

COSSA Practical Shooters

Safety Training Manual

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Welcome to the safety training manual for COSSA Practical Shooters (CPS) competition. The CPS competition program includes United States Practical Shooting Association (USPSA), 3 Gun, and Steel Challenge matches. All of these competitions test the shooter's ability to draw a handgun from the holster and shoot accurately and quickly. While these matches are not intended to instruct or prepare you for self-defense, regular participation in practical shooting may improve your ability to handle firearms safely and confidently under stressful conditions.

THE SAFETY TRAINING PROGRAM

COSSA Practical Shooters has a simple, three tier safety training program for new shooters. The first tier in the program is to read this manual.

The second tier is a formalized safety briefing for new shooters immediately prior to each match. The purpose of the pre-match safety briefing is to explain what the shooter must do to be safe at that day's match and answer any questions the shooter may have. CPS encourages each shooter to ask questions about any rule or match requirement that he or she does not understand.

The third tier is successful completion of your first CPS match under the mentorship of an experienced competitor. At your first match you will be partnered with a knowledgeable shooter who can advise you on the best and safest way to shoot the match. **REMEMBER, SHOOTING THE MATCH SAFELY SHOULD BE YOUR ONLY GOAL AT YOUR FIRST MATCH. DON'T WORRY ABOUT GOING FAST UNTIL YOU ARE CONFIDENT IN YOUR ABILITY TO FOLLOW THE SAFETY RULES.**

PURPOSE AND GOAL OF THE SAFETY TRAINING PROGRAM

The purpose of the Safety Training Program is to provide you with the knowledge necessary to safely begin practical shooting competition. USPSA and 3 Gun have common roots in practical shooting competition and they share many similarities. Those disciplines and Speed Steel require the shooter to draw from a safely engage various targets often moving from one firing point to another. These activities are potentially dangerous if not done safely. As a consequence, the rules of these shooting sports provide for match disqualification for unsafe gun handling or other unacceptable conduct.

WHY ARE THE RULES SO STRICT?

If the following rules seem overly strict and uncompromising, please take a moment to consider the consequences of an "accidental" shooting to you, your family and your shooting friends. Think about living with these consequences. The rules will be enforced... no fooling around.

The most important goal of this training is SAFETY. Safety must be the primary principle and objective that guides every competitor and range official. Practical shooting competition has an excellent safety record world-wide because of the culture of safety that is an integral part of the sport. Every shooter is expected to know and observe the safety protocols and rules, and every range official is expected to enforce those safety requirements. Practical shooting is fun and safe because SAFETY always takes precedence over all other concerns.

This manual is not intended to replace the official rulebooks. CPS recommends highly that you to join USPSA (www.uspsa.org) and/or Steel Challenge and learn the rules specific to each discipline. Each organization publishes a magazine and provides services that will help you realize your potential as a competitor. Knowing the rules makes for a more productive and fun shooting experience.

NOTE: You do not have to join USPSA to shoot in USPSA or CPS Mixed Steel club matches.

GLOSSARY OF COMMONLY USED WORDS OR TERMS

BAY - Designated area of the range for shooting a course of fire.

BERM - Earthen embankment separating shooting bays.

CHL - Concealed Handgun License.

COURSE OF FIRE (COF) - Scored shooting event that is a component of a match.

CPS - COSSA Practical Shooters

CYLINDER - Cylindrical part of a revolver that stores 5-8 cartridges.

DISCHARGE - To fire or shoot.

DIVISION - Specific category in which a shooter may compete.

DOWN-RANGE - Forward of the shooter.

DQ - Match Disqualification.

DUMMY ROUND - Inert or facsimile cartridge that is used to practice gun handling skills (loading, reloading, unloading). Also: snap cap, practice round or training round.

ENGAGE - Act of aiming and shooting at a target.

FAULT LINE - Designated boundary, usually a length of lumber on the ground, beyond which the shooter may not fire.

HEEL OF THE BUTT - Extreme rearward portion of the grip or grip frame.

MAGAZINE - Detachable, box-like assembly that stores cartridges for firing in a semi-automatic pistol.

MAGAZINE WELL - Opening in the grip frame of a semi-automatic that accepts the magazine.

MATCH - Competition event comprised of several stages or courses of fire.

MATCH DISQUALIFICATION - Penalty imposed on a shooter who commits an unsafe or unacceptable act during the match. The disqualified shooter may not continue shooting in the match.

MUZZLE - Foremost end of the barrel from which the bullet is propelled.

MUZZLE SAFE POINTS - Visible reference points on an IDPA course of fire beyond which the muzzle may not point up-range.

NROI - National Range Officer Institute. Certifying body for USPSA range officials.

"180" VIOLATION - Allowing the muzzle to point rearward or up-range on a USPSA course of fire.

POWER FACTOR - Minimum power requirements for ammunition used in USPSA competition.

RANGE OFFICER - USPSA range official responsible for the safe administration of a course of fire. **Also: RO**

RANGE OFFICIAL - CPS member serving as the match director, rangemaster or range officer at a CPS match.

SAFETY (SAFE) AREA - Designated location at which the shooter may handle an unloaded firearm.

SPEED-LOADER - Device for quick insertion of fresh ammunition into a revolver cylinder.

SQUAD - Group of shooters who will compete together on each stage of the match.

SQUIB ROUND - Defective cartridge that has a very low or non-existent powder charge.

STAGE - Individual competitive event within a match. Also: course of fire.

UP-RANGE - Rearward of the shooter.

USPSA - United States Practical Shooting Association, which is the US national affiliate of USPSA.

HANDGUN, AMMUNITION AND HOLSTER REQUIREMENTS

You must have the proper gun and equipment to compete, so let's talk about that first. Practical shooting competition allows a wide variety of guns, calibers and holsters, but generally speaking each discipline provides specific divisions in which shooters may compete based on the type of gun, its caliber, ammunition power factor and holster.

CPS range officials will help you determine which division you should compete in when you register for the match. It is recommended that you come to your first match before buying equipment that you don't already have. You should talk to the experienced shooters to find out what works best and what is most economical.

Since it is not the purpose of this manual to cover the equipment provisions in the rule books, **let's look at what equipment is needed for a new shooter to compete in a USPSA and/or Steel Challenge match.**

Handgun

1. Semi-automatic pistol or double action revolver.
2. The minimum caliber allowable in handguns is 9mm Luger. You may use a .22 LR semi-automatic pistol or revolver in CPS steel matches. If you have a larger caliber handgun, that's fine. Bring it.
3. Standard "notch and post" sights. Open & Carry Optics Divisions are available in USPSA for optical / electronic sights.
4. Safe and serviceable condition.

Bottom line for new shooters: Bring a reliable service pistol or revolver.

Ammunition

1. Must be safe and reliable. Factory manufactured ammunition is always a good choice. Reliable reloaded ammunition from a known, reputable source can be very good. You should avoid "gun show" reloads. Most ammo problems can be traced to such reloads.
2. Must meet the Power Factor for each discipline. Consult the rule books or talk to an experienced competitor for more information.

Bottom line for new shooters: Just bring reliable ammo. Buy the less expensive factory generic full metal jacket ammo if you do not reload or have access to good reloads. Don't worry about the Power Factor at first.

Holster

1. The holster must be worn at waist level.
2. The holster must cover the trigger / trigger guard.
3. The holster must NOT allow the muzzle of the handgun to point further than three feet from the competitor's feet.
4. All retaining straps or snaps on the holster must be engaged.

5. The holster must:
 - a) Position the heel of the handgun's butt above the top of the belt (USPSA)
 - b) Reasonably retain the handgun during normal activities.
6. The holster must be positioned on the waist:
7. Shoulder holsters, small of the back and cross-draw holsters are prohibited.

Bottom line for new shooters: An inexpensive, safe holster will get you started. Leather, Kydex or polymer is best. A paddle holster will also work. Expect to invest in more specialized holsters as you gain experience.

Belt

The holster belt must be securely fixed at the waist.

Bottom line for new shooters: Use a sturdy leather work belt or nylon tactical belt. A dress belt won't do the job.

Magazines

You should have at least three magazines or speed-loaders. Four or five is better.

Bottom line for new shooters: You have to have several magazines or speed-loaders. No way around it.

Pouches

Magazine or speed-loader pouches are positioned on the belt. At least three magazines on the belt should be carried for USPSA.

Bottom line for new shooters: An inexpensive leather, Kydex or polymer double magazine pouch will get you started. Get two for USPSA.

EYE AND EAR PROTECTION

All persons, shooters and non-shooters, must wear shock resistant eye protection (shatter-proof safety glasses) and ear

protection while on the firing facility whether actually firing or not. Ear protection may be foam ear plugs or muff-type hearing protectors designed for shooting applications. Cotton balls, tissue paper and empty cartridge cases are examples of unacceptable ear protection. If you forgot your eye and ear protection, contact a range official to borrow a set for the match.

SAFE GUN HANDLING WHEN YOU ARRIVE AT THE RANGE

COSSA practical shooting competitions are "cold" ranges. That means that you may not handle your handgun or other firearm except at the line when it is your time to shoot or in the Safety Area. Handling your gun anywhere else will result in a match disqualification (DQ).

1. You should transport your handgun to the range unloaded, no magazine inserted and stored in a pistol case. A soft padded zipper pistol case works well, or you may use a hard case (your pistol may have been sold to you with its own hard case).
2. Leave your handgun in the case. Do not take it out or handle it at your car. This violation will result in match disqualification.
3. At COSSA each practical shooting bay has a SAFETY AREA, which is a yellow table marked Safety Area that faces into the side berm. If you do not see a Safety Area, please ask a range official. Do not assume that just any table is a safety area.
4. You may handle your handgun at the Safety Area. This is the only place you may handle your handgun except when you have been called up to shoot the stage AND the range official gives the command to "Make Ready". Otherwise it stays in its holster or case.

You may bring your cased pistol to the Safety Area in order to place it in your holster, dry-fire or otherwise inspect, clean or work on it. The Safety Area is the place to practice your draw or show your buddy your new gun. At the end of the match you may bring your unloaded, holstered pistol to the Safety Area and place it in its pistol case. Gun handling any place else is prohibited. Violation is a match disqualification.

5. If you bring a loaded handgun to the match because you are a law enforcement officer or CHL holder, please contact a range official immediately before unloading or doing any gun handling. The range official will take you to a safe location and supervise your unloading of the handgun. **NOTE: CPS STRONGLY RECOMMENDS THAT YOU BRING YOUR PISTOL TO THE MATCH UNLOADED AND CASED.**

6. You may not handle any ammunition in the Safety Area. This is a strict prohibition that includes loose rounds, dummy rounds, empty casings, loaded magazines or revolver speed-loaders (whether loaded with live or dummy ammo). You may handle empty magazines and practice magazine changes with them. Violation is a match disqualification.

7. You may handle ammunition at any other location at the range. You can, for example, load magazines or speed-loaders at your car or while you are waiting to shoot.

8. When you carry your handgun in its holster, the magazine well must be empty (no magazine in the pistol) and the hammer or firing pin (Glock-type) must be down in its most forward position. If you mistakenly have a magazine in your handgun when you are not shooting, contact a range official who will supervise unloading the handgun. Be warned that if the magazine has any ammunition, live or dummy, a match disqualification will result.

SAFE GUN HANDLING WHILE WAITING TO SHOOT

1. **While you are waiting to shoot, your handgun must be unloaded in the holster or pistol case with no magazine in the magazine well and the hammer down.** If you wish to handle your gun, you must take it to a Safety Area. Remember, you may not handle any ammunition, live or dummy, at the Safety Area.
2. If you drop your handgun for any reason (as an example, maybe you knocked it against a stage prop and it fell out of the holster), raise your hand and call for an RO. The RO will clear the range and pick your gun up for you. Under no circumstances should you pick up your gun yourself. This rule applies whether you are actually shooting a stage or simply waiting in between stages. Violation will result in match disqualification.
3. Remember, you may handle ammunition and load magazines or speed-loaders while waiting to shoot as long as you are not at a Safety Area.

SAFE GUN HANDLING WHILE SHOOTING THE COURSE OF FIRE

The individual shooter is personally responsible for safely shooting through the course of fire. This responsibility boils down to three simple, but very important safety requirements:

1. **The shooter must keep the muzzle of the handgun pointed down-range at all times.** This requirement applies while shooting, loading, unloading, reloading, moving, negotiating obstacles, maneuvering through or around props, falling down or clearing malfunctions. To put it another way: the muzzle can never point up-range (to the rear) for any reason.

In USPSA matches this requirement means that the muzzle must never point rearward of an imaginary 180 degree plane across the shooting bay that moves with the shooter.

In IDPA matches the muzzle must not point rearward of designated "Muzzle Safe Points", which will probably be at or near the 180 degree plane.

2. **The shooter must keep the finger outside the trigger guard at all times.** This requirement applies while loading, unloading, reloading, drawing, holstering, clearing malfunctions and moving (unless actually aiming at and engaging targets). The only exception is loading a selective single/double action semi-automatic handgun (i.e. CZ 75 or clones) immediately following the "Load and Make Ready" command, in which case the trigger may be pulled to allow the hammer to be lowered.

3. **The shooter must be sure that the handgun, ammunition, holster and related equipment is safe, serviceable and complies with the requirements of the division in which the shooter is competing.** This means that your handgun must be reliable (consistently functions and does not malfunction) and in proper shooting condition with all safety devices operable. Your ammunition must be safe and reliable. Your holster must be of a safe design (see section on **Safe and Proper Equipment**) and hold the handgun securely. It is your responsibility to know the rules and make sure your gun, ammo, holster and other equipment are legal for your division.

COURSE OF FIRE COMMANDS

When it is your turn to shoot, you will be called to the start location. Move directly to the start location. Do not touch your handgun. At the start location the RO will give you a series of commands to prepare you to shoot. **Remember, you must wait for the RO to give the command before you can draw your gun and load it.**

The commands are:

"Make Ready."

This command means that you may load a magazine into your pistol, chamber a round and holster it. **Handling your gun before the range official gives this command will result in a match disqualification.**

"Are You Ready?"

The RO is asking you if you are ready for the Start Signal. You may indicate your readiness by saying "Ready" or nodding your head or simply not moving.

"Stand-By"

If you have indicated that you are ready for the Start Signal, the RO will give you the signal within one to four seconds.

Start Signal

The Start Signal will usually be a sound (i.e. electronic timer beep), but may be visual or shooter initiated (i.e. pushing a button).

"STOP!" (USPSA)

The RO may issue this command at any time during the course of fire. The shooter must immediately stop shooting, trigger finger out of the trigger guard, muzzle in a safe direction. The RO may require the shooter to unload, show clear and holster. You should follow all commands without delay or dispute. Once you have holstered and the range is declared clear/safe, you can discuss the situation with the RO.

"If You Are Finished, Unload and Show Clear"

This is the command at the end of the stage to completely unload your handgun in safe manner, hold or lock the slide to the rear (open cylinder on revolvers) and allow the RO to visually inspect your handgun. **IMPORTANT: It is your responsibility, not the RO responsibility, to ensure that your gun is unloaded.**

"If Clear, hammer down, holster" (USPSA)

This is the command to close the slide or cylinder, press the trigger to absolutely ensure that no round remains in the chamber, and safely holster. If your handgun fires during this process, you will be subject to a match disqualification.

"Range Is Clear" (USPSA)

This command informs the shooter, score-keeper and other shooters that the course of fire is ended, and it is safe to move forward to score and re-set the stage.

WHAT IS CONSIDERED UNSAFE GUN HANDLING?

Match Disqualification

Unsafe gun handling is a safety violation that will result in a match disqualification. Match disqualification means that you are prohibited from any further shooting in that match. In a nutshell, you are done for the day. If this happens to you, don't feel too bad. Match disqualification happens to almost every competitor at one time or another. It is a somewhat painful, but valuable part of the sport. Match disqualification helps ensure the safety of practical shooting competition, and it is an important learning experience for every shooter. If you ask experienced practical shooters, you will find that many of them have been "DQ'ed" at some point in their shooting career. It is not a disgrace.

No one likes to be DQ'ed, but it is important to handle it with grace. It shows good sportsmanship and class to stick around and help run the match for your fellow shooters.

Unsafe gun handling as defined by USPSA rules

Including, but not limited to the following:

1. Firing a shot accidentally which:
 - a) Travels over a berm or in any other direction specified as unsafe by the written stage briefing.
 - b) Strikes the ground within 10 feet of the competitor.
 - c) Is fired while loading, reloading or unloading a handgun.
 - d) Is fired while clearing a malfunction.
 - e) Is fired while transferring the handgun between hands.
 - f) Is fired during movement, except while actually shooting at targets.
2. Handling a firearm at any time except when in a designated safe area or when under the supervision of and in response to a direct command issued by an RO.
3. Allowing the muzzle of a loaded or unloaded gun to point up-range or to the rear of 180 degrees at any time during a course of fire

NOTE: A course of fire begins at the "Make Ready" command and ends at the "Range Is Clear" command.

4. Dropping the handgun at any time during a course of fire.
5. Allowing the muzzle to point at any part of the competitor's body (i.e. "sweeping") except while drawing or holstering and only then if the fingers are clearly outside the trigger guard.

6. While facing down-range, allowing the muzzle of a loaded handgun to point up-range beyond three feet from the competitor's feet while drawing or re-holstering.
7. Failing to keep the finger outside the trigger guard during loading, unloading, reloading, clearing malfunctions or moving (unless actually aiming and shooting at targets while moving).
8. Holstering a loaded handgun in the following conditions:
 - a) A single-action semi-automatic pistol (1911-type) with the safety not applied.
 - b) A double action pistol (Beretta-type) with the hammer cocked.
 - c) A selective action pistol (CZ 75-type) with the safety not applied.
 - d) A revolver with the hammer cocked.
9. Handling live or dummy ammunition (to include practice or training rounds, snap caps and empty cases), loaded magazines or speed-loaders in a Safety Area. The word "handling" does not include possession of loaded magazines or speed-loaders on the belt, in the pockets or in the range bag if the shooter does not physically remove or handle those items while in the Safety Area.
10. Possessing a loaded handgun other than when specifically ordered to by the RO.
11. Picking up a dropped handgun. A dropped handgun must always be retrieved by an RO. The RO will, after checking and/or clearing the gun, place it directly into the competitor's holster, gun case or gun bag. This rule applies whether the handgun is dropped during a course of fire or anywhere on the range outside a course of fire.

12. Using ammunition deemed unsafe by a range official (exception for multiple squibs. See Glossary).
13. Drawing a handgun while facing up-range.
14. Shooting at a metal target closer than 23 feet or firing at a metal target after violating a fault line.
15. Exhibiting Unsportsmanlike Conduct. This violation includes, but is not limited to cheating, dishonesty, foul and disrespectful language, abusive harassment, failing to comply with the reasonable directions of a match official, or any other behavior likely to bring the sport into disrepute.
16. Being visibly under the influence of drugs or alcohol.

LONG-GUN SAFETY RULES FOR 3 GUN COMPETITION

The term “long-gun” applies to rifles, shotguns and any other non-handgun firearm.

The following rules are derived from the COSSA Safety Manual, the 2009 revised USPSA Rifle, Shotgun and Precision Rifle Rules and 3Gun Nation Club Series Rules.

1. **CPS SAFE GUN HANDLING:** CPS Rules and match DQ penalties apply.
2. **UNLOADED CONDITION:** Action open; safety engaged (if possible); magazine empty or not attached; no ammunition attached to exterior of shotgun (i.e. Side Saddle™, Redi-Mag, etc).
3. **LONG GUNS** carried off-line anywhere on the range, from a vehicle and/or placed or handled in the staging area **MUST BE UNLOADED, ACTIONS OPEN, DETACHABLE MAGAZINES REMOVED** and carried:
 - A. **IN HAND** with the muzzle straight up and above the head of the tallest person, OR

- B. CASED with the muzzle angled downward, OR
- C. SLUNG with the muzzle up
- D. CARRIED IN A CART with the muzzle pointed downward.

AND

Action must be open, safety engaged, OR

If action is closed, a visible chamber flag must be inserted and the safety engaged.

- 4. STAGING AREA: Each stage will provide a Staging Area for the competitors to place their long-guns. The Staging Area can be a rack or a table facing into and oriented to the side berm so that no person can walk in front of the muzzles.
- 5. SAFETY AREA: The same rules apply as handgun. No ammo or dummy round possession or handling. Dry fire and manipulation is OK.
- 6. PRE-LOADING AREA: The Match Director may designate a Pre-Loading Area for a specific stage. Competitors may pre-load only on designated stages. The Pre-Loading area shall be supervised by a designated Range Officer. The Pre-Loading Area will be sited facing into the berm and outside the active stage boundaries. Except for the competitor and range officials, all other persons must remain up-range of the Pre-Loading Area.

The on-deck competitor will bring his or her long-gun from the staging area to the pre-loading area. Upon the command "MAKE READY" from the Range Officer, the competitor will prepare the long-gun for the stage by engaging the safety and loading the magazine (and attached external ammunition carriers like the Side Saddle if so equipped).

The chamber will remain unloaded until the competitor moves to the line and receives the final Make Ready command. All safe gun handling rules will apply in the Pre-Loading area, and violation will result in Match DQ.

7. LONG-GUN READY CONDITION: Generally, the long-gun Ready Condition to begin the course of fire will be round chambered, safety engaged and magazine loaded as prescribed by the stage description.

8. COMPETITOR READY POSITION: Unless otherwise required by the stage description, the competitor's posture prior to the beginning of the stage will be standing erect and relaxed, with the long-gun in ready condition held in both hands, stock touching the competitor at hip level, muzzle pointing down-range, and with the fingers outside the trigger guard.

9. CARRYING THE LONG-GUN TO OR FROM THE LINE: When carrying the long-gun to or from the pre-loading area or the line, the competitor must carry the long-gun action open, safety engaged and muzzle up, OR in a case. If the competitor wants to case the long-gun at the end of the stage, then the Assistant RO (scorekeeper) follows with the case.

10. IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR: If the competitor has finished shooting the course of fire, he/she must unload the long-gun, including any attached external ammunition carriers (Side Saddle™, Redi-Mag™, etc) and then present it for inspection by the Range Officer with the muzzle pointed down-range, fixed magazine empty or detachable magazine removed and chamber(s) empty, action open.

11. IF CLEAR, HAMMER DOWN, OPEN ACTION: Upon receiving this command the competitor must not resume shooting. Pointing the long-gun down-range the competitor must close the action, pull the trigger to release the hammer and then open the action again. The safety must then be engaged (if the action type allows).

12. RIFLE REQUIREMENTS:

- a) Steel core or jacketed bullets will damage metal targets and are not allowed.
- b) Minimum distance for 5.56mm/.223 rounds or larger on metal targets is 164 feet. Minimum distance on metal targets engaged from a fault line is 180 feet in case the shooter over-runs the fault line.
- c) Minimum distance on metal targets in matches limited to pistol caliber carbines is the 26 feet.
- d) All rifles must have a shoulder stock. No pistol-grips only.
- d) Ready condition for rifles with an exposed hammer is hammer down.
- e) USPSA Limited/Tactical Division is for factory guns, any action type with conventional, non-optical or electronic sights. No limit on ammunition load unless specified by stage description.
- f) 3 Gun Nation Tactical Optics Division allows one optical sight on the rifle including the use of a magnifier in conjunction with the optical sight. Bipods and other supporting devices are not allowed. Compensators are allowed if no more than 3 inches in length nor 1 inch in diameter.
- g) Open Division is any action type, any sights.
- h) CPS does not at this time allow Heavy Metal Division rifles.

13. SHOTGUN REQUIREMENTS:

- a) Minimum gauge is 20. Only lead or bismuth birdshot or slugs (buckshot may be designated as the ammo required on a stage). No steel shot or other metal is allowed. Birdshot must be #4 or smaller.

b) Minimum distance for birdshot on metal targets is 16 feet with fault lines set at 20 feet. Minimum distance for slugs on metal targets is 131 feet with fault lines set at 148 feet.

c) All shotguns must have a shoulder stock. No pistol-grips only.

d) Ready condition for shotguns with an exposed hammer and no safety (M1897 or M1887 and similar) is hammer down.

e) USPSA Limited/Tactical Division is for factory guns, any action type with conventional, non-optical or electronic sights, and a maximum ammunition load of 9 rounds.

f) 3 Gun Nation Tactical Optics and Limited Division is similar to USPSA Limited/Tactical Division. It does not allow electronic or optical sights, bipods, compensators or barrel porting, speed-loaders. Only tubular, under-barrel magazines are allowed, and the maximum ammunition load is 9 rounds.

g) Open Division is any action type, any sights, maximum ammunition load of 10 rounds.

14. PRECISION RIFLE REQUIREMENTS:

a) Steel core or jacketed bullets will damage metal targets and are not allowed.

b) Minimum distance on metal targets is 164 feet. Minimum distance on metal targets engaged from a fault line is 180 feet in case the shooter over-runs the fault line.

15. GROUNDING OF FIREARMS:

During the course of a 3 Gun competition the shooter may be required by the written stage briefing to ground or abandon a firearm in order to transition to another. Typically, but not always, the shooter must place the long gun muzzle down in a barrel, or the handgun in a box with the muzzle in a safe direction, usually down-range.

The grounded firearm must be in one of two accepted “safe” conditions:

a) **LOADED WITH THE SAFETY ENGAGED.** Loaded means that a live round is in the chamber. If the firearm has a manual safety, it must be fully engaged. Failure to fully engage the manual safety of a loaded firearm will result in a match disqualification.

b) **UNLOADED.** Unloaded means that the chamber is empty and the magazine tube contain no rounds, or that the chamber is empty and the detachable magazine is completely removed. If unloaded as described, engaging the manual safety is not required. Failure to fully unload will result in a match disqualification.

16. RE-HOLSTERING A LOADED HANDGUN:

Generally, CPS does not allow re-holstering a handgun, whether loaded or unloaded, during a course of fire.

YOUR HELP IS NEEDED TO RUN A SAFE AND FUN MATCH

Practical shooting is especially enjoyable because it provides an opportunity to socialize with fellow shooters. A very important requirement in this social interaction is the need for each squad to work as a team to conduct the competition in an efficient and fair manner. Every shooter should strive to jump in and help.

Practical shooting is work intense, and one or two people cannot set-up and conduct a match without the help of the shooters. It is very true in practical shooting that you get out of it what you put into it. Your help is invaluable and will contribute greatly to the success of the match and your own enjoyment.

Here are some examples of what you can do to help:

Arrive early to help with set-up. Set-up is the hardest part of running a match and your help is much appreciated. Helping out shows that you care about your sport, and it gives you an opportunity to gain insight into how to shoot the stages.

Volunteer to help run the stages. You will be assigned to a "squad" of shooters. Your squad will rotate through the stages of the match and each shooter in the squad will shoot each stage. It takes the efforts of several people to run a shooter through a stage.

A well-experienced or NROI certified shooter may serve as the RO on a particular stage. The RO is responsible for issuing the range commands, ensuring that the shooter safely fires the stage, recording the shooter's time, scoring the shooter's targets and noting any procedural penalties.

Even if you are not very experienced you can serve as the Assistant RO or scorekeeper on a stage. This job requires that you call out the shooter who is up to shoot ("BOB IS THE SHOOTER"), the shooter who is next in line ("TIM IS ON DECK") and the shooter who is third in line ("JEFF IS IN THE HOLE"). You will also record the shooter's time and score as announced by the RO and obtain the shooter's initials on the score card.

Every shooter can help out by taping the targets and re-setting metal targets after they have been scored by the RO.

NOTE: Please do not approach, touch or tape the paper targets until they have been scored by the RO. Those actions may result in penalties for you or the shooter, or may invalidate the shooter's score. If a metal target did not fall when hit, do not touch it, but wait for the RO to rule on it before re-setting.
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THANKS FOR READING THIS SAFETY TRAINING MANUAL. YOU SHOULD NOW BE READY TO TAKE THE SAFETY TRAINING EXAM. GOOD LUCK!

**SAFETY IS ALWAYS MORE IMPORTANT
THAN WINNING**