

Monocacy Pistol Club

Post Office Box 1377

Frederick, Maryland 21702

www.monocacypistolclub.com

.22 Lots of Steel Briefing

Introductions

- a. Range Safety Officer
- b. Others Assisting to Conduct the Match

3. Purpose of Shooting Event

The purpose of this event is to enhance the following shooting attributes:

- a. Combat Marksmanship.
- b. To have FUN!

4. Overview of Shooting Event

- This shoot was originally adopted for Palmyra Shoot Practice but lends itself to rim fire shooting as well.
- There are 22 targets of varying types.
- There is no set order to shoot the targets and no stop target.
- A maximum of 10 rounds is allowed in a magazine or revolver.
- The shooter must have enough magazines or speed loaders to complete the run without having to reload a magazine or speed loader.
- When the buzzer sounds, the shooter engages the targets in the order of their choice and continues reloading and firing until all targets are down or until all magazines or speed loaders have been emptied.
- Time starts when the buzzer sounds and ends with the last shot fired.
- There will be four (4) classes of competition:
 - Unlimited Auto
 - Stock Auto
 - Unlimited Revolver
 - Stock Revolver

Finger must be out of the trigger guard while reloading, and applies to both automatic pistols and revolvers.

5. Ready Position

- a. In all instances below, the finger must be out of the trigger guard;

- b. On 1911s and 2011s, the thumb safety must be engaged (On);
- c. On Revolvers, the first shot must be double action (hammer down); and
- d. On other autos, it is the shooter's option to de-cock or engage the safety.

For matches where the shooter is shooting from behind a table, the muzzle of the firearm must rest on the table. For matches where the shooter is free-standing facing the targets, such as Speed Steel, the muzzle of the firearm must rest at a 45 degree angle toward the ground in the direction of the backstop.

IF YOU SHOOT THE TABLE, YOU'RE DONE SHOOTING FOR THE DAY – NO EXCEPTIONS!

The option to draw from a holster is **limited** to the Speed Steel matches, and only after the shooter has:

- Demonstrated active membership (i.e., produced a current membership card) in a competitive shooting discipline, such as USPSA IPSC, IDPA, or NRA Action Pistol; or
- Successfully demonstrated their drawing competency to a Club RSO, based on our Drawing from the Holster Competency Checklist (available on our Website).

Steel Match RSO Safety Briefing (v1.1) 2 December 2008

6. Guests

- a. Hosting Member(s) are Responsible for their Guest(s)
- b. All Guests Must Sign Liability Waivers **BEFORE** Shooting
- c. All Guests Must Remain with Hosting Member At All Times

RANGE LAYOUT AND LIMITS

- 1. Range Limits (Left-most target, right-most target, tallest target)
- 2. Firing Line Location
- 3. Ready Line (On-Deck) Location
- 4. Safe Firearm Handling Areas (side tables and facing berms)
 - a. NO AMMO
 - b. NO BAGS ON THE TABLE (unless working on gun)
- 5. Direction of 'down-range', 'safe direction(s)'

RANGE SAFETY RULES

SAFE FIREARM HANDLING IS EXPECTED AT ALL TIMES

- 1. Gun Safety Rules
 - a. Always keep the gun pointed in a safe direction (see #5 above).
 - b. Always keep your finger out of the trigger guard until ready to fire.
 - c. Always keep the gun unloaded until ready to use (as directed by the RSO).

EYES AND EARS PROTECTION MUST BE WORN AT ALL TIMES

OBEY THE RSO AT ALL TIMES. NOT IMMEDIATELY OBEYING THE MATCH RSO WILL GET YOU EXPELLED FROM THE MATCH OR THE RANGE, AT THE RSO'S DISCRETION

2. Unloading Procedures

- a. Muzzle Always Pointing Down Range
- b. No Body Parts in Front of Muzzle (Shooter's or RSO's)

DO NOT SWEEP LEFT OR RIGHT WHILE UNLOADING

3. No Handling of Firearms Behind the Firing Line (Including Holstering or Bagging)

- a. Only at Safe Firearm Handling Areas
- b. Carried Unloaded and Bagged (or Holstered) – NO EXCEPTIONS!

NO HANDLING OF FIREARMS BEHIND THE FIRING LINE OR AWAY FROM THE SAFE FIREARM HANDLING AREAS

Steel Match RSO Safety Briefing (v1.1) 3 December 2008

4. Target Handling Safety Rules

- a. Moving the Steel Targets
 - i. Targets Must Be Down
 - ii. Gloves Should Be Worn
- b. Resetting the Targets
 - i. Reset From The Back To The Front
 - ii. Avoid Walking Behind Standing (set) Targets

FIRING LINE COMMANDS

1. Identifying the Shooters
 - a. 'Shooter' at the Line (Firing Line)
 - (1) Approach the Firing Line
 - (2) Keep Unloaded Firearm Holstered or Bagged
 - (3) Await RSO Firing Line Commands
 - b. 'Shooter' On-Deck (Ready Line)
 - (1) Assists Shooter to Police their Brass (On RSO's 'Line is Clear' Command)
 - c. 'Shooter' In the Hole
2. Firing Line Commands
 - a. RSO: You May Load and Make Ready
 - b. RSO: Signal When Ready
 - c. Shooter Signals Ready
 - d. RSO: Shooter is Ready, Standby (Start Timer – Buzzer Signals)
 - e. Shooter Completes Shooting Sequence
 - f. RSO: Unload and Show Clear (RSO Confirms Empty Cylinder/Chamber)
 - g. RSO: Bag/Holster Firearm (RSO Confirms Firearm is Properly Holstered or Bagged)
 - h. RSO: Line is Clear
 - i. RSO: Go Forward and Reset Targets (Everyone NOT On Deck or In The Hole)

ALL SHOOTERS NOT ON DECK OR IN THE HOLE MUST HELP TO RESET TARGETS

3. Firing Line Safety Issues Commands
 - a. **Finger** (for finger in trigger guard violations)
 - b. **Muzzle** (for unsafe muzzle pointing violations)
 - c. **Stop** (for grossly unsafe actions)
 - d. **Cease Fire** (by anyone at any time an unsafe situation or behavior is observed)
4. Shooter Response and Commands at the Line

a. Ready

b. Misfire

5. Handling Misfires or Malfunctions
 - a. Shooter will Attempt to Clear Firearm and Continue Shooting
 - b. RSO will Talk Shooter through Clearing their Firearm
 - c. RSO will Take Control of the Firearm and Attempt to Clear It
 - d. RSO will Transport Uncleared Firearm to the Safe Firearm Handling Area

Steel Match RSO Safety Briefing (v1.1) 4 December 2008

DON'T BE CONCERNED ABOUT THE TIME – IT WILL BE RESET

EMERGENCY PROCEDURES

1. Location of First Aid Kit
2. Telephone to Summon an Ambulance
3. Directing Help to the Scene
4. Taking Notes