



RANGE COMMANDS and PROCEDURES

Yavapai Recreation League

RANGE COMMANDS

DOES THE SHOOTER UNDERSTAND THE COURSE OF FIRE?

LOAD AND MAKE READY:

The shooter will face the targets with ear and eye protection in place and load his or her firearm and make it ready. Unless otherwise stated in the course description this means ready to fire with all safety features engaged and holstered or port of arms (butt touching belt) for long guns.

The shooter will assume the ready position as is in the course description. If start position is facing up range (away from the targets), loading must be completed and the firearm holstered, or as stated in the course description, in the correct condition with hands clear before the shooter turns away from the targets.

ARE YOU READY?

If the shooter is not ready at the “Are you Ready?” command, he or she must Indicate, “Not ready.” To avoid any misunderstanding, it is suggested that when the shooter takes up the ready position, the last thing he or she does after composing themselves and satisfying themselves that they are ready, is to place his or her hands in the position required. This will be an indication that they are indeed ready.

STANDBY:

This will be followed by the cue to commence firing within 1-4 seconds. Cue may be verbal, audible, visual or self-start.

IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR:

When the shooter is finished, the firearm is unloaded and held ready for inspection by the range officer. Self-loaders will have the magazine removed and the slide locked back. Double action revolvers will have the cylinder swung out. Single action revolvers will have the loading gate open and the cylinder holes empty. Long guns will show an empty chamber. The unloading procedure must be carried out with the muzzle pointed down range at all times.

IF THE GUN IS CLEAR, HAMMER DOWN, HOLSTER

The range officer must visually inspect the chamber of each firearm and instruct the shooter with the command to holster in the following condition: Self-loaders—slide down, drop hammer by pulling trigger, and holster. Double action autos with magazine disconnect—insert empty magazine, pull trigger to make sure gun is empty, remove magazine and holster. SA & DA Revolvers—cylinder closed, hammer down and holster. Long guns—chamber closed, pull trigger to drop hammer, case at line. If long gun rack is provided, insert empty chamber indicator, and with muzzle up place in rack.

RANGE IS CLEAR

No shooter or other persons may move forward of or from the firing line before this command is given. Shooter and officials may then move forward to score, tape, reset targets and pick up brass.

IT SHOULD BE NOTED THAT THERE ARE DIFFERENT COMMANDS AND PROCEDURES FOR COWBOY ACTION SHOOTING. COMPETITORS SHOOTING THIS DISCIPLINE SHOULD MAKE THEMSELVES FAMILIAR WITH THESE COMMANDS AND PROCEDURES.

PROCEDURES

MALFUNCTIONS

In the event of a malfunction, the normal procedure will be for the shooter to rectify the situation, always keeping the muzzle down range and to carry on with the stage. If they are unable to do this, they will stand fast, lower their firearm safely pointing down range and signal by raising their free hand. The range officer will stop the clock and proceed to examine the firearm. If the firearm cannot be made safe, it will be taken by a range officer to a “safe area” where it can be worked on.

DNF--UNABLE TO FINISH THE COURSE OF FIRE:

When due to a breakdown or loss of personal equipment or injury a shooter is unable to complete a course of fire or wishes to terminate the course of fire, he or she will raise his or her free hand and call for the stoppage of the run. The range officer will administer the “unload and show clear” command, and the shooter will leave the line.

UNSPORTSMANLIKE CONDUCT:

Competitors will be expected to compete in events exercising at all times the “spirit of the game” attitude. This means you fully participate in what the competition asks. You do not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. Disqualification from the competition will be invoked in the event of gross or repeated unsportsmanlike behavior.

RANGE OFFICER'S COMMANDS:

All Range officers' commands will be obeyed immediately and completely.

Examples of some commands are, but are not limited to:

Finger!

Muzzle!

Watch the 180!

Stop! or Cease Fire!

***UNDER NO CIRCUMSTANCES SHALL A SHOOTER LEAVE THE
FIRING LINE IN THE POSSESSION OF A LOADED FIREARM!***

IT SHOULD BE NOTED THAT THESE ARE RANGE COMMANDS AND PROCEDURES FOLLOWED BY YRL. THESE ARE A COMBINATION OF ONE OR MORE OF THE RULE BOOKS IN THE FOLLOWING NATIONAL SHOOTING DISCIPLINES: USPSA, SASS, ICORE, IDPA, STEEL CHALLENGE. YRL FOLLOWS THE RANGE COMMANDS AND PROCEDURES OF THE NATIONAL ORGANIZATIONS IN ADDITION TO THOSE UNIQUE TO ITS RANGE AND CIRCUMSTANCES. IT IS THE COMPETITORS RESPONSIBILITY TO MAKE HIMSELF/HERSELF FAMILIAR WITH THE RULES AND REGULATIONS OF THE NATIONAL ORGANIZATION IN, WHICH HE/SHE IS COMPETING.

**TO FURTHER YOUR KNOWLEDGE OF ANY OF THE ABOVE MENTIONED DISCIPLINES—GO TO
ANY OF THE FOLLOWING WEB SITES:**

ICORE---<http://www.icore.org>

IDPA---<http://www.idpa.com/menu.htm>

USPSA---<http://www.uspsa.org/>

SASS—<http://www.sassnet.com/>

STEEL Challenge---<http://www.isishootist.com>

6-27-03
revised 5-5-16