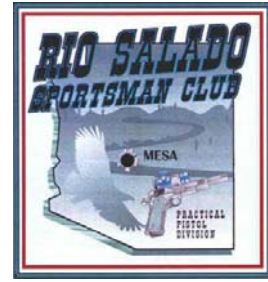


**Rio Salado Practical Pistol
Tuesday Night Steel
Safety Class Outline**



I. Introduction and Purpose

- a. Introduce Instructor
- b. Mick Darren – Division and Match Director
- c. Troy Humpert – Asst Match Director
- d. Polle Blanton – Registration and Scores
- e. Pete Carstensen -- Webmaster and Email List

II. Cold Range -- Ask if anyone is hot

- a. Identify safety areas
- b. Gun handling only within the two safety areas
 - i. Cleaning, repair, dry fire
- c. No ammo or mag handling within safety area
 - i. Includes dummy ammo or practice mags
 - ii. Can load magazines anywhere else

III. Equipment

- a. Eye and Ear protection mandatory - Rio Salado Rule
- b. 9mm or larger, Semi Auto or Revolver
- c. Holster secured at waist or hip. No shoulder, crossdraw, tie downs or fanny pack holsters (180° rule). Magazines in belt carrier or pockets.
- d. Shoes suitable for terrain
- e. 100 rounds or so
 - i. Average 18 rounds per stage
 - ii. 4 standard capacity or 2 high cap magazines. Speed loader for Revolvers required. Discuss Barney bullets and magazine safeties.
 - iii. Brass is returned

IV. Match Procedure

- a. Sign up at window, get card
 - i. Sign up between 4:00pm and 7:00pm (Fun gun if finished early)
 - ii. \$12 non-members, \$10 members (with card), kids under 16 free
 - iii. Note gun type and class on card
 1. Open or Unlimited – Optics, Compensators
 2. Stock or Limited – Iron sights, No comps
 3. Class – Novice for first 3 times then D Class
 4. Must win 3 times to move up and win Class Pin. Shooter keeps track. Does not have to be consecutive.
 - iv. Sign card and return to be entered in computer
 - v. Remember to turn card in at end of match
 - vi. Scores available at end of night, by sending an email to webmaster@riopractical.com (pick up card at counter), or on the web page at www.riopractical.com. Official announcements and other limited email notices are sent from there as well.

- b. Start on any bay – Look for Stage Descriptions as posted. Note starting position, types of targets, boxes, barricades & any special instructions.
- c. Turn in card, will go to bottom of deck. Listen for your name to help
 - i. Shooter
 - ii. On-Deck
 - iii. At least 2 called for brass
 - iv. At least 2 called for Steel or paper
 - v. RO – clock
 - vi. Scorekeeper
- d. Range Officer duties
 - i. Generally an experienced shooter will be the current RO
 - ii. Current RO is in charge of the Range, subject to the Match Director who will back the RO in a dispute.
 - iii. Safety is primary responsibility
 - 1. 180° rule
 - 2. Finger off of trigger during movement
 - 3. Squibs
 - 4. AD
 - 5. STOP at any point during COF if necessary
 - iv. Range Commands
 - 1. Verify hand position, eyes and ear protection in place
 - 2. Make Ready
 - 3. Are You Ready?
 - 4. Standby
 - 5. Start Beep within 1-4 seconds
 - 6. If you are finished, Unload and Show Clear
 - 7. If Clear, Hammer Down, Holster
 - 8. Range Is Clear
- e. Scoring and Penalties
 - i. Scorekeeper will record your time on the card and hand it back to you. Must clarify any issues or questions at that time.
 - ii. Miss is 5 seconds
 - iii. Did Not Finish (DNF) - 200 seconds for stage
 - iv. Fun Gun - 500 seconds added to first stage
 - v. Not Turned In - 200 seconds for each stage
 - vi. DQ - No score

V. Are You Ready?

- a. Tuesday Night Steel has been running for over 20 years with about 130-180 shooters each week having a fun and safe time.
- b. Get the procedures figured out first, speed will come later.
- c. Plenty of help is offered for new shooters, suggest get with an experienced shooter, particularly for the first time around.
- d. Questions?