

WELCOME TO 3GUN AT WEST END!

MATCH POLICIES:

1. Welcome! Has everybody signed in and PAID?
2. Has everyone filled out a waiver for this match for this year (this includes spectators)?
3. SAFETY! Have Fun! But be safe. Everyone is a safety officer. Speak up if you see a potential problem. And please drive SLOWLY everywhere on the range. Keep dust to a minimum and watch out for others walking on the range – including children and pets.
4. Remember to check in with the range masters when you arrive at the range.
5. No alcohol until after you are done shooting for the day.
6. Be aware there are rattlesnakes and poison oak on the range.
7. No Smoking on the range.
8. Dispose of trash in trash cans, food trash must be put in the big dumpster, or taken home.
9. In case of serious injury, evacuate South on the 15 fwy to the 10 fwy East. Exit North on Sierra for Kaiser, or exit North on Pepper to the Arrowhead Trauma Center. Evacuation maps are on some of the clipboards or on the wall of the Action Pistol container.
10. Pick up your brass. Keep it, or give it away.
11. Please do not waste tape. Don't wear a bunch of tape home.
12. Everyone helps with taping, scoring, policing brass and serving as range safety officers.
13. Cold Range: All weapons are to be unloaded with magazines removed at all times, except when instructed to load by the stage RO at the firing line.
14. Gear-up at your vehicle. Pistols are to be carried in range bags or in holsters. Long guns are to be transported in cases, or carried / slung vertically. Observe muzzle discipline: to sweep anyone with your muzzle is a match DQ.
15. Any weapon repairs or adjustments are to be made at your vehicle, or at a safe area, at the RO's discretion.
16. Ammunition: No tracer, steel cored or AP rifle ammo is allowed. Mild steel jacketed (bi-metal) ammo, such as Wolf ammo, is permitted. Only lead shot & slugs are allowed.

WHEN ON THE FIRING LINE:

1. Do not load until told to do so by the RO.
2. Keep your finger out of the trigger guard except while engaging targets. This includes during movement and changing magazines.
3. Observe the 180 Rule. Muzzles are always pointed down range.
4. Watch out for trip hazards.
5. Watch out for squib loads or hang fires - Always stop shooting when told to do so. Be safe, you can re-shoot the stage after you have cleared the squib.
6. Required RO announcements audible to all people in the vicinity of a course of fire:
 "Going Hot!" prior to starting the shooter.
 "Range Is Safe!" or "Clear!" after all weapons have been cleared.
7. Grounding of weapons: A hot weapon may be safely abandoned/grounded on a course of fire only per the written stage instructions. The safety (if any) must be engaged, and the muzzle must face in a safe direction. Any violation of this rule is a match DQ.
8. Additional Match DQ's: Putting a hole in a steel target (i.e. using steel cored or other a.p. rifle ammo). Breaking the 180 Rule or *repeatedly coming close* to breaking the 180. Dropping a loaded gun. Abandoning an un-safe gun on a stage. Any negligent discharge while not engaging a target. "Round dumping" while not engaging a target prior to grounding an empty weapon.
 Un-sportsman-like behavior.
9. Final determination of penalties on a course of fire falls only to the RO or Match Director.

SCORING: Unless otherwise noted on a stage description, all paper is scored shoot to neutralize

Remember that your squad number is the stage number that you start on.

ANNOUNCEMENTS: (Make any announcements now)