



Tactical Shotgun & Pistol Caliber Carbine Match Safety Briefing

Safety is our #1 Priority

- 1 Match Directors are Jeff Wegener, Brian Smith & Pat Fisher - Division Chairman is Ron Aschenbach
- 2 Cold Range
 - a. Safety areas are between bays 1 & 2 and 3 & 4
 - b. You may case and uncase a firearm on the table next to a berm (usually the west berm)
 - c. No casing or uncasing on the tables at the rear of the bay
- 3 Equipment
 - a. Eye and ear protection required
 - b. Shotguns – Semiauto or pump
 - c. Carbines – Semiauto – 9mm, 40S&W or 45ACP
 - d. Shoes suitable for the terrain
 - e. 80 to 100 rounds per match
 - f. Birdshot #6 or smaller
 - g. Buckshot
 - i. 12 gauge – 00 Buck
 - ii. 20 gauge - #3 Buck
 - h. Buckshot or slugs may only be fired at designated targets
 - i. Bring at least 5 buckshot and 5 slugs to each match
- 4 Match Procedures
 - a. You can get a score sheet between 3pm-7pm
 - b. Fill out score sheet and return to stats to be entered into the computer
 - c. Return score sheet to stats at the end of the match
 - d. Match fees
 - i. \$17 for members
 - ii. \$22 for non-members (Non-members must sign a waiver)
 - iii. \$15 for a second shoot (members and non-members)
- 5 Shotgun Divisions
 - a. Open – No restrictions
 - b. Limited
 - i. Tube Magazine only
 - ii. No speed loaders
 - iii. Max 9 rounds loaded at start
 - iv. No optics
 - c. Pump
 - i. Tube Magazine only
 - ii. No speed loaders
 - iii. Max 12 rounds loaded at start
 - iv. No optics
 - d. Stealth
 - i. Max length 23.5" from front of the receiver
 - ii. Tube Magazine only
 - iii. No Speed Loaders
- 6 Carbine Division

- a. Pistol Caliber Carbine
 - i. Semi-Auto 9mm, 40SW, 45ACP
- 7 Fun Gun – Re-entry in the same division
- 8 Email Address
 - a. Give your email address to be notified of all matches, scores, etc.
 - i. Rio Salado Sportsman’s Club – office@RSSCaz.com
 - ii. 3-Gun – riosalado3gun@gmail.com
- 9 At the bays
 - a. Read the stage description first
 - b. Ask any questions before shooting
 - c. Put score sheet on bottom of pile
 - d. Help reset the stage
 - e. No pre-loading. There will be a table near the shooting area for the shooter to use as necessary to load the firearm
 - f. Do not walk the stage with a firearm
 - g. Only experienced shooters on the clock
 - h. Clock RO is primarily responsible for range safety
 - i. 180
 - ii. Finger
 - iii. Muzzle
 - iv. Stop
 - i. Clock RO must use correct range commands. Do not add words or instructions.
 - i. “Make Ready” – Shooter can load firearm and assume start position
 - ii. “Are you ready?” – If yes, no action required. If no, say “No”.
 - iii. Wait 1-4 seconds
 - iv. “Stand-by”
 - v. Wait 1-4 seconds
 - vi. Start signal
 - vii. “If you are finished, unload and show clear”
 - viii. “If clear, hammer down, flag”
 - ix. “Range is clear”
 - 1. At this point go case the firearm
 - 2. Do not bend over with a firearm
 - 3. After the firearm is cased, then you can look at targets, pick up brass, etc.
 - j. Finger
 - i. Stays outside of the trigger guard until after the start signal
 - ii. Only inside the trigger guard while actively engaging a target
 - k. Safety
 - i. Stays on until after the start signal
 - l. Clock RO
 - i. Calls hit or miss for carbine and shotgun slug steel as appropriate
 - m. Board RO
 - i. Backs-up Clock RO for range safety
 - ii. Looks for FTE, Procedurals, clays hit/missed
 - iii. Call carbine & shotgun hits/misses as appropriate
 - n. ALL COMPETITORS ARE RESPONSIBLE FOR RANGE SAFETY
 - o. “Muzzle” Call – What do you do?
 - i. Immediately insure muzzle is not breaking the 180
 - p. “Finger” Call – What do you do?
 - i. Immediately remove finger from inside the trigger guard until engaging a target
 - q. “Stop” Call – What do you do?

- i. Immediately stop – freeze – do not move
 - ii. The RO will approach and issue instructions
 - r. Course setup
 - i. All shooters shoot white/gray targets
 - ii. Shotguns shoot orange targets
 - iii. Carbines shoot yellow targets
 - iv. Setup for shotgun or carbine – No clays for carbine
 - s. Scoring
 - i. Time plus penalties and or minus bonus – Stats will do the math
 - ii. Steel must fall to score a hit or penalty as appropriate
 - iii. Penalties are recorded as 1, 2, 3, 4, 5 & etc., do not use Roman numerals or seconds (example: II will be scored as eleven (11) penalties. +5 will be scored as 5 penalties)
 - iv. Penalties listed incorrectly will be scored as a Target Not Engaged penalty. You are responsible to ensure your score has been listed correctly before you leave the stage.
 - v. Procedurals are +5 seconds (example: foot fault)
 - vi. No-Shoots are +5 seconds (maximum 2 penalties per no-shoot target)
 - vii. Target not neutralized +5 seconds (Can only be earned on a paper target, example: 1 buckshot or 1 carbine hit in a C or D zone). To neutralize a paper target – 1A, 1B, 2 hits or 1 shotgun slug hit
 - viii. Target not hit +10 seconds (example: target was engaged but not hit)
 - ix. Target not engaged +15 seconds (example: shooting at a non-visible target still incurs a TNE penalty. Shooting at a clay on the ground still incurs a TNE or TNH penalty)
 - x. Only 1 penalty may be entered per target (TNN, TNH or TNE)
 - xi. Stop-time – 180 Seconds
 - 1. At 180 seconds Clock RO will stop the shooter, secure the firearm and score the stage with appropriate penalties
 - xii. Disqualification (DQ)
 - 1. Having a loaded firearm other than when specifically instructed to by the Clock RO – No pre-loading of shotguns
 - 2. Sweeping yourself or others with a loaded or unloaded firearm
 - 3. Pointing the firearm in an inappropriate direction
 - 4. Uncasing or casing a firearm in an unauthorized area
 - 5. Must be in complete control both mentally and physically
 - 6. Carbine engaging clays
 - 7. Buckshot or slugs engaging non-buckshot or non-slug targets
 - 8. Unsportsmanlike conduct
 - a. Cheating
 - b. Not helping reset the stage
 - c. Failure to pick up your shotgun hulls
 - d. Failing to comply with the directions of an event official
 - e. Any behavior bringing disrespect to the sport
- 10 Please bring all concerns, good or bad, to a match director. Your name will not be released without your permission beyond the match directors.
- 11 If you like or dislike a stage or stages let us know what we did right or how we could improve a bad stage.

TEST QUESTIONS:

- 1. Where can you case or uncase a firearm?
- 2. Can you pre-load?
- 3. Who is responsible to pick up shotgun hulls?
- 4. Who is responsible for range safety?