

# Range Safety Rules

It is the participant's responsibility to read and understand these rules prior to beginning participation in the match. Participants are responsible and liable for any misuse or mishandling of firearms. Participants assume all responsibility and risks upon registering for the event.

## **LIABILITY AND LIABILITY WAIVERS:**

All participants are required to sign a **Waiver of Liability** before being allowed on the firing line. Any participant who fails or refuses to sign the Waiver Forms before the Competition will not be allowed to compete.

Accommodations for the Disabled/Handicapped: With safety at the forefront, we will make all reasonable accommodations for the disabled during the Competition. The participant must demonstrate safe handling of their firearm. Each individual will be handled on a case-by-case basis, with safety as the utmost concern.

**EMERGENCY MEDICAL PERSONNEL** will be on stand-by at the range during the competition.

Competition/Match will be run on a **COLD RANGE**

**Definition of COLD RANGE:** Competitors' firearms will remain unloaded at the match site except under the direction and supervision of a Match Official and/or Range Officer.

**EYE AND EAR PROTECTION** is **mandatory** for competitor's, spectators and range personnel while on or near the stages of fire.

**DESIGNATED SAFETY AREAS:** Safety Areas will be clearly marked with signs. Participants can handle their unloaded firearms in this area. Handling of ammunition in this area is strictly prohibited and will result in a match disqualification. You may **NOT** load/unload magazines in this area.

**FIREARMS** should be unloaded and in the participant's holster with the magazine removed. All firearms used by competitors shall be serviceable and safe.

**SAFETY BRIEFING:** A mandatory meeting will be held prior to the start of the match to ensure that all competitors are familiar with these standardized rules.

**MUZZLE SAFETY:** 180-degree plane is an imaginary infinite vertical plane drawn through the centerline of the competitor's body. Any firearm muzzle that crosses the 180-degree plane will be disqualified.

## **GENERAL SAFETY AND COMPETITION GUIDELINES**

All competitors are liable and responsible for the care and handling of their own firearms in a safe and secure manner.

No food or drinks will be allowed on the firing line.

No alcoholic beverages will be allowed on the range.

No competitor or spectator shall consume or be under the influence of alcohol or non-

prescription drugs at the match site before and during shooting.

Any competitor found to be impaired and deemed unsafe will be asked to leave the range.

Eye protection and ear protection must be worn on the range at all times during shooting on the range; there are no exceptions.

Only the competitor called to fire will be allowed on the firing line.

Pay strict attention to the Range Officers while on the firing line. Do not anticipate the range commands as called by the Range Safety Officer.

All firearms will remain in holsters until the shooters are on the firing line and ready to fire.

Firearms will be pointed down-range at all times when not in a holster.

Firearms will remain holstered until the command to make ready is given by the Range Officer.

Competitor should report to the firing line when called with all equipment necessary to fire the course.

### Competitors **Must** Have the Following to Participate in the Competition:

- Hearing protection and eye protection.
- Authorized Firearm, 2-3 magazines/loading devices
- All ammunition must be provided by the competitor
- Holsters specifically designed for the firearm used.
- "magazine carrying pouches" specifically designed for the firearm used

Firearms: Firearms to be used in the match must meet the following specifications:

- Semi-automatic or double-action revolver, *from 9mm to .45* caliber.
- Three to six inch barrel length. No carbine pistols (AR pistols)
- No electronic or dot-type (i.e., Aimpoint, etc.) sights. No laser sights allowed.
- No after-market compensators are permitted.
- No magazines larger than 140mm. (allowance made for 1911 single stack magazines.)

Ammunition: Magnum, +P, or +P+ ammunition is not allowed.

Holsters: Firearms will be carried to and from the firing line in a holster. The holster will be designed to properly fit the firearm carried in it. The holster will be of a type to be worn on the shooter's strong side, outside of the pants, and attached to the belt. This means that a cross-draw, ankle, competition speed holster, quick-draw and shoulder holsters are not permitted.

### **RANGE COMMANDS:**

- "Load and Make Ready" – competitor will load firearm
- "Shooter ready?" – if competitor is ready, he/she must respond verbally or with an obvious nodding of the head.
- "Standby" – this command is given after the competitor is ready. This command will be followed by an audible start signal to commence firing.
- "If Finished, Unload and Show Clear" – this command will be given once the competitor has completed the course of fire. All ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the Range Officer.

- “If Clear, Slide Forward or Close Cylinder” – this command will be given once the Range Officer has inspected the firearm and found it to be clear.
- “Pull the Trigger” – the competitor will point the firearm at the berm and pull the trigger to further verify that the chamber is clear.
- “Holster Firearm” – competitor will safely holster firearm keeping muzzle in a safe direction.
- “Range is Clear” – Range Officer will give this command after competitor has safely holstered their firearm.

**STEEL** must fall to score. 5 seconds penalty if steel does not fall.

**SHOOTING TEAMS:** Teams will consist of (4) members. *Team members need not fire together.* One score will be used for both team and individual scores. No competitor may fire as a member of more than one team.

Strict discipline must be maintained on the range. Carelessness cannot and will not be tolerated. Violation of any of the rules, or the commission of any other act considered by any Range Officer to be unsafe, may result in immediate disqualification and removal from the range.

All decisions of the Range Master are final and are not subject to appeal.

**TARGETS:** IDPA targets will be used.

**SCORING RULES:** The scoring system in IDPA is designed to reward a balance of accuracy with speed. IDPA scoring converts everything to a time score and the lowest time wins. The scoring system is also designed to be very simple to understand and use. The main thing to remember when scoring in IDPA is that everything is based on time, the raw time it takes to shoot a stage and the accuracy of the hits on the targets, where inaccuracy adds time to the score. Part of the simplicity of IDPA scoring comes from not using the total points of a target, and instead using points down on each target. Each point down adds 1 second to the time for the stage.

4.11 Target Scoring Zones 4.11.1 “Head” refers to the part of the cardboard IDPA silhouette above the neckline. Shots designated for the “head” or “head only” must hit the part of the cardboard silhouette within the scoring area above the neckline, or they are counted as a miss, even if they hit another part of the silhouette.

4.11.2 “Body” refers to the part of the cardboard IDPA silhouette below the neckline. Shots designated for the “body” or “body only” must hit the part of the cardboard silhouette within the scoring area below the neckline, or they are counted as a miss, even if they hit another part of the silhouette.

4.11.3 “Target” refers to the whole silhouette, including the head and body described above. Shots designated for a “target” (or sometimes T1, T2, etc.) can hit anywhere within the scoring area in the body or the head for score.

4.11.4 A single IDPA cardboard target must not be divided into two or more scoring areas that are scored separately. For example, a line of black tape may not be used to turn a single target into two targets, with separate scoring being possible on both areas.

4.12 Targets The following is an inclusive list of targets which are allowed: A. Cardboard Targets: Official IDPA cardboard targets may be stationary or moving. These targets will be scored as marked, as -0, -1, -3, and a miss is -5.

