

Welcome

You have elected to participate in USPSA or Steel Challenge competition. You are responsible for your safety and to act in a safe manner at all times when at a competition. This New Competitor's Safety Briefing is intended to help you have a safe and enjoyable experience. The new competitor's safety briefing is focused on your safety and the safety of those around you. However, it is not all inclusive. If you have a question about an action being permissible, ask one of the Range Officers (RO's).

Attending the New Competitor Safety Briefing

The New Competitor Safety Briefing will be conducted under USPSA rules which are more stringent than a casual day at a range. Firearms must be unloaded and holstered or bagged when you arrive to a match. The definition of "Unloaded" consists of no magazine in the firearm (Cylinder empty for Revolver), no round in the chamber and the hammer/striker down. Pistol Caliber Carbine (PCC) firearms must have an empty chamber flag inserted, no magazine inserted, and bagged. If you have any equipment questions, please come with your firearm unloaded and bagged then ask your instructor how to proceed.

Rules of Gun Safety

Every gun owner **MUST** know the 4 Rules of Guns Safety.

- (1) Treat all guns as if they are always loaded. Even when you know the gun has been cleared of ammunition, continue to treat it as if it were loaded.
- (2) Never let the muzzle of the gun cover anything you are not willing to destroy.
- (3) Keeping your finger off the trigger until your sights are on the target.
- (4) Be certain of your target and what is beyond it.

USPSA and Steel Challenge matches are run as "Cold Range" events. The only time a firearm can be loaded and made "Hot" is under the direction and supervision of a Range Officer after receiving the "Make Ready" command. The only place you may handle your firearm, outside of shooting a stage under the direction of a Range Officer, is in the designated safety area(s). No ammunition can be handled in that safety area(s). Ask Competitors or Range Officers for the location of the safety area(s). If you are legally carry a loaded firearm, disarm yourself before entering the range or immediately seek a match official to assist with safely unloading & storing the firearm for the duration of the match.

Match Disqualifications

USPSA and Steel Challenge matches strictly adhere to all safety rules defined within the rules. Violating Rules associated with Safety will result in the competitor being disqualified (DQ'd) from the match. Once disqualified, the competitor will be prohibited from attempting any remaining courses of fire in the match. The Safety Rules governing disqualifications are applied universally to all competitors. This promotes a safe event for everyone attending. Listed below are some of the most common actions which can result in disqualification. Please reference the USPSA or Steel Challenge rule book for a comprehensive list of potential safety violations which will result in disqualification.

Unsafe Gun Handling

A competitor will be disqualified for any of the following Unsafe Gun Handling actions:

- Handling a firearm at any time except when in a designated safety area or under the direction of a Range Officer. Firearms must remain holstered or bagged when not under the direction of a Range Officer or within the safety area.
- Allowing the muzzle of their firearm to point rearward during the course of fire. The rules define rearward as further than 90 degrees from the median intercept of the backstop. The rearward muzzle angle restriction applies in all movement axis's (Horizontal & Vertical).
- Dropping the firearm during a course of fire. Dropping a firearm is defined as any uncontrolled fall, whether it hits the ground, or any prop. It does not matter if the firearm is loaded or unloaded.
- "Sweeping" yourself or others. Sweeping is when you allow the muzzle of a firearm to point at any part of your body or others while handling the firearm.
- Finger inside trigger guard while...
 - Clearing a malfunction where you clearly not engaging a target.
 - Loading, Reloading, or Unloading the firearm.
 - When Moving between positions and not actively engaging a target.
- Drawing a firearm while facing up range.
- Handling Live or Dummy ammunition within the designated Safe Areas.
- Holstering a loaded firearm with the primary external safety (example, Thumb Safety) disengaged.
- While transporting a Pistol Caliber Carbine (PCC) from the staging area to the starting position, allowing the muzzle to sweep yourself or anyone else.

Accidental Discharge (AD)

A competitor will be disqualified for any of the following Accidental Discharge actions:

- Shots which travel over a backstop, a berm or in any other direction specified in the written stage briefing by the match organizer as being unsafe.
- A shot which strikes the ground within 10 feet of the competitor, except when engaging a target closer than 10 feet.
- A shot which occurs during movement, except while engaging a target.
- A shot which occurs while Loading, Reloading, Unloading, Remedial Action, Transferring firearm between hands.
- A shot which occurs due to an equipment malfunction.

Range Commands

Range Commands are issued by the Range Officer in order safely officiate the competitor while participating in a course of fire. Each Range Command has a specific purpose and is issued in a specific sequence as defined below. All Range Commands must be adhered to by the competitor. Memorize these Range Commands and their purpose.

Make Ready: This command signifies the start of “the course of fire”. Under the direct supervision of the Range Officer, you must face down range and prepare the firearm in accordance with the defined start condition for the stage.

Are You Ready?: It is not required to respond to this command. The lack of a negative response from the competitor indicates understanding of the course of fire and the RO will proceed with the next command.

Stand By: This command should be followed by the start signal within 1 to 4 seconds. The competitor must remain still until the start signal is triggered.

Start Signal (Beep from Timer): The signal for the competitor to begin their attempt at the course of fire. If you do not react to the start signal the Range Officer will confirm that you are ready to attempt the course of fire and resume the range commands from, “Are You Ready”.

If you are Finished, Unload and Show Clear: When it appears to the RO that you have completed the course of fire, they will issue this command. Unload the firearm and present the firearm for inspection by the Range Officer with the muzzle pointed down range and the slide/bolt locked back or held open. Revolvers must be presented with the cylinder swung out.

Depending on the Division, the Range Officer will issue one of the following commands:

If Clear, Hammer Down, Holster: Semi-Automatic Handguns.

If Clear, Cylinder Closed, Holster: Revolvers.

If Clear, Hammer Down, Flag: Pistol Caliber Carbines

While continuing to point the firearm safely downrange, you must perform a final safety check as follows:

- Semi-Automatic Handguns – Release the slide, pull the trigger and holster the firearm. You may not use a de-cocker or touch the hammer in any way.
- Revolvers – Close the empty cylinder and holster the firearm.
- Pistol Caliber Carbine – Release the bolt, pull the trigger, then insert the chamber flag. Hold the PCC vertically with the muzzle pointed directly upwards.

If a round is discharged during the “If Clear, Hammer Down...” Range Command, the Range Officer will restart the commands at “If Finished, Unload and Show Clear”. Once the Firearm is safely unloaded and holstered the competitor will be disqualified.

Range Is Clear: This command signifies the end of the course of fire. Once the command is issued, officials and competitors may move forward to score, tape, reset targets, etc. Everyone must remain up range of the Range Officer and Competitor actively participating in the course of fire until this range command is issued.

Stop: This is the most important range command. At any time a Range Officer can issue the “Stop” range command. Immediately halt any current action or activity. Safely face and point the firearm directly down range and follow the Range Officer’s instructions. The Range Officer will proceed with the appropriate Range Commands to return the firearm to a safe condition. Discussion or debate about the circumstances of issuing the “Stop” command will not be responded to by the Range Officer until the firearm is returned to a safe condition.

Range Activities & Live Fire Assessment

Your New Competitor Safety instructor will now act as the Range Officer while assisting the students through a mock stage. Retrieve your bagged firearm, Eye and Ear protection, and follow your instructor to the bay designated for the mock stage assessment. Do nothing else unless instructed to.

The instructor/RO will issue the Make Ready command. Retrieve your firearm safely from its bag while keeping it pointed down range and keeping your finger outside the trigger guard. The RO will issue the "Stop" command, then direct you to unload and show clear followed by the final check commands.

Under the direction of the RO, using the Range Commands, you will be run through a course of fire. Upon satisfactory demonstration of comprehension through these tasks, along with successful completion of your first match, you will receive a Yellow Safety Card. The Yellow Safety Card will allow you to compete in sanctioned USPSA / Steel Challenge events as specified on the card.

New Competitors Safety Briefing Comprehension

State the Four Rules of Gun Safety:

1.

2.

3.

4.

State the most important Range Command:

Summarize the 90 degree Rule:

Summarize what is meant by a “Cold Range”:

When is the only time your finger can be on the trigger?

Competitor Signature: _____ Date: _____

Range Officer Signature: _____