

SOUTH FLORIDA PISTOL CLUB - SAFETY

SFPC RANGE RULES

- **Cold range:** All guns brought to the range must be bagged or cased - law enforcement personnel carrying a loaded gun must unload it upon arrival, under a Range Officer direction;
- **Safety Area:** The Safety area is defined by a designated table and the area 3ft from it. On the Pistol and Rifle range (Thursdays) the safety table usually up range from Stage #1. On the BSO range (Sundays), it is the area between the left wall and the steel container where the safety table is located. Do not face the steel container – stay behind the safety table. No ammunition handling is allowed in the Safety Area under any circumstances – this is a disqualification infraction;
- **Safety areas are limited:** Due to space limitations we have a limited functional safety area – make sure you are pointing your gun in a safe direction - always point the gun to the front of the safety table, and never above the horizontal level;
- **180 degrees rule** becomes 90 degrees on stages 1 & 3 (Rifle and Pistol range only): Due to physical limitations of stage setup, left side of stage 1 and right side of stage 3 are limited to the angle perpendicular to the berm. Breaking the 90 degree angle on these stages is equivalent of breaking the 180 degrees rule - this is a disqualification infraction;
- **No unattended guns:** Never leave a gun unattended anywhere on the range, including the safety area – unattended guns will be immediately removed and stowed away;
- **Parking lot** is not a safety area: Shooters must not leave the range fenced area with a gun holstered – Markham Park does not allow guns in the open outside the range fenced area (LEO Exceptions apply);

SAFETY RULES

- **Gun handling:** You may only handle guns in the Safety Area or by direct supervision of a Range Officer – no exceptions – bagging or un- bagging guns must be done in the Safety Area or under direct supervision of a Range Officer on a stage, this is a disqualification infraction;
- **Ammunition handling:** Magazines may be loaded anywhere on the range **EXCEPT** in the safety area;
- **Ammunition:** The following are considered ammunition: Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds;
- **Holstered guns:** Guns, once holstered, must be carried unloaded, magazine well empty, with hammer down or striker forward;
- **Finger outside the trigger guard:** Keep your finger **outside of the trigger guard** until the gun is pointed safely and you are ready to fire it. **Finger must be clearly outside of the trigger guard** when drawing, holstering, reloading or when not actually engaging targets – this is a disqualification infraction;
- **Dropping a gun:** If a gun falls out of a holster accidentally - **LEAVE IT ON THE GROUND** and have someone call a Range Officer. **Do NOT** pick it up! The same applies to ammunition, that by accident falls on the ground in the Safety Area;
- **Sweeping:** you may not sweep any part of your body with your muzzle at any time after the gun is drawn – this is a disqualification infraction;

COMMON SENSE ON GUN SAFETY:

- Treat every firearm as if it were loaded.
- Never point a firearm at something you are not willing to destroy.
- Be sure of your target and what is behind it.
- Keep your finger out of the of the trigger guard until the gun is pointed safely and you are ready to fire it.

EQUIPMENT RULES

- All guns must be in serviceable and safe condition with functional safeties;
- The holster must securely hold the gun, be firmly attached to the belt, and must completely cover the trigger guard;
- The gun, when holstered, may not point to a spot on the ground more than 3 ft / 1 meter from the shooter;
- Belts must be worn secure around the waist and **MUST** be looped through the belt loops (minimum 3) on your pants, either directly or via a Velcro inner belt;
- Eye and Ear protection are required for all competitors and spectators. No exceptions - If during a course of fire, eye or ear protection inadvertently comes off the shooter, the shooter will be stopped and a re-shoot given;
- Female shooters may wear the belt around the hips provided the belt is supported by loops of some sort;
- Shooters will be given the opportunity to correct equipment that does not meet these requirements. If the corrections cannot be made then the shooter will **NOT** be permitted to participate until the corrections are made;
- There are **NO** re-shoots for failure of a shooter's equipment;
- Markham Park does not allow sandals or open shoes for all competitors and spectators;

THE COURSE OF FIRE

- It is the shooters responsibility to understand the course of fire before accepting any range commands. If unsure of anything ask the Range Officer;
- If you are the on-deck shooter you may walk the course of fire to better understand the task at hand;
- Shooters are expected to be ready to shoot when called. Magazines should be loaded, eye and ear protection on, etc.; - Once in the start box the shooters may not un-holster or load the gun until instructed to do so by the Range Officer; **1**

RANGE COMMANDS

- **"Make ready!"** This command signals the start of the Course of Fire (COF). The shooter may turn on optics, take a sight picture, and load or otherwise prepare the gun. Guns with hammer must have the safety on with the hammer cocked, otherwise the hammer must be fully down or in a de-cocked position (if a de-cocker is installed). When ready, the shooter will assume the start position and wait for the next command;
- **"Are you ready?"** No response from the shooter means the shooter is ready. If not ready he/she must indicate so now;
- **"Stand by!"** This command means that the start signal is coming between 1 to 4 seconds – you should not move until the beep sounds;
- **"Beep!"** The signal to start engaging targets is an audible beep signal from an electronic timer;
- **"Stop!"** If at any time during the course of fire the RO says "Stop", the shooter must immediately stop, point the muzzle downrange, and wait for further instructions. This does not always mean that the shooter did something wrong;

ONCE THE SHOOTER IS DONE WITH THE STAGE:

"If you are finished unload and show clear!"

- **Semi-auto:** Remove the magazine from the gun, un-chamber any round in the gun; - **Revolver:** Shooters open the cylinder and remove any rounds or spent cases;
- Show the Range Officer that the gun is clear.
- **"If Clear, Hammer down, Holster!"** or **"If Clear, Cylinder Closed, Holster!"**
- Drop the hammer or striker using the trigger. Guns equipped with decocker: The decocker may not be used for this purpose – the trigger must be used;
- Revolvers: Shooters should close the cylinder, and if clear, holster the gun. There is no need to pull the trigger since the hammer is already down;
- Guns that do not fire without magazine inserted: insert an empty magazine pull the trigger, and remove the magazine once again leaving the firearm well empty. Show the empty magazine to the Range Official before inserting it and after removing it from the gun;
- **"Range is clear!"** This command signals the end of the COF. It also signals to everyone that the shooter is clear and the stage can be scored and reset. No one in the audience should enter in the shooting area before the "Range is clear" command is given;

GENERAL SAFETY RULES AND CONSIDERATIONS

- The shooter is responsible for the safe negotiation of the stage and all props;
- **All RO's** on the stage are eligible to make decisions on safety and rules violations;
- **All BOD** Members and Advisory Panel Members have the authority to enforce all safety rules anywhere on the range;
- **All RO's, BOD Members** or Advisory Panel decisions on safety violation will conform to the SFPC arbitration rules;
- All shooters are responsible for their actions and the result thereof;
- Use common sense. If you think something is unsafe, it probably is;

MATCH AND RANGE ETIQUETTE

- All shooters are expected to assist in patching/pasting targets and resetting steel and other props;
- Only the on-deck shooter should be walking the stage in between shooters;
- Shooters, if possible, are expected to assist in the set-up of the match;
- Shooters, if possible, are expected to stay with their respective assigned squads until the end of the match;
- Shooters, if possible, are expected to stay and help tear down the stages, and load equipment on the trailer;
- At least one shooter should help the trailer puller back the trailer into the compound and disconnect it;
- If the shooters disagree with the RO's call, it should be taken to the Chief Range Officer, Range Master or Match Director, according to the SFPC Arbitration Rules (see SFPC Forum);

SPECIAL CONSIDERATIONS FOR NEW SHOOTERS

- We have shooters of many different skill levels and equipment type. Shooters should compete at their ability and not try to "blaze" a stage because someone else does.
- Work on shooting "A" zone hits and not missing hits on targets;
- It is better to hit slow than miss fast! Speed will come in time;
- Concentrate on developing good safety skills and habits: Muzzle direction, trigger finger, gun control; are most important; - Pay attention to what the experienced shooters are doing;
- Come with all your gear ready to go;
- Don't be afraid to ask questions! This is a very friendly organization where everyone is willing to help. Friendly organization where everyone is willing to help

SHOOTER ACKNOWLEDGEMENT AND WAIVER OF LIABILITY & RELEASE

I acknowledge that **I have received a printed copy of the SFPC Shooter Briefing** and I have taken part in a **SFPC Shooter Safety Briefing**.

I represent that according to applicable legal requirements of the United States and the State of Florida, I am legally able to possess firearms. I understand that observing and/or participating in South Florida Pistol Club (SFPC) activities will expose me to certain risks inherent to the use of firearms and related activities. These risks include, but are not limited to, bodily injury, death and/or property damage and I agree to assume and accept these risks. I agree that I am responsible for my own safety and the safety of any person that I may bring to an SFPC event. I agree, to the fullest extent permitted by applicable laws, that I release SFPC, its members, officers, directors, agents, representatives, affiliates, and all participating groups connected with SFPC activities, from any liability whatsoever if I, or any person I bring to a SFPC activity, suffer any personal or bodily injury, death or property damage incurred while observing and/or participating in SFPC activities. I acknowledge that this Waiver of Liability & Release is intended to be as broad and inclusive as permitted by the laws of the State of Florida and that if any portion of this Waiver of Agreement is held invalid, I agree that the balance shall continue in full force and effect

Name: _____
Print Legibly

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ Email: _____

Emergency Contact Name: _____ Emergency Contact Number: _____

Name: _____
Signature

Date: _____

SFPC BOD or AP Witness: _____
Signature

Information is gathered for SFPC use only.
SFPC does NOT sell, share, or otherwise distribute member and guest information.