

UTAH PRECISION MARKSMANSHIP SOCIETY

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Range Officer's Manual

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The first obligation of a range officer is to accept responsibility for conducting our shooting events in the most professional manner possible. A large fraction of your success as a Range Officer will follow from your ability to project an image of professionalism. Your conduct, as well as that of our shooters, reflects not only on UPMS, but also competitive shooters and gun owners in general. Your responsibilities as a Range Officer can be described as follows.

Know and enforce gun safety rules

- All participants (including Range Officers and spectators) in all events on powder gun ranges are required to wear eye and ear protection. **NO EXCEPTIONS!** Eye protection is required on airgun ranges.
- All participants in all events must follow the Range Officer's commands.
- Range Officers may, at their discretion, prohibit anyone from using ranges for safety reasons. Such prohibitions may be appealed to the UPMS Board for final decision.
- The muzzles of all guns must be pointed down range at all times. (When moving a gun behind the line, point the muzzle upward; grasp a pistol by the barrel with the slide/action open.)
- No one is to touch any gun for any reason while anyone is down range.
- Guns may not be handled behind the line for any purpose whatsoever except moving them from the locker or gun case to the line.
- Loaded guns must be in the physical control of the shooter at all times: you may not lay a loaded gun on the bench or floor or lean a rifle against the wall. (Required by International Pistol rules.)
- Before removing any gun from the firing line, check the chamber to assure that it is empty.
- Know, obey, and at all times enforce the three fundamental rules of gun safety:
 1. Always point the muzzle in a safe direction. Any uncased gun must be pointed down range or upward.
 2. Keep the action open and gun unloaded until ready to use.
 3. Keep your finger off the trigger until you are ready to shoot.

Remember: The most dangerous time on any range, the time when accidents are most likely to happen, is when a shooter has a malfunction. Be especially watchful that a shooter having a malfunction does not point his/her gun in an unsafe direction. You should also assist shooters, particularly new ones, in clearing malfunctions. Know in advance if any novices are on the firing line. Make sure the gun remains pointed downrange. Either coach them through clearing it or carefully take the gun from them and clear it for them. If the gun has a magazine, be sure to tell them to first remove the

magazine.

Basic philosophy: treat every gun as if it were loaded at all times.
(Unfortunately this assumes everybody knows how to treat a loaded gun! See fundamental rules, above.)

It is intended that our shooting events be operated in the safest possible atmosphere and manner. Pointing out violations should be done in a positive constructive manner: the objective is to improve behavior patterns, not to denigrate. It is the responsibility of all participants to point out all violations of safety rules to the person committing the violation and/or the range officer. Specifically, it is *required* that any person present (not limited to participants) call an immediate "cease fire" if any incident occurs which indicates possible injury to any living thing should firing continue. (10.1.4) The "cease fire" command must be obeyed immediately whenever given. (A little judgement is necessary, at least on outdoor ranges: danger to humans, deer and moose obviously qualifies; ground squirrels below the targets probably do not.)

"Horseplay" is guaranteed to lead to immediate expulsion from the activity and banishment from UPMS events. One accident is usually sufficient to shut down a shooting range and program. Permanently. One of the finest ranges in the country has been permanently closed as the result of a single careless shot. We must do everything possible to assure it does not happen here!

Be especially watchful of new shooters. Be friendly and helpful, but firm about safety violations.

Know and enforce range-specific rules of operation

UPMS/UU:

- A certified Range Officer must be in charge of all shooting on the Range with the exception of airgun training by members of the University of Utah Collegiate Pistol Team who have completed the Safe Range User course. Officials may be certified by UPMS (in accordance with the contents of this manual), the NRA, military or another nationally recognized standard. If the certification is other than by UPMS, the Officer must be familiar with the contents and requirements of this manual. A list of Certified Range Officers is located in the back of the Range Log Book. Be sure all shooters and their Responsible Officer register in the log book.
- All participants must be UPMS members, must be participating in an officially recognized University activity (marksmanship classes and collegiate team) or must be a member of an ROTC unit. (There is an exception for first-time competitors.)
- All participants must have signed a liability release form.
- All participants (including Range Officers and spectators) in all events on the powder gun range are required to wear eye and ear protection. The only exception is for airgun shooting, where ear protection is not required. Eye protection is required on the airgun range.
- Our access to the Naval Science Building is limited to the range, halls, restrooms and, as needed, to the classrooms and Gun Deck. Challenge anyone you find in the Building when it is locked and under UPMS control as to why they are there. No one is permitted in any other area of the Building.

- **The fans are to be kept running at all times when anyone is firing powder guns on the range.** Turn the fans on when entering the range; turn them off when leaving. The switch is by the door; it is the one farthest from the door. Also turn on the auxiliary intake fan over the door. The switch may be reached with a wooden slat that normally resides atop the gun rack to the left of the door. Also open several windows upstairs by the Navy's physical fitness area above the Gun Deck. This allows fresh air to enter the building and enhances air flow.
- All commands from a Range Officer must be obeyed immediately.
- Instruct all shooters to keep the muzzles of loaded guns pointed below the ceiling level at all times so that accidental discharges do not hit the ceiling.
- Eating and drinking (except for water in closed containers with a covered cap) are prohibited on the range. "Covered cap" means the surface that touches the drinker's lips is not collecting lead from the air.
- Magnum pistol cartridges and centerfire rifles may not be fired on the range. [UPMS activities are explicitly exempted from the Navy's prohibition of wadcutter ammunition, listed on the door.]
- Because of the fire hazard associated with unburned powder on the floor, smoking on the range is absolutely forbidden. Anyone determined to have been smoking on the range will be **banned for life** from ever entering the range again. For the same reason carbide sight blackeners may not be used on the range. (Spray-on blackeners may be used on the line; **carbide blackeners must be used outside.**)
- Scheduling of the range will be done by putting the name of the authorized group or individual on the calendar on the door outside the range.
- Begin your use of the range by making a check of the range condition.
- If you are using the turning mechanism, check for new hits. If you find one, you are responsible for collecting damages from the previous range officer of record, who in turn is responsible for collecting from the individual who hit the frame. The fee is \$5.00 for the first hit and doubles for each subsequent hit. After an individual has hit the frame twice they will be restricted to shooting on the retrieval mechanisms until they can fire five consecutive targets with all shots on the target in the course of fire they will be shooting on the turning mechanism.
- The same rules apply to hits into the tables.
- If the previous users have left the CO₂ cylinder open or range controller plugged in, remind them of it. This is not a major error, but is definitely undesirable.
- If the previous users have not adequately cleaned up the range, remind them to do a better job next time.
- **You are responsible for the condition of the range "on your watch".**
- Install the doorbell if the outside door is locked.
- If you are on the firing line with a group of experienced shooters who are training you may fire with them. If there are new shooters on the line the Range Officer may not fire in that relay. If there is any question as to whether the shooters on the line are experienced, ask! In competitions the Range Officer may not shoot in a relay s/he is supervising.
- If you are using the Gun Deck, remember to lock the south door and put signs on the door and across the upstairs hall from the Coke machine closing those areas.
- Dispose of any "dud" rounds by depositing them in the ammo can atop the desk.
- When finished using the range, squeegee the brass into a pile and load it into the brass bucket with a dustpan. **You may not use a broom!**

- When you are finished, take a tour of the range to assure that all equipment has been stowed in preparation for the next group, the lockers and arms room are locked and all trash cleaned up. Assure that the computer is turned off, the control box unplugged and the CO₂ cylinder valve is closed. (The control valve is directly on top of the cylinder, not between the gauges on the regulator. Close it by turning it clockwise.) Turn off the lights and fans. Leave the range cleaner and neater than you found it.
- If you have used the Gun Deck, remember to take down and stow the signs. Also mop the air gun area and sweep the lead into a disposal container (coffee can). The disposal can may be stored on the desk in the powder gun range.
- All Range users are advised to wash their hands immediately after leaving the range.
- If you are using the computer to control an event:
 Open (counterclockwise) the valve on the CO₂ cylinder before starting prep time. The valve is the large knob on the top. A quarter turn is plenty. The device with two gages on it is the regulator, which is used to control the pressure to the turning mechanism. Turn it clockwise to increase pressure, CCW to decrease. **NEVER TURN THE REGULATOR COMPLETELY CLOCKWISE, AS YOU WOULD SHUT A VALVE. THIS PUTS MAXIMUM PRESSURE TO THE RAM, WHICH IS VERY DANGEROUS. IT ALSO MAKES YOU MAKE LOOK VERY STUPID AND INCOMPETENT.** The regulator pressure should be about 20 psi when using both halves of the turning mechanism; 15 psi for one half.
 Assure that the power strip is plugged into the wall outlet and turned on. (It has a pilot light.)
 Turn on the computer.
 Plug in the auxiliary controller box.
 Double click on the UPMS icon.
 Click on the event that you want to run.
 Assure that sighter targets have been posted and that you are ready to begin the match.
 If you choose “Run 900” or “Run 300” or “Full Course” or “Half Course”, the program begins immediately with a 3- or 5-minute preparation period.
 After the 3- or 5-minute preparation period or on choosing any of the single stage/series options, the red “Waiting” light flashes at the top of the screen. From this point on all activities are governed by the push button in the cord plugged into the controller. Pressing the buttons initiates the commands, including “Load”.
 “Load” is followed by a 60 sec pause for International events and a 20 sec pause for Conventional. The computer then gives the commands and turns the targets for the first stage/first series. At the end of the stage/series the computer edges, then faces the targets, gives the appropriate commands and (except slow fire, 150 sec Standard and 5 min. precision in Sport/Centerfire) calls for refires. *If there are none, press the button.* If there are refires, you need do nothing. Refires are handled automatically by the computer at the end of firing at the current target.
 Prior to changing targets, give the command “Empty chamber indicators inserted; make the line safe. Is the line safe?” **Check to see that all actions are open and all guns are safe.** Give the command “The line is safe. Go forward; retrieve your targets and post a ...[name of appropriate target]...target”. [You may add “Write your name on the targets” if you intend to score competitors targets while they are shooting.]

When all shooters have returned behind the firing line, give the command “The line is no longer safe, you may handle your guns.”

Press the button to begin the next series/stage.

At the end of the match give the command “Guns in the box. Make the line safe.” When all guns are in the boxes give the command “The line is safe, go forward and retrieve your targets. Remove your equipment from the line unless you are firing in the next relay”.

If you want to stop an activity (prep time, slow fire, 5-minute precision...) Press the button. The computer may take up to 6 seconds to respond. When the computer asks if you want to stop the event, press the button again. (If it does not respond, try multiple presses.)

There is no way to stop the computer during the 1-minute loading period.

To stop an event, click on “Stop”, then choose subsequent options as desired.

At the end of the day, click “Close” or “Exit” to return to the main Windows screen, then Start/shut down and turn off the pc, as with any Windows application.

Be sure to close the valve on the CO₂ cylinder by turning it clockwise. Excessive torque on the valve is unnecessary. There is no reason to touch the regulator; turning it fully clockwise is definitely harmful to the equipment!

Hendriksen:

- A certified Range Officer must be in charge of all shooting on the Range. Officials may be certified by UPMS (in accordance with the contents of this manual), the NRA, military or another nationally recognized standard. If the certification is other than by UPMS, the Officer must be familiar with the contents and requirements of this manual. All participants must be UPMS members, either annual or for an event.
- All participants must have signed a liability release form.

Know the rules for each specific event

This begins by having a copy of and reading the current NRA or USA Shooting Rule Book for the discipline being supervised. At the very least read the title of each section to decide whether the contents are relevant, then read those which are relevant. The USA Shooting rule book is now on their website:

<http://www.usashooting.org/7-events/usarules>; the NRA rule book is at

<http://www.nrahq.org/compete/RuleBooks/Pistol/pst-index.pdf>. Either is guaranteed to cure insomnia.

Note that each contains a requirement that each competitor is responsible for knowing the rules. It is very embarrassing for competitors to know the rules better than the range officer; study them. Competitors are counseled “The rule book is your friend; use it to your advantage.”

Become proficient in range commands

There is a universal scenario describing a Range Officer's first experience at running a range. We have all heard the range commands hundreds or thousands of times. We have all commented that a particular Range Officer is "good", "inept" or "there". Then a match director says: "OK, you've been around this outfit long enough, run the next relay!" You are handed a totally awesome whistle and marginal stopwatch and immediately start bumbling through a very original rendition of the range commands,

about half of which are recognizable.

Good range officers got that way the same way as good shooters: thoughtful practice. The best training you can do is by taking a big clock with a sweep second hand, a tape recorder and the instructions given below and in the Rule Books. In Conventional Pistol the commands are separated by three second intervals. Firing begins three seconds after "...ready on the firing line.", either by blowing the whistle or turning the targets. The manual has a built-in 3 second delays on the timed events. Your real challenge will arise when the computer fails and you have to run a competition with a stopwatch and whistle. People often come hundreds of miles to our matches. Relays can't be cancelled just because the computer dies.

Watch your clock while reciting the commands. Get used to a 3 second interval between Conventional commands. Count seconds: "Thousand one; thousand two; thousand three". Develop a counting cadence that really is 3 seconds. Once you are comfortable with your recitation of the commands, read them to the tape recorder and listen to the result. Critique yourself. It is a little-known fact that almost all good public speakers put a lot of effort into their craft. Running a range or match is exactly the same. With an hour or so of self-training and a few more sessions on the range you can quickly become a real pro! This is an accomplishment you can really take pride in doing well.

A second secret of good performance is to keep a written log of where you are in the match: check off each match, string or series as you call it. Samples are given in the instructions below. Alternatively, use a score card or even a scrap of paper to record which parts of the match have been completed and which is next. Include a record of which firing points had malfunctions (alibis) and how many shots were fired.

Commands for each of the events that UPMS sponsors are included below.

Be helpful and courteous to all shooters

It is particularly important to be helpful to new shooters. Remember you were once one yourself.

It is further generally recommended that you have a good general knowledge of guns, ammunition and sight alignment procedures so you may assist new shooters or others having problems.

In situations where firmness is required, a smile and friendly attitude will take the sting out of a necessary "No". Remember that you are criticizing a particular behavior, not an individual. In all cases be courteous.

Practicing your "people skills" can save a large amount of aggravation and make everyone's shooting experience a lot more enjoyable.

On the other hand, infractions to the rules must be called to the shooter's attention. Also it must be clear to the competitor that they are being cited for a rule violation, not just being given friendly advice. This may be overcome by beginning your remarks with the statement "This is an official warning." It is generally not good practice to give "friendly advice" during a match except to new, first-time shooters.

Procedures for dealing with personnel problems

Since not everyone is cut out for all jobs, an occasional staffing problem may occur. Hence it is necessary to have procedures in place for dealing with such situations. Range Officers who fail to follow the policies and procedures set forth in this manual and the NRA or USA Shooting Rule books or those who have other legitimate complaints lodged against them will be handled as follows:

- Upon receipt of one written complaint, the UPMS Executive Committee will determine whether the complaint is valid and sufficiently serious to merit a written warning to be given to the Range Officer. Unless the complaint is found to be totally without merit, the situation will be discussed with the Range Officer.
- Upon receipt of a second legitimate complaint within a one-year period, the UPMS Executive Committee will relieve the Range Officer in question of his/her duties.

Hopefully the spirit of the document and good sportsmanship will prevail and no such reprimands will ever be needed. (None has in our 20-year history; let's try to maintain that record.) Conversely, the policies and procedures in this document are not infallible. If you find errors or have suggestions for improvements, please feed them back to us. Specifically, when you encounter issues that need to be included in this training but are not, please inform us so that we can add them and make life easier for those following you.

To be certified as a UPMS Range Officer you must study this manual and take a test. The test has four parts. Passing the test may have one of two outcomes.

- (a) If you take and pass only the first part of the test you will be certified to run the range while others train, but not to run competitions. This level of certification is intended for spouses, significant others and servants.
- (b) Taking and passing the exams in any of the subsequent parts will certify you to run specific types of competitions: NRA Conventional Pistol, International-style Pistol and/or air and smallbore rifle.

It is anticipated that only a few individuals will take all four parts and be certified to supervise all types of competition.

EMERGENCY PROCEDURES

If anyone is injured on the range, do not hesitate to call for help. Before you begin running any range, locate the phone nearest to the range. In the event of an injury, ask if anyone in the group has a cellular phone. Phone locations on the various ranges are:

U of U Powder	Next to the range door. Dial 9 for an outside line.
Gun Deck	Near the south end of the main floor. Dial 9-911.
Hendriksen:	In the office
Lee Kay:	There is a pay phone outside the office and a regular phone on the desk inside. No money is required to call 911 from a pay phone.

Do not attempt to move an injured person. Ask if anyone present is trained in first aid. If so, have that person administer first aid until paramedics arrive. If the injured person is bleeding, try to stop the bleeding, preferably by applying some type of bandage. Do not apply excessive pressure, which may cut off circulation. A shirt works as well as anything. Transport an injured person to a doctor or hospital in a private vehicle only in the case of minor injuries; the problem is that the driver is likely to be sufficiently agitated that s/he is not competent to operate a vehicle. Having an accident on the way to the hospital is not unusual! **NEVER** try to convince an injured person that their injuries are not serious and should be ignored. This leaves you open to serious charges of negligence. For minor injuries there is a first aid kit on the desk; the Navy has another fastened to the door to the armory.

NRA Pistol Events

The NRA rule book is now online at <http://www.nrahq.org/compete/RuleBooks/Pistol/pst-index.pdf>

The following text makes no attempt to be complete. Indeed one of the rules in the rulebook explicitly requires that competitors be familiar with the rules. **Study them thoroughly.**

Definition of NRA Conventional Bullseye events and other terminology.

String	A series of shots fired at one time without interruption as a result of one command.
Slow fire	10 shots fired in 10 minutes
Timed fire	A string of 5 shots fired in 20 seconds
Rapid fire	A string of 5 shots fired in 10 seconds
Course	A 30 shot series consisting of one string of slow fire, two strings of timed fire, fired on a second target and two strings of rapid fire fired on a third target. The Gallery Course is fired at 50 ft. indoors; in the Short Course all events are fired at 25 yds.; in the outdoor National Match Course slow fire is shot at 50 yds, timed and rapid fired at 25 yds.
Match	A group of events for which awards are given. Examples include a slow fire match, Gallery, Short or National Match Course, .22 match, or .45 match.
Relay	A group of shooters firing at the same time and place.

RULES FROM THE NRA CONVENTIONAL PISTOL MANUAL

3.19 Eye Protection - All competitors and other personnel in the immediate vicinity of the range complex are urged to wear eye protection devices. *"Match sponsors (and/or ranges) may require eye protection"* [UPMS does require this.]

3.20 Ear Protection - All competitors and other personnel in the immediate vicinity of the range complex are urged to wear hearing protection devices. Only sound reducing devices may be worn. Radios, tape recorders or any type sound producing or communication system is prohibited forward of the ready line after the preparation period has started. *"Match sponsors (and/or ranges) may require ear protection"*. [UPMS does require this.]

3.21 Empty Chamber Indicator (ECI) - An ECI is required in all NRA Sanctioned Pistol competitions to indicate the slide is open and the chamber is empty. The ECI, when inserted into the revolver or pistol must extend into the empty chamber or cylinder and must be externally visible. [UPMS also requires this for USA Shooting – sanctioned PTOs.]

8.4 Passage of Time - Range Officers will not voluntarily warn competitors of the passage of time.

Competitors and Team Captains in team matches, may inquire of Range Officers as to the time remaining before expiration of the time limit.

10.1.1 Action Open - Unless Pistols are holstered or cased, cylinders must be open or slides back and the magazine removed at all times until the competitor is in position at his firing point and the command, "**THE PREPARATION PERIOD STARTS NOW**", has been given.

10.1.2 Pistols Unloaded - Pistols will not be loaded until the competitor has taken position at the firing point the pistols pointed toward the targets and the command "LOAD" has been given.

10.1.3 Loaded Pistols - A pistol or revolver that has a cartridge in the cylinder or in a magazine which has been inserted shall be considered as being loaded. No pistol will be loaded until competitor has taken the assigned place at the firing point and the command "LOAD" has been given by the range officer. Loaded pistols shall be pointed in the direction of the targets at all times. [Although only required by International rules, UPMS rules forbid the placing of a loaded gun on the bench at any time.]

10.1.4 Cease Firing - Any person will immediately command "CEASE FIRING" if any incident occurs which indicates possible injury to some living thing should firing continue. In all other cases commands will originate with the Chief Range Officer, (See Rules 10.7 and 18.10.)

10.2 Range Courtesy -

(a) Loud Language - Loud or abusive language will not be permitted. Competitors, scorers, and Range Officers will limit their conversation directly behind the firing line to official business. "AS YOU WERE" means disregard the command just given. For example, if the commands were given "READY ON THE LINE RIGHT" followed by "AS YOU WERE" it would mean someone was not ready.

14.3 How to Score - A shot hole, the leaded edge of which comes in contact with the outside of the bullseye or scoring rings of a target, is given the higher value (Fig. F). A scoring gauge will be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring. No scoring gauge will be used unless the diameter of the scoring flange is within these limits:

.22 caliber .2225" - .2240" .32 caliber .310" - .314" 9mm & 38Spl .355" - .359" .40 caliber .397" - .401" .44 caliber 426" - .430" .45 caliber .450" - .454"

Devices other than scoring gauges may be used to assist in establishing the correct value of hits. These devices are not to be inserted into the bullet hole and do not constitute a scoring gauge.

(a) In case of keyhole or tipped shots, the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value, even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.

(b) In case of skid shots, the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value, except the value of a skid shot may not be more than one ring higher than the original point of bullet contact with the target. The target shall be defined as the entire card or paper on which the scoring rings are printed but shall not include the backing. When the original point of bullet contact is on the target card, but outside the scoring rings, and the leaded edge of the bullet touches a scoring ring, it will be given the value of the lowest scoring ring.

(c) When a bullet enters a target from the back side it will be scored as a miss.

14.3.1 Authorized Use of Plug Type Scoring Gauges - The use of the plug-type gauge will be restricted to use by range operating personnel who may include the Range Officers or Block Officers, Pit Officers, Match Supervisors, Statistical Director, Match Director, Jury or Referee, as appropriate to the type of tournament concerned. No competitor will use scoring plugs of any kind on 29 a target at any time.

14.4 Misses - Hits outside the scoring rings are scored as misses. (Except as provided in 14.3(b).

14.5 Early or Late Shots - When a shot is fired early or late, that is, before or after the signal to commence or cease fire, when the required number of hits are visible on the face of the target, the value of the highest hit will be scored a miss. When fewer than the required number of hits are visible on the target, the competitor will be scored a miss for each shot not on the target, and those visible on the target will be scored in the normal manner.

14.6 All Shots Count - All shots fired by the competitor after position has been taken at the firing point will be counted, even if the pistol is accidentally discharged.

14.7 Hits on Wrong Target or Bullseye - Hits on the wrong target or bullseye are scored as misses. A wrong target is defined as a target other than that:

(a) assigned to the firing point upon which the competitor is squadded (assigned).

(b) intended to be used for the match, stage and distance in that event concerned. [Kind and generous individuals have been known to transfer groups from an incorrectly posted target to the correct target and score it. This should probably not be done in Registered matches.]

14.8 Ricochets - A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet. [Matt once bounced an air gun pellet off the bench; it scored as a 4!]

14.9 Visible Hits and Close Groups - As a general rule, only those hits which are visible will be scored. An exception will be made in the case where the grouping of 3 or more shots is so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such case, the shooters will be given the benefit of the doubt and scored hits for the non visible shots, on the assumption they passed through the enlarged hole. If such an assumption could place a non-visible hit in either of scoring rings, it shall be scored in the higher-valued ring.

14.10 Excessive Hits - If more than the required number of hits appear on the target, any shot which can be identified by the appearance of the bullet hole as having been fired by some competitor other than the competitor assigned to that target, or as having been fired in a previous string, will be pasted and will not be scored. If more than the required number of hits then remain on the target, a complete new score will be fired and the original score will be disregarded, except:

(a) If all hits are of equal value, the score will be recorded as the required number of hits of that value.

(b) The competitor shall be allowed to accept a score equal to the required number of hits of lowest value.

(c) If a competitor fires fewer than the prescribed number of shots through the competitors own fault, and there should be more hits on the target than the shots fired, the competitor will be scored the number of shots of highest value equal to the number fired, and will be given a miss for each unfired cartridge.

(d) If a competitor, by mistake, fires more than the required number of shots, the required number of hits of lowest value will be scored. This shall not be considered a refire as outlined in Rule 9.14.

(e) If the competitor refires, the original target with excessive hits shall be retained by the designated range official and on refiring, the competitor may not receive a score higher than the required number of hits of highest value on the original target. If the score on the refired target is higher than the required number of hits of highest value on the original target, then the original target shall be scored using the appropriate hits of highest value; but if the score on the refired target is not higher, then such refired score will be recorded. [This is known as the "Pascarella Rule."]

14.11 Scoring Altered Targets - Targets (*In this instance the term "Target" also includes the target frame*)

intentionally altered or marked to benefit a shooter over other competitors will not be scored. [This explicitly prohibits anything the competitor does to reduce the possibility of cross-firing.]

14.14 Scorer's Duties –

(a) When targets are scored before their removal from the frame the scorer records the value of each hit on score card while holding the card in such a position that competitor may see score being recorded. Only "X" and Arabic numerals must be used when shot values are entered, misses are marked as "M". While marking a score on a card the scorer announces each hit value in an audible tone of voice.

(b) When targets are scored after their removal from the target frames, they are removed by the target detail on the command. "CHANGE TARGETS" and given to the Statistical Office for official scoring.

14.16 Erasures on Score Cards - Erasures on score cards are not permitted. If correction is necessary, it must be made and initialed by the Scorer or Range Officer. To make a correction, the Scorer or Range Officer draws a line, or lines, through the incorrect score and places the correct score above.

15. DECISION OF TIES

Note: All ties (same numerical score) ranking Rules shall be applied in the order listed below.

15.1 Match - The term "match" as used in this section refers to all individual, team, and aggregate matches.

15.2 Value of "X" - In all matches where the X is scored, an X is a hit of highest value.

15.3 Single Stage - At any range or stage ties will be ranked by applying the following steps, (a) to (f) inclusive, in the order listed below:

(a) By the greatest number of X's.

(b) By the fewest misses.

(c) By the fewest hits of lowest value.

(d) By the fewest hits of the next lowest value, etc.

(e) In slow fire individual matches by inverse order of shots, counting singly from the last shot to the first shot (this will be applied only when targets are being scored after each shot).

(f) In matches scored in strings of 5 or 10 shots by the highest ranking score in the last string, by highest ranking score in the next to last string, etc. (If still a tie, apply Rule 15.10.)

15.4 Multiple Stage - In matches fired in stages, ties will be ranked by applying the following steps, (a) to (d) inclusive, in the order listed below:

(a) By the greatest number of X's.

(b) By the highest ranking score in rapid fire; if still a tie, rank each rapid fire score by applying Rule 15.3. If this does not break the tie, apply Rule 15.4(c).

(c) By the highest ranking score in timed fire; if still a tie, rank each timed fire score by applying Rule 15.3. If this does not break the tie, apply Rule 15.4(d).

(d) By the highest ranking score at slow fire; if still a tie, rank each slow fire score by applying Rule 15.3. If this does not break the tie, see Rule 15.10.

15.5 Aggregate Matches - In aggregate matches, ties will be ranked by applying the following steps, (a) to (d) inclusive, in the order listed below:

(a) By the greatest number of X's.

(b) By the highest ranking total rapid fire score (including both single and multiple stage match rapid fire scores ranked as shown in Rule 15.3). If this does not break the tie, apply Rule 15.5

(c).

(c) By the highest ranking total timed fire score (including both single and multiple stage match timed fire scores ranked as shown in Rule 15.3).

(d) By the highest ranking total slow fire score (including both single and multiple stage match slow fire scores as shown in Rule 15.3). If still a tie, see Rule 15.10.

16.1 Challenges - When a competitor feels that a shot fired has been improperly evaluated or scored the scoring may be challenged. Such challenge must be made immediately upon announcement of the score. No challenge will be accepted after the target has been handled by the shooter or removed from the range.

(a) A challenge fee not to exceed \$3.00 may be charged to all competitors making challenges. The challenge fee will be collected before making the first re-check of the challenged score. If the competitor's challenge is sustained at any point along the line of re-checks, the challenge fee will be returned. If the challenge is lost, the challenge fee will be included in the general revenue of the tournament. The decision of the Official Referee, Jury or Supervisor will be final in NRA competition.

(b) When targets are scored on frames and the scoring of a target is challenged, the Range Officer will immediately call the Official Referee or Supervisor, who will score the target. If necessary to avoid 33 [sic] delaying the match the challenged target will be replaced with a clean target and the match will proceed.

The Official Referee, Jury or Supervisor will score the target as soon as possible and notify the competitor.

(c) When targets are scored in the Statistical Office, re-check will be made by the Chief Statistical Officer (provided he has not previously scored or checked the target) and the Official Referee, Jury or Supervisor, in that order.

(d) The Match Director may re-check any competitor's target by an administrative challenge. Such challenge must be made within the posted, challenge period and checked by the Referee. For further information on the Statistical Office operation, see Rules 13.1 through 13.8 inclusive.

16.2 Protests - A competitor may formally protest:

(a) Any injustice which is felt has been done except the evaluation of a target, which may be challenged as outlined in Rule 16.1.

(b) The conditions under which another competitor has been permitted to fire.

(c) The equipment which another competitor has been permitted to use.

[Protests are extremely rare. See the Rule Book on how to handle them. Remember: you

challenge a score or arithmetic; you protest match conditions]

18.1 Discipline - It is the duty of each competitor to sincerely cooperate with tournament officials in the effort to conduct a safe, efficient tournament. Competitors are expected to promptly call the attention of proper officials to any infraction of rules of safety or good sportsmanship. Failure of a competitor to cooperate in any case arising out of infractions of these rules may result in the said competitor being considered as an accessory to the offense.

[Interesting!]

(See Rule 9.30).

18.2 Knowledge of Program - It is the competitor's responsibility to be familiar with the program. Officials cannot be held responsible for a competitor's failure to obtain and be familiarized with the program.

18.4 Classification - It is the competitor's duty to have a current Classification Card in possession when using a classification system. Unclassified competitors must obtain their Score Record Book from the Official Referee, Supervisor or Tournament Officials.

18.8 Timing - Time for the firing of a string (within the official time limit) is the competitor's responsibility. Range Officers will not announce the time during the firing, but, if requested, will give the competitor information as to the remaining time.

18.9 Loading - No competitor will load a pistol except at the firing point and after the command "LOAD" has been given by the Range Officer.

18.10 Cease Firing - When the command "Cease Firing" is given by anyone, all firing will immediately cease and competitors will await further commands or instructions to be given by the Range Officer.

18.11 Checking Scores - It is the duty of competitors to check the shot values and the total score on the score card at the conclusion of each match. Competitors must promptly check the Preliminary Bulletin and call attention to errors within the time specified at that tournament. Failure to check scores within the time limit results in the penalty of losing the privilege of any further challenge. Failure to sign a scorecard before leaving the firing line results in the loss of both the challenge and protest privilege. In team matches, the Team Captain must check and sign score cards.

18.15 Responsibility - It shall be the competitor's responsibility:

(a) That all equipment meets all rules and match specifications in any match in which that equipment is to be used.

(b) That the competitor's position conforms to the rules.

(c) That the competitor has full knowledge of the rules under which the match is fired.

(d) That after due warning of any infraction of existing rules, that the competitor shall understand that a repetition thereof shall be the subject of disqualification for that match or tournament.

(e) That when targets are framed by the competitor, it is the competitor's responsibility to frame the correct target for the specific match and distance. (See Rule 14.7(b)).

(f) To insure that the target is not altered intentionally or with special marks which will be beneficial in any way. Shots fired on such targets will not be scored.

(g) When targets are framed (mounted) by persons other than the competitors framing their own targets, competitors must be given the opportunity to observe their assigned target and verify it is clean and of the correct type before the command to load is given.

RANGE COMMANDS

When a relay is called to the line, explicitly include the instruction that guns must remain in the box or other case until "Preparation Time" has been called. Begin by announcing the course or match to be fired. For leagues this will be the Gallery or Short Course. In Registered, Approved or practice matches, it is the match to be fired. Begin with a "Preparation Period" whenever (a) a new relay comes to the line or (b) the group moves to a new location. The preparation period for NRA Conventional events is 3 minutes.

Note: The NRA rule book uses the commands "**THE LINE IS SAFE, GO FORWARD, SCORE TARGETS AND PASTE**" (or "**CHANGE**").

When the Range Officer has ascertained that all personnel have returned to the firing line after scoring or changing targets, the command "**THE RANGE IS CLEAR, YOU MAY HANDLE YOUR GUNS**" will be given. Because of confusion caused by some range officers using "CLEAR" to mean either the line is safe or not safe, UPMS has adopted the unambiguous commands "The line is safe, go forward and repair/replace targets." and "The line is no longer safe you may handle your guns."

SLOW FIRE

COMMAND "The line is clear; you may handle your guns. The preparation period starts now."

During this time guns may be handled but **may not be loaded**. Dry firing is explicitly permitted. Prior to this time equipment may be set up and magazines may be charged, but **guns must remain cased with the action open and may not be handled**. Wait 3 minutes. It is sometimes necessary for shooters to go down range after the preparation period (targets were not repaired or have blown loose...). In this case issue a command to "Cease fire, unload, cylinders open, magazines out, slides back, empty chamber indicators inserted, guns on the bench, make the line safe. Step back from the bench there is a shooter going down range." After all shooters have moved back from the bench (away from their guns), you may allow the necessary repairs to be made down range.

COMMAND: "The preparation period has ended. This will be the slow fire match/slow fire stage of the NRA Gallery/Short/National Match course, 10 shots in 10 minutes, load. At this time assure that all shooters and spectators are wearing eye and ear protection.

For slow fire more than 5 rounds may be loaded. The next command is given after approximately 10 seconds after the Range Officer has observed all competitors and it appears that they are ready to continue. Note that it is the Range Officer's responsibility to check that all shooters on the line are loaded and ready to proceed before subsequent commands are given. **All subsequent commands are spaced by 3 second intervals**. Timing and cadence are important here. Make sure that you leave the same amount of space between all commands. Practice this! Be aware of your cadence.

COMMAND: "Is the line ready?"

Edge targets, if appropriate. Check the line to make sure that no one has signaled "not ready". If

someone responds with "Not ready", reply with the COMMAND: "As you were." Watch until the shooter who was not ready signals that s/he is ready. Next time pay more attention!

COMMAND: "The line is ready."

COMMAND: "Ready on the right."

COMMAND: "Ready on the left."

COMMAND: "Ready on the firing line."

After 3 seconds blow the whistle, give the verbal command "Fire!" or face the targets. At the end of the 10 minute period, blow the whistle again or **edge the targets**. If all shooters complete firing in less than the allotted 10 minutes, you may (are expected to) ask "does anyone wish the remaining slow fire time?" If no one answers in the affirmative, issue the "cease fire" command.

COMMAND: "**CEASE FIRING – ARE THERE ANY REFIRES? (SHOOTER SHALL RAISE HIS HAND AND NOT ATTEMPT TO CLEAR THE PISTOL) UNLOAD - CYLINDERS OPEN - MAGAZINES OUT - SLIDES BACK - EMPTY CHAMBER INDICATORS IN PLACE - GUNS ON THE TABLE.**" The Range Officer then asks "**IS THE LINE SAFE ON THE RIGHT? IS THE LINE SAFE ON THE LEFT?**"

STOP, LOOK AND LISTEN for a response; don't just recite a litany.

COMMAND: "The line is safe, go forward, score and repair [non-retrievable targets]/retrieve your targets and post a [insert the name of the appropriate target] for the next string'."

Be watchful of shooters returning to the line; assure that they do not handle their guns.

TIMED FIRE

After all shooters have returned and are safely behind the firing line, begin by announcing the next match or stage, as appropriate:

COMMAND: The range is clear, you may handle your guns. This will be the Timed fire match/timed fire stage of the Gallery/National Match/NRA Short course: two five shot strings, 20 seconds per string. For your first/third string of timed fire, with 5 rounds load."

Edge the targets, if appropriate. Wait approximately 10 seconds. It is your responsibility to check that everyone on the line appears to be ready. When everybody appears to be ready to continue, continue. Remember that all commands are separated by 3 second intervals. **PRACTICE THIS WITH A CLOCK BEFORE GOING TO THE RANGE.** You may establish a cadence by counting seconds (...thousand one thousand two thousand three...) or by taking a deep breath.

COMMAND: "Is the line ready?"

If appropriate, **edge the targets**. Check the line to make sure that no one has signaled "not ready". If someone replies with "Not ready", respond with the command "The line is not ready." Immediately investigate the problem and attempt to assist in correcting it. When the problem has been corrected, continue with:

COMMAND: "The line is ready."

In conventional NRA competition, competitors may raise their guns and point them at the target at any time after the command "Ready on the right" is given.

COMMAND: "Ready on the right."

COMMAND: "Ready on the left."

COMMAND: "Ready on the firing line."

On a range with turning targets, depress the start button simultaneous with saying "line". Otherwise after 3 seconds blow the whistle or give the command "FIRE". In the absence of turning targets, again blow the whistle after an additional 20 seconds.

COMMAND: "Cease fire; unload. Are there any refires?"

If there are any requests for refire, continue with the command "ALL BUT THE REFIRE SHOOTER, UNLOAD" Check that the refires are allowable. If so, ask how many shots were fired in the string, add 10 and inform the scorer that the sum will be the number of shots to be scored on the target. Announce that there will be a refire string. If there are no refires, continue.

COMMAND: "For your second/fourth string of timed fire, with 5 rounds load."

Edge the targets, if appropriate. Wait approximately 10 seconds. It is your responsibility to check that everyone on the line appears to be ready. When everybody appears to be ready to continue, continue. Remember that all commands are separated by 3 second intervals.

COMMAND: "Is the line ready?"

Check the line to make sure that no one has signaled "not ready". If someone replies with "Not ready", respond with the command "The line is not ready." Immediately investigate the problem and attempt to assist in correcting it. When the problem has been corrected, continue with:

COMMAND: "The line is ready."

COMMAND: "Ready on the right."

COMMAND: "Ready on the left."

COMMAND: "Ready on the firing line."

On a range with turning targets, depress the start button simultaneous with saying "line". Otherwise after 3 seconds blow the whistle or give the command "FIRE". In the absence of turning targets, again blow the whistle after an additional 20 seconds.

COMMAND: "Cease fire; unload. Are there any refires?"

If there are any requests for refire, preface the next command with "ALL EXCEPT THE REFIRE SHOOTER(S)..." Check that the refires are allowable. If so, ask how many shots were fired in the string, add 10 and inform the scorer that the sum will be the number of shots to be scored on the target. Announce that there will be a refire string; conduct the refire string at this time, following the instructions under REFIRE STRINGS, below. If there are no refires, continue.

COMMAND: "Cease fire, unload, cylinders open, magazines out, slides back, empty chamber indicators inserted, guns on the bench. Is the line safe on the right? Is the line safe on the left?"

STOP, LOOK AND LISTEN for a response; don't just recite a litany.

COMMAND: "The line is safe, go forward, score and repair [non-retrievable targets]/retrieve your targets and post a [insert the name of the appropriate target] for the next string'."

RAPID FIRE

After all shooters have returned and are safely behind the firing line, begin by announcing the next match or stage, as appropriate:

COMMAND:: The range is clear, you may handle your guns. This will be the Rapid fire match/rapid fire stage of the Gallery/National Match/NRA Short course: two five shot strings, 10 seconds per string. For your first/third string of rapid fire, with 5 rounds load." At this time assure that all shooters and spectators are wearing eye and ear protection.

Edge the targets, if appropriate. Wait approximately 10 seconds. It is your responsibility to check that everyone on the line appears to be ready. When everybody appears to be ready to continue, continue.

COMMAND: "Is the line ready?"

Check the line to make sure that no one has signaled "not ready". If someone replies with "Not ready", respond with the command "The line is not ready." Immediately investigate the problem and attempt to assist in correcting it. When the problem has been corrected, continue with:

COMMAND: "The line is ready."

COMMAND: "Ready on the right."

COMMAND: "Ready on the left."

COMMAND: "Ready on the firing line."

On a range with turning targets, depress the start button simultaneous with saying "line". Otherwise after 3 seconds blow the whistle or give the command "FIRE". In the absence of turning targets, again blow the whistle after an additional 10 seconds.

COMMAND: "Cease fire; unload. Are there any refires?"

If there are any requests for refire, continue with the command "ALL BUT THE REFIRE SHOOTER, UNLOAD" Check that the refires are allowable. If so, ask how many shots were fired in the string, add 10 and inform the scorer that the sum will be the number of shots to be scored on the target. Announce that there will be a refire string. If there are no refires, continue.

COMMAND: "Unload. For your second/fourth string of rapid fire, with 5 rounds load."

Edge the targets, if appropriate. Wait approximately 10 seconds. It is your responsibility to check that everyone on the line appears to be ready. When everybody appears to be ready, continue.

COMMAND: "Is the line ready?"

Check the line to make sure that no one has signaled "not ready". If someone replies with "Not ready", respond with the command "The line is not ready." Immediately investigate the problem and attempt to assist in correcting it. When the problem has been corrected, continue with:

COMMAND: "The line is ready."

Edge targets, if appropriate. In conventional NRA competition, competitors may raise their guns and point them at the target at any time after the command "Ready on the right" is given.

COMMAND: "Ready on the right."

COMMAND: "Ready on the left."

COMMAND: "Ready on the firing line."

On a range with turning targets, depress the start button simultaneous with saying "line". Otherwise after 3 seconds blow the whistle or give the command "FIRE". In the absence of turning targets, again blow the whistle after an additional 10 seconds.

COMMAND: "Cease firing. Are there any refires?"

If there are any requests for refire, preface the next command with "ALL EXCEPT THE REFIRE SHOOTER(S)..." Check that the refires are allowable. If so, ask how many shots were fired in the string, add 10 and inform the scorer that the sum will be the number of shots to be scored on the target. Announce that there will be a refire string; conduct the refire string at this time, following the instructions under REFIRE STRINGS, below. If there are no refires, continue.

COMMAND: "Cease fire, unload, cylinders open, magazines out, slides back, empty chamber indicators inserted, guns on the bench. Is the line safe on the right? Is the line safe on the left?"

STOP, LOOK AND LISTEN for a response; don't just recite a litany.

COMMAND: "The line is safe, go forward, score and repair [non-retrievable targets]/retrieve your targets and post a [insert the name of the appropriate target] for the next string'."

Be watchful of shooters returning to the line; assure that they do not handle their guns.

REFIRE STRINGS

Refire strings are fired at the end of a stage of a Gallery/Short/National Match course or after the second or fourth string of a timed/rapid fire match. In order that you know how to handle them, it is imperative that you read, understand (and, essentially, memorize) sections 10.9 and 10.10 of the NRA Rule Book. Basically, refires are allowed for malfunctions of ammunition or guns. They are not allowed for human error (failure to insert a magazine, failure to close the slide...) and are specifically disallowed if the shooter has touched the gun with the non-shooting hand or tried in any way to clear the malfunction.

COMMAND: "The following commands will be for the refire shooter(s) only; all other shooters stand easy. This will be the refire string, 5 shots in 10/20 seconds. LOAD.

COMMAND: "Is the line ready?"

Check the line to make sure that no one has signaled "not ready". If someone replies with "Not ready", respond with the command "The line is not ready." Immediately investigate the problem and attempt to assist in correcting it. When the problem has been corrected, continue with:

COMMAND: "The line is ready."

COMMAND: "Ready on the right."

COMMAND: "Ready on the left."

COMMAND: "Ready on the firing line."

On a range with turning targets, depress the start button simultaneous with saying "line". Otherwise after 3 seconds blow the whistle or give the command "FIRE". In the absence of turning targets, again blow the whistle after an additional 10/20 seconds.

COMMAND: "Cease firing, unload, cylinders open, magazines out, slides back, empty chamber indicators inserted, guns on the bench. Make the line safe. Is the line safe on the right? Is the line safe on the left?"

STOP, LOOK AND LISTEN for a response; don't just recite a litany.

COMMAND: "The line is safe, go forward, score and repair [non-retrievable targets]/retrieve your targets and post a [insert the name of the appropriate target] for the next string'."

Rules from the USA Shooting General Regulations Rule Book

5.2 Official Classification

Competitors will be officially classified by USA Shooting using one of the six classifications that are established for event groupings within each of the four shooting disciplines. Classifications will be based on the average of the last three courses of fire in sanctioned competition. Women will receive classification cards in women's events only and men will receive classification cards in men's events only.

5.2.1 Classification Update

Classification Cards are available to each competitor who has shot three courses of fire in Olympic style events. A minimum of three (3) Olympic courses of fire per event is required for issuance of a classification card. The classification card will give the official classification of each competitor based on his or her average score in each event. Classification cards can be printed online once a member has logged on to the Rail Station system at www.usashooting.org. A competitor's classification is updated automatically based on submitted scores.

5.2.2 Use Of Classification Record Card

Competitors should keep their classification card with them to present at all competitions. This will assist match directors at local competitions with putting the competitor in the proper class.

5.2.3 Changes in Official Classification

Each competitor should keep a record of matches with scores shot on the back of their classification card. Competitors should use their last three courses of fire in any event to determine proper classification. Classification designation can be moved to the next higher or lower class based on the average of the last three courses of fire shot. This will show if a higher or lower classification is warranted other than what was issued by USA Shooting.

5.2.4 Unclassified Competitors

Competitors who do not have a USA Shooting classification are considered unclassified. They will be assigned by the competition manager to shoot in a classification based on their known ability (see the standards for "known ability" in 5.6.1). The unclassified competitor should immediately begin tracking and

calculating his or her average after each competition for each event group. Until the competitor fires 120 competition shots (125 targets in shotgun events) in an event group, the classification will be based on his or her current average. Once a competitor reaches a minimum of 120 shots at the end of a competition, his or her average will be the official classification and will then change in accordance with 5.2.3.

5.3.5 Free Pistol Classification

For competition in 50m, 50 yard and 50 foot, free pistol events.

AA.....	90 and above
A.....	86 to 89.99
B.....	80 to 85.99
C.....	74 to 79.99
D.....	73.99 and below

5.3.7 Air Pistol Classification

For competition in 10m air pistol events.

AA.....	92 and above
A.....	88 to 91.99
B.....	84 to 87.99
C.....	78 to 83.99
D.....	77.99 and below

5.3.8 Rapid Fire, Standard, Sport and Center Fire Pistol Classification

For competition in 25m, 25 yard and 50 foot rapid fire, standard, sport and center fire pistol events.

AA.....	93 and above
A.....	90 to 92.99
B.....	87 to 89.99
C.....	83 to 86.99
D.....	82.99 and below

5.4 Insufficient Competitors In A Class

When there are insufficient entries in any class to warrant an award in that class according to the competition program conditions, a classification may be combined with the next higher class until there are enough for an award. They may not be combined downward; i.e., "A" could be combined with AA if "A" did not have enough entries, and C could be combined with B if C did not have enough entries, etc.

5.6.1 Known Ability

To arrive at known ability a competition director may consider, in the order listed:

1. The official classification of the competitor
2. The competitor's average for the previous year as printed in the **Classification Record Card**.
3. The competitor's average for the current year as posted in the **Classification Record Card**.
4. Classifications and score averages in other shooting events or event groupings in the same discipline; i.e., a standing classification could be used to classify a competitor who has no three position rifle classification.
5. Scores or classification in events sanctioned by other shooting organizations.
6. Scores in non-sanctioned events.

In UPMS competitions it is the competitor's responsibility to write their classification on each scorecard. Competitors who leave the classification option on their scorecards blank will be placed in the highest class for which there are competitors.

Additional rules from the USA Shooting General Technical Rule Book

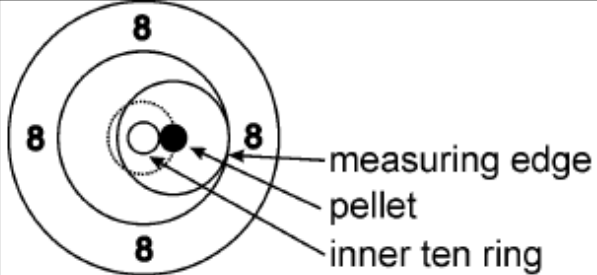
(Note that this book is 307 pages long. The excerpts below have been chosen on the basis that they are the subset relevant to actual operation of the kinds of matches UPMS runs.)

6.2.5 Sound Producing Equipment

Only sound reducing devices may be used. Radios, tape recorders, or any type of sound producing or communication systems are prohibited during competitions and any training.

USA 6.3.2.8A Courses of fire that require multiple shots on a bull's-eye will occasionally have groups of three or more shots that contain more shots than can be seen. When that happens and there is no evidence that missing shots went elsewhere, the shooter will be given the benefit of the doubt and credited with the missing shots. If the missing shots could be in either of two scoring rings, the shooter will be credited with the higher value.

6.3.2.8.4.2 Use of the Air Pistol INNER TEN OUTWARD scoring gauge for scoring Air Pistol Inner tens

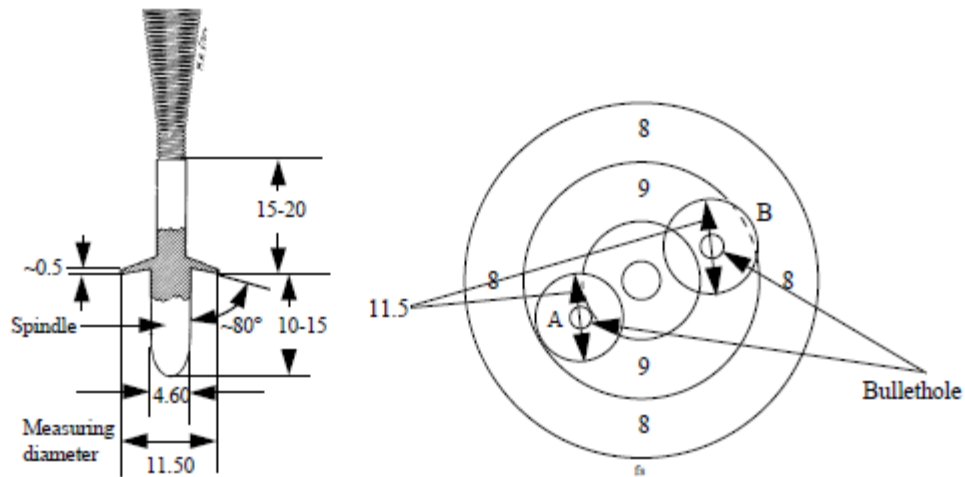
Measuring edge diameter:	18.0 mm (+0.00/ -0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
To be used for:	Measuring the inner tens of Air Pistol
	<p>If the measuring edge of an Air Pistol Inner Ten Outward scoring gauge does not go outside the 9 ring of an air pistol target then the shot value is an inner ten.</p>

6.3.2.8.6 4.5 mm OUTWARD Gauge for 10 m Air Pistol

Measuring edge diameter:	11.50 mm (+0.00/ -0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
To be used for:	10 m Air Pistol, rings 2 to 10.

The "B" illustration depicts a doubtful shot hole. The outward scoring gauge shows the outside edge of the flange lying over the 7 ring and into the 6 zone; therefore the shot is an 8.

6.3.2.8.6.1 Air Pistol OUTWARD scoring gauge



The "A" illustration depicts a doubtful shot hole with the outward scoring gauge in place. The outside edge of the flange is within the 9 ring; therefore the shot is scored a 10.

6.3.2.8.7 Skid Gauge Skid gauges are 7 mm between the lines for .22 and 11 mm for center fire.

6.3.3 Paper Sighting Targets Sighting targets must be marked clearly with a black diagonal stripe in the upper right hand corner of the target. The stripe must be clearly visible to the naked eye at the appropriate distance under normal light conditions.

6.3.6.3.5 It is prohibited to put any substance on the floor of the Firing Point. It is prohibited to wipe the firing point without permission.

6.3.6.6 The use of mobile telephones, walkie-talkies, pagers or similar devices by competitors, coaches and team officials while within the competition area is prohibited. All mobile telephones etc. must be switched **OFF**.

USA 6.4.1A At USA Shooting sanctioned competitions equipment control examination are not mandatory. The competition director may determine the equipment control procedures based on available time and equipment measuring gauges. Equipment may be spot checked at any time.

6.4.2.1 Clothing Regulations It is the responsibility of the competitor to appear on the ranges dressed in a manner appropriate to a public event. This must be controlled by the Jury. **Clothing made of camouflage material is prohibited.** Go figger!

6.4.10.3 Side Blinders (either or both sides) attached to the hat, cap, shooting glasses, or to a head band, not exceeding 40 mm deep are permitted (A). These blinders must not extend further forward than to a line from the center of the forehead. A piece to cover the non aiming eye not larger than 30 mm wide is permitted (B).

6.5.4.9 Firing point allocation - 25 m Rapid Fire Pistol Event (Irrelevant information on RF squadding except:)

6.5.4.9.2.1 A shooter having fired in the left side firing station in the first stage, must shoot in the right side firing station (of the same Range Section) in the second stage (and vice versa).

6.7 COMPETITION OFFICIALS Must refrain from any conversation with the shooter or from making any other comments regarding the score or the time remaining in the competition.

6.7.2 Duties and Functions of the Range Officer

Range Officers must:

6.7.2.1 be responsible to the Chief Range Officer for the conduct of the competition in the target section entrusted to them but must cooperate with Jury Members at all times;

6.7.2.2 call the shooters on to their firing points;

6.7.2.4 ensure that the guns and sights, equipment and accessories of shooters have been examined and approved; (not mandatory in USAS matches; to be at the discretion of the match organizer)

6.7.2.6 give the required or necessary commands;

6.7.2.7 take any necessary actions following a malfunction, protest, disturbance, or any other matter arising during the competition;

6.7.2.8 be responsible for the accurate recording of shots by the Register Keepers (scorers) when using paper targets;

6.7.2.9 supervise the correct operation of the targets;

6.7.2.10 receive protests and pass them on to a Jury Member;

6.7.2.11 be responsible for the recording of all irregularities, disturbances, penalties, malfunctions, cross-fires, extra time allowed, repeated shots, etc. on an incident report, range register and the target or printer strip and on the small scoreboard when appropriate.

6.8.1 The Classification Office must publish Preliminary scores on a Range Scoreboard as soon as possible after each relay and stage and completion of each event. This means that the scoreboard must be erected and used in every competition.

6.8.14 Value of Shots

6.8.14.1 All bullet holes are scored according to the highest value of the target scoring zone or ring that is touched by that bullet hole. If any part of a scoring ring (demarcation line between the scoring

zones) is touched by the bullet, the shot must be scored the higher value of the two scoring zones. Such a hit is determined by whether the bullet hole or a plug gauge inserted in the hole touches any part of the outside edge of the scoring ring.

6.8.14.2 Shots in dispute must be determined as to value by means of a gauge or other device. Gauges must always be inserted into the shot hole with the target in the horizontal position.

USA 6.8.14.2A Gauges certified by USA Shooting may be used in USA Shooting sanctioned competitions.

6.8.14.3 When the accurate use of the plug gauge is made difficult by the close proximity of another bullet hole, the shot value must be determined by means of an engraved gauge of some flat, transparent material, to aid in reconstructing the position of a scoring ring or number of bullet holes which may overlap.

6.8.14.4 If two scoring officials do not agree on the value of a shot, a decision from the Jury must be requested immediately.

USA 6.8.14.4A In USA Shooting sanctioned competitions, a third qualified scorer or scoring supervisor or jury member may resolve the question of shot value.

6.8.14.5 The plug gauge may be inserted only once in any bullet hole and only by a Jury Member. For this reason the use of a gauge must be marked on the target by the scoring officials, together with their initials, and showing the result.

6.8.14.6 Hits outside the scoring rings of the shooter's own target are scored as misses.

6.8.15 All irregularities, penalties, misses, malfunctions, extra time allowed, repeated shots / series or annulment of shots, etc., must be clearly marked and recorded on a Range Incident Report Form IR (see form at the end of these Rules), the Range Register, printer strip, on the target and on the score card (paper target) by a Range Officer and/or Jury Member for the attention of the Classification Office.

6.9.1.1 Skid Shots

6.9.1.1.1 Shots fired while the target is in motion must not be scored as hits unless the greatest horizontal dimension of the bullet hole (surface lead/bullet marking on the target is ignored) measures not more than 7 mm in the 25 m Rim fire 5.6 mm (.22") Events, or 11 mm in the 25 m Center Fire Pistol Event.

6.9.1.1.2 The horizontally elongated bullet hole in the target must be measured with a skid gauge. When the inside edge of the engraved lines touches a scoring ring, the score will count to the higher value of the two zones.

USA 6.10.2A All competitors are responsible for their actions on or off the range when entered in any USA Shooting sanctioned competition. Any activity that may place any other competitor at a disadvantage is prohibited. An individual participating in such activity may be disciplined.

6.10.4 **The shooter should report**, ready to shoot, at the designated firing point at the correct time, with approved equipment.

6.10.5 Coaching during the conduct of any Event

6.10.5.1 All **types of coaching** while a shooter is on the firing line are **forbidden**. While on the firing line, a shooter may speak only with Jury Members or range officials.

6.10.5.2 If a **shooter wishes to speak** with anyone else, the shooter must unload his gun and leave it in a safe condition on the firing line (on the firing line bench if possible). In the case of bolt action guns, the bolt must be both open and back. A shooter may leave the firing line only after notifying a Range Officer and without disturbing other shooters.

6.10.5.3 If a **team official wishes to speak** with a team member on the firing line, the team official must not contact the shooter directly or talk with the shooter while he is on the firing line. The team official must obtain permission from a Range Officer or Jury Member, who will call the shooter off the firing line.

6.10.5.4 If a team official or shooter violates the rules concerning coaching, a warning must be issued the first time. In repeated cases two (2) points must be deducted from the shooter's score and the team official must leave the vicinity of the firing line.

6.10.6 Penalties for Rule Violations

6.10.6.1 In cases of violation of the Rules or instructions of Range Officers or the Jury, the following penalties may be imposed on the shooter by a Jury Member or the Jury.

6.10.6.1.1 A warning to the shooter must be expressed in terms that will leave no doubt that it is a **WARNING**. [This may be accomplished by beginning your statement with "This is an official warning."] However, it is not necessary to precede other penalties with a warning.

6.10.6.3 A disqualification may only be given by decision of a majority of the Jury.

6.10.6.5 Infringements should be graded by the Jury as follows:

6.10.6.5.1 In the case of **open violations** of the Rules a **WARNING** must first be given so that the shooter may have the opportunity to correct the fault. Whenever possible, the warning should be given during the training period or sighting shots. If the shooter does not correct the fault within the time stipulated by the Jury, two (2) points must be deducted from his score. If the shooter still does not correct the fault, disqualification must be imposed;

6.10.6.5.2 in the case of **concealed violations** of the Rules, when the fault is deliberately concealed, disqualification must be imposed.

6.10.6.6 If a shooter **impedes another shooter** in an unsportsmanlike manner when the latter is shooting two (2) points must be deducted. If the incident is repeated, disqualification must be imposed.

6.10.6.7 If, when asked to give an explanation for an incident, a shooter consciously and knowingly gives **false information**, two (2) points must be deducted. In serious cases, disqualification may be imposed.

6.10.6.8 If a shooter handles a gun in a **dangerous manner** or violates any safety rules, the shooter may be disqualified by the Jury. In UPMS competitions the shooter is given one warning to correct

unsafe gun handling procedures. If correction is not made the shooter shall be barred from participation until remedial action has been taken.

6.11.2 Rules for 10 m and 50 m Rifle and Pistol Events

6.11.2.1 Preparation Time

6.11.2.1.1 Shooters must be given 10 minutes before the competition starts to make their final preparation. During the Preparation Time the sighting targets must be visible. The Chief Range Officer must permit shooters to bring their equipment to the firing point before the Preparation Time, providing any previous relay has finished. The Chief Range Officer will announce when the previous relay has finished. Pre-competition checks by the jury and range officers must be completed before the Preparation Time begins.

6.11.2.1.2 Then they will be given the command “**PREPARATION TIME BEGINS NOW**”. Before and during the Preparation Time shooters may handle their guns, dry fire, carry out holding and aiming exercises on the firing line providing there are no personnel forward of the firing points.

6.11.2.2 Start

6.11.2.2.1 No shot may be fired before the start of the event.

6.11.2.2.2 The competition is considered to have started when the Chief Range Officer has given the command “**START**”. Every shot fired after the competitor completes his sighting shots must be recorded for the competition. However, dry firing is allowed.

6.11.2.3 Sighting shots – shots before START and after STOP

6.11.2.3.1 Sighting shots (unlimited in number) may be fired only before the beginning of each competition or position. Once the first competition shot has been fired, no further sighting shots are allowed unless permitted by the Jury in accordance with these Rules. Any further sighting shot(s) fired in contravention of this rule must be scored as miss(es) in the competition.

6.11.2.3.2 A shot or shots which are **fired before the start** of the official shooting time must incur a **penalty of two (2) points** on the first competition target for each shot fired. A shot or shots, which are not fired at all, must be scored as miss(es) on the last competition target(s). The same applies to shots fired after the end of the official shooting time, unless the Chief Range Officer or a Jury member has authorized extra time. If a late shot(s) cannot be identified, such shot(s) must be nullified by deducting the highest value shot(s) from that target.

6.11.3.1 The Chief Range Officer must inform the shooters of the time remaining by loudspeaker at both ten (10) minutes and five (5) minutes before the end of the shooting time.

6.11.3.2 The competition must stop at the command “**STOP**” or at the appropriate signal.

6.11.3.3 If a shot(s) is fired after the command or signal “**STOP**”, that shot(s) must be counted as a miss. If the shot(s) cannot be identified the best hit(s) must be deducted from the score of that target and scored as miss(es).

6.11.4 Specific rules for the 10 m Air Gun Events

6.11.4.1 If a shooter **releases the propelling charge** during the preparation time he must be given a WARNING for the first violation and a DEDUCTION of two (2) points from the lowest value shot of the first competition series for the second and subsequent violations.

6.11.4.1.1 Any release of the propelling charge, after the first competition target is in place, without a hit on the target will be scored as a miss. Dry firing without release of the propelling charge is permitted except during Finals.

6.11.4.1.2 If a shooter wishes to change, or to fill, his gas or air cylinder, he must leave the firing point to do so (permission must be obtained). No extra time will be allowed to compensate for time lost by a shooter who leaves the firing point to change or to fill his gas or air cylinder.

6.11.4.2 The gun may only be loaded with one (1) pellet.

6.11.4.2.1 If the gun is accidentally loaded with more than one (1) pellet:

6.11.4.2.2 if the shooter is aware of the situation, he must raise his non-shooting hand to indicate to a Range Officer that he has a problem. A Range Officer must then supervise the unloading of the gun and no penalty will be incurred. No extra time will be allowed, but the shooter may continue in the normal way;

6.11.4.2.3 if the shooter is unaware of the situation at the time, as soon as he realises what has happened he must report it to a range officer, then the following procedure will apply:

6.11.4.2.4 if there are two (2) hits on the target, the score of the higher value shot will be counted and the second shot will be annulled.

6.11.4.2.5 if there is only one (1) hit on the target, this will be counted.

6.11.5 Interruptions

6.11.5.1 If a shooter must stop firing for **more than three (3) minutes** through no fault of his own, he may demand extra time equal to the amount of time lost, or the time remaining when the interruption occurred, plus one (1) minute, if during the last few minutes of the competition.

6.11.5.2 If a shooter is interrupted **for more than five (5) minutes, or moved to another firing point**, he may have additional unlimited sighting shots at one sighting target at the beginning of his remaining shooting time together with any time extension granted plus an additional five (5) minutes. If automatic paper target systems which have no possibility for providing a new sighting target are in use, the sighting shots should be fired on the next unused competition target. Two (2) competition shots should be fired at the next competition targets (unless there is only one (1) shot remaining according to the instructions given by the Range officials or Jury Members.

6.11.6.4 If a shooter **arrives late** for a competition, he may participate but will not be credited with any extra time, except when his lateness is due to circumstances beyond his control. If it can be proved that his lateness was due to circumstances beyond his control, the Jury must whenever possible grant extra time without disruption of the overall shooting program. In this case the Jury will determine when and on which firing point he may make up for the missed time (series).

6.11.7.1.1 If a shooter fires more shots in the event or position than are provided for in the program, the extra shot(s) must be annulled on the last competition target(s). If the shot(s) cannot be identified, the highest value shot(s) must be annulled on the last competition target. The shooter must also be penalized by a deduction of two (2) points for each excessive shot fired, deducted from the lowest value shot(s) in the first series.

6.11.7.2.1 If a shooter fires **more shots** at one of his match targets than are provided for in the program of the event, he must not be penalized for the first two (2) shots. For the third and all succeeding such misplaced shots he must be penalized by a deduction of two (2) points for each one in the event from the series in which the occurrence happens. He must also fire a fewer number of shots at the remaining targets so that the number of shots does not exceed that provided for in the program. [This is particularly relevant to air gun targets.]

6.11.8.1 Cross-fires of competition shots must be scored as misses.

6.11.8.1.1 If a shooter **fires a sighting shot on the competition target** of another shooter, he must be penalized by deduction of two (2) points from his own score deducted from the first series.

6.11.8.3 If a shooter receives a **confirmed cross-fire** shot and it is impossible to determine which shot is his, he must be credited with the value of the highest undetermined shot.

6.11.8.4 If there are more hits on a shooter's competition target than are provided for in the program, and if it is **impossible to confirm** that another shooter(s) fired the shot(s), the hit(s) of the highest value must be nullified.

6.12 MALFUNCTIONS

6.12.1 If a shooter has a **gun or ammunition malfunction**, he may have it repaired, or continue shooting with another gun, with the permission of the Jury.

6.12.1.1 ALLOWABLE MALFUNCTIONS in competitions are:

6.12.1.1.1 a cartridge fails to fire;

6.12.1.1.2 a bullet or pellet is lodged in the barrel;

6.12.1.1.3 the gun fails to fire, although the trigger has been operated;

6.12.1.1.4 the extractor fails to extract the cartridge.

6.12.2 The maximum extra shooting time allowed to repair or replace a gun is 15 minutes, shooting must be completed in the same relay.

6.12.2.1 Unlimited sighting shots must be allowed during the remaining shooting time, but only before competition shots are resumed.

6.12.2.2 Extra time and additional sighting shots must only be granted if the interruption is not due to a fault of the shooter.

6.12.2.3 In all cases the Range Officers or Jury must be informed so they may decide on the measures to be taken.

6.12.3 NON ALLOWABLE MALFUNCTIONS in competitions are:

6.12.3.1 the shooter had not loaded his gun;

6.12.3.2 the shooter did not pull the trigger;

6.12.3.3 the malfunction is due to any cause that could reasonably have been corrected by the shooter.

6.14 TIE-BREAKING

6.14.1 Individual Ties

6.14.1.1 All tied scores will be broken except for perfect scores.

6.14.2 Ties for the 300 m, 50 m, 10 m and 25 m events (if there is not a Shootoff) will be decided by the following Count Back Rules:

6.14.2.1 the highest number of inner tens;

USA 6.14.2.1A At USA Shooting sanctioned competitions where paper targets are used, tie breaking using 6.14.2.1 should not be implemented. Please follow rules 6.14.2.2 - 6.14.2.4 to break ties.

6.14.2.2 the highest score of the last ten shot series working backward by 10 shot series in full ring scoring (not inner tens or decimals) until the tie is broken;

6.14.2.3 the highest number of 10's, 9's, 8's, etc.;

6.14.2.4 if any ties remain, the shooters must have the same ranking and must be listed in Latin alphabetical order using the shooter's family name.

6.15.4.3.1 When using paper targets, a shooter or team official who considers that a shot was scored or recorded incorrectly may protest that score, except that decisions made regarding the value of shots by using gauges are final and cannot be protested. Scoring protests may only be made on scores which have been decided without using a gauge or when incorrect entries in the result list or score card appear to have been made. The protest fee becomes payable.

Procedures for International-style Bullseye Pistol Shooting

(Intended for the UPMS/UU range)

General

The USA Shooting Rule book is on the web at: <http://www.usashooting.org/7-events/usarules>; You should download the sections on General Regulations, General Technical Rules and the specific events you will be overseeing. Read them! The following text makes no attempt to be complete. Indeed one of the rules in the rulebook explicitly requires that competitors be familiar with the rules. **Study them thoroughly.** Make your own copy. Add your own highlights.

6.1.4 Knowledge of the Rules

All shooters, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each shooter to comply with the Rules.

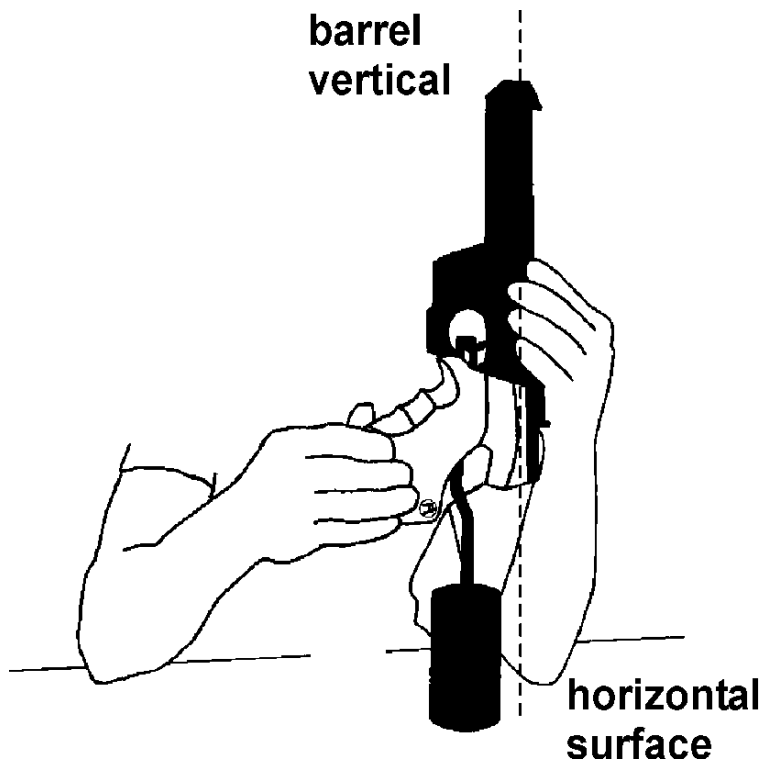
Review your duties by reading section 8.5.1 of the USA Shooting rule book: Duties for the Chief Range Officer. Malfunctions are dealt with in section 8.8; study it carefully.

1. All events begin with a preparation period. Times vary with the event.
2. All events begin with sighters.
3. Only open sights are allowed.
4. Guns should be checked for compliance with requirements (trigger weight, size, etc.) before the match begins. (We rarely do this. Probably for Junior Olympics and Collegiate Sectionals.)
5. All events fired in times less than 150 seconds must be fired from what is called the "Ready Position": The shooting arm and gun must be extended and at an angle of more than 45° below the horizontal. The gun may not be in motion when the shooting time begins and may not be in contact with the bench or anything else.
6. Magazines may not be charged until the "Load!" command is given.
7. Check for legal footwear: the top of the shooter's shoe may not touch the bottom of their ankle.
8. Note that the initial state for operating the manual controller box is listed atop the box. The button above the label "Start" and the cord switch are equal: both perform the same function. The automatic timer settings on the manual controller are used for intervals of 20 seconds and less. Longer periods must be timed manually with a stopwatch and the "Edge" and "Face" buttons.
8. If the computer is used:
 - Remember to plug in the power controller atop the CPU and connect the control cable to the computer. There are two outlets on the back of the control box. If the targets turn the wrong direction, change to the other half of the outlet. From the main Window, double click on the UPMS icon then double click on the event to be run. Pressing the button will initiate the preparation period. Sighter targets must have been posted by this time.
 - Each new event (series, prep time...) is begun by pressing the control button.
 - After each event with a time of 20 seconds or less, the computer asks if there are any refires. If there are none, press the button; you have 10 seconds to do this. (The rationale was that the default would be a refire; the RO would be assisting with the refire rather than attending to the computer.)

After each target is completed, give the COMMAND “Cease fire, slides back, cylinders open, empty chamber indicators inserted. Is the line safe?” **Listen for responses; check to assure the line is safe. This is not a litany; this is an action you must take seriously!** “The line is safe. Go forward and post a clean target.” If you plan to score targets for competitors instruct them to retrieve their targets and write their names on them.

USA Shooting Pistol Rules (This rulebook is only 30 pages. Everyone should read it; nearly everything is relevant.)

Measuring the Weight of the Trigger Pull



The weight of the trigger pull must be measured, with the test weight suspended near the middle of the trigger (see illustrations) and the barrel held vertically. The weight must be placed on a horizontal surface and lifted clear of the surface. The tests must be conducted by Equipment Control officials. The minimum weight of the trigger pull must be maintained throughout the competition. A maximum of three (3) attempts to lift the weight is allowed. If it does not pass it may only be resubmitted after adjustment. When testing air or gas actuated pistols, the propellant charge should be activated.

8.1.1.1 Grips. For dimensions and details of grips see the Pistol Specification Table and Table for Drawing and Measurements.

8.1.1.1.1 Neither the grip nor any part of the pistol may be extended or constructed in any way that would allow it to touch beyond the hand. The wrist must remain visibly free when the pistol is held in the normal firing position. Bracelets, wristwatches, wristbands, or similar items are prohibited on the hand, and arm, which holds the pistol.

8.1.1.2 Sights: see the Pistol Specification Table.

Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights etc., are prohibited. Any aiming device

programmed to activate the firing mechanism is prohibited. No protective covering is permitted on front or rear open sights.

8.1.1.3 Only **low-sided shoes** which do not cover the ankle bone are permitted. [There are lots of regulations on clothes which we will ignore. T-shirts and tank tops are not permitted!]

8.2 SHOOTING EVENT PROCEDURES AND COMPETITION RULES

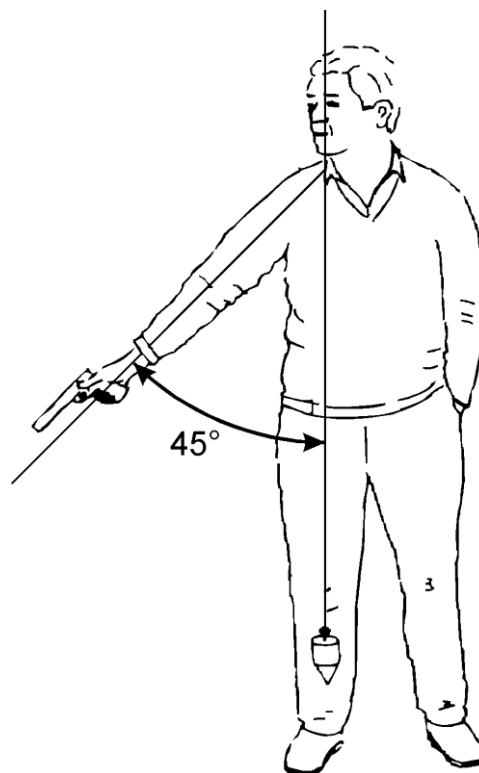
8.2.1 Position

8.2.1.1 The shooter must stand free, without support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one hand only. The wrist must be visibly free of support.

8.2.1.2 In the 25 m Rapid Fire Pistol Event, the 25 m Pistol and 25 m Center Fire Pistol Rapid Fire Stages and the 25 m Standard Pistol 20 seconds and 10 seconds series, shooting must start from the **READY** position. In the **READY** position, the shooter's arm must point downward at an angle of not greater than 45 degrees from the vertical, but must not be pointed at the ground within the forward edge of the firing point. The arm must not be visibly moving in this position while waiting either for the appearance of the target or, when electronic scoring targets are used, for the green light(s) to come on.

8.2.1.3

The READY Position



8.2.1.4

If a shooter raises his arm too soon, or does not lower it sufficiently in the 25 m Rapid Fire Pistol Event or in the Rapid Fire Stage of the 25 m Pistol or 25 m Center Fire Pistol Event, or in the combined 20 seconds and 10 seconds stages of the 25 m Standard Pistol Event he must be warned by a Jury Member, and the series must be recorded and repeated. In the 25 m Rapid Fire Pistol Event the shooter must be credited with the lowest value hit on each target. In all other 25 m events, the shooter must be credited with the five (5) lowest value hits in the two series (or three series should a malfunction be involved). If the fault is repeated in the same stage of 30 shots the same procedure must be applied and the shooter must be penalized by a deduction of two (2) points from his score. If a third infringement of this Rule occurs, the shooter must be disqualified.

8.2.2

Competition Rules

8.2.2.1

Preparation Time 25 m Events

8.2.2.1.1

They will be given the command **“PREPARATION TIME BEGINS NOW”**. During the Preparation Time the targets must be visible, facing the shooters. During the Preparation Time the shooters may dry fire and carry out holding and aiming exercises on the firing line.

8.2.2.1.2 Preparation Time allowed before the competition starts is as follows:

25 m Standard Pistol	5 minutes
25 m Precision Stages	5 minutes
25 m Rapid Fire Stages or Events	3 minutes

8.2.2.2 25 m Events

8.2.2.2.1 In all 25 m Events, timing must start at the moment the green lights come on (or the targets begin to face) and stop when the red lights come on (or the targets begin to turn away).

8.2.2.2.2 The turning of the targets or the switching of lights may be controlled by a Target Operator who is located behind the firing line. His position must not disturb the shooter, but it must be within the sight and hearing of the Range Officer. The targets may also be operated by the Range Officer by means of a remote control system.

USA 8.6.4.2.2A In USA Shooting sanctioned PTO's, audible start and stop signals may be used. Please see rule 6.3.16.9C

8.2.2.2.3 LOAD

In all 25 m events, only one (1) magazine or pistol may be loaded with not more than five (5) cartridges on the command "**LOAD**". Nothing else is allowed to be inserted into the magazine or cylinder.

8.2.2.2.3.1 If a shooter loads his pistol with **more than a total of five (5) cartridges** or he loads **more than one (1) magazine** on any command "**LOAD**" he must be penalized by the deduction of two (2) points, for each additional cartridge, from his competition score in that same series.

8.2.2.2.3.2 A shot or shots fired before the command "**LOAD**" must incur disqualification.

8.2.2.2.4 UNLOAD

In all events, after the series or stage has been completed, the command "UNLOAD" must be given. In any case, immediately upon completing a series (unless there is a malfunction of the pistol), or when ordered, the shooter must unload the pistol. Note that in UPMS competitions we use the much more explicit command: "Cease fire, slides back, cylinders open, magazines out empty chamber indicators inserted, guns on the bench. Is the line safe?" After you have confirmed that the line is safe continue with "The line is safe, go forward retrieve your targets [write your name on them] and post a fresh one." When everyone has safely returned behind the firing line, continue with "The line is no longer safe you may handle your guns."

8.2.2.3 Specific Rules for the 25 m Rapid Fire Pistol Event

The event is 60 competition shots divided into two stages of 30 shots each. Each stage is subdivided into six (6) series of five (5) shots each, two (2) in eight (8) seconds, two (2) in six (6) seconds and two (2) in four (4) seconds. In each series one (1) shot is fired at each of the five (5) targets in the specified time limit for the series.

8.2.2.3.1 Before the beginning of each stage, the shooter may fire one (1) sighting series of five (5) shots in eight (8) seconds.

8.2.2.3.2 All shooting (sighting and competition series) is by command. Both shooters in the same Range Section must fire at the same time, but organizers may arrange for more than one Range Section to fire simultaneously under centralized commands.

8.2.2.3.3 If a pistol of any of the shooters firing together has a malfunction, the malfunction series must be re-fired by those concerned in the same time stage with the following regular series. The final series of this stage will be fired immediately after all other shooters firing together have completed this time stage. Each Range Section may operate independently.

8.2.2.3.4 Before the Range Officer gives the command “**LOAD**”, he must call out the series time (such as “**EIGHT (8) SECONDS SERIES, OR SIX (6) SECONDS SERIES**”, etc.), or the series time must be indicated in some manner such as using a numbered sign of sufficient size to be visible to the shooter. When the Range Officer gives the command “**LOAD**”, the shooters must prepare themselves immediately for their series within one (1) minute.

8.2.2.3.5 When one (1) minute has expired, the Range Officer will give the commands:

“ ATTENTION ”	The red lights must be switched on or if paper targets are used, they must be turned to the edge-on position.
“ 3-2-1-START ”	At the Command “ START ” the target timer mechanism must be started. The shooters must be in the READY position by the count-down of 1.

8.2.2.3.6 Before each series the shooter must lower his arm and adopt the **READY** position.

8.2.2.3.7 The targets must then face the shooter, or the green lights come on, after a delay of three (3) seconds (± 1.0 second). The time delay should remain constant throughout the competition. During each series the shooter should fire five (5) shots. Pistols may be raised at the moment the targets begin to face, or the green lights come on.

8.2.2.3.8 A series is considered as having started after the command “**ATTENTION**”. Every shot fired after that will be counted in the competition.

8.2.2.3.9 After the firing of each series, there should be a pause of at least one (1) minute before the next command “**LOAD**”. The published start time for successive relays should be adequate to allow for these relays to start at the published time. 30 minutes should be the minimum time between the start of successive relays and longer if the program permits.

8.2.2.4 Specific Rules for 25 m Pistol and 25 m Center Fire Pistol

The program for each event is 60 competition shots divided into two (2) stages of 30 shots each:

Stage	Number of series / shots	Time limit for each series competition and sighting
1. Precision Stage	six (6) series of five (5) shots	five (5) minutes
2. Rapid Fire Stage	six (6) series of five (5) shots	see below

8.2.2.4.1 Before the beginning of each stage, the shooter may fire one (1) sighting series of five (5) shots.

8.2.2.4.2 Precision Stage

8.2.2.4.2.1 The Range Officer must give the command “**LOAD**”. After the command “**LOAD**”, the shooter(s) must prepare themselves within one (1) minute with the correct number of cartridges. Firing will begin on the appropriate command or signal.

8.2.2.4.2.2 All shooters must complete the Precision Stage before the Rapid Fire Stage may begin.

8.2.2.4.3 Rapid Fire Stage

8.2.2.4.3.1 During each series the target is shown five (5) times or, when electronic scoring targets are used, the green lights come on each time for three (3) seconds (+ 0.2 seconds – 0.0 second). The time between each appearance (the edge-on position) or, when Electronic Scoring Targets are used, the red lights are on must be seven (7) seconds (± 0.1 second). One (1) shot only will be fired during each “appearance” of the target.

8.2.2.4.3.2 all shooters will fire the sighting series as well as the competition series at the same time and on the same commands:

“FOR THE SIGHTING SERIES – LOAD”	All shooters load within a time of one (1) minute.
“FOR THE FIRST / NEXT COMPETITION SERIES – LOAD”	All shooters load within a time of one (1) minute.
“ATTENTION”	The red lights must be switched on or if paper targets are used, they must be turned to the edge-on position After a delay of seven (7) seconds (+/-1.0 second) either the green lights will come on, or the target will be turned to face the shooter.
	Before each shot the shooter must lower the arm and adopt the READY position.
	The pistol must not be rested on the bench, or shooting table, during the series.

8.2.2.4.4 A series is considered as having started from the moment the red light is switched on, or the targets turn away from the shooter after the command **“ATTENTION”**. Every shot fired after that must be counted in the competition.

8.2.2.5 Specific Rules for the 25 m Standard Pistol Event

The event program is 60 competition shots divided into 3 stages of 20 shots each. Each stage consists of 4 series of 5 shots:

Stage	Number of series / shots	Time limit for each series
1	four (4) series of five (5) shots	150 seconds
2	four (4) series of five (5) shots	20 seconds
3	four (4) series of five (5) shots	10 seconds

8.2.2.5.1 Before the beginning of the competition, the shooter may fire one (1) sighting series of five (5) shots within a time limit of 150 seconds.

8.2.2.5.2 Before the Range Officer gives the command **“LOAD”**, he must call out the series time (such as 150 seconds series, or 20 seconds series etc.), or the series time must be indicated in some manner such as using a numbered sign of sufficient size to be visible to the shooter. When the Range Officer gives the command **“LOAD”**, the shooter(s) must prepare themselves immediately for their series within one (1) minute.

8.2.2.5.3 When one minute has expired, the Range Officer will give the command:

“ATTENTION”	The red light will be switched on, or the target will be turned away to the edge-on position. After a delay of 7 seconds (+/-1.0 second) the green light will come on, or the target will be turned to face the shooter.
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8.2.2.5.4 Before each series except in the 150 second series the shooter must lower his arm and adopt the **READY** position.

8.2.2.5.5 A series is considered as having started from the moment the red light is switched on, or the targets turn away from the shooter after the command **“ATTENTION”**. Every shot fired after that must be counted in the competition.

8.2.2.5.6 When it is necessary to conduct the event in two parts, each part must consist of:

Stage	Number of series / shots	Time limit for each series
1	two (2) series of five (5) shots	150 seconds
2	two (2) series of five (5) shots	20 seconds
3	two (2) series of five (5) shots	10 seconds

8.2.2.5.6.1 Before the beginning of each part of the event, the shooter may fire one (1) sighting series of five (5) shots within a time limit of 150 seconds.

8.2.3 Interruptions

8.2.3.1 25 m Events and Stages

If for safety or technical reasons shooting is interrupted (without being the fault of the shooter):

8.2.3.1.1 if the elapsed time is **more than 15 minutes**, the Jury must allow one (1) extra sighting series of five (5) shots;

8.2.3.1.2 in the 25 m Rapid Fire Pistol and in the 25 m Standard Pistol Event, if the series is interrupted it must be annulled and repeated. The repeated series must be recorded and credited to the shooter;

8.2.3.1.3 in the 25 m Pistol and the 25 m Center Fire Pistol Events, the interrupted series must be completed. The completed series must be recorded and credited to the shooter;

8.2.3.1.3.1 in the Precision Stage the time limit is one (1) minute for every shot to be fired to complete the series.

8.2.4 Irregular shots

8.2.4.1 25 m Events and Stages

8.2.4.1.1 Too many shots fired

8.2.4.1.1.1

If a shooter **fires more competition shots** on a target than the program calls for, or more than one shot at one appearance of the target in a Rapid Fire Pistol Series, the highest value hit(s) must be disregarded from the score of that target. Two (2) points must also be deducted from the score of that series for each extra shot fired in the series. This penalty is in addition to the penalty of two (2) points that may be imposed when a shooter loads more than five (5) cartridges.

8.2.4.1.1.2

Two (2) points must be deducted on every occasion if two shots are fired during a single exposure of the target in the Rapid Fire stages of the 25 m Pistol and the 25 m Center Fire Pistol Events.

8.2.4.1.1.3

If a shooter **fires more sighting shots** than are provided for in the program, or are approved by the Range Officer or Jury, he must be penalized by the deduction of two (2) points from the first series of his competition score for each excessive sighting shot fired. This penalty is in addition to the penalty of two (2) points that may be imposed when a shooter loads more than five (5) cartridges.

8.2.4.2 Early and late shots

8.2.4.2.1

Any shot(s) fired accidentally after the command “**LOAD**” has been given, but before the beginning of a competition series, must not be counted in the competition but two (2) points must be deducted from the following series. This penalty must not apply in the sighting series. The shooter having fired accidentally must not continue, but must wait until the other shooters have finished that series and then indicate to the Range Officer as if he had a malfunction. The Range Officer will then permit him to continue and repeat the series in the same time stage with the following regular series. The final series of the stage will be fired immediately after all shooters have completed that time stage. If this procedure is not followed and the shooter continues the original series, the accidentally fired shot will be scored as a miss (zero).

8.2.4.2.2

In a Precision Stage, if a shot(s) is fired after the command or signal “**STOP**”, that shot must be counted as a miss. If the shot(s) cannot be identified the highest value hit(s) must be deducted from the score of that target and scored as miss(es).

8.2.4.3 Incorrect Range Commands 25 m Events

8.2.4.3.1

If, because of an incorrect command and/or action by a Range Officer, the shooter is not ready to fire when the signal to fire is given, he must hold his pistol pointing down range and raise his free hand, and immediately after the series report this to a Range Officer or Jury Member.

- 8.2.4.3.2** If the claim is considered justified, the shooter must be allowed to fire the series.
- 8.2.4.3.3** If the claim is considered not justified, the shooter may fire the series, but must be penalized by the deduction of two (2) points from the score of that series.
- 8.2.4.3.4** If the shooter has fired a shot after the incorrect command and/or action, the protest must not be accepted.
- 8.2.4.4** **Cross-fires on sighting targets**
- 8.2.4.4.1** **25 m Events and Stages**
- 8.2.4.4.1.1** If a shooter fires a sighting shot on the sighting target of another shooter, he must not be allowed to repeat the shot, but will not be penalized. If it cannot be established clearly and quickly which hit(s) belong to whom, the shooter who is not at fault has the right to repeat the sighting shot(s).
- 8.2.5** **Disturbances**
- Should a shooter consider that he was disturbed while firing a shot, he must hold his pistol pointing down range and immediately inform the Range Officer or Jury Member by raising his free hand. He must not disturb other shooters.
- 8.2.5.1** **If the claim is considered justified:**
- 8.2.5.1.1** the series (25 m Rapid Fire Pistol, 25 m Standard Pistol), must be annulled and the shooter may repeat the series;
- 8.2.5.1.2** the shot (25 m Pistol and 25 m Center Fire Pistol) must be annulled and the shooter may repeat the shot and complete the series.
- 8.2.5.2** **If the claim is considered not justified:**
- 8.2.5.2.1** if the shooter has finished his series, the shot or series must be credited to the shooter;
- 8.2.5.2.2** if the shooter has not finished his series due to the claimed disturbance, the shooter may repeat or complete the series. Scoring and penalties are as follows:
- 8.2.5.2.2.1** in the **25 m Rapid Fire Pistol Event** the series may be repeated and the score must be recorded as the total of the lowest value hit on each target;
- 8.2.5.2.2.2** in the **25 m Standard Pistol Event** the series may be repeated and the score must be recorded as the total of the five (5) lowest value hits on the target;
- 8.2.5.2.2.3** in the **25 m Pistol and 25 m Center Fire Pistol Events** the series may be completed and the score must be recorded;
- 8.2.5.2.2.4** two (2) points must also be deducted from the score of the repeated or completed series;

8.2.5.2.2.5 in any repeated series, all five (5) shots must be fired at the target. Any shot(s) not fired or not hitting the target must be scored as a miss(es).

8.2.6 Timing

If a shooter considers that the time elapsed between the command specified in the Rules and the green light coming on or the facing of the targets was too fast or too slow, and therefore not according to the time specified in the Rules, he must hold his pistol pointing down range and immediately inform a Range Officer or Jury Member by raising his free hand. He must not disturb other shooters.

8.2.6.1 If it is found that his **claim is justified**, he may begin the series again.

8.2.6.2 If his claim is found **not justified**, he may fire the series, but a two (2) point penalty must be deducted from the score of that series.

8.2.6.3 Once the shooter has **fired the first shot** in the series, such a claim must not be accepted.

8.2.6.4 If a shooter considers that the **time of the series was too short**, he may inform a Range Officer immediately after finishing the series.

8.2.6.4.1 The Range Officer and/or Jury must verify the timing of the mechanism.

8.2.6.4.2 If it is confirmed that there has been an error, the protesting shooter's series must be annulled and repeated.

8.2.6.4.3 If the claim is considered not justified, the result of the series must be credited to the shooter and recorded.

8.3 MALFUNCTIONS

Only one (1) malfunction (either allowable or non allowable) is permitted except when stipulated in a specific event.

8.3.1 General

Should a pistol break down or cease to function, the shooter is allowed to repair the pistol.

8.3.2 In all cases the Range Officers or Jury must be informed so they may decide on the measures to be taken.

8.3.3 25 m Pistol Events

8.3.3.1 A shooter is allowed a maximum of 15 minutes to repair or replace a pistol in order to resume the competition.

8.3.3.2 If the repair is likely to take more than 15 minutes, the shooter, at his request, may be granted more time by the Jury.

8.3.3.3 If extra repair time is granted he will complete the competition at a time and place determined by the Jury or,

- 8.3.3.4** he may continue to fire with another pistol of the same type of mechanism (semiautomatic or revolver) and of the same caliber.
- 8.3.3.5** In the 25 m events the Jury must allow one (1) extra sighting series of five (5) shots.
- 8.3.4** **25 m Pistol Events Malfunctions**
- 8.3.4.1** If a shot has not been fired due to a malfunction, and if the shooter wishes to claim a malfunction, he must hold his pistol pointing down range, retain his grip, and immediately inform a Range Officer by raising his free hand. He must not disturb other shooters.
- 8.3.4.1.1** A shooter may try to correct a malfunction and continue the series, but after attempting any correction, he may not claim an **ALLOWABLE MALFUNCTION** unless the firing pin has broken, or any other part of the pistol is damaged sufficiently to prevent the pistol from functioning.
- 8.3.4.2** If a Malfunction (allowable or nonallowable) occurs in the sighting series it must not be registered as a malfunction. If an Allowable Malfunction occurs the shooter may complete the sighting series by shooting the unfired shots in the specified time for the sighting series for that event; fired immediately. In precision stages the unfired shots may be fired immediately, in a maximum of two (2) minutes. If a Non-Allowable Malfunction occurs in the sighting series no further sighting shots may be fired.
- 8.3.4.3** **Types of Malfunctions**
- 8.3.4.3.1** **ALLOWABLE MALFUNCTIONS (AM) are:**
- 8.3.4.3.1.1** a bullet is lodged in the barrel;
- 8.3.4.3.1.2** the trigger mechanism has failed to operate;
- 8.3.4.3.1.3** there is an undischarged cartridge in the chamber and the trigger mechanism has been released and operated;
- 8.3.4.3.1.4** the cartridge case has not been extracted or ejected; this applies even if a case catcher is used;
- 8.3.4.3.1.5** the cartridge, magazine, cylinder, or other part of the pistol has jammed;
- 8.3.4.3.1.6** the firing pin has broken, or any other part of the pistol is damaged sufficiently to prevent the pistol from functioning;
- 8.3.4.3.1.7** the pistol fires automatically without the trigger being released. The shooter must stop firing immediately and must not continue to use such a pistol without the permission of a Range Officer or a Jury Member. When using EST the first shot will be scored by the system and this will be credited to the shooter. When using paper targets should the automatically fired shot(s) hit the target, the hit(s) found highest up on the target shall be disregarded before the repeat series. After any repeat series all the shot(s), except those

that were disregarded on the one target concerned, must be included to establish the score;

8.3.4.3.1.8 the slide jams or the empty case is not ejected, this applies even if a case catcher is used.

8.3.4.3.2 **NON-ALLOWABLE MALFUNCTIONS (NAM) are:**

8.3.4.3.2.1 the shooter has touched the breech, mechanism or safety catch or the pistol has been touched by another person before being inspected by the Range Officer;

8.3.4.3.2.2 the safety catch has not been released;

8.3.4.3.2.3 the shooter had not loaded his pistol;

8.3.4.3.2.4 the shooter had loaded less cartridges than prescribed;

8.3.4.3.2.5 the shooter did not allow the trigger to return far enough after the previous shot;

8.3.4.3.2.6 the pistol was loaded with the wrong ammunition;

8.3.4.3.2.7 the magazine was not inserted correctly, or had fallen out during shooting unless this is due to damage to the mechanism;

8.3.4.3.2.8 the malfunction is due to any cause that could reasonably have been corrected by the shooter.

8.3.4.4 **Determining the Cause of a Malfunction**

If the external appearance of the pistol does not show an obvious reason for the malfunction and there is no indication, and the shooter does not claim, that there may be a bullet stuck in the barrel the Range Officer must take the pistol without interfering with or touching the mechanism, point the pistol in a safe direction and pull the trigger one time only to determine whether the trigger mechanism had been released.

8.3.4.4.1 If the pistol is a revolver, the Range Officer must not pull the trigger unless the hammer is in the cocked position.

8.3.4.4.2 If the pistol does not discharge, the Range Officer must complete the examination of the pistol to determine the cause of the malfunction and to decide whether or not the malfunction is allowable.

8.3.4.5 The Range Officer decides, after inspection of the pistol, that there is an **ALLOWABLE MALFUNCTION** or a **NON-ALLOWABLE MALFUNCTION**.

8.3.4.5.1 In the case of a **NON-ALLOWABLE MALFUNCTION** every shot that is not fired will be scored as a miss (zero). No re-fire or completion is permitted. Only the values of shots fired will be credited to the shooter. The shooter may continue to shoot the remainder of the event.

- 8.3.4.5.2** In the case of an **ALLOWABLE MALFUNCTION** the following procedures will be followed.
- 8.3.4.5.2.1** **25 m Rapid Fire Pistol, 25 m Standard Pistol**
- 8.3.4.5.2.1.1** The number of shots already fired must be recorded and the series may be repeated.
- 8.3.4.5.2.1.2** The shooter must fire all five (5) shots at the target(s) in any repeat series. Any shot(s) not fired or not hitting the target in the re-fire must be scored as zero(s). Should a second malfunction occur, then the shooter may not re-fire again (but unfired shots must **NOT** be scored as zero(s)). The shooter may continue to shoot the remainder of the event.
- 8.3.4.5.2.1.3** **Scoring: ALLOWABLE MALFUNCTION**
- 8.3.4.5.2.1.4** **25 m Rapid Fire Pistol:** The score must be recorded as the total of the lowest value hit on each target in the two (2) series.
- 8.3.4.5.2.1.5** **25 m Standard Pistol:** The score must be recorded as the total of the five (5) or ten (10), as appropriate, lowest value hits on the target.
- 8.3.4.5.2.1.6** If the shooter is unable to complete a full series in the one (1) permitted re-shoot, he must be credited only with as many of the lowest value hit(s) as the highest number of shots he has fired in the series or in the repeat series. [Note that this is different from NRA rules, where unfired shots in the re-fire series are counted as zeroes.]
- 8.3.4.5.2.2** **25 m Pistol and 25 m Center Fire Pistol**
- Precision Stage and Rapid Fire Stage:
- 8.3.4.5.2.2.1** the number of shots is recorded and the series may be completed;
- 8.3.4.5.2.2.2** shot(s) to complete the series must be fired in the immediately following series (in the Precision Stage a time of one (1) minute will be allowed for each shot to be fired) or starting on the first exposure (Rapid Fire Stage). [Note that this is different from all other courses of fire: only the unfired shots are fired in the re-fire. If the shooter fires extra shots (all five), the rules for excessive hits must be followed.]
- 8.3.4.5.2.2.3** Any shot(s) not fired or not hitting the targets must be scored as miss(es) (zero(s)).
- 8.3.4.5.2.2.4** The five shot series must be scored in the normal manner.
- 8.3.4.5.3** **All 25 m Pistol Events**
- An **ALLOWABLE MALFUNCTION** may be claimed:
- 8.3.4.5.3.1** once in each 30 shot stage of the 25 m Rapid Fire Pistol, 25 m Pistol and 25 m Center Fire Pistol events;

- 8.3.4.5.3.2** once in the 150 seconds stage and once in the combined twenty (20) seconds and ten (10) second stages of the 25 m Standard Pistol event.
- 8.3.4.5.4** **Interrupted series** (after an **Allowable Malfunction**) in the 25 m Pistol Events will be repeated or completed in the same time stage with the following regular series. The final series of this stage will be fired immediately after all other shooters have completed that time stage.

Procedure for setting up the airgun range.

Each basket holds the equipment for one retrieval mechanism. To set up two mechanisms, you need one table, two baskets of parts, two carpeted backboards and some extension cords. Any setup should fit into any position in any table.

Secure the motor to the table with two bolts from the CCI .22 box in the basket. (No nut is used.)

Secure the trap holder to the wall with three thumbscrews.

Remove the rubber band from the rope and place it (the rubber band) on one of the thumb screws so it doesn't get lost.

Unwind the ropes. Be absolutely sure that you only rotate the spool about a horizontal axis perpendicular to the ropes. Do not even think about twisting the ropes. Once they are tangled, you have created a huge mess! Sometimes these messes can be untangled without Divine Intervention! Slide the drive rope off the plastic end of the guide rope assembly. You should be able to raise the guide ropes up and lower the drive rope and have the two separate from each other.

Loop the drive rope around the pulley on the under side of the motor assembly.

Stick the tab on the left side (viewed from down range) of the guide rope assembly into the hole on the left side of the receptacle on the motor assembly. Lower the tab on the right side into the appropriate hole until it clicks into place. If it doesn't go together, a rope may need to be moved out of the way.

Pull back on the table to stretch the ropes.

Attach extension cords as required. Longer ones are required to plug into the wall.

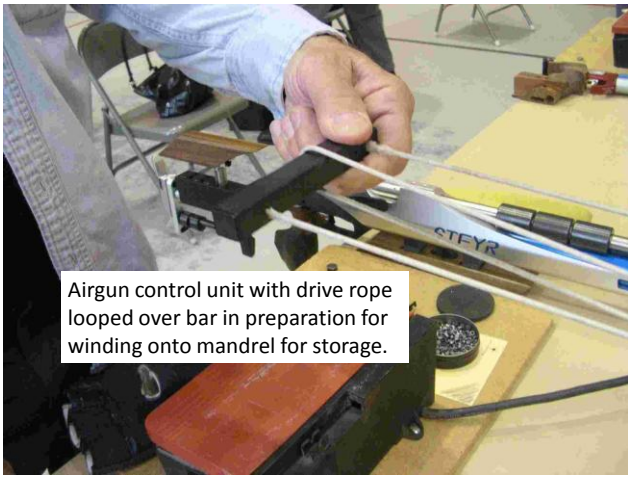
Insert the pellet trap, lamp and carpeted backstop.

Adjust the tension in the ropes so both are at the same height by pulling through the rod on the trap end of the rope. Test by running a target to the middle of the range and checking that it is level. If the tension in the ropes is correct, the target will remain upright for its entire travel.

To stow the equipment, reverse the process. To remove the plastic clip that holds the rope to the motor, pull upward and outward on the tab on the bottom. Excessive force will break the tab off.



Airgun target unit with drive rope over pulley and guide ropes attached.



Airgun control unit with drive rope looped over bar in preparation for winding onto mandrel for storage.



Ropes and bar on winding mandrel in preparation for storage

Air Pistol

Relays begin every two hours on the even numbered hour. Begin punctually with prep time.

COMMAND: "This is the preparation period for the Air Pistol match. You may handle your guns; you may dry fire; you may not fire pellets. Your 10 minute prep period starts now."

Note the time; start your stopwatch or timer. After 10 minutes have passed, give the

COMMAND: "Stop! Your preparation time has ended. This will be the Air Pistol Match. The open competition consists of 60 record shots, five shots per target, in one hour 45 minutes. The Women's competition consists of 40 record shots, one shot per target, in one hour 15 minutes. You also have two sighter targets for unlimited sighter shots to be fired within the same time period. Once you begin shooting record targets, you may not go back to sighters. Start!"

Note the time and add one hour 15 minutes for those shooting the women's competition only; add one hour 45 minutes for the open competition.

Ten minutes before the end of each match announce "10 minutes remaining".

Five minutes before the end of each match announce "5 minutes remaining". If any shooters are on the line at the end of the allotted time, give the

COMMAND: "Stop!"

Air pistol finals

Begin with the

COMMAND: "Your 3 minute preparation period starts now." Before and during preparation period shooters may handle their firearms, dry fire and carry out holding and aiming exercises on the firing line. Note that it is a violation of the rules to pass gas during the preparation period for finals.

COMMAND: "Your 7 minute sighter series begins now. You have unlimited sighters." After 6.5 minutes: "30 seconds". After 7 minutes, give the command "Stop!" Pause for 30 seconds.

1 2 3 4 5 6 7 8 9 10

Sequence: "Shot number ___ Load!"

(Record the shot numbers as you call them.) Check the line that everyone has loaded their gun and appears ready to fire. "Attention! 3 2 1 Start!" Start your stopwatch or timer. After 75 seconds = 1 minute 15 seconds or when all shooters have fired: "Stop! Change targets." After the second and each succeeding shot, read the scores of the preceding shot. "Results of shot number _; competitor number one _; competitor number two _ ..." Remember to applaud after announcing each 10! After all scores have been read, restart the sequence for the next shot.

Free Pistol

Before prep time, assure that all competitors have posted their sighter targets and the line is clear.

"This is the preparation period for the Free Pistol match. The line is clear, you may handle your guns; you may dry fire. Your 10 minute prep period starts now."

Note the time; start your stopwatch or timer. After 10 minutes have passed, give the command "Stop! Your preparation time has ended. This will be the Free Pistol Match. You have 17 minutes per target for unlimited shots on your sighter target and 10 shots on each record target. Remember that those using semiautomatic guns or revolvers must load one round at a time." The above commands assume that the targets will be posted on the turning mechanism. If the retrieval mechanisms are used you may simply announce that the competitors have 2 hours to fire unlimited sighter shots plus sixty record shots, 10 shots per target. Once they begin shooting for record they may not go back to shooting sighters.

COMMAND: "Load!" At this time assure that all shooters and spectators are wearing eye and ear protection.

COMMAND: "Fire!"

Set your stopwatch or timer for 17 minutes. After all competitors have completed firing ask: "does anyone wish any of the remaining time?" If no one answers, continue with the

COMMAND: "Cease fire, unload, actions open, empty chamber indicators inserted, make the line safe. Is the line safe?" STOP, LOOK AND LISTEN for a response; don't just recite a litany. If there is no response, continue with "The line is safe. Go forward and post a clean target." After all competitors have returned behind the firing line, begin the next series with "The line is no longer safe you may handle your guns. Load! Fire" Iterate the above paragraph.

Standard Pistol

Before prep time, assure that all competitors have posted their sighter targets and the line is clear of shooters and other people.

COMMAND: "This is the preparation period for the Standard Pistol match. The line is no longer safe, you may handle your guns; you may dry fire. Your 5 minute prep period starts now."

Note the time; start your stopwatch or timer. After 5 minutes have passed, give the

COMMAND: "Stop! Your preparation time has ended. This will be the Standard Pistol Match. For your 150 second sighter series, Load!" At this time assure that all shooters and spectators are wearing eye and ear protection. Start the timer from 220 seconds = 3 minutes and 40 seconds. (The computer is set up for this 1-minute loading period.)

The targets should be facing the shooters. After one minute, give the

COMMAND: "Attention!"

and continue the timer counting down. **Simultaneously edge the targets.** After 7 seconds **face the targets.** After an additional 150 seconds = 2.5 minutes, again **edge the targets** and continue with the

COMMAND: "Stop! Cease fire, slides back, magazines out, empty chamber indicators inserted, guns on the bench, make the line safe. Is the line safe?" STOP, LOOK AND LISTEN for a response; don't just recite a litany. Check that all actions are open, magazines removed and empty chamber indicators inserted. When you have confirmed that all actions are open, magazines have been removed and empty chamber indicators inserted, continue with: "The line is safe. Go forward and post a new target." If you wish to score targets for competitors, ask that they put their names on the targets and return them to you.

After all shooters have returned behind the firing line,

COMMAND: "The line is no longer safe, you may handle your guns." Iterate.

- "150 second sighter series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "First 150 second series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "Second 150 second series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "Third 150 second series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "Fourth 150 second series, load" Wait exactly 60 seconds. "Attention!" Begin timing

Assure that the targets are facing the shooters and the controller timer is set to 20 seconds and continue with:

- "First 20 second series, load" Wait exactly 60 seconds. "Attention!" Press START
- "Second 20 second series, load" Wait exactly 60 seconds. "Attention!" Press START
- "Third 20 second series, load" Wait exactly 60 seconds. "Attention!" Press START

- "Fourth 20 second series, load" Wait exactly 60 seconds. "Attention!" Press START
- Assure that the targets are facing the shooters and the controller timer is set to 10 seconds and continue with:
- "First 10 second series, load" Wait exactly 60 seconds. "Attention!" Press START
 - "Second 10 second series, load" Wait exactly 60 seconds. "Attention!" Press START
 - "Third 10 second series, load" Wait exactly 60 seconds. "Attention!" Press START
 - "Fourth 10 second series, load" Wait exactly 60 seconds. "Attention!" Press START

At the end of the competition, give the

COMMAND: "Cease fire, slides back, magazines out, empty chamber indicators inserted, guns in the box." Check that each chamber is empty, then allow the shooter to box his/her gun. When all guns have been boxed, continue with "Is the line safe? The line is safe, go forward, retrieve your targets."

When all competitors have removed their equipment from the line, you may call the next relay to the line, reminding them not to touch their guns until so instructed, after all have posted sighter targets and prep time is given.

Sport /Centerfire Pistol

Before prep time, assure that all competitors have posted their sighter targets and the line is clear.

COMMAND: "This is the preparation period for the Sport/Centerfire Pistol match. The line is clear, you may handle your guns; you may dry fire. Your 5 minute prep period starts now."

Note the time; start your stopwatch or timer. After 5 minutes have passed, give the

COMMAND: "Stop! Your preparation time has ended. This will be the Sport/Centerfire Pistol Match. For your precision sighter series, Load!" At this time assure that all shooters and spectators are wearing eye and ear protection. The timer should be started from 5 minutes and 10 seconds. The computer is set up for the one-minute loading period. Do nothing!

After one minute, give the

COMMAND: "Attention!"

and continue the timer counting down. **Simultaneously edge the targets.** After a total of one minute and 7 seconds **face the targets.** After an additional 5 minutes, again **edge the targets** and continue with the

COMMAND: "Stop! Cease fire, slides back, magazines out, empty chamber indicators inserted, guns on the bench, make the line safe. Is the line safe?" STOP, LOOK AND LISTEN for a response; don't just recite a litany. Check that all actions are open, magazines removed and empty chamber indicators inserted. When you have confirmed that all actions are open, magazines have been removed and empty chamber indicators inserted,

COMMAND: "The line is safe. Go forward and post a new target."

After all shooters have returned behind the firing line, continue with the

COMMAND: "The line is clear, you may handle your guns." Iterate

- "5 minute sighter series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "First 5 minute series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "Second 5 minute series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "Third 5 minute series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "Fourth 5 minute series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "Fifth 5 minute series, load" Wait exactly 60 seconds. "Attention!" Begin timing
- "Sixth 5 minute series, load" Wait exactly 60 seconds. "Attention!" Begin timing.

After the rapid fire sighter target has been posted, assure that the targets are facing the shooters and the controller timer is set to "Duel"; continue with:

COMMAND: "Your 3 minute preparation period begins now." After 3 minutes: "Stop."

- "Rapid fire sighter series, load" Wait exactly 60 seconds. "Attention!" Press START
- "First rapid fire series, load" Wait exactly 60 seconds. "Attention!" Press START
- "Second rapid fire series, load" Wait exactly 60 seconds. "Attention!" Press START
- "Third rapid fire series, load" Wait exactly 60 seconds. "Attention!" Press START
- "Fourth rapid fire series, load" Wait exactly 60 seconds. "Attention!" Press START
- "Fifth rapid fire series, load" Wait exactly 60 seconds. "Attention!" Press START
- "Sixth rapid fire series, load" Wait exactly 60 seconds. "Attention!" Press START

At the end of the competition, give the

COMMAND: "Cease fire, slides back, magazines out, empty chamber indicators inserted, guns in the box." When all guns have been boxed, continue with "Is the line safe?" STOP, LOOK AND LISTEN for a response; don't just recite a litany. If there is no response, continue with "The line is safe, go forward, retrieve your targets."

When all competitors have removed their equipment from the line, you may call the next relay to the line, reminding them not to touch their guns until so instructed, after all have posted sighter targets and prep time is given.

Rapid Fire Pistol

Almost everything about the Rapid Fire Competition is different from all other events! The match is fired in two halves: all competitors fire the first half match, then all competitors fire the second half match. Shooters must be in the Ready Position on the count of 1 of the command sequence. The commands are more similar to those used for finals than the other events. The event also requires a minimum of three people to operate: one to call scores, one to record scores and at least one to repair targets with black (and sometimes white) tape or pasters. In principle, scoring is done after each 5-shot series. With the competitors' permission, you may go forward and score after 10 shot series or even a half match. (We have been doing the latter.) Also for reasons of time convenience we do not require all competitors to fire the first half match before beginning the second half. However it is mandatory that shooters exchange positions for the two half matches.

Before prep time, assure that all competitors have posted their sighter targets -at the same height! -and the line is clear.

COMMAND: "This is the preparation period for the Rapid Fire Pistol match. The line is clear, you may handle your guns; you may dry fire. Your 3 minute prep period starts now." Each half match begins with a 3 minute preparation period. If you are using the computer, use the Half Match commands. (Obviously twice per match.)

Note the time; start your stopwatch or timer. After 3 minutes have passed, give the

COMMAND: "Stop! Your preparation time has ended. This will be the Rapid Fire Pistol Match. For your 8 second sighter series, Load!" At this time assure that all shooters and spectators are wearing eye and ear protection.

Wait exactly 60 seconds, **edge targets** and simultaneously give the

COMMAND: "Attention! Three, Two One, Start!" Immediately hit the START button. The targets should face in 3 seconds. After the targets have faced for 8 seconds and edged again, continue with the

COMMAND: "Stop! Cease fire, slides back, magazines out, empty chamber indicators inserted, guns on the bench, make the line safe. Is the line safe?" STOP, LOOK AND LISTEN for a response; don't just recite a litany. Check that all actions are open. magazines removed and empty chamber indicators inserted. When you have confirmed that all actions are open, magazines have been removed, and empty chamber indicators inserted

COMMAND: "The line is safe. Go forward, score and repair."

Face the targets. After all shooters have returned behind the firing line, continue with the

COMMAND: "The line is clear, you may handle your guns." Iterate

- "8 second sighter series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "First 8 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "Second 8 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "First 6 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "Second 6 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "First 4 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "Second 4 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.

At the end of the first half competition, give the

COMMAND: "Cease fire, slides back, magazines out, guns in the box." When all guns have been boxed, continue with "Is the line safe? The line is safe, go forward, retrieve your targets."

After all relays have fired the first half of the match, repeat the sequence for the second half match.)As mentioned above, we don't actually do this; we fire both half matches sequentially for each pair of shooters.)

Before prep time, assure that all competitors have posted their sighter targets and the line is clear.

COMMAND: "This is the preparation period for the Rapid Fire Pistol match. The line is clear, you may handle your guns; you may dry fire. Your 3 minute prep period starts now."

Note the time; start your stopwatch or timer. After 3 minutes have passed, give the

COMMAND: "Stop! Your preparation time has ended. This will be the Rapid Fire Pistol Match. For your 8 second sighter series, Load!"

Wait exactly 60 seconds, **edge targets** and simultaneously give the

COMMAND: "Attention! Three, Two One, Start!" Immediately hit the START button. After the targets have faced for 8 seconds and edged again, continue with the

COMMAND: "Stop! Cease fire, slides back, magazines out, empty chamber indicators inserted, guns on the bench, make the line safe. Is the line safe?" STOP, LOOK AND LISTEN for a response; don't just recite a litany. Check that all actions are open, magazines removed and empty chamber indicators inserted. When you have confirmed that all actions are open, magazines have been removed, and empty chamber indicators inserted

COMMAND: "The line is safe. Go forward, score, repair and post a new target."

Face the targets. After all shooters have returned behind the firing line, continue with the

COMMAND: "The line is clear, you may handle your guns." Iterate

- "8 second sighter series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "First 8 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "Second 8 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "First 6 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "Second 6 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "First 4 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.
- "Second 4 second series, load" Wait exactly 60 seconds. "Attention! Three, Two One START!" Press the Start button.

At the end of the competition, give the

COMMAND: "Cease fire, slides back, magazines out, and empty chamber indicators inserted, guns in the box." When all guns have been boxed, continue with "Is the line safe?" STOP, LOOK AND LISTEN for a response; don't just recite a litany. If there is no response, continue with "The line is safe, go forward, retrieve your targets."

When all competitors have removed their equipment from the line, you may call the next relay to the line for the second half match, reminding them not to touch their guns until so instructed, after all have posted sighter targets and prep time is given.

Procedures for Bullseye Rifle Shooting

(Intended for the UPMS/UU Range)

The following Rules are intended to supplement the general UPMS Range Rules and are specifically designed for Rifle. THESE RULES ARE NOT INTENDED AS A SUBSTITUTE FOR SAFE FIREARM HANDLING. EACH USER IS INDIVIDUALLY RESPONSIBLE FOR SAFE FIREARM HANDLING. VIOLATIONS OF THESE RULES OR OF SAFE FIREARM HANDLING MAY RESULT IN DISCIPLINARY ACTION, INCLUDING WITHDRAWAL OF RANGE PRIVILEGES AND CLUB MEMBERSHIP.

The following text makes no attempt to be complete. Indeed one of the rules in the rulebook explicitly requires that competitors be familiar with the rules. **Study them thoroughly.**

I. Technical Specifications for Equipment and Use:

A. Rifle Caliber Only rifles firing a .22 Long Rifle or Air Rifle firing no larger than a .177 pellet, are permitted. There shall be no firing of any larger caliber. .22 Magnum and centerfire rifles are NOT permitted.

B. Permitted Rifles. Only those rifles meeting the rules described below are permitted. Only bolt action (including Fortner-type) rifles are permitted. There shall be no semi-automatic or pump actions. No tubular fed magazines are permitted. Lever actions are permitted ONLY if the rifle is falling block style or clip fed, capable of visual inspection of chamber (such as Ruger Model 96).

C. Permitted Ammunition types: For .22, standard velocity long rifle is recommended. “Hyper velocity” .22 ammunition is not permitted (rated in excess of 1350 fps). For air rifles, maximum caliber is .177, and velocities in excess of 1000 fps are not recommended.

D. Permitted Use: Only the following rifle activities are permitted (which includes practice and actual competition for the following)¹:

1. International Three Position Rifle (prone, standing, kneeling) following USA Shooting or NRA International Rules.
2. NRA Three Position Rifle (prone, standing, kneeling) following NRA Rifle Rules.
3. NRA Four Position Rifle (prone, standing, sitting, kneeling) following NRA 4 Position Rifle Rules.

¹ All references to Rules shall be to the most current version then in effect, all of which are incorporated by reference in their entirety.

4. International Air Rifle (standing), following USA Shooting or NRA International Rules.
 5. Three Position Air Rifle (prone, standing, kneeling) following USA Shooting or NRA International Rules.
 6. NCAA Rifle (Three position and Air Rifle) following NCAA Rules.
 7. Biathlon Training. Biathlon training is limited to prone and standing, under Biathlon Special Rules described below.
 8. BB Rifle. Only under special rules for BB Gun, shown below.
 9. Other courses of fire as specifically approved in advance by the UPMS Rifle Officer (which may include, without limitation, Boy Scout Merit Badge course, American Legion or VFW course, etc.)
- E. Clothing: All clothing should be suitable to range use, and not offensive to other competitors, NROTC personnel, or which poses any safety concern. Shoes are mandatory.
- F. Targets: Only regulation paper targets (A17, A36, AR1, etc.) are permitted. There shall be no firing at any non-paper targets.
- G. Range: Only Air Rifles are permitted on the Gun Deck and no firing of .22 ammunition is permitted on the Gun Deck. In the Range, both air rifles and smallbore rifle use is permitted, pursuant to these rules.

II. Range Operation. All firing must be done in accordance with UPMS posted Range Rules and the following:

A. Range Officer: All firing must be conducted under the supervision of a Certified Range Officer. The Range Officer shall be responsible for compliance with these Procedures. Failure to comply may result in the imposition of sanctions and/or personal liability, including, without limitation, termination of range privileges or UPMS membership.

B. Range Operation: Organized events previously scheduled have priority of use over non-scheduled events. All firing shall be conducted in accordance with the following procedures:

1. Range operation shall be conducted pursuant to Sections 9 and 10 of the NRA International Rifle Rules, and under Section 2.0 Safety of Part I, B., Technical Rules for All Shooting Disciplines of USA Shooting, in each case as modified by Special Rules described in 2 below.

2. Special Rules: The following special rules shall apply to all rifle use of the range.
 - a. Upon calling a cease fire, immediately open action, remove live rounds and cease further handling of guns. Do not retrieve targets until Range Officer calls "LINE IS SAFE".
 - b. All firing positions must be kept uncluttered and neat.

III. Mandatory Range Commands. During ANY firing, use of the following commands is required:

1. “Cease Fire. Make the Line Safe”. ANY person may call this command, whenever any risk is posed to any competitor or spectator. Otherwise, only the Range Officer may call the line for target changes. Upon this command, all shooters must CEASE FIRING AND IMMEDIATELY open their actions, remove any live rounds (and remove any clip) and cease further handling of the firearm.

2. “The line is no longer safe.” This command is given only by the Range Officer. Upon giving of this command, the shooters may handle their rifles, but may NOT fire.

3. “Commence Firing” or “Start”. This command is given only by the Range Officer. Upon giving of this command, the shooters may commence firing.

4. “Stop”. Only the Range Officer may give this command. Upon giving this command, the shooters should cease firing.

E. Suggested Range Commands. Range officers conducting matches are encouraged to use the Range Commands for Competition Guidelines attached.

F. Special Biathlon Rules. The following rules shall be used only for Biathlon training.

1. “The Range is Open.” This command is given only by the Range Officer. Upon giving of this command, the shooters may commence firing.

2. “The Range is Closed.” This command is given only by the Range Officer. Upon giving of this command, the shooters must open actions, remove any live rounds and clips, and cease further handling of firearms.

3. “Cease Fire. Make the Line Safe”. ANY person may call this command, whenever any risk is posed to any competitor or spectator. Upon this command, all shooters must CEASE FIRING AND IMMEDIATELY open their actions, remove any live rounds (and remove any clip) and cease further handling of the firearm.

4. When Biathletes are practicing with other non-biathlon shooters, the Regular Rules shall apply, in lieu of the Biathlon rules.

G. Special BB Gun Rules. The use of either the Gun Deck or the Range for BB Guns is authorized only on the following specific rules:

1. Rifles: Only single shot or non-semiautomatic BB Guns are permitted, using aperture sights.

2. Backstop. No firing is permitted on the Gun Deck or the Range when any other practice (either Air Gun or Rifle) is being conducted. Prior to use for BB Guns, a suitable backstop must be

installed, which shall consist of heavy cotton canvas, strung at least 4 feet high, with at least 1” clearance from the floor. All firing must be conducted in suitable target boxes, constructed of cardboard using regulation targets, and which contain a heavy cotton canvas internal backstop, which is free of the bottom of the box and which adequately stops all BB’s.

3. Firing Positions. Firing may be conducted using any of the 4 positions (prone, standing, sitting and kneeling).

4. All firing must comply with the other rules and regulations and range procedures described elsewhere, including the requirement that all firing be supervised by a UPMS Certified Range Officer.

RANGE COMMANDS FOR COMPETITION GUIDELINES -- RIFLE

Match Director: Call all competitors to the line for instruction. Point out the safety requirements on the range and remind the competitors of the range commands, particularly the command to cease fire and that they are not to move their rifles to the line until the command "You may handle your rifles" is given. All other equipment may be moved to the line on the command: "You may move your equipment to the line". Explain to the competitors that they will be required to change the targets of the competitor on their right. The competitor on the furthest right point will not be required to change targets, and the targets of the competitor on the furthest left point will be changed by the statistical officer. Remind the competitors that the yellow warning light on the range means the range is safe and that they cannot handle their rifles or other equipment during that time. If a target change will be required during the firing of a position, which should only be the case in the 60 shot prone match, then the competitors will have 75 minutes for the first 50 shots, followed by a 10 minute target change, followed by 15 minutes for the remaining 10 shots. Remind the competitors that once a record shot is fired on a target card, the competitor may not fire any sighters on that card. Remind the competitors that if the first sighting shot is outside of the sighting bullseye, or below the guard area, the competitor is to halt firing and signal the range officer immediately. The range officer is then to note that the shot is not in the sighting bullseye and will observe the shooter until the shooter's shot hits the scoring area of the sighting bullseye. At this point, all previous shots will be verified as sighting shots and not misses or records shots. No extra time will be allotted for this procedure, however, and any additional shots outside of the sighting area will be scored as record shots. **REMINDE THE COMPETITORS TO ALWAYS OBEY THE SAFETY COMMANDS AND TO ACT IN A SAFE MANNER.**

RECOMMENDED COMMANDS FOR RANGE OFFICER -- COMPETITION:

1. 15 minutes prior to start time, announce: **RELAY ONE MOVE YOUR EQUIPMENT TO THE LINE.**
2. Announce: **THE LINE IS NO LONGER SAFE. YOU MAY HANDLE YOUR RIFLES.**
3. At the official start time, announce: **THE PREPARATION TIME FOR PRONE BEGINS NOW. YOU HAVE FIVE MINUTES OF PREPARATION TIME** (three minutes in the case of standing and kneeling).
4. After 5 minutes (3 minutes in case of standing or kneeling), announce: **THE PREPARATION TIME HAS ENDED. DOES ANYONE NEED ADDITIONAL TIME?** (If so, grant a few extra minutes until everyone is ready).
5. Announce: **THE PREPARATION TIME HAS ENDED. IS THE LINE READY?**
6. If no one signals that they are not ready, announce: **THE LINE IS READY. YOU MAY LOAD AND COMMENCE FIRING.** Start the clock now.
7. 10 minutes before the end of the time announce: **THERE ARE NOW 10 MINUTES REMAINING.** 5 minutes before the end of the time announce: **THERE ARE 5 MINUTES REMAINING.** Note: if a target change is required, the time for the position will have to be adjusted accordingly. The 10 minute and the 5 minute warning will be required for each target change, however.
8. At the end of the time, announce: **CEASE FIRING.** If there are alibi shots granted by the range officer (due to equipment malfunctions, etc.), announce: **THERE WILL BE ALIBI SHOTS PERMITTED ON POINT # ____ . ALL COMPETITORS EXCEPT POINT ____ STAND BACK FROM THE LINE. COMPETITOR ON POINT ____, YOU MAY COMMENCE FIRING. YOU HAVE ____ MINUTES**

REMAINING FOR YOUR ALIBI SHOTS. At the end of any alibi shots, announce: **UNLOAD YOUR RIFLES, OPEN THE BOLTS AND MAKE THE LINE SAFE. COMPETITORS, STAND CLEAR OF YOUR RIFLES.**

9. After you visually verify each rifle is safe, turn on range safety lights, announce: **THE LINE IS SAFE.**

10. Announce: **COMPETITORS: CHANGE THE TARGETS OF THE COMPETITOR TO YOUR RIGHT.** (Range officer will change the furthest target to the left). Announce: **COMPETITORS WILL REMEMBER TO REMOVE THE BACKING AND KEEP THE BACKING WITH THE RIGHT TARGET. GIVE ALL TARGETS TO THE STATISTICAL OFFICER PRESENT ON THE RANGE, WHO WILL COLLECT ALL TARGETS.** (Allow about 10 minutes for target changes, until everyone is ready).

11. After all competitors have returned to behind the line and all targets have been retrieved, announce: **THE LINE IS NO LONGER SAFE.** Turn off range safety lights. Allow 15 minutes for position change. Announce: **COMPETITORS: YOU WILL HAVE 15 MINUTES FOR A POSITION CHANGE.** At the end of 15 minutes, announce: **COMPETITORS: YOUR PREPARATION TIME FOR STANDING BEGINS NOW.** (repeat the process for kneeling).

12. After completion of the course of firing for all positions, announce: **RELAY ONE, REMOVE YOUR EQUIPMENT FROM THE LINE.** After a few minutes, when the line is cleared of equipment, then announce: **RELAY TWO, YOU MAY MOVE YOUR EQUIPMENT TO THE LINE.**

(repeat sequence for remaining relays) Note the foregoing may be varied based on the required rules for the particular match.

HELPFUL HINTS, ETC.

There is considerable confusion about when the line is "clear" and when it is "safe". "Clear" means "clear of shooters; available for firing"; "safe" means "safe to walk on". Confusion is avoided by only using the expressions "The range is clear, you may handle your guns" and "the line is safe, you may go forward". An alternative command at the beginning of firing is "The range is no longer safe, you may handle your guns". These are the only two instances in which the terms are used.

With turning targets in Conventional events, depress the "START" button simultaneous with saying the word "line".

Acknowledgments: We would like to thank the Lee Kay Hunter Education Center for excerpts from their range officer training manual and Al Bacon of the Black Mountain Training Center and Craig and Nancy Johnson for text on various aspects of match and range operations as well as Glen LaPine, John Haines, L. Grant Hutton and Tony Thompson for critical reading and suggestions on improving this document and thank each of our Range Officers for helping promote our programs by reading and using this document.

I have read and understand the above document, ver. 3.0 of the UPMS Range Officer Training Manual, and agree to follow its content and spirit when acting as a Range Officer in any UPMS-sponsored event. (Retain the top copy for your records.)

Name	Signature	Date
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