

**DEFENSIVE MULTI-GUN
PROVISIONAL RULES
Proposal 8, Ken Reed 12/05/2007**

Course Of Fire Rationale

All CsOF must either simulate a possible real life scenario or test skills that might reasonably be used in a real life self-defense confrontation. If you cannot honestly say, that could happen, it probably will not make a good IDPA Multi-Gun stage. We realize that not many self-defense shootings will involve multiple long guns and handguns, but the shooting positions and challenges must be kept reasonable. (borrowed from the writings of Ted Murphy)

SSG: STOCK SERVICE GUN

RIFLE: 5.56 x 45 mm (.223) or larger rifle caliber, with iron sights only

SHOTGUN: Pump only, 12 or 20 gauge, with iron sights only

PISTOL: Any IDPA Legal Pistol or Revolver using IDPA legal capacity

ESG: ENHANCED SERVICE GUN

RIFLE: 5.56 x 45 mm (.223) or larger rifle caliber, with optional single optic

SHOTGUN: Pump or semi-auto, 12 or 20 gauge, with iron sights only

PISTOL: Any IDPA Legal Pistol or Revolver using IDPA legal capacity

HWG: HEAVY WEIGHT GUN

RIFLE: 7.62 x 51 mm (.308) or larger rifle caliber, with optional single optic

SHOTGUN: Pump or semi-auto, 12 gauge only, with iron sights only

PISTOL: CDP or ESR using IDPA legal capacity

LWG: LIGHT WEIGHT GUN

RIFLE: 9 x 19 mm or larger pistol caliber, also including the .30 carbine/.30 M1 round, with optional single optic

SHOTGUN: Pump or semi-auto, 20 or 12 gauge, with iron sights only

PISTOL: Any IDPA Legal Pistol or Revolver using IDPA legal capacity

MOG: MANUALLY OPERATED GUN

RIFLE: 9 x 19 mm or larger pistol, or rifle caliber with iron sights only, that is bolt, lever, or pump operated. Only bolt operated guns may use box magazines.

SHOTGUN: Pump 20 or 12 gauge, with iron sights only

PISTOL: Any IDPA Legal Pistol or Revolver using IDPA legal capacity

General Rifle Rules

10 round limit in mag, 11 rounds max in gun

No bi-pods

Gun mounted ammo is allowed, 10 rounds max per magazine

Redi-Mags, mag cinches, butt cuffs and like products are allowed

Extra ammo, 10 rounds max per magazine, may be carried on the body in pockets, carriers or in a bag or satchel. However the ammo and carriers can only be acquired after the start signal

Compensators and Flash Hiders allowed, 1" diameter or less

Steel targets will not be placed closer than 100 yards

A majority of shots should occur within 50 yards, but an occasional target out to 100 yards should be encouraged

Rifles may have lights attached before the start signal, but must be turned on after the start signal.

Electrically powered optics will not be turned on before the start signal

No Laser aiming devices

The configuration of the rifle will not be altered during a match. No parts or accessories will be swapped, added, or removed during a match. Variable power optics will start all stages set to the lowest power setting, but may be adjusted after the start signal.

General Shotgun Rules

5 rounds max in mag, 6 rounds max in gun

Gun mounted ammo is allowed, 6 rounds max on gun

Side-saddles, forearm and butt cuffs, and like products are allowed

Extra ammo may be carried on the body in pockets, carriers or in a bag or satchel. However the ammo and carriers can only be acquired after the start signal

No compensators

No speed loaders or box magazines

Steel will not be placed closer than 10 yards when using shot shells

Steel will not be placed closer than 30 yards when using slugs

Shot shells will not be used with paper targets

Only lead pellet shot shells are allowed, including buck shot

Different ammunition, slugs or shot needed in a course of fire may not be pre-staged in the magazine.

The magazine must be loaded with one size and type of ammo at the start.

A majority of shots should occur within 35 yards, but an occasional target out to 75 yards with slugs should be encouraged

IDPA rules on maximum percentage of steel targets in a stage, do not apply to shots with a shotgun

Shotguns may have lights attached before the start signal

No Laser aiming devices

The configuration of the shotgun will not be altered during a match. No parts or accessories will be swapped, added, or removed during a match. Adjustable chokes will not be adjusted after the start signal or in between stages.

General Handgun Rules

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 a stage.

All IDPA rules apply to IDPA DMG unless otherwise noted in this document, example: reloading rules for pistols will also apply to rifles, example: retain the magazine if there is a round in the chamber, example: use cover if available for shooting and reloading, etc.

General COF Rules

18 round maximum per string for pistol only or rifle only strings, 10 rounds for shotgun only strings.

23 round maximum per string if two firearms are used in a single string

28 round maximum per string if three firearms are used in a single string

Rifles and shotguns must have a sling if they are carried on the body while another firearm is shot

Classification

The shooters highest IDPA Classification will be used as their Classification for IDPA DMG.