

### Range Rules:

- Bay 4 (far right) is the safe area. If you need to handle your gun (put it in your holster, unholster, check function) do it here. No handling of live or dummy ammo here.
- We are a cold range. No magazine or ammo in your pistol with hammer down until it's your turn to shoot.
- 180 degree rule is in effect. Do not turn uprange.
- If you drop a loaded gun, that's a disqualification.
  - If you drop an unloaded gun or it comes out of your holster, do not pick it up. Wait for a range officer to clear the range, pick it up, and verify the gun is clear before giving it to you to reholster.
- Range Commands:
  - **"Load and Make Ready"**: You may handle your gun and prepare for the stage
  - **"Indicate When Ready"/"Nod When Ready"**: Let the SO know you're ready
  - **"Standby"**: Prepare for the buzzer in 1-4 seconds
  - **"Unload and Show Clear"**:
    - Autos: Drop the mag, clear and show empty chamber, pull the trigger.
    - Revolvers: Show an empty cylinder, close, and holster.
  - **"Range is clear"**: It's safe to go downrange and begin scoring and pasting
  - **"Stop"**: Freeze and wait for further instruction from the range officer

### Gear Rules:

- Any safe handgun is allowed.
- Any safe holster is allowed, but you must be able to re-holster without sweeping your body or hands.
  - Because of the danger, not just to the shooter but to bystanders due to the concrete floor, SERPA holsters and other retention holsters that use the trigger finger to release are not allowed. Other forms of active retention are ok.
- You'll need at least two magazines, and for lower-capacity guns, enough magazines for a 25-round stage. Most stages will be 10-20 rounds.

### Scoring:

- Your score is your raw time plus penalties. Penalties for inaccuracy: 0 seconds for A- or B-zone hits, 1 second for C-zone hits, 3 seconds for D-zone hits. A miss is 5 seconds. Each no-shoot hit is 5 seconds. A procedural error is 3 seconds. Ties go to the shooter.