



# **DMG New Shooter Orientation**

**(Focus is on DMG rules not covered in the IDPA Pistol rule book  
and DMG rules unique to TCAS)**

- **Purpose & Principles**
- **Firearm Divisions**
- **Safety**
- **Procedures**
- **Ammunition Carrier Notes**

## Purpose

- IDPA recognizes the use of long guns as well as handguns as defensive tools.
- IDPA Defensive Multi-Gun (DMG) is designed to give clubs and competitors the option of enjoying the use of these tools in a competitive environment.
- IDPA DMG should be thought of as an occasional accompaniment to regular IDPA matches and not a replacement of those matches.
- IDPA DMG is a shooting sport that uses practical equipment to solve simulated “real world” self-defense scenarios.
- IDPA DMG shooting events require use of practical handguns, rifles, shotguns, ammunition carriers and holsters that are truly suitable for self defense.
- IDPA DMG Shooting events require the use of Rifles and Shotguns that are typical of what is used for home defense and vehicle carry.
- No “competition only” equipment is permitted in IDPA 3 Gun matches since the main goal is to test the skill and ability of the individual, not equipment or gamesmanship.

## Principles

- Promote safe and proficient use of guns and equipment suitable for self-defense.
- Provide a level playing field for all competitors to test the skill and ability of each individual, not equipment or gamesmanship.
- Provide separate divisions for equipment and classifications for shooters, such that guns with similar characteristics are grouped together and people with similar skills compete against each other.
- Provide shooters with practical and realistic courses of fire that simulate potentially life-threatening encounters, or that tests skills required to survive life-threatening encounters.
- Offer a practical shooting sport responsive to the shooters and sponsors, with stability of equipment rules.
- Offer a practical shooting sport that allows competitors to concentrate on developing skills and fellowship with like-minded shooters.

# Firearm Divisions

## Stock Service Gun (SSG)

Firearms permitted for this division must be:

- Rifle: 5.56 x 45 mm (.223) or larger caliber, **with iron sights only**.
- Shotgun: **Pump** only in 12 or 20 gauge, **with iron sights only**. No more than five (5) rounds may be loaded in the magazine at any time, Six (6) rounds max in gun.
- Pistol: **Any IDPA SSP legal pistol or revolver using IDPA legal capacity** (Magazine extension tubes that do not extend past the muzzle are permitted)

## Enhanced Service Gun (ESG)

Firearms permitted for this division must be:

- Rifle: 5.56 x 45 mm (.223) or larger caliber, **with iron or single optic sights only**. The use of an inline optical magnifier is legal.
- Shotgun: **Pump or semi-auto** only in 12 or 20 gauge, **with iron sights only**. Five (5) round magazine limit, Six (6) rounds max in gun.
- Pistol: **Any IDPA legal pistol or revolver using IDPA legal capacity** (Magazine extension tubes that do not extend past the muzzle are permitted - Optic Sights are not permitted for shotguns)

## Stock Pistol Caliber Carbine (SPCC)

Firearms permitted for this division must be:

- Rifle: 9 x 19 mm or larger pistol caliber (including .30 carbine) **with iron sights only**.
- Shotgun: **Pump only** in 12 or 20 gauge, **with iron sights only**. Five (5) round magazine limit, Six (6) rounds max in gun.
- Pistol: **Any IDPA SSP legal pistol or revolver using IDPA legal capacity** (Magazine extension tubes that do not extend past the muzzle are permitted)

## Enhanced Pistol Caliber Carbine (EPCC)

Firearms permitted for this division must be:

- Rifle: 9 x 19 mm or larger pistol caliber (including .30 carbine) **with iron or single optic sights**. The use of an inline optical magnifier is legal.
- Shotgun: **Pump or semi-auto** only in 12 or 20 gauge, with iron sights only. Five (5) round magazine limit, Six (6) rounds max in gun.
- Pistol: **Any IDPA legal pistol or revolver using IDPA legal capacity** (Magazine extension tubes that do not extend past the muzzle are permitted - Optic Sights are not permitted for shotguns)

Note: TCAS allows use of reflex sights (non-magnified red dot scopes) in SSG & SPCC divisions.

# Safety

## *The Four Universal Laws of Gun Safety:*

- The gun is always loaded.
- Never point a gun at something you are not prepared to destroy.
- Always be sure of your target and what is behind it.
- Keep your finger off the trigger until your sights are on the target.

The added complexity of a Three Gun Event makes it vital that all competitors be active in keeping the range safe. Long Guns have the potential to make far more damage than hand guns can. Remember that while Handgun bullets make holes in things Shotguns remove large pieces and Rifles can make very large holes. Always be mindful of muzzle direction and safety.

## **Transporting Rifles and Shotguns on the Range:**

Rifles and Shotguns can only be carried and stored between stages in one of the following ways:

- In a soft or hard case with the **actions open** or a chamber flag inserted.
- In a shooting cart with the muzzle pointing downward, **actions open** or a chamber flag inserted.
- In a gun rack with the **actions open**

*Note: Take care when handling long guns to not sweep anyone with the muzzle.*

Pistols will remain in holsters as is done for standard pistol matches and only handled at the safety table or under the supervision of a SO.

At the safety table, rifles and shotguns may be transferred from their cases and secured with muzzles pointing downward in a shooting cart or handled for general purposes such as maintenance without SO supervision provided no ammunition is present.

On the range, rifles and shotguns can not be removed from their shooting cart or gun cases unless under the supervision of a SO. Wait for directions from the SO before moving long guns from cases to gun racks or gun racks to the shooting line and from the gun rack back the case or cart. Typically, an additional SO to the one on the shooting line will be on hand to supervise the transfer of long guns between the shooting carts or gun cases and the bay's gun rack. This additional SO is working in coordination with the primary SO on the shooting line.

## **Loading Magazines:**

Detachable rifle and pistol magazines may be reloaded while off the firing line, but the contestant's firearm may only be loaded or unloaded under the direction of the SO.

## Safety (continued)

### **Pre-loading Shotguns:**

All shooters on a squad will line up and face into a side berm with their cased shotguns. Under the supervision of a safety officer, they will simultaneously uncase and pre-load up to 6 shells into their shotgun's magazine and then carry their shotguns with the muzzle pointing up over to the bay's gun rack. Note: This is the **only** time the shotguns can have their action closed when not on the shooting line since they typically need to be closed in order to load the magazines. The chamber **MUST** remain empty until on the shooting line and under the SO's instruction. The shotguns are only to be removed from the gun rack by the shooter under the SO's supervision when it is their turn to shoot. At that time, they will carry the shotgun, muzzle up, to the shooting line and follow the SO's instructions.

*Note: All firearms must be unloaded when moving from one stage to another.  
This includes the shotgun's tubular magazines.*

### **Transitioning during COF:**

When transitioning from one firearm to another, the shooter may **NOT** move further down range beyond an abandoned (set aside) firearm **UNLESS** the firearm has been unloaded and properly stowed in an approved dump station such that the muzzle no longer points down range (typically pointing downward or towards a side berm away from the shooter and spectators).

Muzzle of guns must be pointing downward or straight towards the berms whenever moving from one shooting position to the other. When transitioning out of openings or to the other side of walls, keep some distance from the walls and barricades to prevent the muzzle from being pointed upwards above the earth berm.

No shooter shall wear or use two pistols unless dictated by the specific course of fire at hand.

### **Procedures for unloading and showing clear:**

- Pistols - (same as with standard pistol matches) Remove magazine, open slide, verify that chamber is empty, close slide, hammer down and holster.
- Rifles – Remove magazine, open bolt, verify that chamber is empty, close bolt, hammer down, lock bolt open, place safety lever on and carry back to gun rack with muzzle up.
- Shotguns – Lock bolt open, verify that chamber is empty and that tubular magazine is empty, place safety lever on and carry back to gun rack with muzzle up.

# Procedures

## General:

- All Long Gun CoF will be started with the Long Gun shouldered in the “Low Ready” position, in either Cruiser Ready (chamber empty – magazine full) or Patrol Ready (round in chamber), unless other positions for the Long Gun are stipulated (car trunk, rack, or on the ground)
- Strict cover rules will **not** be enforced as they are in pistol due to unsafe conditions that may result when a shooter tries leaning out on their weak side and falls over. No more than half of the total body (lower **and** upper) may be exposed to the threat while shooting or reloading when cover is available.
- Engaging a target with the wrong firearm will result in a procedural. (example: shooting a target with a handgun that required a rifle shot).
- If a shotgun or rifle becomes inoperable due to an un-clearable malfunction, breakage, or running out of ammunition, the handgun **MAY** be used to complete the stage. Some stage designs, range layouts or range rules may not make this possible. The course description, MD or SO will notify the competitors if this is not possible.
- If the handgun has gone dry or is broken, the shooter may set it down on the ground anytime during the stage provided the gun is **UNLOADED** with the slide locked back, the muzzle placed in a safe direction, (side berm or downrange) and the **shooter does not go in front of the muzzle**. Setting a **loaded** gun on the ground will be grounds for a match disqualification.
- If the long gun has gone dry or is broken, the shooter may set it down on the ground or approved stage description mandated location anytime during the stage provided the gun is **UNLOADED** first, the muzzle placed in a safe direction, (side berm or downrange) and the **shooter does not go in front of the muzzle** while shooting the stage. The action does not need to be left open, but the safety must be engaged (if applicable). Laying a loaded gun on the ground is grounds for a match disqualification and the SO will verify the long guns condition after completion of the CoF
- No need for slings. They can not be used when changing shooting bays and only get in the way when running the course of fire.

## Procedures (continued)

### Rifle:

- Variable power optics will start on the lowest setting on all stages but may be adjusted after the start signal.
- Electrically powered optics may start in the on position. It is the competitor's responsibility to make sure the optic is on prior to the start. There will be no reshoots given if the competitor forgets to turn on the optic.
- Rifle magazines can be loaded to any number desired but a mandatory magazine change is required before the last shot is fired when any course of fire requires more than 15 rounds.

### Shotgun:

- No shot shells of BB or larger may be used on steel targets.
- Adjustable or removable chokes WILL NOT be adjusted or changed after the start of the match.
- TCAS allows 12 spare rounds to be carried on the belt or in pockets in addition to the 6 pre-loaded in the gun whereas IDPA HQ allows only six (6) spare rounds to be used (carried on or off the gun) per string of fire.
- Only lead shot shells are allowed
- Note: In the case of shotgun hits on a non threat, the target must be hit by a pellet or slug. Wad hits will not count as a hit on a Non Threat Target.

# Ammunition Carrier Notes

- A three (3) second procedural penalty will be assessed any time a loaded ammunition feeding device (magazine, revolver speed loader, or moon clip) or shotgun shell is dislodged and falls out of the carrier during a course of fire. Dropping a loaded ammunition feeding device or shotgun shell during a reload is not a procedural as long as the competitor does not leave ammunition behind.
- In lieu of the use of ammunition carriers, spare magazines or shotgun shells used in a CoF may be carried in the contestant's pockets and used for any IDPA Legal Reload. You may not change carry methods during a match.
- The shooter may carry no more than two spare pistol magazines and/or two spare rifle magazines on his belt. Shotgun shells on the shooter's person (belt, pockets, and butt cuff/sidesaddle) are to be limited to 12 shells plus the 6 shells in the gun.
- No ammunition carrier is to be attached to the shooter's arms or upper body.
- No thigh mounted ammunition carriers are to be used.
- Two spare shotgun carriers no wider than 3-1/4" can be placed on the strong side forward of the holster
- Due to the fact many competitors will need space for rifle magazine pouches, shooters may move their handgun magazine pouches 2" forward of the centerline on their weak side. (IDPA Multi Gun events ONLY)

**Metal piercing, incendiary and tracer ammunition are prohibited.**