

## Pre Shoot Safety Talk

Three Basic Rules for handling any gun:

Always keep the gun pointed in a safe direction;

Generally this means downrange. Another way to say this is to never point a gun at anything you are not willing to put a hole in.

Always keep your finger off the trigger until you are ready to shoot; despite current media belief, guns do not shoot themselves.

Always keep the gun unloaded until ready to shoot; corollary – there is no such thing as an unloaded gun. (Treat every gun as if it were loaded.)

The Range is a cold range which means that no loaded guns are allowed on the range except for on the shooting line.

No Gun handling behind the line. Bring the gun and ammunition to the line when you are called to the line. The gun will be loaded at the line only.

The range officer will tell you when to load and make ready to fire. You will have time before the shooting starts to ready magazines and speed loaders.

You will be shooting from a bench so no holster is needed. You may use a holster to carry your unloaded gun to and from the line to your car.

When you sign up for an event you will be asked to fill out a score card and you will be responsible for that score card while you shoot the event. Fill it out completely with name address and telephone number. Make sure you mark the center fire or rim fire event and the age group, and the gender so that you are in the correct category for your event. If you are shooting both rim fire and center fire events you will have two score cards.

Eye and ear protection is required and a hat with a brim is recommended. For this event a holster is not needed. Extra magazines and speedloaders are recommended but not required. The shooting table will be used to position extra ammunition for easy reloading during the shoot event.

The course of fire is 12 rounds in one minute. There is a reload required in the one minute time. Continue firing until you have shot 12 rounds. If you have a six shot revolver, shoot six, reload and shoot six more within the one minute time limit. If you are shooting an automatic and have two magazines you may load 6 rounds in one magazine and six in another and exchange magazines as you shoot your event. Those that are shooting 10 shot .22 caliber pistols without a spare magazine may load 10 and shoot ten shots then eject the magazine and load two more reinstall the magazine and shoot the last two shots

The range officer will tell you when to load your gun and make ready to shoot. The range officer will blow a whistle at the start of the time event to signal commence firing. The range officer will again blow the whistle at the end of one minute to signal cease fire of shooting. Anyone may call cease fire if a safety issue is noticed. SAFETY IS THE MOST IMPORTANT ISSUE OF THIS EVENT.

The shooter when instructed to load and make ready will load the gun and hold the gun in a 45 degree downward angle toward the target with the barrel on the table. FINGER OFF THE TRIGGER.

When the range officer blows the whistle the shooter will bring the gun up and shoot at the target. When the gun is empty the shooter will reload and shoot the remaining shots until a total of 12 shots are fired. The range officer will blow the whistle to signal cease fire at which time the shooter will unload the gun and place it on the table with the cylinder open or the slide locked back in a safe manner.

The table and equipment will be moved back to the next stage of the range and the process is repeated until three distances are used and 36 shots are expended. (If the competitor does not get all shots off the "did not fire" (DNF) rounds are scored as misses. There may not be 36 shots in the target for some competitors.)

When the event is completed the shooters will put away their guns and ammo and will take down their target, and take it behind the range to be scored. The scorecard will be kept with the target for record.

Empty brass will be picked up at this time. We hope to have volunteers to pick up the brass for the competitors, but be prepared to pick up your own brass.

There will be no reshoots for score, and no alibis (reshoots) for equipment failures, or jams. It is the competitor's responsibility to get all shots off and on the target. Shots not taken are scored as misses. If there are range malfunctions there will be reshoots for all shooters involved in the malfunction. (Malfunctions might be targets falling off the stand or getting blown over, or the table collapses or someone walks in front of the target.)

If there is time available a competitor may rebuy another event and shoot again for fun only, the first score is the only one that is officially scored.