

Carolina Practical Shooting League

Greenville Gun Club

Greenville, SC

Standard Safety Briefing

January 6, 2009

1) Treat All Firearms As Though They Are Loaded.

Greenville Gun Club is a COLD range. Guns are to be brought to a Safe Area in a case or bag. Facing in a Safe Direction, remove the magazine, rack and lock the slide, insure that the gun is unloaded, drop the slide, drop the hammer, and holster with magazine removed and hammer down. The gun will remain holstered except in a Safe Area or instructed by the Range Officer to Load and Make Ready.

No ammunition is to be handled in the Safe Area. You may have loaded magazines in pouches or pockets, but may not handle loaded magazines or ammo. Handling of ammunition in a Safe Area will result in Disqualification (DQ).

The unintentional or negligent discharge (ND) of a firearm anywhere on the range will result in DQ regardless of where the bullet impacts.

In the case of a DQ, you must case your gun at the Safe Area and place it in your vehicle.

2) Keep the Gun Pointed in a Safe Direction.

We enforce the “180 Rule”. If the muzzle goes beyond the 180 plane for any reason, it will result in DQ. Be careful of where the gun points during reloads. Many people turn the gun to the side when reloading. When using long guns, unloaded guns will be pointed up with the Action open.

3) Keep your Finger Off of the Trigger and Outside the Trigger Guard until On Target and Ready to Fire.

The finger will remain outside the trigger guard while loading, reloading, moving, and when holstering the gun. Slamming the magazine with your finger on the trigger can result in an ND and DQ.

4) Know Your Target and What is Down Range.

If for any reason you have a safety concern, bring it to the attention of the Range Officer. Look downrange before loading.

5) Maintain Control of Your Gun.

Loss of control of the gun (ie. Dropping) will result in DQ.

6) Eye and Ear Protection Must Be Properly Worn.

Anyone inside a bay during shooting will wear eye and ear protection. If you can see a shooter or target while outside the bays, eye protection will be worn. Eye and ear protection will be worn as intended, not on top of the head or hanging around the neck. Shatter resistant prescription eyeglasses are acceptable eye protection.

Procedures

At the beginning of a stage, a shooting order will be called out 3 or 4 at a time. When your name is called as “on deck” please be ready to step up to the firing line when the shooter before you is finished. New shooters will not be asked to go first.

At the firing line, insure that no one is downrange and the Range Officer will do the same. You will be asked if you understand the “Course of Fire”. If you have a question, ask the RO at this time. You will then be given the command to “Load and Make Ready”. DO NOT draw your gun until the command has been given. At the command, face downrange, draw and load the gun (to capacity unless otherwise instructed), chamber a round, and holster the gun. You will be asked if you are ready. If ready, respond by nodding. Within a few seconds, the RO will sound a beep from the timer and you may begin the stage.

When you are through shooting, remove the magazine, rack the slide and lock it open. Inspect the chamber and magazine well to insure the gun is unloaded. It is Your responsibility to be sure the gun is unloaded. Allow the RO to inspect the gun. He will then instruct you to drop the slide, drop the hammer, and holster the gun. Once holstered, the range will be declared safe.

If, while shooting, you have a safety issue, cannot clear a jam safely and quickly, or have any other equipment problems, STOP and inform the RO of the problem. If you suspect a bullet stuck in the barrel, a target does not activate as it should, or have any other problem, you will be allowed a re-shoot. We would rather stop and re-shoot the stage than risk any safety issue.

The Range Officer may call out to you while shooting. These calls may be “Reload” or “Bullets” if he sees you do not realize the gun is empty. “Jam” in case you don’t realize a malfunction, or “Finger” as a warning to keep your finger outside the trigger guard.

Scoring

We utilize a rather simple scoring system. Shots in the A, B, or C zones are considered hits. Shots in the D zone are misses. Misses and all other penalties are ten (10) seconds. You may be penalized for not following the course of fire, failure to use cover, etc. Any penalty will be brought to your attention before the next shooter loads.

Courtesy and Misc.

We ask that you help pick up brass and return it to the shooter and help paste targets once they have been scored. We ask these things to help the Match run smoothly and quickly.

Remember that accuracy counts and speed will come with experience. Always be mindful of “Safety First”.