

## Carry Gun Match Guidelines

### Safety

1. Safety is everyone's job. If you see something unsafe, SAY SOMETHING TO THE RANGE OFFICER (RO)!
2. This is a COLD RANGE. No guns are loaded prior to the "make ready" command prior to each stage.
3. SAFE ROOM: The room at the southeast corner of the building through the double doors.
  - (a) The safe room is a place to put on or take off your gun/gear. Always facing away from the double doors when handling your gun in the safe room.
  - (b) Do NOT handle any ammunition in the safe room. (Load magazines anywhere EXCEPT the safe room)
4. You may load your magazines either in the waiting area or after you enter the range.
5. Do not un-holster your gun at any time until you are on the firing line and told to "make ready" by the RO.
6. Follow all range commands of the RO, as they are given. (Don't rush, don't anticipate!)
7. All movement and reloads must be done with the trigger finger outside the trigger guard.
8. Always keep the muzzle of your gun pointed down range. Sometimes referred to as the "180° rule"
9. Warnings may be given, but are not required.
10. If you have an Accidental Discharge (AD), STOP! Face downrange and do what the RO tells you.
11. All shots must hit the backstop for safety. Walls, ceiling and floor are not the backstop!
12. Do not shoot any target from other than the specified firing position. (Don't try to outsmart the stage)
13. Any "prop" walls are considered to go all the way to the floor unless otherwise specified in the course of fire for the stage If you can see a target under a wall, do not shoot it. If you're unsure, ask the RO
14. All walls and targets are considered impenetrable. Do not intentionally shoot thru a target, prop or wall hoping to hit another target.
15. After each stage the RO will instruct the shooter to "Unload & show clear". Remove your magazine, remove the chambered round, point the gun at the backstop and pull the trigger. If there is an Accidental Discharge (AD), it's an automatic Match DQ

**DISREGARDING ANY OF THESE GUIDELINES WILL RESULT IN A MATCH DQ**

### Protocols

- 1) Stay with your squad throughout the match.
- 2) Help reset the stage for the next shooter. (reset targets, pick up brass, etc.)
- 3) If you are "on deck" (next shooter), you do not need to help reset the stage.
- 4) If you are "in the hole" (3rd shooter) you can help pick up the shooters brass.
- 5) If you are reported as a "slug" (not helping at all) then you forfeit your chance at the drawing.
- 6) There is no shooting straight thru the match, unless approved by the RO.
- 7) After the match is over, you are expected to help sweep, take down the props, clean up and restore the range to how it was before the match.
- 8) If you leave early, you forfeit your chance at winning a \$50 Heartland Gift Certificate.
- 9) Must be present to win door prizes!