

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 (the term Match Director also refers to the Assistant Match Director if he/she runs the match). There may 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. Shooting order will be first to last in both the first and second stages. Shooting order will be determined by a random draw.
- The Match Director may also offer a “bonus target” which will consist of a hanging steel cowbell, bowling pin silhouette, or similar item, to be placed approximately 120 yards from the firing line. After completing the course of fire and hitting all targets at the 25 thru 100 yard lines, if he/she still has ammo, he/she may take one shot at the “bonus target”. Should said shooter strike the target with that shot, he/she will be credited with a minus 15 seconds to his/her score.
- One shooter will be called to the firing line at which time he/she will come to the firing line with an unloaded weapon, bipod or 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, he/she is out of ammunition, or time has expired (180 seconds). All shooters will shoot twice with one exception. In the event there are more than 12 shooters, only the top 6 shooters will shoot in the second stage.

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 automatic reset targets

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.
- **SCOPE**—Any power is allowed including Red Dots.(or a combination thereof)

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 that need to be reset will be on a “cold range” only.
- While on the firing line muzzles will be within a 170 degree cone relative 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 Match Director.

Commands and basic scenario

- **RANGE IS HOT**—(ALL weapons IN STAGING AREA ACTIONS OPEN UNLOADED)
- **1st SHOOTER UP**---SHOOTER RETRIVES HIS/HER RIFLE, MAGS, Ammo, RESTS AND PROCEEDS TO BENCH. Bench #5 for LH shooters, bench #6 for RH shooters.
- **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 or says “ready”, timer will then start.
- 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 paper targets (if used), and unlimited shots on steel targets. Mandatory reload between 25 yd. and 100 yd. targets. **Maximum time 180 seconds, maximum rounds 40, maximum rounds per magazine 10. All steel targets must be down prior to moving to the next shooting distance, i.e. 25 to 50 yd, 50 to 75 yd, etc.**
- If the “bonus target”, a cowbell or steel silhouette hanging at about the 120 yd distance is used, the shooter may take ONE shot at said target providing he/she has hit all of the other targets and has ammo remaining. If he/she hits the target 15 seconds will be deducted from the elapsed time.

- **Clear and make safe**---After last shot is fired or time has expired, shooter will unload weapon, show clear and leave action open (Match Director may also require chamber flag to be inserted). The command “cease fire” will be given in the event time has expired or buzzer will sound.
- **Clear weapon and equipment from the bench** – shooter will return weapon to staging area or vehicle. Match Director checks range to be clear and safe.
- Match Director enters time and bonus target onto score sheet and calls the next shooter to the bench.
- **Range is clear**----Match Director checks that range is clear and targets are reset and operable.
- **Range is hot** – Next shooter comes to station and 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 Match Director. 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 Match Director.
- Misfire/malfunction will be unloaded on command of the Match Director.
- If a loaded gun needs to be carried to the SAFE AREA it will be done at the direction of the Match Director.

“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 (or Assistant Match Director)

- One or both of them will be in charge and will have the final word regarding issues of safety and rules of the competition.

Match Schedule

- To be held on the 2nd and 4th Fridays of each month depending upon availability of the range. Start time will be determined by the Match Director and will appear in the FWGC Monthly Calendar which is a part of each newsletter. Safety/match briefing will be held 15 minutes prior to match. Shooting practice will cease 30 minutes prior to match starting time.

Shooting commands

- A buzzer is used to signal 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 Match Director.
- “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 will be eleven (11) to twenty-two (22).
- Total allotted time is one hundred and eighty seconds.
- Maximum rounds per steel target is unlimited, up to shooter’s fortieth round.
- Match score will be determined by adding total time of the two stages.

Awards

- The highest scoring shooter in a match will receive a trophy, which he/she may retain until the next match, then it must be returned to the Match Director.
- If a shooter wins THREE consecutive matches, he/she will receive a larger “Three-Time Winner” trophy, which he/she may keep in perpetuity!

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.
- A report will be filed on the club provided form for all injuries and all match disqualifications.

Fees and Sign-in

- Fee is \$3.00 per match, per gun. Sign in 15 minutes prior to start time.

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. A FWGC 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.**