

Fairfield Glade
Sportsman Club

Pistol Programs

Range use and Safety
Handbook

Accidental Discharge

What to do when there is an Accidental Discharge on the Range

1. The Range Officer must immediately stop all firing and make the line safe.
2. If necessary, EMS may be called and first aid given. He will inform all shooters that the match is on hold. Only the Range Officer can advise when the match will continue.
3. The Range Officer and the Safety Officer will locate the person who had the accidental discharge and ask that person to proceed to a safe place. At that place they will examine the person's weapon and assure that it is now unloaded and SAFE.
4. The Range Officer will ask the person if they have any other guns either on their person or in a case or range bag. If so, then those weapons will be examined and determined to be unloaded and SAFE.
5. The Range Officer and the Safety Officer will write down the person's name and phone#, and the Date, Time, and Place of the accidental discharge. They will then ask the person who had the AD to place all his gear in his auto, and leave the range. The Range Officer and the Safety Officer must remain calm and be firm when addressing the person in question, but not resort to loud or abusive language while doing this.
6. Any other persons who are also qualified Range or Safety Officers should assist by asking all other shooters or bystanders to stand back and keep the area clear.

The Range Officer and the Safety Officer staff will meet to review the circumstances of the Accidental Discharge and may take disciplinary action up to and including barring the shooter for a determinate period of time.

Safety

- This range is designed to provide authorized users access to a safe facility so they can become proficient with privately owned firearms and/or participate in club sponsored events.
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- 1. This is not a hot range. All guns must be unloaded
- 2. Treat all firearms as if they are loaded at all times.
- 3. Keep finger off the trigger until aimed at target.
- 4. Never let the muzzle cover any thing you are not willing to destroy.
- 5 Know the target and what's beyond.
- 6. Eye and ear protection are a must.
- 7. No intoxicating substances of any kind or intoxicated people are allowed on the range.
- 8. Shoot only in the appropriate direction from the designated firing line. (down range).
- 9. Cooperate with others as to cease fires, making the line safe, all guns to be unloaded, before going forward of the firing line such as repairing or replacing a target.
- 10. Ensure all projectiles impact the back berm.
- 11. The Range Officers are always right!

Overview

The pistol program at FFG/SC began in earnest during 2004. At that time there were only a handful of shooters and the only program offered was the PPC event. Along the way we have added Bullseye shooting in 2005, and multi-target programs in 2006.

With the completion of our new facility at the Shorty Barnes Road club location in 2006 we saw several things happen. The new facility had 25 yard, 50 yard, and 100 yard ranges. First of all, we changed our Bullseye program to do the slow fire from the 50 yard range.

We also saw our Cowboy shooters (SASS) begin to construct facilities to do their program at the 100 yard range.

In addition to the existing PPC, we now have a Multi-Target Action Shooting (MTAS) program where we shoot both paper targets and steel plates.

As things continue to progress and evolve, we look forward to the Pistol Disciplines at Fairfield Glade Sportsman club becoming an evermore crucial part of our overall shooting sports.

FFG/SC Pistol Programs

Bullseye Pistol

PPC [Police Pistol Combat]

SASS [Cowboy Shooting]

MTAS[multi-target action
shooting]

Description of Programs

- **Bullseye Shooting**

NRA-sanctioned bullseye match is a three-gun affair that requires you to shoot identical 90 shot courses of fire with each gun. We presently shoot only 60 rounds in three courses of 20 rounds each. In NRA events gun one must be a .22 rimfire pistol or revolver, gun two must be a centerfire pistol or revolver of .32 caliber or larger, and gun three must be a .45 caliber pistol or revolver. In our group most competitors use one gun for an entire match: a .22 rimfire semiautomatic pistol or a 1911-style .45 ACP.. Optical sights are allowed, including conventional scopes and red dot sights, although many shooters still use open sights. We shoot the slow fire from 50 yards and all other firing is done from 25 yards

The courses of fire follow:

Bullseye courses of Fire

- **FFG/SC Course**

- **Stage**

- **Range**

- **Time Strings Target**

- **Slow**

- 50 yds. 10 shots/10 min. X1 B-6

- **Timed**

- 25 yds. 5 shots/20 sec. X2 B-8

- **Rapid**

- 25 yds. 5 shots/10 sec. X2 B-8

Sixty Shots total

In Bullseye – one may call and “Alibi” if there has been a malfunction. In this case the most recent string is re-fired and the highest xx rounds are discounted per the number of original rounds fired

Bullseye Range Commands

- 10 SHOTS SLOW FIRE, IN 10 MINUTES, **LOAD!**
- [will vary with course of fire]
- IS THE LINE READY?
- THE LINE IS READY
- READY ON THE RIGHT. READY ON THE LEFT
- READY ON THE FIRING LINE
 - ***FIRE! (time elapses)***
 - ***CEASE FIRE! CEASE FIRE!***
- UNLOAD!- CYLINDERS OPEN- MAGAZINES OUT- SLIDES BACK- Chambers Empty! GUNS ON THE TABLE

Range Officer will ask if there are any Alibi's – then have all non-Alibi shooters stand back

Description of P P C

- PPC is a revolver "friendly" type of target shooting and is a great way to get a new shooter into competition and hone the skills of sight alignment and trigger control. For those without a lot of time or money to spend on the firing line, the PPC course of fire is something that can be practiced to perfection through dry firing with dummy ammunition at home.

PPC Courses of Fire

- Stage 1 [5,7,15 & 25 Yards]
- 5yds. 6 Rnds. 12 Sec.(elbow at side)
- 7yds. 12Rnds. 25 Sec.
- 15yds. 12Rnds. 25 Sec.
- 25yds. 6Rnds. 12 Sec. {36 rounds}

- [you will need 6 magazines/speedloaders 6 rnds each]

- Stage 2 [all from 25 Yards]
- 6 Rnds Lft Hand Lft Barricade
- 6 Rnds Rt Hand Rt Barricade
- 6 Rnds Kneeling
- 6 Rnds Prone (2 Min 30 Seconds)

- 6 Rnds Standing – no support
- 6 Rnds Sitting (60 seconds)

- {36 rounds}
- [you will need 6 magazines/speedloaders 6 rnds each]

PPC Range Commands

Shooters to the Line

This is the XX Stage of the PPC Course

Does Everyone Have Eye & Ear Protection?

The next course of fire is ...

On the line with 6 rounds ... LOAD!

Is the Line Ready?

Ready on the Left/Ready on the Right/ All ready on the firing line

FIRE!

Start the Timer

At the end of the designated Time. . .

CEASE FIRE! CEASE FIRE!

Make the Line SAFE!

The Line is safe when all Guns are unloaded, Magazines out, Cylinders empty, Chambers empty– and the gun is holstered

**The Line is Safe Go forward & Score and
repair targets**

Courses of Fire Visual Stage 1

1st Stage
36 Rounds

Courses of Fire

6 Rounds
in 12 Sec.
From 5 Yards
Elbow at Side

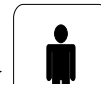


ALL SHOOTING FROM STANDING POSITION		
	Aimed Fire	

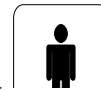
12 Rounds
in 25 Sec.
From 7
Yards



12 Rounds
in 25 Sec.
From 15
Yards



6 Rounds
in 12 Sec.
From 25
Yards

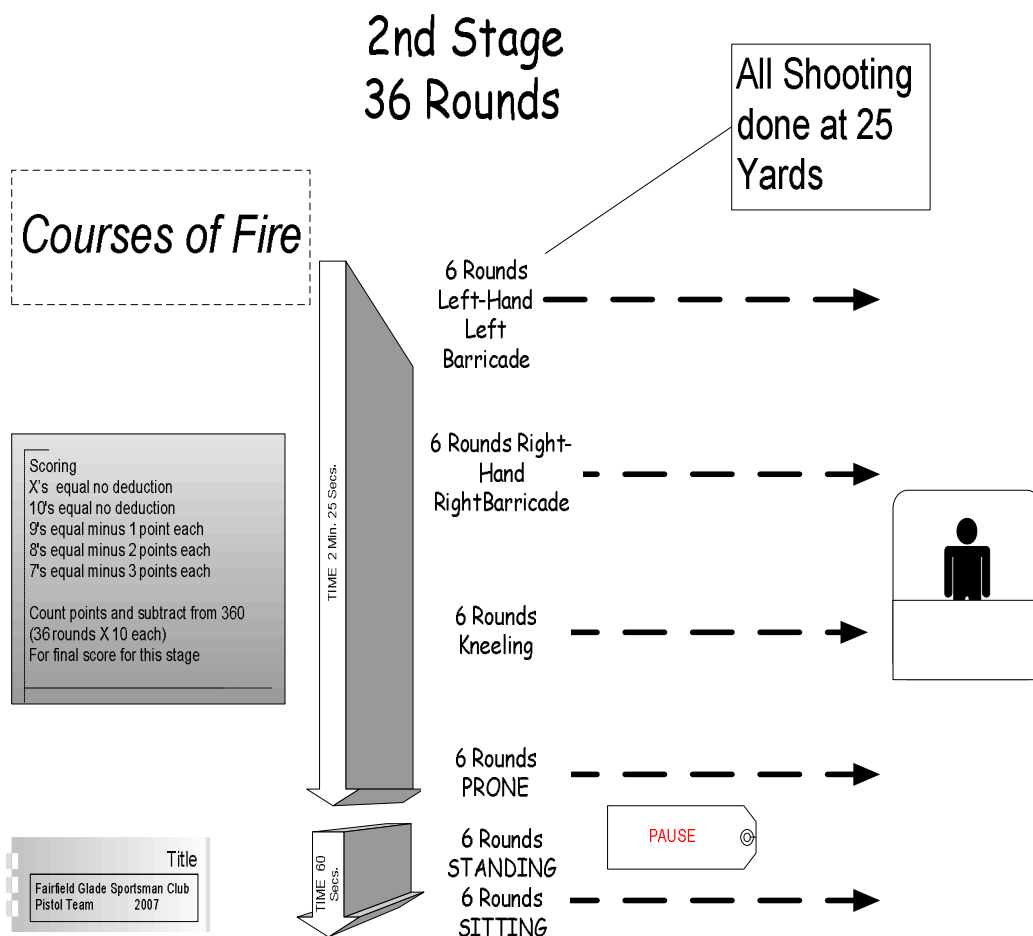


Scoring
X's equal no deduction
10's equal no deduction
9's equal minus 1 point each
8's equal minus 2 points each
7's equal minus 3 points each

Count points and subtract from 360
(36 rounds X 10 each)
For final score for this stage

Course of fire Visual

Stage 2



P P C Shooter Classifications

• Rank	Score	Pct%
• Grand Master	702& Up	98 >
• Master	683-701	95-97.4
• Expert	656-682	91-94.9
Sharpshooter	612-655	85-90.9
Marksman	0-611	0-84.9

SASS Single Action Shooting Society

- Cowboy Action Shooting is a multi-faceted shooting sport in which contestants compete with firearms typical of those used in the taming of the Old West
- As the game of Cowboy Action Shooting™ has evolved, our members have developed and adopted an attitude towards their participation called "The Spirit of the Game." It is a code by which we live. Competing in "The Spirit of the Game" means you fully participate in what the competition asks. You try your best to dress the part, use the appropriate competition tools, and respect the traditions of the Old West. Some folks would call it nothing more than good sportsmanship. We call it "**Spirit of the Game.**"

SASS Range Rules

SASS has levels of Dis-Qualification

SDQ= Disqualified for that Stage

MDQ= Disqualified for the day [guns in car, go home!]

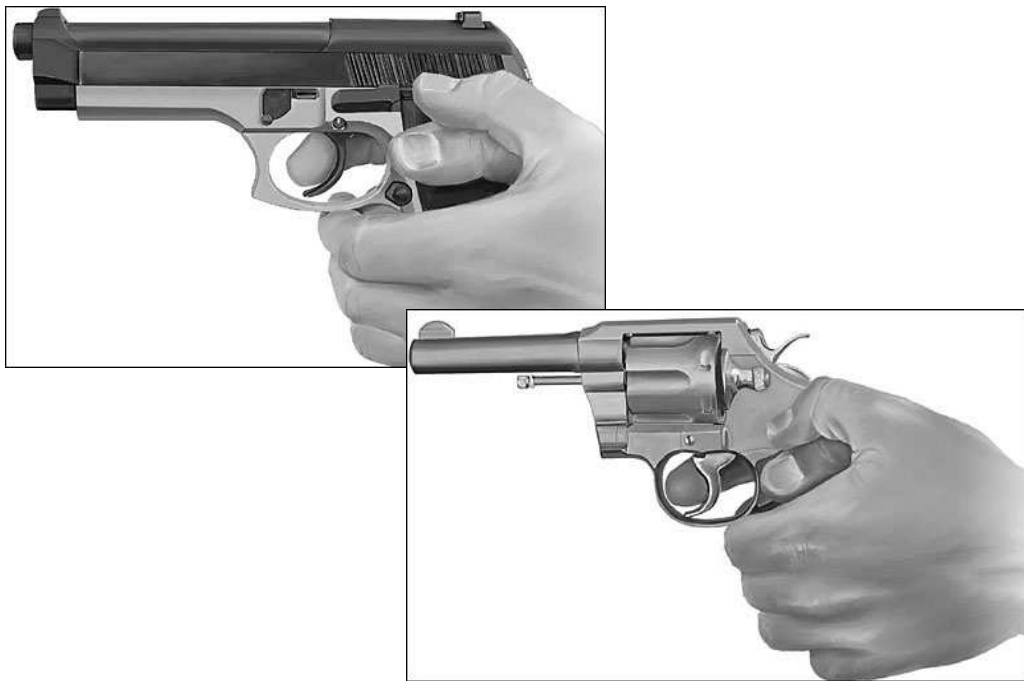
MSV = Minor safety violation

Procedural= unintentional error due to confusion or mistakes

- No Loaded Firearms except at Loading Tables or Firing Line
- Sweeping anyone with unloaded Weapon – SDQ
- Sweeping anyone with LOADED weapon – MDQ
- Violation of 170 degree rule -- SDQ
- Empty of live round in long guns at end of stage –SDQ
- Holstering without hammer all the way down – SDQ
- Pistol not returned to holster -- MSV
- Retrieving Ammo except from loading table –MSV
- Dropped Empty Gun – SDQ
- Dropped Loaded Gun -- MDQ
- Accidental Discharge impacting 5-10 feet from shooter SDQ
- Accidental Discharge impacting >5 ft from shooter MDQ
- Changing foot with cocked weapon SDQ
- Unsafe gun handling fast draw fanning etc SDQ

Shooting Basics 1

- Holding the Firearm



- Two handed grip with Index finger to trigger, Thumb wraps around Grip, Support hand wraps around strong hand
- Thumbs must be kept clear of slide motion on Semi-Automatics

Shooting Basics 2

- Shooting Stances [Weaver]



- This popular shooting stance was developed by Deputy Sheriff Jack Weaver in the late 1950s. Both elbows are bent with the dominant arm bent less than the support arm. The dominant hand (the one holding the pistol) pushes forward while the support hand (wrapped around the pistol) pulls back. The goal of this push/pull technique is to create isometric tension that will control the recoil of the pistol and provide accuracy and control for quick follow up shots. The shooter aligns his/her body at a 45-degree angle to the target and places the dominant hand and foot back.

Shooting Basics 3

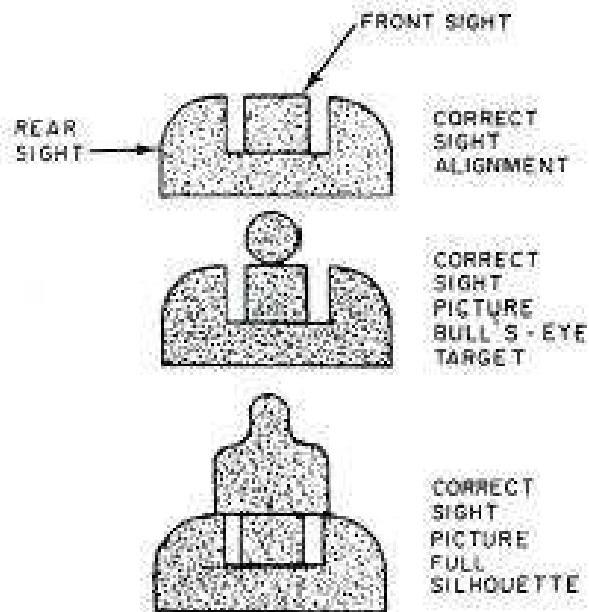
- The Isosceles Stance



- The shooter fully extends both arms towards the target. The shoulders are kept perpendicular to the target and both elbows are locked. The name of the stance comes from how the shooter's arms and shoulders form an isosceles triangle. The advantage to the stance is its simplicity and the fact that eye dominance is not an issue when using the Isosceles Stance. In addition, the shooter centers his/her weight neutrally or might even lean back slightly.

Shooting Basics 4

- Sight Picture/Alignment



- **Sight** picture. The front **sight** is your focus point. It should be crystal clear. The rear **sight** will be slightly out of focus, and the target will be slightly blurry. Concentrate on that front **sight**.
- Think to yourself that nothing else matters, nothing in the world matters but that front **sight** staying crystal clear and lined up with the rear **sight**.

Shooting Basics 5

- ## Trigger Control

- We recommend the trigger be placed at the distal joint of the index finger or what we call the "power crease."
- Press the trigger, pull the trigger, *caress* the trigger. Call it what you want, but what needs to happen is a smooth nonstop rolling motion straight to the rear. When the shot breaks, the trigger finger should be close to a 90-degree angle to the trigger face). Use the amount of pressure necessary to make the shot break and no more.
- The trigger manipulation can be fast or slow depending on the amount of precision you need to make the shot you're trying to make, but in no case should it be violent. *Dry fire practice is a valuable way to achieve this felt sensation and will not damage any modern handgun.*
- Be sure to triple check the gun is empty and aim at something inanimate that can safely absorb the most powerful round the pistol is capable of firing. Take the sight picture and smoothly roll the trigger back until the hammer falls. Did the front sight move? If it did, you did it wrong. Fifty perfect trigger presses nightly will hardwire that sensation into long term muscle memory.
- Another important but oft-overlooked concept is follow through. Once the shot has broken and the trigger is fully to the rear it must be released forward for follow up shots. The most failsafe method is to maintain contact with the trigger and let it move fully forward at the same speed with which you pressed it