

SHOOTERS MEETING CHECKLIST

General Topics:

Welcome Shooters

Start with Pledge of Allegiance & Prayer (If one is going to be done)

(Note: This gets everyone focused on the meeting)

Recognize Sponsors

Recognize Dignitaries

Introduce match officials (Match Director, Head Scorekeeper, Range Officer, Arbitration Committee, etc)

Remind shooters of equipment checks

- Who and where
- Must be done before the match starts
- Includes all guns and rigs competitor may use in main match (backups)
- Clothing is period correct - no ball caps or tennis shoes

The Contest:

Match Format (Especially if not pre-advertised)

- "X" count (3x 4x etc.)
- Format: 2 out of 3, 3 out of 5, Montana 5 shot to # rounds etc
- Winning format: Last man, Championship shoot off (top 5 or mag 7)
- Pay out and awards – men, women & juniors
- Categories? Format for categories

Settling Disputes

- Must be done before the next shot is fired
- Arbitration committee?

Spirit of the game:

Safety first, fun second, competition third

Safety Topics:

Everyone on the range must wear eye protection.

Ear protection is recommended and mandatory for youth shooters

Everyone on the range is a safety officer

No one on the range but match officials, shooters, Range Officers and other authorized people such as parents and guardians when youth are shooting and media (under supervision of the Range Master.)

Three places a gun may be out of your holster

- On the firing line
- In the dry fire area

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- At the cleaning table

Down Range command – make sure all guns holstered

Stand Easy command – just freeze, stop what you are doing

170 degree rule: Muzzles must always be pointed down range and may not waver more than 85 degrees (plus or minus) vertically or horizontally from the firing line. Try to keep them 45 degrees from the line.

Loading and unloading is done only on the firing line:

Cannot unholster gun until "Load and make ready" command has been given by Range Master

Shooter is responsible for making sure that the cylinder will spin – no high primers

Retrieving a dropped gun – done by the Range master not the shooter or hand judge

Bringing a backup gun to the line: It must be holstered or encased when transporting it. It must have been inspected during equip checks to be used.

Fanning: Fanning hand must start outside of the body.

Recovery Shots: Weak hand must start outside of the body if it is being used to operate the hammer.

Anticipation: A nervous or shaking hand on the gun is not anticipation. Rocking the hammer or moving the gun in the holster after the "set" command is anticipation.

Hand Judges:

Have 3 main functions

- Assist your shooter
- Watch for violations after the "set" command
- Watch for hits and misses on the target.

The Hand Judge will hand the ammo to the shooter.

The hand Judge should sit down when their shooter is ready.

The Hand Judge should stand up and raise their hand if there is an issue.

Talk to the Range Master not the announcer.

Both Hand Judges will go down range with the Range Master when checking targets for hit and misses.

The Hand Judge will clear the shooter's gun before the shooter holsters their gun and turns to leaves the firing line.

Questions!

A big YEA – HAW and let's shoot!
