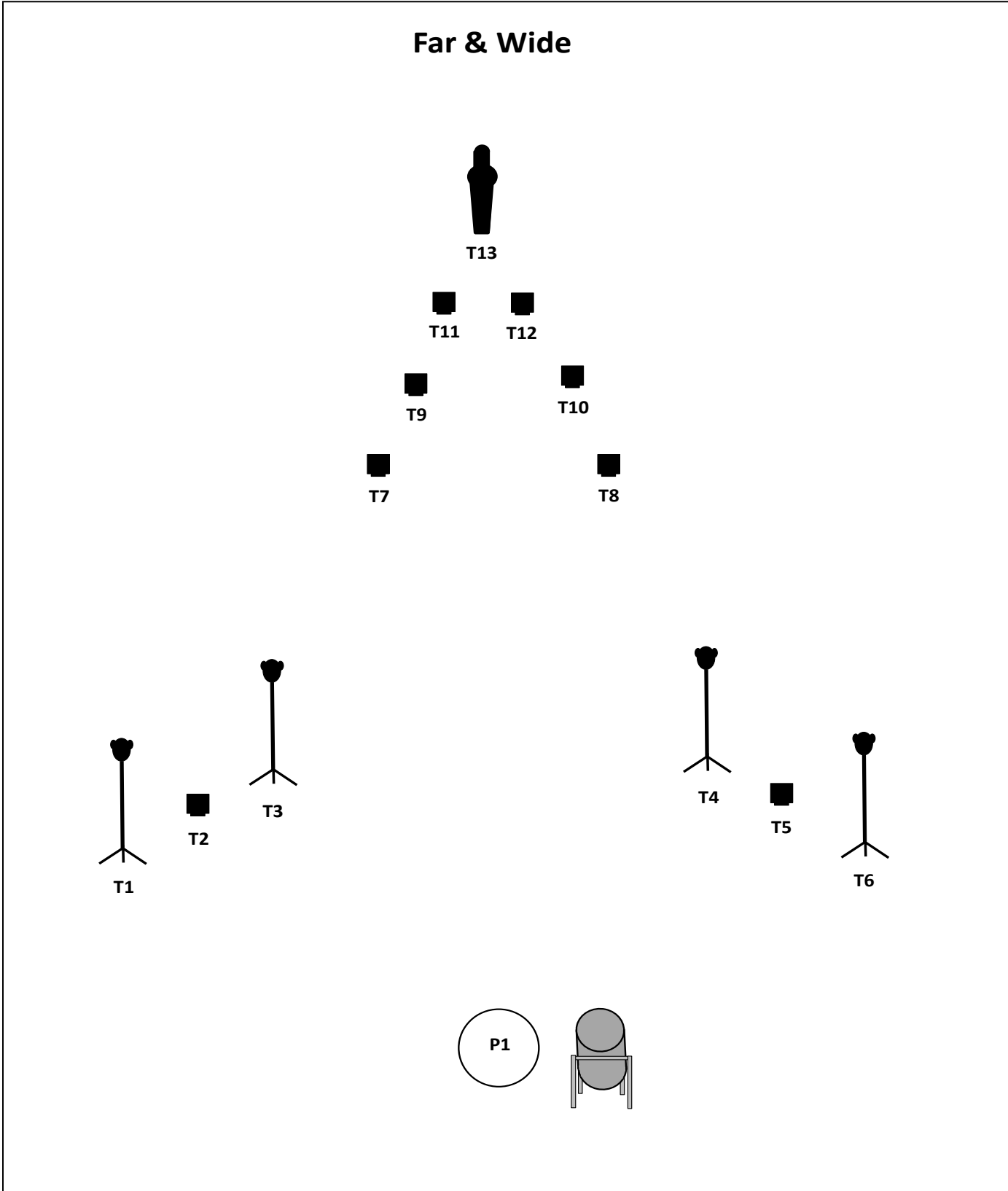
Starting Condition: Shooter is standing at P1, facing downrange. His handgun is loaded and holstered. He is holding his loaded shotgun at the low ready.

Course of Fire:

1. At the buzzer, the shooter will engage T1 thru T6 in any order. All targets must fall, and the shooter may reload as necessary.
2. Once T1 thru T6 have fallen, the shooter will place his shotgun in the dump tube.
3. The shooter will draw his handgun and engage targets T7 thru T12 near to far. All targets must fall, and the shooter may reload as necessary.
4. The shooter will engage T13 until it falls, ending the stage.

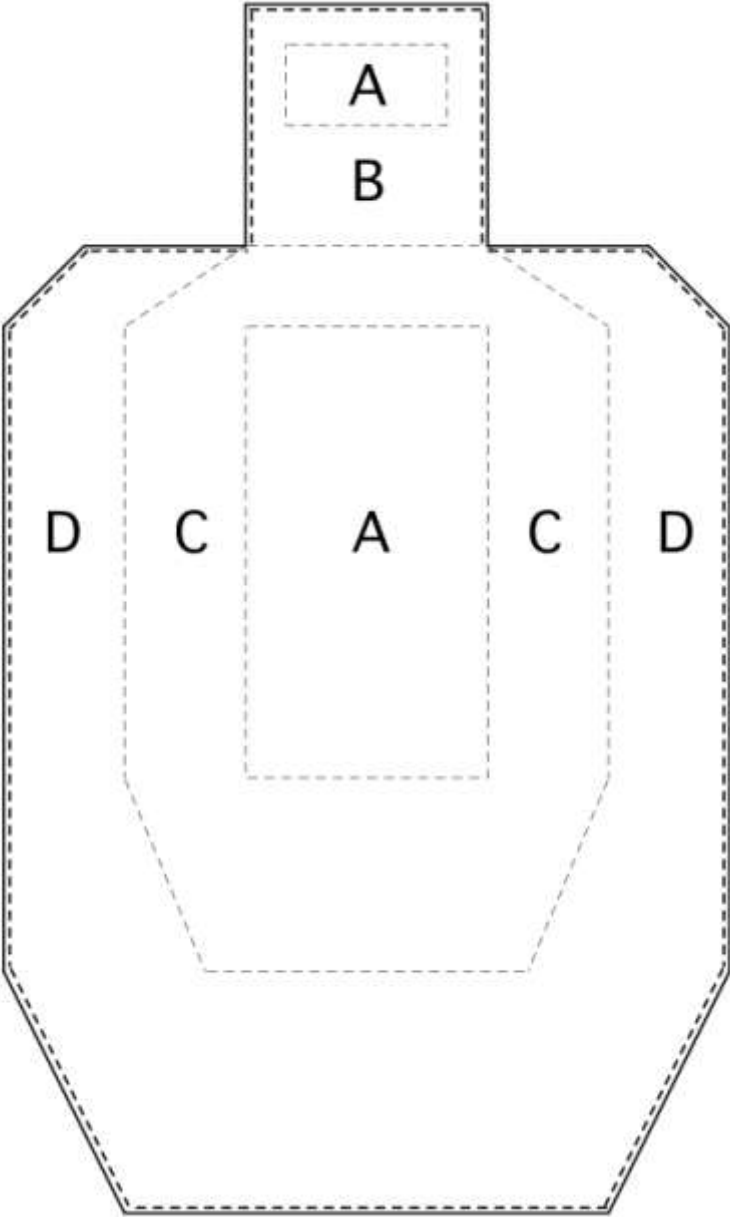
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Appendix A – Written Stage Description Example (page 2 of 2 pages)



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Appendix B – IPSC silhouette target

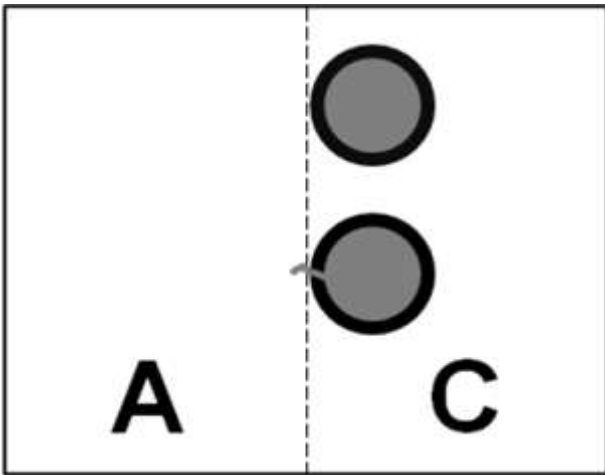


Scoring Values (Target Points Down):

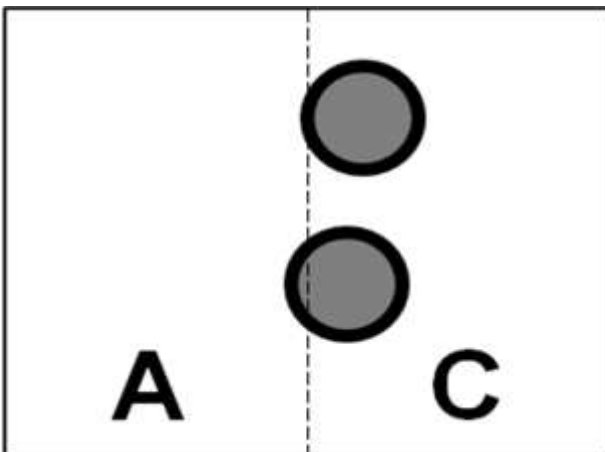
- A = 0
- B = 1
- C = 2
- D = 3

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Appendix C – An Example of How to Score “Close Ones” on Paper Targets



Both of the above rounds are scored as “C” hits because neither the bullet hole nor the grease ring break the perf. Radial tears such as the one on the bottom round do not count.



Both of the above rounds are scored as “A” hits because the grease ring (top round) and the bullet hole itself (bottom round) break the perf.

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Appendix D – Rule Change Request Form

INSTRUCTIONS. To request that an existing Defensive Multi Gun Match rule be changed or to request that a new rule be added, copy this page, fill in the blanks, and submit the form to the Match Director. Your request will be reviewed by the Match Committee and you will receive a response within 30 days. You may attach additional sheets to this form if required.

Date: _____

Requestor Name: _____

Requestor Telephone Number: _____

Requestor Email Address: _____

Request (Check one of the following 2 choices):

Change an Existing Rule ____ Add a New Rule ____

Description of requested change to an existing rule (please indicate rule number) or new rule to be added:

Explanation of the rationale behind the rule change/new rule: