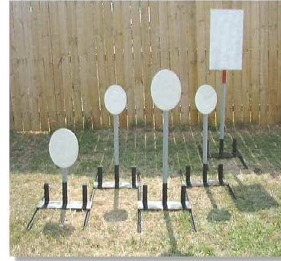


DCPA RANGE PROCEDURES FOR PISTOL AND RIFLE RIMFIRE STEEL PLATE SHOOTING

Welcome to DCPA's fun and exciting Rimfire Steel Plate Shooting! The objective of DCPA's Rimfire Steel Plate Shooting program is to provide an introduction to reflex shooting to novice and other members who wish to get acquainted with steel plate shooting in a non-competitive environment. A variety of targets and their placement make the course interesting.



Times are recorded for those shooters requesting it (and can be used in a future club classification system). To record times, a shooter goes through the stage 5 times and each stage time is recorded. The slowest time is deleted, leaving 4 runs for record/stage, which are then averaged for score. **There is a maximum of one malfunction string per stage.** Note that shooters are under no obligation to have their times recorded.

The following procedures will ensure that the program runs smoothly and safely. Please review these procedures prior to shooting.

1. At the beginning of the evening's program, sign up on the shooting roster and pay the fee if you haven't already done so.

Shooters will shoot in sequence from the roster. It is the shooter's responsibility to be aware of whom they follow on the roster.

2. There will be two tables near the firing line. The first will be the "**On Deck**" table with the second being the **shooting table** at the firing line. As one shooter moves to the firing line, the shooter following will move to the "On Deck" table.

Rule 1: All firearms will be boxed, cased or bagged at all times other than at the **shooting table**. Please separate your magazines from your firearms. Firearms will only be handled at the direction of the Range Officer.

Rule 2: Shooters will load all magazines at the "**On Deck**" table prior to beginning their round. Shooters not ready to shoot may be bumped for the next shooter in line who is ready.

Rule 3: There is no magazine reloading at the shooting table other than the one permitted malfunction string.

3. A shooter who has run through their magazines or rounds in the magazine before completing 5 runs will "**unload and show clear,**" **box their firearm** and leave the firing line. The shooter will complete their runs sequentially from the roster as they move through the shooting rotation.

Note: *The program is designed to provide that everyone shoot the same number of relays throughout the evening. Shooters who wish to shoot for recorded times are strongly encouraged to acquire 5 to 6 magazines. Depending on the number of shooters attending that night's session, shooter with less than 5 magazines may shoot fewer rounds compared to those who have the requisite number of magazines.*

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Specific Rifle Rules:

1. Take the rifles out of the bags, open the actions, insert OBI's, and place them in the rifle rack located on the side.
2. If you are shooting a magazine-fed rifle, load the magazines behind the line so you are ready to shoot upon being called to the line. Upon being called to the line, pick up your magazines and rifle from the rack and proceed to the shooter's box.
3. If you are using tubular magazines, you will load the tube at the shooter's table. Upon expending the tube, the shooter will insert the OBI, remove the rifle from the line and return it to the rifle rack. If the shooter has tubular magazine feeders, you will be treated exactly as a shooter with a magazine fed rifle with multiple magazines in the shooter's box.

(Rifles with tubular magazines may continue to run the stage until they have run out of ammunition. They will not be permitted to reload unless the shooter is using an ammunition feeding device, equivalent to using a magazine. No hand reloading at the firing line.)

Additional range rules:

Rule 4: Eye Protection is mandatory. Hats and long sleeves are strongly recommended.

Rule 5: Dress Code: No camouflage, fatigues, tactical attire are permitted.

Rule 6: Any firearm discharge that strikes within 10 feet of the firing line is automatic disqualification from the remainder of the evening's events.

Rule 7: No holsters.

COMMANDS:

Note: Shooter will aim the pistol/rifle at the bottom of the plate's stand with their finger off the trigger. The finger can be placed on the trigger when the buzzer goes off after the command **STANDBY**.

1. **SIGHT THROUGH THE COURSE.**
2. **LOAD AND MAKE READY.**
3. **ARE YOU READY?**
4. **STANDBY.**

The timer buzzer button is then pressed.

Within 1 to 3 seconds – the timer buzzes, which is the shooters queue to begin shooting. Maximum time is 30 seconds.

You shoot through the course and shoot the designated “STOP” plate last, which stops your time.