

FALLING STEEL SAFETY BRIEFING

INTRODUCTION

1. Welcome to Falling Steel

2. Introductions

- a. Match Director & Range Safety Officers
- b. Others Assisting to Conduct the Match

3. Purpose of Shooting Event

- a. Shoot Steel Targets
- b. Shooting for Speed
- c. Having Fun!

4. Overview of Shooting Event

- a. Number of targets
 - 1. 11 targets including an identified 'stop plate' of a contrasting color.
- b. Shooting Sequence
 - 1. Shooter's choice, but must shoot the 'stop plate' last. If the 'stop plate' is shot while other targets are standing, shooting stops and 5 seconds per target left standing is added to the time to determine final score.
- c. Reloading
 - 1. At least one reload must be performed before the final target is shot.
 - 2. Finger must be out of the trigger guard while reloading, and applies to both automatic pistols and revolvers.
 - 3. If a reload is not performed, 5 seconds will be added to time for final score.

5. Ready Position

- a. In all instances below, the finger must be out of the trigger guard;
 - 1. On 1911s and 2011s, the thumb safety must be engaged (On);
 - 2. On Revolvers, the first shot must be double action (hammer down); and
 - 3. On other autos, it is the shooter's option to de-cock or engage the safety.
- b. The muzzle of the firearm must rest on the table. **IF YOU SHOOT THE TABLE, YOU'RE DONESHOOTING FOR THE DAY – NO EXCEPTIONS!**

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).

2. EYE AND EAR PROTECTION MUST BE WORN AT ALL TIMES

3. 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

4. Unloading Procedures
 - a. Muzzle Always Pointing Down Range
 - b. No Body Parts in Front of Muzzle (Shooter's or RSO's)
 - c. **DO NOT SWEEP LEFT OR RIGHT WHILE UNLOADING**

5. 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

6. Target Handling Safety Rules

- a. Moving the Steel Targets
 1. Targets Must Be Down
 2. Gloves Should Be Worn
- b. Resetting the Targets
 1. Reset From The Back To The Front
 2. 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)

'Shooter' In the Hole (Shooter two away)

2. Firing Line Commands:

RSO: You May Load and Make Ready

RSO: Signal When Ready

Shooter Signals Ready

RSO: Shooter is Ready, Standby (Start Timer – Buzzer Signals)

Shooter Completes Shooting Sequence

RSO: Unload and Show Clear (RSO Confirms Empty Cylinder/Chamber)

RSO: Bag/Holster Firearm (RSO Confirms Firearm is Properly Holstered or Bagged)

RSO: Line is Clear

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

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