



GETTING STARTED in MULTI-GUN COMPETITION

Lincoln Rifle Club Multi-Gun Division, UML / USPSA Affiliate Club
By Arnold Chin, Match Director

Welcome to practical shooting at Lincoln Rifle Club Multi-Gun Division (MGD). We want you to be safe, and have an enjoyable match with us. Multi-gun and action pistol are competitive shooting sports that take marksmanship to the next level. This incorporates movement, along with varied targets and courses of fire, all while being timed.

Basic skills required: It is presumed that you have basic firearm safety and handling skills. You should be comfortable with firearm manipulation, loading, shooting, making safe, and clearing malfunctions, as well as basic marksmanship at distances of 10 to 25 yards. Having solid skills on the static line will let you focus on what's new with safety and shooting, while on the move.

How to get started: Shooters are required to have **VERIFIABLE EXPERIENCE** in shooting competitions such as USPSA / IDPA / SCSA, etc. If you are new to the sport, you will need to complete an "Intro to USPSA" or equivalent course. You may already have extensive firearms handling experience. This is not a class on how to shoot a gun, but on the safety practices, etiquette, and expectations when participating in a match.

Course info here: http://www.actionpistol.org/target/intro_class.html . Upon completion you will be qualified to shoot at most of the affiliate clubs in the region. We invite you to come out and observe our monthly match. This is a great time to meet match staff, ask questions, and tour the range. Be sure to wear eye / ear protection, and sign the range waiver.

After completing the course, it is REQUIRED that you shoot at least three (3) of the local USPSA handgun matches before shooting multi-gun. A listing of local club are found at www.actionpistol.org. Shooting handgun matches will give you an opportunity to get accustomed to the range commands, safety practices, shooting while being timed, etc. Once you feel comfortable under these conditions, that would be a great time try multi-gun.

How do I register? Match registration is done online at www.practiscore.com/search/matches. Search under 'LRC'. Once you receive approval to shoot, you will pay online and join a squad. You can also ask range staff to put you on our email list to receive match notifications.

Equipment and gear for multi-gun can be both expansive and expensive. **DO NOT to go out and start buying accessories** because you see other people with them. You will waste money that could have otherwise been used for ammunition or match fees. Here are some suggestions to start:

- Handgun: 9mm with at least 4 magazines. The Glock 17 or 34 handguns are popular choices.
- Rifle: .223 / 5.56mm with at least 3 magazines, equipped with a red dot optic or 1-4x scope. The AR-15 style of rifle is the most common.
- Shotgun: 12 gauge with at least an 8-shot tube. Most use a semi-automatic, but a pump-action is sufficient. There are many available including [Mossberg](#), [Stoeger](#), [Breda](#), and [Benelli](#). Some modifications may be necessary such as a tube extension or port widening.
- Gun belt & gear: Inner / outer dual belt for competition use ([Safariland ELS](#), [Black Scorpion Gear](#), [Double Alpha Academy](#)); For your [holster](#) and [magazine pouches](#), look at Blade-tech Signature Series.

- Shotgun shell caddies: [Tacom, LLC](#) makes a “Sport Series” shell caddy that gives a lot of value for the money. They are a popular choice. However, you don’t need to buy caddies at this time unless your shotgun is configured for dual / quad loading. A simple dump pouch on your belt is sufficient.
- A [bag](#) and [case](#) to carry all of your gear including long guns.

In your range bag, you will need to be sure you have the essentials for your first match:

- Above mentioned equipment and gear;
- Ammunition. The minimum round count is emailed the week before the match. For handgun, any brass or nickel plated ammo is fine; for rifle, .223 Remington 55g full metal jacket. **Steel core (green tipped), tracer, or otherwise magnetic sensitive ammo is NOT allowed**; for shotgun shells, 12 gauge, 2 ¾“ length, #6, 7.5, or #8 lead shot.
- Eye and ear protection are required. We recommend impact resistant safety glasses that are appropriate for shooting sports. For hearing protection, we suggest electronic ear muffs that will allow you to hear conversation (i.e. range commands) such as [Walker’s Razor Slim Electronic Muffs](#) available on Amazon.
- Good footwear that will provide you ankle support and are appropriate for loose gravel.
- A [folding wagon cart](#) is recommended to carry your items when moving to each shooting bay.
- Sun block if it is hot and sunny.
- [Utility gloves](#) used when resetting or taking down a stage.
- Hand wipes and [“Lead-off”](#) wipes.
- Snacks and water.

Arriving at the Range

Gates to the range open at 0730. Check-in closes at 0845, and we try Always try to arrive early at the range on match day. Upon arrival, go to check-in. Use any extra time to walk around the range and examine the stages before the match begins. Match staff may need some help with putting up targets too.

Match Check-In

During check-in, you will sign the liability waiver, and confirm which squad you are assigned. If you feel that you need some help during the match, request a mentor from staff. A mentor is an experienced shooter who can act as a guide and informational resource for you.

Removing Firearms from Your Vehicle

Best practice is that you take all of your CASED and UNLOADED firearms to a safe table. Once you are at the safe table, you can UNCASE and cart / holster your firearms. You may see some shooters removing their long guns and carting in the parking lot. This is permissible when done into a berm or backstop. If you point your muzzle at anyone, this is a safety violation subject to match disqualification. Handguns can only be handled at a safe table without exception.

Use of Safe Tables - No handling of ammo

There are several Safe Tables throughout the range which are clearly marked with a sign. This is where you remove your handguns and holster them. Only handle your gun at a Safe Table, or under the supervision of a Range Officer (RO). Never handle live / simulated ammunition, empty shell casings, or a loaded magazine, at any safe table. You can have loaded magazines and ammunition on your person, but do not handle them. You can load your magazines wherever you want, but never at a Safe Table.

Pre-Loading Shotguns

On occasion, the RO may give the directive to pre-load shotguns in a designated area (not at a safe table). The entire squad can be pre-loaded at once to save time. For safety reasons, never pre-load the shotgun by yourself. Make sure that someone is standing by to watch you pre-load. Only the tube will be pre-loaded, chamber flag inserted, safety engaged.

Squads

Our match is separated into squads, or shooters assigned to a group and a starting shooting bay. Squads can range in size from 12-15 shooters. As a volunteer sport, squad members help to tape and reset targets after each shooter. This is expected of everyone to contribute, otherwise it makes for a long day.

One of the squad members will take the roll of the RO, who issues range commands, and runs the clock. They are considered a match official. An assistant RO will be running the scoring tablet and acting as a second set of eyes for the primary RO.

Match Briefing / Shooters Meeting

There is a mandatory shooters meeting before the match begins. The Match Director reviews any pertinent information. For example, the Match Director could announce future matches. After the briefing, it is time to head to your first stage.

Walk-Through

Once your squad is at the stage, the RO will read the stage briefing. This is a stage summary covering your start position, gun ready condition, targets, and the stage procedure. When the briefing is done, you will have 5 minutes to walk the stage and formulate a game plan. If you are working with a mentor, they will assist you and answer any questions. It is normal to be nervous. After 5 minutes the first shooter will come to the line.

General Procedures

The shooting order will be called out by the scoring RO. The first shooter is called the "shooter," the second shooter is "On deck," and the third shooter is "In the hole." If you are called to shoot first, tell the Score Keeper that you would like to be moved down in the shooting order so you can have an opportunity to watch other people shoot the stage before it is your turn in the spotlight.

Terminology and Match Roles

This is a volunteer sport, and there are many different responsibilities that are shared.

- Range Officer (RO) – Runs the timer and is the match official. Most people who fill this role are highly experienced shooters and/or have completed training as an RO.
- Asst. Range Officer (ARO) - Score Keeper – Scores and calls the next couple of shooters.
- Shooter - Is the current person to shoot
- Finished Shooter – Upon completion, they should be loading their magazines for the next stage and helping to tape and reset.
- On Deck – A person behind the shooter. Should be the only person on the stage when the shooter is done shooting.
- Tapers and Setters – People who tape targets and set steel for the next shooter.
- Brassing – If a shooter wants his brass back after shooting, then several people pitch in to pick up the brass and hand it back to the shooter.

It's Your Turn to Shoot

Now it is time when you get to do your thing. Do not worry about making a mistake, as long as you are safe. You should be familiar with the standard procedures, such as:

1. "MAKE READY" – This command signifies the start of "the Course of Fire (CoF)". Under the direct supervision of the Range Officer, you must face down range, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the handgun in accordance with the written stage briefing. You must then assume the specified start position. The Range Officer will not proceed with any further range commands until you are still, and have assumed the correct start position.
2. "ARE YOU READY?" – The lack of any negative response indicates that you fully understand the requirements of the CoF and are ready to proceed. If you are not ready at the "Are You Ready?" command, you must indicate to the Range Officer that you are not ready.
3. "STANDBY" – This command should be followed by the start signal within 1 to 4 seconds
4. "START SIGNAL" An audible beeeeeep! – draw your gun as you face downrange and engage targets according to the walk-through. When you are done shooting, the RO will say...
5. "IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR" – remove your magazine and pull the slide back to eject the round, and after seeing the round drop out and checking the empty chamber.
6. "IF CLEAR, HAMMER DOWN AND HOLSTER / FLAG" – aim the gun down range and pull the trigger. Click! Now put your gun back in your holster, or insert a chamber flag in your long gun and you are done.
7. "RANGE IS CLEAR" – This declaration signifies the end of the course of fire. Once the declaration is made, officials and competitors may move forward to score, tape, and reset targets.

HIGHLY RECOMMENDED: Do NOT run or try to set any speed records at your first match. WALK. This way you can concentrate on what you are doing while handling your firearms safely.

Basic Match Etiquette

1. If you are not the shooter, on-deck, in the hole, or just finished shooting, you will be expected to tape and reset targets for your fellow squadmates. Doing this can also help you in planning how you are going to shoot a stage.
2. When you are done shooting a stage, you should be reloading your used magazines in preparation for the next stage.
3. When a shooter is on the line, keep chatter to a minimum. They may have electronic ear protection and can hear you.
4. Stage poaching occurs when you walk onto a stage when it is not your turn, or the squad ahead of you is not finished. Only the on-deck shooter should be on the stage.
5. Don't abandon your squad. Your squad relies on you to help get through the stage.
6. Keep your temper in-check. If you cannot control your temper, how can you safely control a firearm?
7. When you have shot the last stage, please remain to help tape / reset, and to put away the stage at the end of the match.

End of the Match and Tear Down

That match will usually end around 3:30 PM to 4:30 PM. At the end of the match, proceed to a Safe Table, and put your guns away. Please help with taking down the stages and putting away all of the props. If everyone does a little then no one has to do a lot. While tear down is occurring, scores are being compiled and will be uploaded into Practiscore within a few hours. You can usually find the results online at www.practiscore.com/results and search for 'LRC'.

Your Did It!

You have completed your first multi-gun match. The more matches you shoot, the more your confidence grows. For most shooters, it usually takes 6-8 matches to get comfortable. Once your confidence has started to build, you may start moving and shooting faster.

Post Match Prep

Clean all of your firearms. These are expensive tools and proper care is important. Disassemble and clean your magazines. You just dropped them in a bunch of range dirt & sand. Follow-up with your Mentor for any suggestions or feedback. Shoot more pistol matches. Shooting more USPSA handgun matches will improve your multi-gun shooting.

Housekeeping

- Match / Range rules: Read and be familiar with match and range safety rules. They can be found at <https://www.lincolnrifleclub.com/multigun-match-info>
- Gun laws: It is solely your responsibility to ensure you are in compliance with all applicable laws. We do not check magazines or firearm configurations unless it is relevant to your shooting division.
- Spectators: You can bring spectators. They need to check-in, sign the waiver, and be sure to have eye & ear protection.
- Lunch: We usually have our food vendor, "Dave's Dawgs" at the range during lunch. Cost for a hot dog, chips, is around \$7.00.

VENDOR RESOURCES

Arnold Chin, Match Director, Lincoln Rifle Club Member

Fritz Chin FFL - www.fritzchinffl.com , Firearms / Ammunition sales, 209-565-0530

Foothill Firearms - Match sponsor

Newcastle - www.foothillfirearms.net , Firearms / Ammunition / Accessories, 916-663-9349

Bishop Ammunition (North Highlands) - www.bishopammunition.com

Firearms / Ammunition sales, 916-727-9967

Nor Cal Gun Vault - Match sponsor

Rocklin - www.norcalgunvault.com , Firearms / Ammunition / Accessories, 916-624-4867

One on One Firearms - Match sponsor

Sacramento - www.oneononefirearms.com, Firearms training, 916-494-9663