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I bet most of you are here because you saw the first episode of the most dynamic shooting sports program on Versus and you want to know more! Well my friend, that's why I am here. Think of me as the "Go-To-Guy for Gun Games! (G2G4GG)"

Where do you want to start? History of the sport? We'll cover that later. Rules of the game? That too we'll hit at a later date. How about a little info on what it takes to get out and enjoy this high-speed, low-drag, wicked cool sport!

OK, here's the shortlist of basic items you need to play: Eye and Ear protection.

If you have "shooting glasses," great. Check that off, otherwise head over to your local hardware store and pick up a set of ANSI Specification Z87.1 rated protective eyewear. Probably set you back 5 to 10 bucks. Grab some ear plugs and/or muffs while you're there and you have checked off the only two MANDATORY boxes!

That's it for gear! What? No way! Remember, we are just getting YOU started in this game, and buying a bunch of gear just to see if you like it ain't exactly cost effective. Here is what I suggest.

First: Surf your way over to www.uspsa.org, www.3gunmatch.com and www.3gunrules.com and find a shooting club that is local to you.

Second: Make contact! Call or e-mail the guy or gal that is heading up the operation and tell them you are interested and want to *at least* watch a match. Here is an inside tip.....We shooting sports enthusiasts are always on the look-out for new players! We want you to shoot. Heck, I bet during this conversation your contact person offers to lend you guns and gear to test the waters! How cool is that? All you have to invest is a little of your time, the \$20 for your personal protective gear and maybe another \$20 for the local match fee. Of course it would only be fair for you to offer to pay for the ammo.

SAFETY, SAFETY, SAFETY. Every gun game has a set of rules that you will need to know to play well, but for now you must know the following:

Firearms are to remain unloaded until you are instructed to "Make Ready" by your Range Officer. Safeties are ON and fingers are OFF the trigger until the muzzle is pointed at the target. Do not let your muzzle break the 180°, as in one half of a 360° circle. This will generally be defined by the Range Officer (RO) but barring that, just orient yourself facing the targets and DO NOT swing your muzzle more than 90° right or left!

Accidental Discharge. There is a list of definitions but simply put, you are not to have a bullet leave the gun at any time other than when you fully expect it too. "Did you mean to have the bullet hit your foot?" "That shot went over the backstop!" "Oops, the gun went off while changing magazines."

All these and several other violations will earn you a "STOP!!!" from the RO, and you will be issued a Match Disqualification (D.Q.). That means you are done for the day. You proved you could not play safe with others and for that will forfeit your entry fee and earn the cold stares of your fellow shooters!

Remember, this is your first match, take your time and move through the course of fire in a controlled and deliberate manner. Set up for each shot and make them count. Trust me you are not likely to win your first match. Your goal is to win the trust of the RO and that of the other competitors.

The Action Shooting Sports have a stellar reputation for safety. We collectively shoot billions of rounds a year in competition and in the decades since the sport was organized have had only a few firearm-related injuries. Please think safety first!

Got Guns???

Rifle: Have a .223/5.56 caliber Mini-14 or some type of AR-15, you have the rifle portion covered. Don't forget a couple three magazines in whatever capacity you have on hand. You can play with most any self-loading rifle or carbine chambered in 7.62x39, .308 or even a M1 Garand in 30-06. Knock yourself out! Sights, optics or iron...whatever. Run-what-you-brung! Don't get hung up on equipment or divisions, we will sort that out along with the other stuff later.

The only restriction is on ammo, specifically bullets that damage steel targets. Grab a magnet and see if it is attracted to the bullet. If it is.....do not bring or use this ammo on steel! YOU and the target could get damaged.

Shotgun: Pump-action or Self-loader, drag it out for some exercise! Don't get caught up in sights, magazine capacity or choke tubes. Just pick up some field loads or clay target shells (no larger than #6) and come out with what you have.

Pistol: Self-loader (semi-auto) or revolver doesn't matter, provided it is at least a 9 mm (aka 9x19). Pistol, a holster and magazines (3+) or speed loaders (5+) for the revolver and you are good-to-go! Don't sweat the holster, a \$20 nylon model will get you going if you lack one currently. What is required is a holster that is both safe and secure!

The handgun, once loaded and holstered, better not fall out during the rigors of movement, otherwise you will earn that dreaded D.Q.! Spare magazines or speed loaders can be stuffed in a pocket until you gear-up a little more. Same goes for your rifle magazines and shotgun ammo.... you got pants with pockets? Then rock on!

Show up a little early, and offer to help set-up while you get to know the players. This shooting game is fast and fun and full of people just like you!

Become a Citizen of the 3-Gun Nation. Good guys, Good shooting, Good TV!