

<p>4 rules of gun handling</p> <ol style="list-style-type: none"> 1. All guns are always loaded 2. Never let your muzzle cover anything you are not willing to destroy 3. Keep your finger off the trigger until your sights are on the target 4. Identify your target and what is beyond it (and in front of it) 	<p>Standard Range Commands</p> <table border="1"> <thead> <tr> <th>Current</th> <th>New (October 1, 2013)</th> </tr> </thead> <tbody> <tr> <td></td> <td>Range is hot, eyes and ears</td> </tr> <tr> <td>Load and make ready</td> <td>Load and make ready / Make ready</td> </tr> <tr> <td>Shooter ready</td> <td>Are you ready?</td> </tr> <tr> <td>Stand by</td> <td>Stand by</td> </tr> <tr> <td colspan="2" style="text-align: center;">*BEEP*</td> </tr> <tr> <td>Unload and Show Clear</td> <td>If finished, unload and show clear</td> </tr> <tr> <td>Slide down</td> <td>If clear, slide forward If clear, close cylinder</td> </tr> <tr> <td>Hammer down</td> <td>Pull the trigger</td> </tr> <tr> <td>Holster</td> <td>Holster</td> </tr> <tr> <td>Range is safe</td> <td>Range is clear</td> </tr> </tbody> </table>	Current	New (October 1, 2013)		Range is hot, eyes and ears	Load and make ready	Load and make ready / Make ready	Shooter ready	Are you ready?	Stand by	Stand by	*BEEP*		Unload and Show Clear	If finished, unload and show clear	Slide down	If clear, slide forward If clear, close cylinder	Hammer down	Pull the trigger	Holster	Holster	Range is safe	Range is clear
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<p>Safety</p> <ol style="list-style-type: none"> 1. Safety is first. Most DQ's are safety violations 2. Gun is always pointed down range 3. Finger off the trigger when not actively shooting – reloading, remedial actions, etc 4. Cold range – handguns fully unloaded and hammer / striker down 5. Safe area 6. Gun handling – nowhere except when told to. This includes putting it in a bag or taking off holster with gun in it. 7. Ammunition handling - anywhere 	<p>Additional Range Commands</p> <p>Finger Muzzle Stop Cover</p>																						
<p>Divisions and Capacity</p> <p>SSP – 10 in magazines, 1 in chamber ESP – 10 in magazines, 1 in chamber CDP – 8 in magazines, 1 in chamber SSR – 6 ESR – 6</p> <p><i>Not for competition</i> – whatever (.22, optics, etc) Up to 2 magazines on belt or in pockets plus loaded gun.</p>	<p>Disqualification</p> <ol style="list-style-type: none"> 1. Unsafe gun handling 2. Handling guns when not allowed 3. Negligent discharge 4. Bullet striking within 2 yards of shooter 5. Shiloh Range: bullet striking anywhere but trap 6. Finger in trigger guard when not shooting 7. Dropping a handgun – don't try and catch it 8. Multiple FTDR penalties 																						
<p><i>New rules:</i> Capacity of 6-7: up to 3 magazines on belt or in pocket plus loaded gun. Capacity of 5 or less: up to 4 magazines on belt or in pocket plus loaded gun.</p>	<p>Shooting Types</p> <p><i>Tactical priority.</i> When shooting from vertical cover, slice the pie. When shooting in the open, shoot near to far.</p> <p><i>Tactical sequence.</i> All targets engaged with one round before taking additional shots.</p>																						
<p>Scoring</p> <p>“Vickers” – time plus inaccuracy points down, plus penalties. Shoot as much as you need.</p> <p>“Limited Vickers” – time plus inaccuracy plus point down, plus penalties. May only shoot as much as required.</p>	<p>A target is “engaged” when the minimum number of required rounds has been fired at it.</p>																						
<p>Penalties</p> <ol style="list-style-type: none"> 1. Procedural – 3 seconds <ol style="list-style-type: none"> a. Not following COF instructions b. Shooting out of sequence c. Not using cover properly d. Improper reload e. Etc. 2. Failure to neutralize – 5 seconds 3. Hit on non-threat – 5 seconds <p>Failure to do right (cheating) – 20 seconds</p>	<p>Cover</p> <p>Targets are to be shot from cover when available and/or specified.</p> <p>Must have 100% of lower body covered and 50% of upper body covered.</p> <p>Feet are the most common cover issue.</p> <p>Cover is measured from center of target to barricade to infinity. If using cover improperly before shot is fired, <i>COVER</i> warning command will be given.</p>																						
<p>Reloads</p> <p>The preferred reload is the emergency or slide lock reload. Can drop the magazine.</p> <p>Loaded Chamber/Cylinder Reload (also called Tactical Reload or Reload with Retention) – stow the magazine and/or unexpended rounds, insert fresh magazine. Once fresh magazine is seated or cylinder is closed, reload is complete.</p> <p><i>Current rules:</i> must reload from behind cover.</p> <p><i>New rules (October 2013):</i> if shooting in the open and you run your gun dry, you may begin a reload immediately while moving to cover and may not shoot again until you are behind cover. If you are behind cover, you must not advance in the stage until the gun is fully loaded (i.e., you may not move towards your next shooting position until the gun is loaded)</p>																							