

Benefit shoot

STAGING AREA

Eye and hearing protection must be worn on range and in staging area at all times.

No loaded weapons in staging area. (except for law enforcement)

There is a marked safe area for unloading carry weapons and performing maintenance.

SAFE AREA

No firing or practice. Please go to one of the 2 free bays for this.

Practicing with empty magazines and dry firing allowed as long as done safely.

Please do not use snap caps or dummy ammo.

FIREARMS

There will be 2 classes of pistols:

- .32 caliber and below will be scored together (22LR, etc)
- above .32 caliber will be scored together (9mm, .40 cal, etc)

Semi-automatic and revolvers compete together.

No full-auto or burst fire.

All firearms will be inspected for safety and functionality before entering the course of fire.

Reloads are allowed. It is the shooter's responsibility to ensure ammo is safe to fire.

No armor piercing ammo.

Only one projectile per round. (no rat or snake shot)

Lasers aiming devices and optics are allowed

COURSE RULES

32 rounds maximum per course run.

16 targets with 4 shooting locations. All shooting will take place within marked shoot boxes.

Finger off trigger while moving between shoot boxes.

Only move as fast as is safe between shoot boxes.

There will be a marked path to follow between shooting locations.

Only fire at designated targets for each shoot box.

Shooter must fire at all targets. (no skipping)

There will be a 5 min maximum time per run.

No one is allowed on the course without Range Officer approval.

Course walkthroughs will be allowed at set times for all shooters.

Firearms must be pointed down range or straight down while on the range.

No holster drawing will be allowed. The course will begin with firearms staged on a table.

Range Officer may call a stop at any time. (re-runs can be granted at Range Officer discretion)

Competitors may stage extra magazines or ammunition on provided tables before their run.

Briefings will be held periodically for new shooters to explain rules and procedures.

COURSE OF FIRE

Firearms will remain unloaded until directed to load by Range Officer.

Shooters will stage at a provided table. Range Officer will offer direction during briefings.

Shooters will fire until all targets are hit at each station.

Once all targets are hit, shooter will continue to next station and continue course.

Once course is completed, Range Officer will direct shooter to unload and show clear.

Once clear, the Range officer will check targets to ensure hits. Shooter may join the RO.

Targets will be painted between each shooter to ensure proper hit calls.

RANGE COMMANDS

Competitors will follow Range Officer commands at all times.

Range will be considered hot at all times unless Range Officer calls it cold.

“Range Clear?” – ensure range is clear of people and safe to begin

“Shooter Ready?” – shooter indicates they are ready to begin

“Make Ready” – shooter checks gear and assumes starting position

“Stand By” – there will be a 1-4 second pause before the course begins

“Start Signal” – we will be using an air horn for start signal.

False starts will restart the range commands. (3 or more will carry +5 sec penalty)

“Stop” – if Range Officer calls stop, all movement will cease and shooter will wait for commands.

“Unload and Show Clear” – shooter unloads weapon and Range Officer confirms safe condition

SCORING

Time will start at signal and stop when last target is hit.

Score is number of targets hit divided by the time taken. (rounded to 2 decimal places)

Missed targets are +5 seconds to time.

Any mark on target counts as a hit (edges count as a hit)

Any target shot outside of a shoot box is +10 sec and does not count as a hit.

“skipped” targets count as a missed target and +10 seconds added to time.

Shooter may challenge if a shot is a hit or not by showing a fresh mark on a target.

Ricochet marks do not count as a hit.

Scores will be recorded by score keeper in staging area.

SAFETY AND DISQUALIFICATION

Any shooter who is being unsafe will be corrected by Range Officer.

Multiple violations may result in the shooter being removed from the course or competition.

If a firearm is dropped: Stop all movement, Range Officer will retrieve it.

If Range Officer stops shooting: a re-run may be granted, or shooting will continue once cleared.

Anyone under the influence of alcohol or drugs will be removed from the range.

BRIEFING

The Range Officer will conduct periodic briefings for new shooters and late comers to cover:

- Scoring
- Targets (type and number)
- Ammunition count and types allowed
- Ready Position and range commands
- Time start and stop signals and methods

- Course procedures

TEAMS

In addition to individual competition, we will have a team competition

Teams consist of 3 people.

Team score is the total of all team members' scores