

## **Range Officer Policy Manual**

### **Practice:**

Clubs have the option of scheduling and posting times for practice before the official matches start. Once the first shot of any MVPL match at a host site has been fired, there will be no additional practice time allowed unless all captains present agree.

### **End of Season Shoot-off practice:**

League rule 12 - Shoot-offs will occur at a neutral site chosen by the Executive Officer. Teams will refrain from using that site for the week prior to the shoot-off.

### **Scoring Plug:**

The scoring plug is not be used as an aid in scoring the target. You may use magnifying glasses and/or overlays. Nothing that pierces the entry hole may be used. The scoring plug shall not be used to determine "doubles". The Scorers **must** make a written determination of the score on the target before a target can be challenged. League rule 30 – Captains must not score targets. Once an initial determination has been made, the target may be challenged by the competitor and taken to the captains.

League rule 32) The Ring Plug is the official league plug and may **only** be used by the team captains and/or co-captains. Any shooter may challenge whether a shot is "in", however only when both opposing captains and/or co-captains are present may the plug be inserted into the target.

### **Electronic Calling Devices: (per Col. Gilchrist, Director of NRA Competitions) NRA Rule 3.20**

The use of electronic range command calling devices are allowed as long as the operator has the ability to override the device at any time and resume calling manually. Calling devices do not have to be used on subsequent lines and their use is left to the discretion of the range officer.

All other sound producing devices are prohibited. This includes audible countdown timers. Set them to count up.

### **League Rule 35 – READ IT!**

**DNC** – The shooter **did not** complete the string of fire. **May only be granted by the range officer.**

**DNF** – The shooter **did not** fire at all. Team captains to mark the score sheet for absent shooters.

### **NRA 10.2 Range Courtesy -**

(a) Loud Language - Loud or abusive language will not be permitted. Competitors, scorers, and Range Officers will limit their conversation directly behind the firing line to official business.

## **Range Officers:**

The Host Team captain should provide the range officers. However, anyone may act as a range officer if the opposing captains agree.

**NRA 9.27 Disorderly Conduct** - Disorderly conduct or intoxication is strictly prohibited on the range and anyone guilty of same will be expelled from the range.

**NRA 9.28 Refusal to Obey** - No person will refuse to obey instructions of the Match Director, Official Referee, Jury, Supervisor, **Range Officers** or any other officer of the tournament, if instructions are given in the proper conduct of the office.

**NRA 10.1 Discipline** - The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self - discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of range personnel to enforce discipline and it is the duty of competitors to assist in such enforcement. *Under no circumstances shall firing commence or continue on a range where an unsafe condition exists.*

Once the range officer has called the competitors to the line, actions should remain open until the command "THE PREPARATION PERIOD HAS NOW STARTED" is given (NRA 10.1.1).

The initial preparation period will be 3 minutes long (NRA 10.3.1). Subsequent preparation periods will be 30 seconds long. The range officer, at his option, has the right to grant additional time.

Pistols will not be loaded until the command "LOAD" has been given (NRA 10.1.2).

All shots fired by the competitor after the shooter has assumed his position on the line, will be counted, even if the pistol is accidentally discharged (NRA 14.6).

In the opinion of the range officer, when a shot is fired early or late, the target will be so marked. If there are 10 shots on target, the highest will be scored as a miss. If there are less than 10 shots, the missing shots are scored as a miss (NRA 14.5).

Based on NRA rule 9.12 An early or late shot by a competitor is not a valid reason for a 2<sup>nd</sup> competitor to call for an alibi. Nor is failure to close the slide, failure to chamber a first round or turn the safety off. This discipline requires mental concentration and safe firearm control at all times.

The only valid reasons for calling for an alibi are:

- 1) Failure to allow for full time (timer malfunction).
- 2) Failure of targets to operate properly.
- 3) Failure of targets to remain in position.
- 4) Damage to target rendering impossible proper aiming.
- 5) The appearance of some object in the line of fire constituting a hazard.
- 6) Some incident involving a range officer or competitor on the firing line (other than an early or late shot) and declare by the range officer.

- 7) Unintended moving of the target during fire.
- 8) League Rule 33 - Battery failure in a red-dot scope will be considered a valid reason.
- 9) League Rule 35 - Firearm or ammo malfunction.

Without being permitted to examine their targets, the range officer will ask the individuals if they wish to re-fire or accept their score as fired.

In the case where a competitor's shot causes the target to fall, the target will be re-hung. If in slow fire, time will be noted and the competitor will be allowed to continue to fire the remaining shots in the remaining time at the end of the rapid fire. If in timed or rapid fire, the competitor will be given the option of an alibi. In either case, if the shot fell outside of the scoring rings, it will be scored as a miss.

In the case where an individual is observed leaning against the shooting bench, using support or stepping over the firing line, the range officer will immediately warn the competitor of the infraction. Further violations will result in the Range Officer immediately notifying the competitor of each infraction and deducting points (10 per shot) for each infraction, to be noted on the target.

Paul Gilberti  
Executive Officer  
MVPL

## **Commands:**

The commands shall be:

THE PREPERATION PERIOD HAS STARTED.

Allow three minutes if slow fire. Allow 30 seconds if timed or rapid fire.

THE PREPERATION PERIOD HAS ENDED. DOES ANYONE REQUIRED ADDITIONAL TIME?

Introduce the match and set timer to appropriate time plus 3 seconds.

1) THIS WILL BE THE SLOW FIRE STAGE OF THE MATCH. YOU WILL FIRE 10 ROUNDS IN 10 MINUTES. WITH AT LEAST ONE ROUND, LOAD.

2) THIS WILL BE THE TIMED FIRE STAGE OF THE MATCH. YOU WILL FIRE 2 SETS OF 5 ROUNDS IN 20 SECONDS. WITH FIVE ROUNDS, LOAD.

3) THIS WILL BE THE RAPID FIRE STAGE OF THE MATCH. YOU WILL FIRE 2 SETS OF 5 ROUNDS IN 10 SECONDS. WITH FIVE ROUNDS, LOAD.

Wait 3 seconds.

IS THE LINE READY?

Wait 3 seconds.

THE LINE IS READY.

Wait 3 seconds.

READY ON THE RIGHT.

Wait 3 seconds.

READY ON THE LEFT.

Wait 3 seconds.

READY ON THE FIRING LINE.

Start timer and press buzzer after three seconds.

After time has expired – PISTOLS DOWN. ARE THERE ANY ALIBIS?

IF NOT, PREPARE FOR THE SECOND HALF OF TIMED/RAPID FIRE.

Wait 30 seconds.

THIS IS THE SECOND HALF OF TIMED/RAPID FIRE.

Wait 3 seconds.

IS THE LINE READY?

Wait 3 seconds.

THE LINE IS READY.

Wait 3 seconds.

READY ON THE RIGHT.

Wait 3 seconds.

READY ON THE LEFT.

Wait 3 seconds.

READY ON THE FIRING LINE.

Start timer and press buzzer after three seconds.

After time has expired – PISTOLS DOWN. ARE THERE ANY ALIBIS?

At ranges without pulley systems, the range officer is responsible for making sure the line is safe. He or at his direction, a competitor, shall check that all competitors have complied with making the line safe.

MAKE THE LINE SAFE. SLIDES BACK, MAGAZINES OUT. STEP BACK WHEN CLEAR.

When safe to do so – GO FORWARD AND RETRIEVE YOUR TARGETS.