

South East Idaho Practical Shooters, Inc.

Range Operating Procedures
July 2017 addendum

A. General Rules:

1. All range and safety rules as enumerated by the NRA, SEIPS, USPSA, ICORE, IDPA and SASS will be adhered to by all shooters on the SEIPS range, at all times.
2. Always wear eye and ear protection while using the range. All visitors must wear eye and ear protection. Failure to comply when shooting is in progress will result in removal from the range.
3. Never use club props inappropriately: a. Never shoot poppers or plates with rifle or shotgun slugs or full power Magnum loads of 41 caliber or larger. b. Never shoot glass. c. Use only target stands to hold targets. Do NOT put targets on barricades, walls, barrels, tables, cars, or other props for target practice. d. No illegal ammunition may be brought on the range, i.e., tracer, armor piercing, etc.
4. Always pick up and remove all trash from the range, i.e., used targets, shotgun hulls, bullet boxes, etc. Leave the range better than you found it.
5. SEIPS range shall be a cold range during matches unless otherwise specified by the Match Director.
6. Be sure you lock the gate any time you pull through it (except during a scheduled match).
7. If cattle are on the range be very careful. Notify a club officer of the situation. Do not shoot at them.
8. Try to replace props in a central location after you use them. Do not leave target stands out in the rifle range, etc.
9. Never loan your range key/combination to any non-member. Members must always accompany non-members on our range.
10. Any group or organization wanting to use the SEIPS range must obtain permission from the President by a recorded majority vote of the Executive Committee thirty (30) days or more prior to range use. For scheduling by SEIPS club members or affiliated organizations (USPSA, IDPA, ICORE, CAS/SASS, steel challenge, NRA), approval for events during the calendar year may be extended by Executive Committee approval. For non-member or non-affiliated organizations, each requested use must be approved individually by the Executive Committee.
 - a. An application for range use and proof of adequate insurance must be filed with the President; the President shall obtain the necessary Executive Committee approval. Student to instructor/safety officer(s) ratio should not exceed 4:1.

b. A fee will be charged for range use. The range fee will be five (\$5) dollars per person per day. Quonset use fee will be \$40; Quonset reservations not cancelled within 10 days prior to reserved use date will still be assessed the use fee. The fee(s) will be collected from the individual or organization requesting use and is payable prior to actual use. Payments of use fees will be tracked by the individual responsible for range/Quonset scheduling (for other than SEIPS club sponsored events).

c. The fee may be waived for civic or non-profit organizations upon Executive Committee approval.

11. Short Notice Training Requests:

a: Short notice training requests may be granted for up to six months at a time as follows:

b: Trainer, or at least one principal of the training company shall be a SEIPS member in good standing.

c: Approval will be granted for use of only one pistol bay.

d: All other use shall still require board discussion per current by-laws and range rules.

e: Trainer or training company shall consult the SEIPS calendar and shall not conflict with other scheduled use.

f: Trainer or training company shall notify board one day prior to use by email.

g: Trainer or training company shall follow up after the class by email stating number of students and amount due to SEIPS.

h: Fees: 1 to 4 students, \$5 per hour or \$25 per day. Rental fee to accrue on an hourly basis, portions of an hour count as a full hour. 5-16 students, \$5 per student. More than 16 students would not be allowed under a short notice training request.

12. No person shall be allowed on the range with alcohol or drugs in their possession, or who has been consuming alcohol or drugs.

13. No person shall cause intentional physical damage to any person or property.

14. There shall be no unattended pets or children on the range. Children/pets and their actions shall be the sole responsibility of the guardian while they are on the range.

15. Shooting hours will be from sunrise to sunset only. The only exception is approved matches.

16. Unless specifically approved by the board of directors, all shooting must be from and take place wholly within improved bays. All targets must be placed within improved bays only such that rounds fired at all targets will impact the side or end berms only. Flying Shotgun targets are exempt from the above requirements provided they are not engaged with anything larger than birdshot."

B. Violating range rules, safety infractions, intentional destruction of club property, or reasons deemed sufficient by two thirds of the members present at a regular club meeting may result in the following actions:

1. First violation: Ninety (90) days probation. This will consist of loss of range use only. Member must turn in range keys to Match Director. Member may still participate in club sanctioned matches. If member is found to be using the range during the period of probation that member will be suspended from ALL club activities for a period of one year.
2. Second violation: Minimum of six (6) month suspension of all club rights and benefits.
3. Third violation: Suspension from the club for a minimum of one year.
4. Any member that has been suspended or expelled for damage or destruction of club property must make full restitution prior to the suspension being lifted or being re-admitted.

C. General Match Outline

1. Competitors should arrive 30 minutes before scheduled match time to assist in match preparation.
2. Sign up will take place prior to 9:30 am and course explanation (walk-through) will take place a 9:30 am. If there is any change in that time, it will be posted on the club website.
3. Any competitor not signing up by the time the first stage is completed will wait until the completion of the first stage.
4. After the squads are finished with the all stages for the first time, rifle and shotgun courses, when available, will then have priority over other classes. Rifle and shotgun courses will not interfere with the original course of fire.
5. If a shooter plans to compete in more than one category, the open category must be shot first, followed by limited or revolver, per USPSA rules. 6. Match fees are as published on the main web site.
6. USPSA special classifier matches (with more than one classifier stage) will cost each participant an additional \$5, irregardless of number of stages.
7. Match Dates - to be decided by the Executive Committee, but generally:
 - a. USPSA match dates are held on the 2nd Saturday of each month.
 - b. CAS matches are held on the 1st Saturday of each month.
 - c. ICORE matches are held on the 3rd Sunday of each month.
 - d. IDPA matches are held on the 3rd Saturday of each month.
 - e. Steel Challenge matches are held on the 4th Saturday of each month.

- f. Matches listed on club calendar take precedence over other uses.
- g. Match listings on club calendar must have board approval.
- 8. First time shooters will shoot their first match free.
- 9. USPSA rules will be used for all practical matches unless otherwise specified.
- 10. SASS rules will be used (as guidelines) for all cowboy matches unless otherwise specified.
- 11. Arbitration fees for regular matches shall be twenty (20) dollars.

D. Awards

- 1. The club awards banquet will be held in January of each year. Awards will be given in both USPSA and Cowboy shooting.
- 2. Year-end awards for regular matches will be based upon the best five (5) match results for the shooting year. Ties will be decided by the next highest match score. The top three places in each category will be given an award.
- 3. USPSA will be broken down by open, limited, and revolver, and then further broken down by class.

E. Safety

- 1. A Safety Briefing will be held prior to the start of every match. (See Safety Briefing)
- 2. A qualified Range Officer (RO) must be assigned for each shooting squad and they are responsible for the enforcement of safety rules on the range. The RO has the final say in any situation concerning safety.
- 3. You, the competitor, are responsible for your firearms and actions at all times.

F. Equipment

- 1. No metal piercing, incendiary, or tracer ammunition is allowed. For Cowboy action shooting, keep the velocity of loads under 1200 fps to avoid excess target damage and ricochet.
- 2. Any equipment judged to be unsafe will be withdrawn from the match. This judgment will be made by the RO and the Match Director. Unsafe equipment is ammo that is not within specification or causes functioning problems, a gun that continuously misfires or goes full auto, holsters that do not properly hold guns, or other equipment that could be a safety hazard.

G. Range Commands

1. "Make ready" a. This is the first command. If you have any questions, ask them at this time. Take a sight picture, take a practice draw, or inspect the stage at this time, if you desire. Face down range, load your gun,, and get ready to shoot.
2. "Are you ready" a. If you are not ready, say "not ready," ask your questions, and make your adjustments. If you do not respond, that means you are ready and that you understand the stage.
3. "Stand by" a. Within five seconds of this command the start signal will be given.
4. "If you are finished, unload and show clear" a. This commands means just what it says: auto loaders remove magazine, then remove bullet from chamber; revolvers empty all cylinders; tubular fed firearms eject unspent cartridges, break-open action open and remove bullets. Leave action open on all firearms and allow RO to inspect.
5. "If clear, hammer down, holster" a. After the RO inspects your gun, point it down range and dry fire it. Then holster or bag it. If your gun fires on the hammer down command, you will be DQ'd from the match. Completion of this command ends the course of fire.
6. "Range is clear" a. DO NOT move forward until this command is given. After this command, the entire squad will pick brass, reset steel targets, tape paper targets after they are scored, and do whatever it takes to reset the stage for the next person.
6. "STOP" a. If the RO yells stop, immediately stop shooting and wait for further instruction from the RO.

Summary

The two main points are gun safety and if you don't understand something, ask.

To be a good competitor and a contributing member of these shooting sports, you should get a copy of the rule book for your sport {USPSA or Cowboy action (SASS)} and learn them. Joining the NRA, USPSA, or SASS is a good idea. Contact the Match Director or Club Secretary/Treasurer for more information.

SEIPS Safety Briefing

(We want you to have a Fun & Safe experience today.)

1. You are responsible for your firearms and actions at all times. Cold Range - No loaded firearms are allowed anywhere, except on the line under supervision of the Range Officer (RO) for your group/squad. The RO is in charge of each group.
2. Eye and ear protection are mandatory for everyone including spectators.
3. Safe Gun Handling is required. Handguns may only be handled at the Safety Area or under the supervision of a RO. Violation of Safe Gun Handling is a match disqualification (DQ). Firearms may not have magazines in them or be in the cocked and locked condition except while engaged in a shooting stage.

4. A Safety Area is provided where unloaded guns may be handled or repaired. Ammunition or magazines may be handled everywhere except in the Safety Area. Doing so is a match DQ.
5. If you are shooting a stage and the RO says, "STOP," immediately stop what you are doing. If it is a safety problem or a range failure, not related to your actions, you will be granted a re-shoot.
6. Muzzle direction must always be down range. The 180-degree rule is observed. If the muzzle of your firearm breaks a 180-degree plane along the firing line, including above, below, left, or right of your firing position, this is a match DQ.
7. Only controlled fire is permitted, no fanning or hip shooting. Bullets that impact within 10 feet (3 m) of the competitor or go over the berm are a match DQ.
8. Keep your finger off the trigger until you are ready to shoot. Your finger must be out of the trigger area during movement and reloading. Violation of the rule is a match DQ.
9. If you are on the firing line, as the shooter, and you drop your gun, do not pick it up. Let the RO pick up and clear the gun. From the time you step up to the line and prepare to shoot until the course of fire has been completed, a dropped gun is a match DQ.
10. If you are not on the firing line and your gun falls out of the holster do not pick the gun up. Contact the nearest RO and let him clear the area and retrieve the gun for you. This is not a match DQ if you are in a Safety Area or it falls out of your holster.
11. Children or pets must be under direct supervision of a parent or guardian at all times. It is important that they be in a safe area. There are rattlesnakes and other dangerous things at the range, so please be careful.
12. When carrying rifles and shotguns on the range, they must be cased or carried with the action open.
13. Any equipment that is "unsafe" must be withdrawn until it can be verified safe by a RO.

Range Commands: 1. "Make ready" 2. "Are you ready" 3. "Stand by" 4. "If you are finished, unload and show clear" 5. "If clear, hammer down, holster" 6. "Range is clear" 7. "STOP (Most important range command)."