

# New Shooter Orientation

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1. Safety is our highest priority. Because of this, we run a cold range. This means your weapon is unloaded with nothing in the magazine well, nothing in the chamber, and the hammer or striker is down. You may only handle your weapon at the Safe Area, or under the direct commands of a Range Officer (RO). You may never load your weapon until the RO gives you the clear command to "Load and make ready!" And, you may not handle your firearm at your vehicle.
2. The SAFE AREA is next to bay 8 toward the office ... this is the ONLY place your gun may be uncased or un-holstered ... this is where you may unbag your firearm before the match and bag it following the match. You may also check, repair or clean your firearm, check the function or practice your draw. As you handle your gun in the SAFE AREA, it should always be pointed straight ahead into the berm. Pointing your gun in an unsafe direction within the SAFE AREA will result in DQ
3. NO ammo may be handled in the SAFE AREA. You may have ammo in mags on your belt or ammo in your gun bag. But, you will be DQ'd if you handle the ammo at the safe area.
4. Leaving your firearm unattended anywhere will incur a DQ.
5. You may load your mags anywhere, at any time ... EXCEPT in the SAFE AREA.
6. Upon arriving at a match, pay your fee; sign the liability waiver and any other stage documents. You must write your name and your USPSA number or you will not get credit for your scores or the classifier. When you sign up, also sign your name on the squad that you would like to shoot on. There are generally up to five squads of up to ten shooters on each squad. In the interest of balancing the squads, you may be moved to another squad by the match director or representative.
7. This match is an all-volunteer effort. When you arrive at the match, see if you can help finish setting up stages. When the match is over, please stick around and help tear down the stages and load the props onto the trailer.
8. Before firing begins on each stage, a course description and shooting order will be read ... if you are new, make sure you are towards the bottom of the shooting order so you can observe before shooting.
9. New shooters should plan to move and shoot very slowly, and shoot as accurately as possible... your goal is to familiarize yourself with the course and procedure...NOT to get DQ'd.
10. As each shooter completes the course of fire all waiting shooters are expected to reset, paint, paste targets, and retrieve expended brass and return to the owner of the brass.
11. Shooters may pick up spent brass immediately after shooting; However, listen for the command to clear the range or the range is going HOT. At that point, everyone must move to the rear of the RO's.
12. As the match progresses, the next three shooters' names will be announced (the shooter is, the next shooter "on deck", and the shooter "in the hole" ... when your turn is approaching, make sure you have sufficient mags loaded and on your belt ... when the shooter, prior to you, is finished, approach the start position and wait for the RO ... and remind the RO you are new ... remember, your #1 goal is to not be DQ'd.
13. When the range is clear and you are in position to shoot, the RO will call the range "HOT!" and instruct you to "MAKE READY". Regardless of which way you must face to begin the stage, you MUST face downrange while loading. Load a full mag into your firearm, and cycle the slide to

chamber a round ... if your gun has a manual safety or decocker, you must engage either (making the RO aware of this) ... then re-holster your gun (or place it as the course-description has instructed).

14. After you've loaded and made ready, the RO will ask "ARE YOU READY?" ... just nod ... no response is considered affirmative ... the RO will then say "STAND BY", which means the next sound you hear should be the start signal of the timer ... upon the start signal, you may draw your firearm (or otherwise retrieve it) and begin firing as the course-description has instructed.
15. When you have finished shooting at all the targets, simply stop, make sure your muzzle is pointed downrange and your finger is outside the trigger-guard ... the RO will then ask "if you are finished, unload and show clear" ... at which point, remove your mag and pull, and hold, your slide back and inspect your chamber to ensure that your firearm is, indeed, empty. Keep holding the slide back until the RO says "if clear" ... at which point, if the chamber is clear, you may release the slide ... the RO will then say "hammer down" ... at which point, you MUST, while pointing downrange, pull the trigger (this insures that the gun is indeed, empty) ... the RO will then say "holster" ... at which point, you must re-holster (and lock if available) your gun ... the RO will then announce "range is clear!" at which time, the RO and the score-keeper will visit the targets, tally your score, and the targets will be prepared for the next shooter.
16. If an RO stops you by shouting STOP!, you are to immediately FREEZE, make sure your muzzle is pointed downrange and your finger is outside the trigger-guard ... then do NOTHING else ... wait for instructions from the RO. The reason may be for a safety violation, gun problem or squib, or range failure.
17. If you drop your firearm, DO NOT PICK IT UP! Call for an RO. The RO will pick up your firearm, check it and return it to you. If the firearm is unloaded and you did not touch it, there will be no penalty and you may continue with the match. If the firearm is loaded, you will be DQ'd.
18. If you are DQ'd, and your gun is loaded, the RO will instruct you to "unload and show clear" ... after that, you must proceed immediately to the SAFE AREA and re-case your gun ... you may watch or otherwise assist in resetting targets, but not participate, in the rest of the match.
19. The 180 rule refers to an imaginary line, both vertically and horizontally, between the targets and everyone else ... if your muzzle crosses, or approaches, the 180, whether your gun is loaded or unloaded, you will be DQ'd
20. Keeping your finger straight and outside the trigger-guard is particularly important while you are drawing and re-holstering as, at that point, you are very close to pointing the gun at your own body. The first two rules of gun safety are "never point the muzzle in an unsafe direction" and "keep your finger outside the trigger-guard until you are ready to fire", Your finger is also to be outside the trigger guard while you are moving through the course of fire, except when pointed at a target. You may be DQ'd for this violation.
21. You will be DQ'd for an AD (accidental discharge) which is when your gun fires while drawing or otherwise retrieving it, or while holstering, placing it somewhere, loading, reloading, unloading, transferring it between hands, attempting to resolve a malfunction, or while moving but not engaging targets ... regardless, if you fire your gun at the ground within 10ft of yourself (where no target was engaged), or over any berm, you will be DQ'd
22. Holstering a cocked revolver, or any other cocked pistol, equipped with a safety or decocker, where the safety or decocker has not been applied, will result in DQ ... and regardless of whether the gun is loaded or not, if during the course of fire, loading, reloading, or unloading, your hands are relieved of your gun, you will be DQ'd

23. You will be DQ'd if you sweep any part of your body (except for any part below your belt while drawing from a holster, or re-holstering provided you clearly have no finger inside the trigger-guard while sweeping).