

# Safety Briefing:

*This is not a substitute for reading and understanding the rule book.*

## Universal Laws of Gun Safety

- The gun is always loaded
- Never point a gun at something you are not prepared to destroy
- Always be sure of your target and what is behind it
- Keep your finger off the trigger until your sights are on the target

The Dry Fire Area is the only place you are allowed to handle your firearm, other than when the range officer gives you the commands to load and make ready, and when you are firing your stage. There is no ammo allowed in or around the Dry Fire Area.

If you come into the club loaded, proceed immediately to the firing line and have a range officer take you downrange to unload. **DO NOT UNLOAD IN THE DRY FIRE AREA OR ANYWHERE OTHER THAN WHERE THE RO DIRECTS.**

You may load ammo in magazines and speed loaders anywhere except in the dry fire area.

When entering the range area you must have eye and ear protection on.

## **SAFETY MUST BE A CONSCIOUS EFFORT.** *You are a Safety Officer*

Prior to shooting a stage, a group walkthrough will be given by the SO. The shooter will be given the opportunity to view each target from every shooting position. Points of cover for each target and the criteria that will be used in assessing the shooter's use of cover during the stage. Once the walkthrough is complete, it is assumed that the shooter understands the course of fire. No individual stage walkthroughs are permitted. Air gunning and/or sight pictures are not permitted.

### **Range commands:**

When you are called to shoot, bring your gear/ammo/mags, etc. to the equipment table. While you are loaded (Hot), you are not permitted to leave the firing range area. Stay forward of the equipment table. The SO will call "Load and make ready." At this time you will load your firearm and top off. Keep your firearm pointed down range while loading.

When holstering, be careful not to cross your own body with the muzzle. This is very easy to do as you reach to hold your holster open while holstering.

Make sure you keep your **MUZZLE POINTED DOWN RANGE**

when backing up, while going around a table or barrel, be aware of where your muzzle is pointed when setting down a prop or while doing a reload. When you must turn to engage your targets, **TURN THEN DRAW.**

After you have finished shooting, keep your firearm pointed down range until the range officer tells you what to do next. He will either tell you to reload and holster or he will clear your weapon. If he tells you to "If finished, unload and show clear" drop your magazine out and pull your slide back to eject the last round and hold it open until the range officer tells you If Clear, Slide Forward. Revolver shooters will open cylinder and empty cases. Then show the range officer an empty cylinder. He will then tell you Cylinder Closed and Holster. After you show the SO that the breech is clear, the So will say If Clear, Slide Forward or Cylinder Closed, **hold the weapon as if it would fire,** Pull the Trigger with **muzzle pointed towards the backstop,** then Holster

<i>Range Is Hot – Eyes and Ears</i>	
<b>Load and Make Ready</b>	
<b>Are You Ready?</b>	
<b>Standby</b>	
	<i>Finger</i>
	<i>Muzzle</i>
	<i>Stop</i>
<b>If Finished, Unload and Show Clear</b>	
<b>If Clear, Slide Forward or Cylinder Closed</b>	
<b>Pull the Trigger</b>	
<b>Holster</b>	
	<i>Range is Clear</i>

**>>>>> Please help paste targets while you are waiting to shoot. <<<<<<**

## **Safety Calls – If you hear these... DO SOMETHING!!!**

**Finger:** Alert given to shooter to remove his finger from the trigger guard.

**Muzzle:** Alert given to shooter to maintain muzzle control within the muzzle safe points. Safety Officers may need to physically push the shooter's arms to get the muzzle downrange if they do not immediately move at the command.

**Stop:** Alert given to the shooter to stop all shooting and movement.

## **TERMS AND DEFINITIONS:**

### **Reloads:**

An "emergency reload" is when the magazine/cylinder and the chamber are both empty in the firearm, and is the preferred reload for IDPA competition.

### **Cover During Reloads**

A. When the shooter runs the firearm empty in the open, the shooter may reload in the open and continue engaging targets as needed or move to the next shooting position.

B. In stages with cover or concealment, shooters may reload standing still or on the move at any time, as long as they are not exposed to targets that are not fully engaged during the reload.

You may not drop an empty magazine and still have one round in the chamber. This is not allowed in IDPA.

### **Tactical priority:**

All targets must be engaged in **tactical priority**, including all targets engaged "in the open."

**Tactical Priority** is method of target engagement in which targets are engaged by their order of threat. Threat is based on the distance of the visible threats from the shooter. Targets are considered equal threat when the difference in the target distances to the shooter is less than 2 yards.

If several targets are visible at the same time, targets are engaged from near-to-far unless they are equal threat.

If targets are hidden by cover, the targets are engaged as they become visible around the edge of cover (slicing the pie).

**Limited Scoring:** If a stage is marked "Limited Scoring," you may only fire the specified number of rounds listed in the stage description. Any additional rounds that you fire will incur a penalty.

If a stage is marked "*Unlimited Scoring*," there is no limit to the number of rounds you may fire at any target.

**IF AT ANY TIME YOU SEE A UNSAFE ACT, YOU ARE EXPECTED TO STOP THAT ACT AND/OR NOTIFY A RANGE OFFICER IMMEDIATELY. SAFETY IS EVERYONE'S RESPONSIBILITY.**

If you have any questions, feel free to ask any range officer.

We hope your shooting experience here is a fun and safe one.

Adopted from Norfolk County Rifle Range IDPA, [www.ncrr.net](http://www.ncrr.net)