

# RIMS a FIRE

## STANDARD OPERATING PROCEDURE

### Overview/Description of Discipline

- There will be a total of eleven (11) to twenty two (22) targets to shoot. These will be mixed at the Match Directors discretion. There will be targets at 25yd, 50yd, 75yd, and 100yd lines and at any point in between 25yds and 125yds. The mix will be at the discretion of the Match Director, as will the sizes of the targets to be used at that particular match. One shooter will be called to the firing line at which time he/she will come to the firing line with an unloaded weapon, rests, and up to four (4) magazines loaded with ten rounds each. The shooter will be instructed to load and make ready. He/she will then load at the bench and assume the ready position. At the sound of the buzzer he/she will begin firing starting with each target at the 25, 50 and 75 yd. line, (**one reload between the twenty five and one hundred yard line is mandatory**) and then at the targets set at the 100yd line. The shooter will continue to shoot until all targets are eliminated or time has expired. All shooters will shoot twice with one exception. In the event there are more than 12 shooters, only the top 6 shooters will shoot twice. Shooting order will be first to last and then last to first. Shooting order will be determined by a number draw.

### Equipment Required

#### Weapon

- Bolt action or semi-automatic rifle. If a shooter decides to shoot with a bolt action rifle he/she will be in the same class as semi-autos (no separate classes).

#### Ammunition

- **ONLY** safe .22LR cartridge. No Magnums.

#### Targets

- Assorted Steel

#### Ear & Eye Protection

- Must be worn at all times when the range is "hot".

#### Clothing/Costuming

- No special requirements

#### National Affiliate Organization

- None

#### Rules observed in addition to FWGC

- NRA

### Special local rules

- Only Harris type bipods or combination of sand bags and planks for front rest and rabbit ear sand bag rear rest will be allowed for all classes. A sliding surface plate may be used between the bipod and the bench. Standing and seated positions only allowed at the bench. All FWGC Range Rules will be observed.

- **SCOPES**—Any power is allowed including Red Dots.(or a combination of)
- Overall safety rules**
- Spectators must wear eye and ear protection and must remain clear of the firing line while the range is “hot”. Children must be supervised at all times.
- Firearm handling**
- Carry to and from the bench, and the staging area with muzzles up, held above the head height, actions open and bolts back
  - No gun can be handled on the line in any fashion when the range is “cold”. All targets are reset only on a “cold” range (see Shooting Commands below).
  - While on the firing line muzzles will be within a 170 degree cone related to the placement of targets and the berm.
  - If a loaded gun needs to be carried to the Safe Area it will be done at the direction of the Range Officer.

### Commands and basic scenario

- **RANGE IS HOT**—(ALL weapons IN STAGEING AREA ACTIONS OPEN UNLOADED)
- **1<sup>st</sup> SHOOTER UP**---SHOOTER RETRIVES HIS RIFLE, MAGS, Ammo, RESTS AND PROCEEDS TO BENCH.(Lh bench 5)-(Rh bench 6)
- **Next shooter on deck**—Has equipment and magazines ready to be called to bench
- **LOAD AND MAKE READY**—SHOOTER LOADS, GETS RIFLE IN POSITION TO FIRE, SIGHTS ON FIRST TARGET (25 yd.)
- **Shooter ready**---shooter nods affirmative when ready

At sound of buzzer –shooter commences to fire –starting with the 25 yd. targets ending at the 100 yd. targets in sequence. One shot on all targets on paper, unlimited shots on steel targets. Mandatory reload between 25 yd. and 100 yd. targets. Steel pin is **always** last to fall. Inadvertent knockdown of pin is automatic disqualification. **Max time 180 seconds. Max rounds 40. Max rounds in mags 10. All steel targets have to be down prior to shooting next station. (Example 25 to 50- 50 to 75- 75 to 100)**

- **Clear and make safe**---After last shot is fired or time has expired shooter will unload weapon, show clear and leave action open.(The command cease fire will be given in the event time has expired) or buzzer will sound.

Clear weapon and equipment from bench-----Shooter will return weapon to staging area or vehicle

- **Range is safe**—RSO checks range to be clear and safe
- **Cold Range**----Timer gives time to scorer. Scorer proceeds down range to score targets and retrieve paper targets.(Target setters will replace targets and reset knock downs AFTER SCORES ARE RECORDED). When scorer returns to their bench they will record score and time and compute overall score.(At this time shooter can discuss score)

- **Range is clear**----RSO checks that range is clear and targets are reset.
- **Range is hot**
- **Shooter up**---Next shooter up and the cycle repeats.

#### **Firearm storage**

- All guns must be stored unloaded, on the shooting tables with muzzles pointed downrange with open action flags installed when not being used on the firing line.

#### **Loading areas**

- Loading firearms is performed at the firing line and only at the direction of the Range Officer. The range must be “hot” for all firearm loading operations.
- Magazines can be loaded with ammo on the back bench.

#### **Unloading areas**

- Unloading of firearms is normally done at the firing line at the direction of the Range Officer.
- Misfire/malfunction will be unloaded on command of the Stage Range Officer.
- If a loaded gun needs to be carried to the SAFE AREA it will be done at the direction of the Range Officer.

#### **“Safe Area”**

- There is a dedicated area where any gun malfunction or repair maybe dealt with. Firearms handling rules will be observed when transporting to and from the SAFE AREA.

### **Match Information**

#### **Prerequisite training required**

- All new shooters will have basic safety/match rules explained to them before the match begins.

#### **MATCH DIRECTOR**

- Is in charge and has the final word regarding issues of safety and competition.

#### **Schedule**

- 2<sup>nd</sup> and 4<sup>th</sup> Friday of each month starting promptly at 9:00 am and ending at or about Noon. Safety/match briefing 15 minutes prior to match. Practice to stop 30 minutes prior to the match start time.

#### **Shooting commands**

- A buzzer is used to commence firing.
- “Cease Fire”. Any shooter or Range Officer can call this command. When it is called, all guns are put down awaiting the “Cold Range” command from the Range Officer.
- “Range is **Hot**”. Shooting may commence at the buzzer.
- “Range is **cold**”. No gun may be touched for any reason.

#### **Starting position**

- Firearm will be held at the ready position, at the bench, starting with 25 yd. targets.

**Firing Position**

- Standing or seated at the bench.

**Scoring procedures/range layout**

Total number of targets eleven (11) to twenty two (22)

Total allotted time one hundred and eighty seconds (180)

Maximum rounds per target on paper one (1)

Maximum rounds per steel target unlimited up to your **FORTY ROUNDS MAX FOR EACH STAGE.**

Score will be determined by adding total time of the two rounds

- The Match Director will Designate a score keeper, timer, and range officer. (these duties can be performed by match director)

**Awards**

- To be determined by the Match Director

**Safety Violations**

Major

- Accidental discharge will result in match disqualification. A FWGC Incident Report will be prepared by the Match Director and submitted to the Chief Range Officer. Match disqualification will be noted on the shooter's score sheet.

Minor

- Violations of the firearms handling rules above may result in a target disqualification. Target disqualification will be noted on the shooter's score sheet.
- Spectators are not allowed on firing line when the range is "hot".
- All FWGC Range Rules must be observed.
- Will be filed on the club provided form for all injuries and all match disqualifications.

**Fees and Sign-in**

- \$5.00 per match, per gun. Shooters must be signed in prior to 9:45 am.

**Emergency procedures**

- There is a telephone in the target stand shed which can be used to call 911. There is also a first aid kit in the shed. In the event of an emergency requiring police, fire equipment, or an ambulance the Match Director or assistant will designate someone to tend the gate and direct emergency vehicles. AFWGX Incident Report will be completed and filed for all injuries. Person with most first aid exp. Will take charge of injured and direct assistance as needed.

**Practice**

- **All practice to be done 30 minutes prior to start of match.**