



Ohio Shooting Sports, Ltd

Professional Instruction for Personal Defense and Competition!

www.OhioShootingSports.com

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Stage Designs:
<http://www.defensivepistol.org/2010PCSIMultiGunStages.html>

2010 Scores:
<http://www.defensivepistol.org/2010PCSIMultiGunScores.html>

2010 Match Dates:
June 6, July 11(Buckeye Firearms Association), Aug 8, Nov 7

Your First MultiGun 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 you first match you need to consider the following:

Rifle

- A .223 or larger caliber, semi-automatic rifle in good working order. For this event we will accept .22 and larger pistol caliber carbines as well.
- A rifle case (soft or hard). When you first arrive at our range, your rifle must be encased and we are requiring the use of empty chamber flags or equivalent method.
- At least 2 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 core or steel jacketed ammunition. One magazine of this type of ammunition could ruin all of our rifle grade targets in just a few moments.

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 shotshells, size #6 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 10-15 shotgun slugs as well.
- Some way to carry extra shells during the running of the course. This could include "tactical strippers" that attach to your belt; a dump 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

- A semi-automatic or revolver handgun 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") will work although not recommended.
- At least 2-3 hi-cap magazines. It is not unusual for a stage to require multiple magazine changes since a single stage may require 25-30 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 rounds of pistol 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 (rain suit, 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 your 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 repellent. The range is home to many critters that like to bite and few that like to go home with you after the match.

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 at www.pcsirange.com in the MultiGun Division sections before arriving at the range.

Come on out and have a good time!

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