
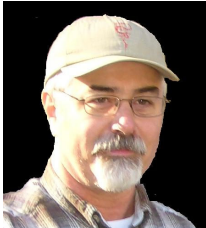



Multi Gun Division

Return to..	Web Link	Match Schedule	Match Director and phone# (click to email)	Match Fees	Page content last updated	Printer friendly
Division Master List PCSI Home Page			 Michael Craig 614-348-8463	Co-Director: Mike McDowell General Match Fee \$20.00 PCSI Members: \$15.00 Juniors & Ladies: FREE	01/23/2008	

Match Director: [Michael Craig](#) - 614-348-8463

Match Co-Director: Mike McDowell

MultiGun Links: [MultiGun Home](#), [Match Overview](#), [Equipment Overview](#), [Your First Match](#), [MultiGun Rules](#)

Match Dates 2008: May 4 (1st Sun), June 29 (5th Sun), Aug 3 (1st Sun), Oct 19 (3rd Sun)
[Click here to show Multi-Gun matches on club calendar for the current year](#)

Pre-match Setup: In order for these matches to be successful, setup help is needed on the Saturday afternoon before the match. We will continue setup on the morning of the match. Contact one of the Match Directors for details if you would like to assist.

Setup Continues: 08:00am

Shooter's meeting: 09:45am

Match start: 10:00am

Match entry fee:

General Match Fee	\$20.00
PCSI Members:	\$15.00
Juniors & Ladies:	FREE

PCSI MultiGun Competitions' Match Overview

MultiGun is a comprehensive shooting sport in which competitors are required to combine accuracy, speed, and power to successfully solve many different shooting "problems" on a course of fire using multiple types of firearms. In a fully integrated stage the competitor will be required to consider using all three primary firearms, pistol, shotgun and rifle in order to engage all of the targets presented. When possible, we prefer to let the shooter decide which targets are best engaged with which firearms. This can lead to some very creative "solutions" and lends itself to a freeform design that most shooters really enjoy.

New MultiGun stage designs are presented at every match requiring competitors to be diverse in their training. We can't emphasize enough the need for competitors to be completely familiar with their firearms and support equipment before they arrive at the range on match day. You need to make sure all of your equipment works together before stepping up to the firing line. On any given stage, a shooter may be required to shoot targets at

distances varying from point blank range to 100 yards. Targets will be made of paper, steel and frangible clay pigeons. Some shotgun targets are engaged with small shot loads, others with slugs. Often "no-shoot" targets are interspersed with threat targets which incur a penalty when hit. Realistic props are used when possible to simulate a real life scenario that the shooter must interact with in order to complete.

MultiGun matches come in two main varieties: Tactical MultiGun Matches, and USPSA MultiGun Matches. Tactical MultiGun Matches incorporate all of the fundamental aspects of shooting while requiring defensive and offensive tactics be used such as cover, mandatory reloads, ammunition retention, and so on. Tactical MultiGun Matches emphasize tactical aspects allowing competitors to develop their self-defense skills and test their equipment in demanding situations. Competitors may use their carry gun as their primary sidearm and often must only use full power $\frac{1}{2}$ loads. USPSA MultiGun Matches emphasize the speed, power, and accuracy aspects of practical shooting competitions. USPSA MultiGun Matches emphasize the game element of competition, using specialized equipment and ammunition acknowledged not to be always practical for self-defense use, but optimized for their ability to generate high scores and low times. At PCSI, we are going to offer USPSA style MultiGun courses of fire that will have embedded tactical opportunities for those who prefer to practice such skills. Each offers many opportunities for competitors depending on which aspect of MultiGun they want to emphasize. Each competitor must decide in advance how they want to approach the match. For some, the match is part monthly practice, part social occasion. Many enjoy the challenge, the fun and social aspects of the sport, and don't take things too seriously. At the other end of the spectrum are the athletes, the serious competitors.

At PCSI we will offer competition matches in four gun divisions: Open, Limited, Tactical and Heavy Metal. Each competitor must declare his/her division at the time of event registration, prior to beginning the competition.

For more information on Divisions, equipment classifications, rules and scoring methods go to the [rules link](#) found here and at the top and bottom of this page.

Competitors typically use semi automatic rifles in .223 or larger caliber, shotguns 12 or 20 gauge and semi-automatic centerfire handguns in 9mm and larger calibers. Handguns are carried in belt holsters, and are accompanied by spare magazines or speedloaders in pouches also attached to the belt. Long guns will be transported using slings or hand carried between stages, stored in gun racks while waiting your turn. They will be staged in assigned grounding areas in each shooting bay during your turn.

All firearms used in PCSI MultiGun matches must be safe and serviceable. They are subject to inspection at any time and will be withdrawn from the match if deemed unsafe. A good basic set of criteria for a competition firearm is that it must be accurate, reliable and in good working order.

For those who might be new to the sport we have published an [overview of the equipment & firearms](#) that you would see at a typical MultiGun match. It is in no way an all inclusive list but it serves to give you more insight on how to get a quick introduction into the sport. Click on the overview link for more information.

Finally, you will find at the end of this introductory overview a minimum equipment list that a new competitor coming to his/her [first PCSI MultiGun match](#) should consider.

MultiGun Links: [MultiGun Home](#), [Match Overview](#), [Equipment Overview](#), [Your First Match](#), [MultiGun Rules](#), [PCSI Schedule](#)

Rifle, Shotgun and Pistol Equipment Overview

Rifle

For the rifle portion of a MultiGun match, the competitor must use a center fire rifle. From a practical point of view, the rifle must be a semi-automatic weapon that uses a detachable magazine, preferably with magazines having a capacity of at least 10 rounds. The most common rifles seen at MultiGun matches include:

- AR-15 (in its many configurations, but mainly in .223)
- Ruger Mini-14 (in .223)
- M1 Carbine (in .30 carbine)
- SKS, AK-47 (in 7.62x39)

- Marlin CAMP-9 Carbine (in 9mm)
- M1A .308 Caliber, AR-10

Far and away, the AR-15 is the rifle of choice at MultiGun matches. There is a split of opinion as to whether it is better to use a lightweight model, making it easier to move from shooting position to shooting position, or the heavier full-sized models, which have less recoil and reduce the target reacquisition time.

Most competitors use some sort of optical site but many rely on traditional iron sights as well. One problem with using too much magnification is that at the shorter ranges the field of view becomes so narrow that it is easy to lose one's place in large arrays of closely placed targets. Some competitors are mounting a zoom scope on the top for long range targets and then hanging a red-dot off the side rail for the short range field courses.

Another common modification is to replace the standard muzzle brake with an effective compensator. This appears to better dampen the recoil and improve the target reacquisition times.

Shotgun

For stages that require the use of a shotgun the competitor will generally use a semi-automatic or pump action, high capacity shotgun. 12 and 20 gauge are the most common with 20 gauge being the smallest allowed. A good shotgunner with a pump can shoot times that are competitive with the semi-autos, but the autoloaders definitely have an edge, especially for someone who doesn't have a lot of experience.

Magazine capacity can be a significant factor on some courses. The more rounds you can have in your gun initially, the fewer rounds you have to load along the way. Remember when magazine capacity is specified for a shotgun, the number includes the round in the chamber. Magazine extensions are relatively inexpensive add-ons for most common shotguns.

Another way to reduce the reloading time with the shotgun is to install a "speedloader" device, such as the TECLOADER. This system includes a bracket that mounts at the bottom of the receiver and plastic tubes that hold four 2 3/4" rounds each. To feed the four rounds into the gun's magazine, the open end of the tube is aligned with the magazine feed by pressing the plastic ears on the end of the tube against the bracket mounted on the gun. A handle attached to a piston like mechanism is pushed, forcing the four rounds into the magazine in a single stroke. Four rounds can be loaded in less than two seconds. This is considerably faster than feeding rounds individually by hand. One problem with the speedloader system is that the plunger must be pushed straight down the length of the tube. If, in the excitement of the competition, the plunger is twisted slightly or its handle base pushed away from the tube, the entire piston assembly can be forced out of its track and it stops feeding rounds. The common fix to prevent the piston from twisting out of its track is to insert a length of half-inch dowel in the back side of the piston that extends back through the hole at the "closed end" of the tube. This dowel prevents the piston plunger from losing alignment with the length of the tube.

The most common shotguns seen at PCSI MultiGun matches are relatively inexpensive autoloaders such as the Remington 1100 & 1187. These usually have magazine extensions and devices that ease the loading process, such as the EASYLOADER. Several competitors are using the auto loading Benelli M1, Winchester SX2 and the venerable pump shotguns, the Remington 870 and the Mossberg 500/590.

Some sort of optical sight whether magnified or a simple red dot are very common for competitors to use but there are still a high number of competitors that are using standard iron sights. A few competitors are also adding compensators to their shotguns.

Although these devices are expensive, they install easily in barrels that are threaded to receive choke tubes. Some competitors are also experimenting with "porting" (drilling holes at the top of the barrel near the muzzle) their shotguns. Before modifying your shotgun, understand the differences relative to the optics you wish to use.

Most targets for shotgun stages are steel: Pepper Poppers, US Popper, various sizes of either round or square plate and of course stationary & thrown frangible clay pigeons. These targets are always engaged with lead shot. Most competitors use #7 1/2 or #8 birdshot. Stages may also include some IPSC cardboard targets that are engaged with slugs.

Pistol

More often than not, many stages of a MultiGun match will require the use of a centerfire pistol that is at least 9mm (semi-auto) in caliber. The higher capacity and ability to support much faster reloads makes semi-automatic pistols the preference of most competitors. The most popular pistols used at MultiGun matches include the venerable 1911 Government model made by S&W, Colt, Springfield Armory and others in .45 ACP. There are also "Wide body" versions of the Government Model in .38 Super and 9x21/23/25 made by Para-Ordinance, STI, etc. Also found are 9mm, 40 S&W & 45 ACP in service or production pistols by Glock, Springfield, Beretta, Smith & Wesson, Ruger, etc. Revolvers are commonly seen in the Heavy Metal Division which requires the use of a .44 or larger in pistol calibers.

Competitors usually use the same pistol that they use in regular USPSA or IDPA pistol only matches. Therefore, many MultiGun competitors use a relatively stock pistol, devoid of compensators and optical sights.

MultiGun Links: [MultiGun Home](#), [Match Overview](#), [Equipment Overview](#), [Your First Match](#), [MultiGun Rules](#), [PCSI Schedule](#)

Your First Match

When you come to your first match, you will need to bring along a minimum contingent of equipment. Don't go overboard initially. Remember you may need to move all of your equipment from stage to stage. For your first match you need to consider the following:

Rifle:

- A .223 or larger caliber, semi-automatic rifle in good working order.
- A rifle case (soft or hard). When you first arrive at our range, your rifle must be encased!
- At least 3 30-round magazines or the equivalent in lower capacity magazines. Our rifle stages can require as many as 30-60 rounds. If you need to take any extra shots you probably want to carry at least one spare in case you need it during the run.
- Some way to carry around your extra magazines. Various types of inexpensive magazine pouches are available from a number of sources, although you may be able to just stick it in your belt or pocket for your first match.
- At least 100 rounds of ammunition. If you need extra shots, its better have enough ammunition than not. If you have a "range malfunction" during your run and need to "reshoot", you'd better have enough ammunition to reshoot the entire course of fire. There's no point in cutting too close on the amount of ammunition you bring, you can always use the excess at the next match.
- Make sure your ammo can pass the magnet test. We do not allow tracer, incendiary, armor piercing or steel jacketed ammunition. One magazine of this type of ammunition could ruin all of our rifle grade targets in just a few moments.
- We like to see competitors use an empty chamber indicator / open bolt indicator on each shotgun and rifle. These are inexpensive and we will make an attempt to make them available at cost at registration.

Shotgun:

- A 20 gauge or larger, pump or semi-automatic shotgun in good working order.
- A shotgun case (soft or hard). When you first arrive at our range, your shotgun must be encased!
- At least 100 rounds of lead shot, size #6, 7, 7½-8 shot or smaller (i.e., #6, #7 1/2, #8, etc.). In addition, we sometimes require slugs on certain stages.
- We also suggest that you bring 20-25 shotgun slugs as well.
- Some way to carry extra shells during the running of the course. This could include a tactical strippers that attaches to your belt; a pouch (like a "fanny pack") that goes around your waist; special shotgun ammunition belts with elastic loops to hold individual rounds, which goes around your waist or is worn as a bandoleer over one shoulder which give you quick access to additional shells.

Pistol:

- Your handgun: A semi-automatic pistol in at least 9mm (no .380 or smaller)

- A holster that attaches to your belt, completely covers the trigger area of your handgun, and keeps the muzzle of the holstered handgun pointed downward into a "zone" that is within 1 meter of the wearer. The holster must firmly retain the pistol in all shooting positions. Inexpensive fabric nylon holsters (such as those made by "Uncle Mike") though not recommended, will work, but if it has a snap closure, you must snap it closed to start your run.
- At least four magazines. It is not unusual for a stage to require multiple magazine changes since a single stage may require 35-40 rounds.
- Mag pouches or other way to hold your spare magazines at your belt. Again, inexpensive nylon holders are available at most gun stores and even some discount stores.
- At least 100-150 rounds of ammunition. If you need extra shots, its better have enough ammunition on your person to complete the course of fire (CoF). Also, if you have a "range malfunction" during your run and need to "reshoot", you'd better have enough ammunition to reshoot the entire course. There's no point in cutting too close on the amount of ammunition you bring, you can always use the excess at the next match.

Other considerations:

- Eye and ear protection. To shoot any match at the PCSI, you must wear safety or shooting glasses and some type of ear protection (plugs or muffs). Your regular sunglasses will not qualify as safety glasses, except for certain models of Gargoyles, Bolle, etc. that are designed as sports safety glasses as well.
- Clothing that is suitable for the season and provides adequate freedom of movement without being too loose, causing catches on props. If the weather forecast includes moisture, you might want to bring some foul-weather gear (rainsuit, poncho, etc.).
- Knee and/or elbow pads, especially if you are sensitive in those areas. You can count on having to go to kneeling and prone at least once during most every match. If some padding will prevent injury when you get too enthusiastic, consider bringing some.
- MultiGun Cart, dolly or luggage cart to carry around all of your guns & gear. Though not required it will make you job of moving from stage to stage much easier.
- Water and food. Especially during the summer, dehydration is a problem. Our club usually has drinking water available, but it is easier if you bring some yourself and have it with you. A light snack can help keep your energy up as well.
- Sunscreen
- Bug spray

This may be a long list, but it is pretty much driven by common sense. Don't forget to review our [range and match rules](#) before arriving at the range.

Come on out and have a good time.

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