MCWCC Steel Challenge Safety Brief

<u>Universal Safety Rules apply:</u> Treat every firearm as if loaded, always point your firearm in the safest direction, be aware of your target and beyond, finger o: trigger until sight picture is obtained...

<u>Cold Range Rules apply:</u> No handling of any firearms unless you are the shooter under the direct control of the RO. Firearms will remain empty unless told to load by RO.

<u>Single Shooter Only:</u> One shooter on the firing line at any time; shooter order established in advance at start of match.

<u>Safe & Ready Area:</u> <u>Safe Area</u> not utilized; shooters instructed to use adjacent ranges to lube and service their firearm(s). <u>Ready Area</u> shall be the maximum fire line location for the range.

<u>Holster:</u> Must be form fitting and retain firearm when held upside down. Holster or deholster, on another range with a buddy. Buddy needs to ensure no mag, and empty chamber. Slide closed and hammer down before holstering (unless it's a .22)

Range Commands: When RO calls shooter to line, RO** calls:

"Line is Hot" indicates current shooter may handle their gun; everyone must wear Eye/Ear Pro. (This command should be repeated by the over-watch RSO to ensure everyone is aware of the change in the Range status.)

"Load & Make Ready" Shooter will insert mag and chamber round, engage safety if present and holster hot firearm.

"Are you Ready" Raise hands to the "surrender position" and nod to confirm

"Standby" Wait for random start signal

At sound of buzzer: Shooter unholsters and fires string

"Unload & Show clear" - RSO performs visual 3-point safety check on firearm.

"Slide forward, hammer down, & holster" shooter drops slide, hammer, then holsters. (unless .22 or using sack)

"Line is Cold" indicates no one may handle a gun; people can go down range and help reset stage if needed

^{**}To avoid confusion, only the RO initiates calling out a Range Command during the event.

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Course of fire

Steel plate targets (ranging from 1 to 5 plates) are configured in the desired layout; the distance of the nearest plate to the shooter must be at least 15 yards.

Surrender position, wrists and hands above shoulders (accommodation if needed – shooter may request starting at the low ready which is about 45°)

On signal, engage each steel plate with one round, must end on stop plate which is the plate on red upright. Top of mags and re-holster and automatically make ready to go again.

Dropped mags are out of play – DQ if you pick it up. RO will help you recover.

180° Rule – applies at all times (confirm everyone is aware of what that is)

Go over emergency and medical procedures sheet

We'll be meeting near Range 6 at 12:30 to gather steel and set up. Safety brief is planned for 1:00 pm sharp. (Sunday 19 Oct)

9mm is preferred, but exceptions can be made as long as the ammunition meets MCWCC guidelines for use on steel targets (no steel core or magnum rounds)

If you plan to use a holster, ensure it is well fitted to the firearm, otherwise, you will be shooting from the low ready position.

Course of fire will be to complete each stage hitting each steel plate once with your last round hitting the red stop plate.

Buzzer will start your time and it will end when you've completed the stage or hit 30 seconds.

You will repeat that 3-5 times (depending how many people are there) and your highest time will be thrown out.

We plan to have at least 3 stages (depicted) but may add more if time permits. Bring between 100-200 rounds and at least 3 hi cap mags if you have them.





