

Three-Gun Match Description

updated June 25, 2012

1. Format:

The match will be similar to the Defensive Pistol match, but will be expanded to include shotguns and rifles. For those who have not shot Defensive Pistol, there will be several defensive scenarios to which you will respond. Your response will be timed with your total shooting time increased for FTNs (failure to neutralize target) or procedural errors. The format and scoring will be derived from the IDPA Defensive Multi-Gun rules, but will be modified to suit our range and membership.

2. Firearms and Ammunition:

A. Handguns - Any centerfire pistol or revolver will be allowed. There will not be a "power factor" or other attempt to classify handguns. However, the match will be timed and there will be reloads, so you may want to choose an autoloader over your revolver. Your handgun will usually be drawn from concealment to simulate defensive pistol usage. There are no red dot scopes or optics allowed on the handguns. While fewer rounds may be actually used, it is suggested that you bring at least 100 rounds.

B. Shotguns - Any shotgun will be permitted; however, since time will be a factor, you may want to take that into consideration. Shells must be #4 lead shot or a smaller size; thus, no buck shot, steel shot or slugs. It is suggested that you bring at least 50 rounds.

C. Rifles - Any centerfire rifle of .30 caliber or less will be permitted, also any rifle that fires a pistol caliber is permitted; however, again, considering the format, you may want to choose a magazine-fed semi-automatic rifle. It is suggested that you bring at least 100 rounds. No magnum, armor piercing, green-tip steel penetrator (XM855), tracers or incendiary rounds are permitted.

3. Other Equipment:

A. Clothing - Some handgun stages will require drawing from concealment; so a vest, shirt or other concealment garment will be needed.

B. Holsters - A holster appropriate for handgun concealment will be needed. Tactical style holsters that do not allow concealment are not appropriate. No competition or "speed" holsters are allowed.

C. Open Bolt Indicators - All long guns will need to display an open bolt indicator (OBI) when not in use. OBI's will be available for purchase at the match if anyone needs them.

D. Magazines and Reloads - There will be reloads required for each stage, so additional magazines will be necessary for pistols and rifles. It is suggested that a minimum of three (3) of each be brought. Shells for shotgun reloads may be either carried in a pouch, etc., or positioned with the shotgun on a table. Magazines can be loaded anytime during the match.

E. Slings- Slings are permitted, but will not be necessary as long guns will be positioned rather than carried.

4. Classifications:

There are two classifications - Limited and Open. Guns that meet the Limited class definition can compete in the Open class if they want, but not the other way around.

A. Limited Class - All firearms in the limited class can only have iron sights - no optics, lasers or red dot scopes are allowed in this class. There are limitations on the ammunition loading to make it competitive for firearms with limited capacity. Handgun magazines can only be loaded to a maximum of seven rounds. Rifle magazines can only be loaded to a maximum of ten rounds and shotguns can only be initially loaded with four rounds.

B. Open Class - Red dot scopes or optics are permitted on both the rifle and shotgun in the open class and there are no magazine loading limits in the open class.

5. Stages:

There will be at least three different scenarios that will require the specified use of the three firearms at different targets. The goal of the stage design is to try to utilize different shooting skills for each firearm. The order that the firearms are to be used and the targets engaged will be explained before each stage. The distances to the targets will vary - 10yds to 100yds for rifle targets, 3yds to 20yds for handguns and 10yds to 30yds for shotguns. There will be some movement during a stage; however, it will be limited. Accordingly, any restrictions on mobility that anyone may have should not be a factor.

6. Scoring:

A. Paper targets - Most of the handgun and rifle targets will be the standard IDPA cardboard silhouette. Each target will either be neutralized or a five second FTN(failure to neutralize) penalty will be applied. A target can be neutralized in two methods:

- One shot in either of the -0 scoring areas (head or chest) will neutralize the target
- or two shots anywhere on the target will neutralize the target

B. No-shoot targets - There may be hostage or "no-shoot" targets on a stage. A hit on any hostage target will result in a ten second penalty. Hostages will be typically painted white or will have raised hands painted on them.

C. Steel targets - Steel plates or gong targets may be used and will be scored as a hit or a five second FTN penalty will be applied.

D. Clay targets - Clay pigeons may be used for shotgun targets. At least 1/2 of the clay must be broken or a FTN penalty will be applied.

E. Procedural violations - The order and method that the targets are to be engaged will be specified. Failing to follow the described course of fire will result in a five second procedural penalty. (For example - shooting the firearms in the wrong order, engaging the targets in the wrong order, shooting with two hands when it was specified to be one handed only, etc)

7. Safety:

Safety is always important at all of our matches. Before the match begins, all handguns will be verified to be empty with magazines removed and hammer down; thereafter, handguns will be carried holstered in that manner. All handguns will remain holstered and will not be removed for any reason until the participant is directed to “load and make ready”. All long guns will be unloaded, magazines empty, actions open and OBI’s inserted. All long guns will remain in the racks until the shooter is called to the line.

Come join us. It should be fun. You will get lots of rounds down range, and what could be better than that!