

DMG NSO (this document to be used in conjunction with SADPA DMG Rulebook)

Welcome

Reason for the NSO

- a. Lots of new shooters with an interest in DMG
- b. Experienced shooters with different interpretations of long gun safety

Aim of the NSO

- a. For all competitors to understand & adhere to the safety rules
- b. To be able to manipulate & shoot long guns in a safe manner
- c. General understand of the DMG rulebook

The most important thing to take away from this NSO is manipulating and shooting long guns safely without endangering yourself or others.

Safety rules –from SADPA DMG rulebook October 2013

To be read in conjunction with current IDPA rulebook.

2.1. Additional reasons for a DQ :

2.1.1. Unsafe holstering of a handgun while transitioning. (Ensure new shooters have holsters that enable safe holstering -watch out for leather/material holsters that collapse after drawing, they normally take 2 hands to get it open or digging the muzzle in to open the mouth of the holster which leads to endangering/sweeping.)

2.1.2. Placing a loaded firearm on the ground will lead to a DQ, unless it can't be unloaded due to a malfunction.(see grounded rule)

2.1.3. moving in front of a grounded/abandoned firearm's muzzle.

2.2. unloaded of multiple firearms – remember the shooter is under direct control of the SO and can't quickly check targets scores between doing the unloading tasks.

2.3 Long guns are to be carried & stored between stages in a hard or soft case. All long guns are kept bagged at all times (you arrive and leave the CoF with long guns bagged). Carts can be used but long guns must be bagged on the cart.

2.4 Long guns will start in the low ready position unless otherwise stipulated by the CoF. SO to demonstrate low ready and show long gun stock in the shoulder, strong hand on pistol grip, support hand on fore end and pointing at 45 degrees. (No hands on charging handle or safety lever as per the AK)

2.4.1. Cruiser ready – loaded with chamber empty and safety off. Applies to all long guns with no external safeties.

2.4.2. Patrol ready – loaded, round in the chamber and safety on.

2.5 Long guns handled in safe area must have all spare ammunition removed. Shooter to remember to remove spare mags from stock, ammo in side saddles etc. Handling a firearm with ammunition in a safety area will result in a DQ.

2.6 Range Commands

There are 2 options following the command “ if Finished, Unload and Show Clear”

Option 1. (if you want to leave the action open)

Insert Chamber Flag

Bag

Range is clear

Or Option 2. (replacing Holster with Bag)

If Clear, bolt forward

Pull the trigger

Bag

Range is clear

Equipment

Division capacity

- a. Rifles – both conditions have 15 rounds in the firearm.
- b. Shotgun – patrol ready – 5 in the magazine tube and 1 in the chamber.
Shotgun – cruiser ready – 5 in the magazine tube.
- c. Except for OSG – both conditions have 6 rounds in the firearm.

Number of Magazines/shotgun shells

- a. Rifle – 2 spare magazines plus the starting magazine.
- b. Shotgun – 14 shotgun shells carried on or off the gun.

Load Bearing Belts and vests

Load bearing belts are allowed.

Vests/harnesses are allowed in Open Service Gun.

Ammunition carriers.

All ammunition carriers must be worn throughout the match. They don't have to carry ammunition for the certain firearm but the carrier must be worn.

Holster placement as per IDPA rules, all other carriers can be placed anywhere on the belt.

Divisions

Brief overview of Divisions & difference between Minor & Major

Inspect all the new shooter's long guns and explain which division & why they qualify.

Reloads

Slide Lock Reload (Emergency reload)

Recharge the firearm when it is empty and/or out of live ammo.

Loaded Chamber Reload (Tactical reload)

Shotgun

A Tac-Load in a shotgun with a tubular magazine is accomplished by topping off the magazine tube of the shotgun when not shooting.

Rifle

A Tactical Reload in a rifle/shotgun that is magazine fed is accomplished by removing the magazine from the rifle/shotgun and replacing it with a fresh magazine and stowing the partial magazine.

Rifles that cannot be reloaded with a reloading device such as a magazine or stripper clip will not be reloaded during a match and once empty the shooter will be required to transition to handgun to enable him to finish the rifle part of the CoF. Example – bolt action & lever guns

A PE will be assessed any time a loaded ammunition feeding device or shotgun shell is dislodged and falls out of an ammunition carrier.

Dropping a loaded ammunition device during a reload is not a PE if the shooter picks it up before the last shot.

Dropping a shotgun shell during a reload is not a PE and does not have to be picked up.

Transitioning

5. Transitions between firearms (multi gun)

- a. Handgun – holster – ensure the shooter can holster safely one handed; proper holster(kydex/plastic makes holstering much safer)
- b. Long guns – put the safety on or keep the action open and place on a matt, box, table or dump drum , pointing the muzzle downrange or into the side berm and make sure the shooter doesn't go in front of the muzzle.
- c. **Ground:**

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 is pointing in a safe direction, (side berm or downrange) and the shooter does not move 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, with the exception if the firearm can't be unloaded due to a malfunction, in which the firearm must be placed on the ground safely with**

the muzzle in a safe direction. The SO will verify the long guns condition after completion of the CoF.

Demonstrations

1. Shooting from and around cover. Demo from left & right side of barricade and low cover.
2. Transitions between shooting positions. Demo from R-L of barricade, etc.
Note muzzle safety. Tuck the firearm in.
Don't crowd the cover –which leads to muzzle pointing in the air or sweeping feet.
3. Movement between positions.
Note both hands on long gun ; 45 degrees ,butt in shoulder or tucked under shoulder. No gripping the long gun in one hand and waving around while you move.
4. Shooting on the move.
5. Reloading the long guns
Note – whatever type of reload watch muzzle direction
If you are turning the shotgun upside down to load the feed gate, watch out for hooking the finger in the trigger when turning it back.
6. Transitions
 - a. Between long gun and handgun
 - b. Proper way of laying the long gun down, be it a matt, box, table and dump drum.
7. Safe way of unloading a tube magazine –no trying to catch ammo, let it fall to the ground.
Watch that the finger that depresses the carrier button/disconnector for the action doesn't move into the trigger guard.

Practical Test (DMG Classifier)