

# VFGPA S.I.A.S. COMPETITION RANGE SAFETY ESSENTIALS

## Student & Training Instructor Range Safety Notes

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### **This Course is Required for all new shooters before participating in S.I.A.S. Competitions**

SIAS Competition Range Safety Essentials is an introduction to SIAS competition. (This course is **NOT** a substitution for the Black Badge Course that is required to shoot I.P.S.C. competition.) This course will include hands on training at the MP range with small firearms and live ammo. Maximum 4-5 students in the course, duration of about 3 hours. It is hoped that should the student enjoy Action Shooting at the club level, they will be encouraged to take the next step, and become I.P.S.C. qualified with a Black Badge course.

#### Requirements

Students must have a valid Restricted PAL, be members of the VFGPA club, or have purchased a day pass.

Students must bring their own firearms, magazines and pouches, belt & holster, and 100 rounds of ammo.

Before the course the Instructor will check all firearms and equipment students will be using during training.

***Students should be emailed the current version of the SIAS Handgun Rule book in advance of the course, and instructed to read in particular, chapters 1, 5, & 10.***

#### General Safety

Arriving on the range, unboxing the gun, P.R.O.V.E . safe, preparing for shooting in the bay.  
Finishing shooting in the bay, P.R.O.V.E . safe, boxing the gun.

#### Safety required when shooting SIAS matches:

Practical holster training, shooting from different positions and on the move, reloading, following the RO commands.

Proper equipment selection (firearm, belt, holster, clothing)

Passive and active safety. Holster and mag pouch placement on the belt.

### **Requirements for Passing the Course**

- Students must demonstrate all safety precautions that are to be followed when arriving on the range, when shooting an SIAS match and when they finish an SIAS Match.
- Students must demonstrate independently all individual steps when they draw and shoot, move and shoot , and clear a jammed gun. Muzzle control is essential at all times and under any circumstances.

- Students must demonstrate that they can follow RO commands.
- Course of Fire is approximately 80 - 100 rounds.

## Introduction to Action Shooting

1. History of Action Shooting
2. How SIAS matches are organized
3. Match Director, Range Master, Divisions and Scoring System
4. Gun and equipment outline for SIAS competitions

## Arriving at the Range on Match Day

1. Preparing for the Match – registration
2. Safety Area Rules
3. Unboxing the gun, P.R.O.V.E . safe

## Preparing for the Match

1. Shooting Divisions
2. Type of targets, shooting technique and scoring.
3. Safety and the Role of the Range Officer (RO)
4. RO Commands:
  - Clear the Range
  - Range is Hot
  - load and make ready.
  - Are you Ready
  - Stand by.
  - 
  - Unload and show clear
  - If clear hammer down
  - Holster
  - Range is clear
  - (time should now be called out ... )

## Shooting an SIAS Match

1. Following the RO Commands.
2. The gun is kept in the holster until at the firing line and the RO tell you to load and make ready.
3. Shooting from the Holster, Muzzle Control, Finger off the trigger
4. Shooting on the move and from different positions (Prone, from behind a barricade)
5. Clearing a jammed gun, RO assistance and RO commands.
6. Reloading on the move.
7. DQ (Disqualification) and proper procedure when disqualified.

## FOUR RULES WHEN HANDLING FIREARMS

1. TREAT ALL FIREARMS AS IF THEY ARE LOADED.
2. ALWAYS KEEP THE FIREARM POINTED IN A SAFE DIRECTION.
3. KEEP YOUR FINGER OFF THE TRIGGER AND OUTSIDE OF THE TRIGGER GUARD UNTIL YOU ARE READY TO SHOOT.
4. BE CERTAIN OF YOUR TARGET AND YOUR LINE OF FIRE.

## **SAFETY IS EVERYONE'S RESPONSIBILITY!**

### **First Match, What to Expect**

You may be nervous about your first stage, or match. Most people are! Relax and enjoy it! This sport is fun! Moreover, everyone you meet had a first match too; we've all been there. The competitors and Range Officers that you will meet at competitions are friendly and helpful with new shooters. We all enjoy Action Shooting, and want to get you started right. Matches are just as much social gatherings as shooting contests.

**If this is your very first match, please walk. Don't run!  
Forget about speed at this time!**

Walk through the match - it's the smart move. You will see competitors who move and shoot very fast. They have been doing this for years. Don't try to imitate them. Do not expect to become a Master Shooter at your first match. Such persons have years and thousands of rounds behind them. The only person to beat is you. Speed will come with practice and experience. To be good at this sport, you have to pay your dues, learn the fundamentals, and be able to apply them on demand. Think safe and smooth. Concentrate on getting good hits on the target. Think about what you are doing at all times. If you have questions ask an experienced competitor or Range Officer. People in our sport are always willing to help another competitor especially if they are new to our game.

Practical Shooting is very much a mental game. Concentrate on learning safe gun handling practices - speed will come with practice and experience. Finally, concentrate on controlling your gun. Always pay attention to your muzzle direction and to where your trigger finger is!

## Your First Match Needs

When you come to your first Match, you will need to bring a minimum contingent of equipment. Don't go overboard initially. Your first match equipment should include:

- Firearm.
- Holster.
- Magazine/speedloader pouches. ( Minimum of four magazines or speedloaders.. 5-6 is better...)
- At least 250 rounds of ammunition.
- Eye and Ear protection
- Clothing, that is suitable for the season.
- Knee and/or Elbow pads
- Water and food.

You also need information about the event you want to participate in. If possible try to obtain a match copy. A match copy will provide you with start times, location, round count, etc. For our SIAS Club matches, Start of shooting time is 10am, and you will need to show up at the range at about an hour before start time (9am) to register, and help complete the match setup. Always try to arrive early at the range on match day. The extra time will give you an opportunity to walk around the range and examine the stages before the match begins; and make some new shooting friends, too.

## Range Etiquette

When attending an SIAS competition you should expect to spend the whole day at the event. If the event finishes early, that is a bonus. By planning to be there for the day there will be no need to rush. SIAS events are hosted by volunteers and they will be expecting everyone to assist them to make the event a success and run in a timely fashion.

Since you are new, you are probably wondering what you can do to help? Ask the Range Officer on the stage what you can do to assist them. Help is always required for brass picking, patching targets, setting steel, etc. It is always a good idea to let the Range Officer know that this is your first match. If you have a question or are unsure as to what to do, then ask the Range Officer. Only go on to the stage once the Range Officer has given the "Range is Clear" command. Do not touch a target until it has been scored, and stay out of way of the competitor who is preparing to shoot the stage. That is their time to prepare, please respect it.

## Registration

When you arrive at the range, proceed to the registration area, and sign in for the match. Smaller events like our Club matches typically uses self-squading – grouping shooters together – and you stay with that squad as you move from one course of fire to another for the entire match. If you plan to shoot with someone that you know, then try to sign-in at the same time. If you do not know anyone at the match, then mention this to the person coordinating the sign-in, and he will recommend a shooter who can guide you through your first match. Most clubs, officials and competitors go out of their way to accommodate new shooters, so do not be afraid to ask for help. Everyone is there to assist you, and wants your first match to be safe and fun.

## Score Sheets

Once you have signed-in, you will receive score sheets that contain scoring information for each course of fire. Complete your name, competitor number, division, and other pertinent details on each score sheet. The score sheet is collected at the end of each stage, and someone will key the information into a computer scoring program that generates the results.

## Gearing Up Before the Match.....

### **We have special procedures in order to put your gun in your holster before a match!!!**

Before the match, put your belt and other gear on, (NOT THE GUN...) and proceed to a Safe Area. Once in the Safe Area, you may unbox the firearm, and place an UNLOADED firearm, without a magazine, into your holster. YOU MUST NOT HANDLE ANY AMMUNITION IN THE SAFE AREA!!!! No ammunition is allowed to be handled in the Safe Area. (This a a DQ-able offence, so do not do it....). From now on, during the match, your firearm must only be removed from the holster when given the command to load by the Range Officer on a Stage. (it is also a DQ-able offence to remove your firearm from the holster at any other time.... Unless in a Safe Area)

## Squads

There is usually a squad on one stage at a time, and each squad holds a similar number of shooters. For example, if there are 48 shooters signed-in for the match, there will be 6 squads that consist of 8 shooters per squad. The ideal number of people on a squad is eight to ten, but there can be as many as 12 competitors. You will be assigned to a squad, and you are required to stay with this group throughout the whole match. You may be assigned to a squad at registration, or, the squads may be made up after the 'walk-through'.

## Schedules

All SIAS events are exercises in time management, and it is not just while you are shooting. The match directors work out timeframes in order to run the match efficiently. It is important that

you show up on time, and that your squad completes the stage within the time allotted to them. Always stay with your squad and follow the published schedule. If you do not, and your squad shoots stages out of order it will cause problems for everyone.

## **Walk-Through**

You arrive at the stage, with your squad, and the officials on that stage will give you a “walkthrough”. A walk-through is a written stage briefing, and is available on every stage during the match so you can read it at any time to make sure you understand the process. Once the walkthrough is read and all questions have been answered, the squad has three to five minutes to analyze the stage. This is your opportunity to look at all the different angles and positions in which to shoot that particular stage. You are allowed to walk around the course of fire to see where the targets are placed. During this time the range officers will collect your squads score sheets: they should be submitted to the Score Keeper in the order that your squad will shoot for that stage.

## **What happens on the stage...**

Once the walk-through is completed, then it is time to start shooting the stage. There is one or two Range Officers (RO), and a Scorekeeper at each stage. The RO runs the timer, and the scorekeeper scores and calls the shooting order of the competitors. The Scorekeeper calls out the name of the first, second, and third shooter. The first shooter is called the “shooter,” the second shooter is “on deck,” and the third shooter is “in the hole.” When it is your turn to shoot the stage, remember your training. Be safe, and most importantly do not try to set any speed records. Focus on safety and hitting the targets.

## **Scoring the stage**

So ... you have just completed your first stage. After shooting the course of fire, follow the scorekeeper and the RO as they score your targets. The RO calls out the hits, misses, no-shoots and the procedural errors that you earned shooting the stage. The scorekeeper notes the data on your score sheet and totals all the hits, misses, no-shoots, etc. Once the Scorekeeper has completed the score sheet, you will be asked to review the document. If you have any questions, or want clarification on anything, then ask before you sign off on the document. A score sheet signed by both a competitor and a Range Officer is conclusive evidence that the course of fire has been completed, and that the time, scores and penalties recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Officer, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors or to add procedural penalties.

## What next?

Now is the time to prepare for your next stage; clean your magazine, load them, and get your gear ready. Once you have prepared everything for the next stage, you will need to help your squad and the officials tape targets, pick up brass, etc. Helping to tape and brass keeps the squads moving and prevents delays in the match. Alternatively, you may want to follow the Scorekeeper around to see how the score sheet is completed. After a few matches, you can perform this duty yourself.

## End of the Match.....

At the end of the match, **proceed to a Safe Area**, and put your gun in your shooting bag, and remove the rest of your gear and place it in your bag. The stages are dismantled, and all the props are put away. Please help tear down the match. If everyone does a little then no one has to do a lot. While tear down is occurring, someone is entering the scores into the computer to calculate the final positions of every competitor. Results are normally made available within the hour.

## Score Sheets

A score sheet is one of the most important documents at an SIAS event. A score sheet signed by both the competitor and a Range Officer is conclusive evidence that the course of fire has been completed, and that the time, scores, and penalties recorded are accurate and uncontested.

The signed score sheet is deemed as a definitive document. It is extremely important as a competitor that you make sure that a score sheet is filled out properly. Both the competitor and scorekeeper sign it at the end of the stage.

When you verify a score sheet you should check for the following:

Has the right time been recorded?

Have all rounds been accounted for?

Are the totals correct?

Are the numbers readable?

Have you signed your scorecard?

Are the Competitor & Correct Stage numbers written on the score sheet?

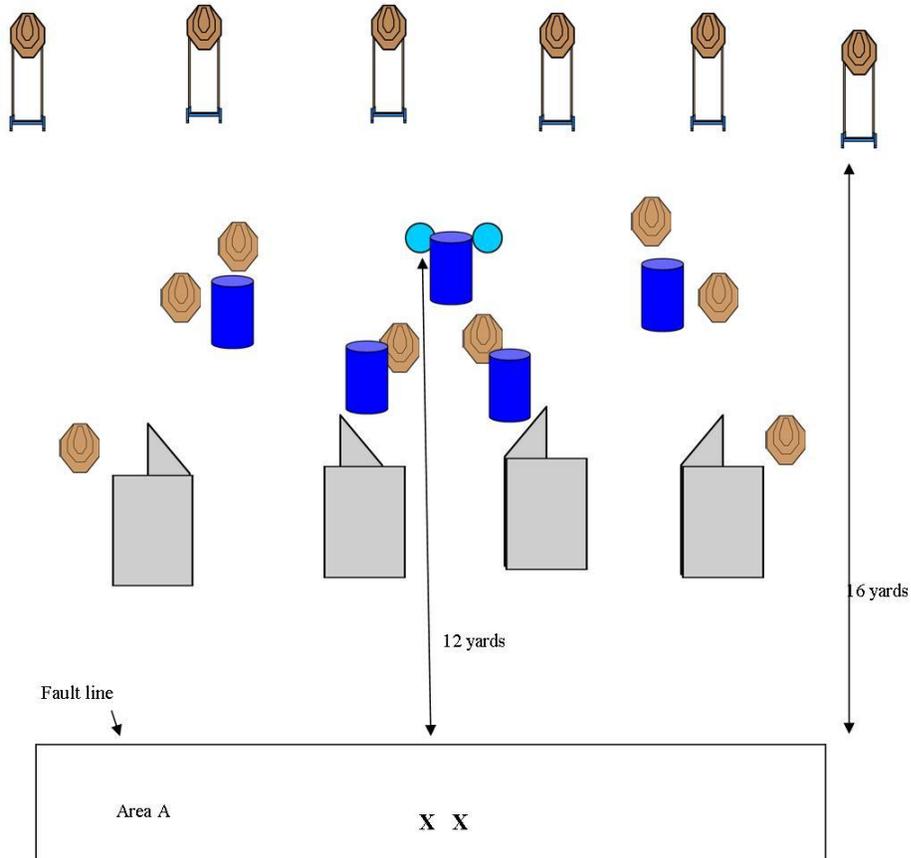
## Course of Fire (COF) Information

Obtaining a match copy can provide you with important information as to what you will have to do on competition day. Here is a sample copy of what a typical SIAS Course Of Fire will look like:

### STAGE 7; BAY 7; “Shoot-em up !!”

COURSE DESIGNER: Some Body

<b>START POSITION:</b> Standing with back to targets hands relaxed at sides, heels on 'X's, gun loaded in holster	
<b>STAGE PROCEDURE</b> On start signal, engage targets freestyle from within Area A	<b>SCORING</b> <b>SCORING:</b> Comstock, 30 rounds, 150 points <b>DISTANCE:</b> 6—16 yards <b>TARGETS:</b> 14 IPSC, 2 plates <b>SCORED HITS:</b> two Best per IPSC, <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 Miss. -10



**SETUP NOTES:** short targets are 2' tall to top of target

**RO NOTES:** Watch for foot faults

Name : \_\_\_\_\_

Telephone & Email: \_\_\_\_\_

### **Static Exercises** (*Instructor to Demo Each Exercise ... slowly!!*)

(*This set of Static exercises can be done by some, or all, students at the same time, on a common firing line.*) All drills use Electronic timer start to get the students familiar with the start format and commands. **Students should be focused on safe handling of firearms and not speed.**

- 1 - Load & Make ready: Unload & show clear: (all to proper range commands.)
- 2 - Draw, 2 shots, (2 times), 7 meters,
- 3 - Draw, 2 shots, (2 times), 15 meters
- 4 - Draw, 2 shots, reload, 2 shots, (2 targets), (2 times), 7 meters
- 5 - Draw, 2 shots, reload, 2 shots, (2 targets), (2 times), 15 meters
- 6 - Strong hand only: draw, 2 shots, (2 times), 7 meters,
- 7 - Weak hand: draw with strong hand, transfer to weak hand, 2 shots, (2 times), 7 meters,
- 8 - Kneeling: draw & kneel, 1 shot, (2 times), 15 meters
- 9 - Prone: draw and go prone, 1 shot, (2 times), 15 meters

**Total number of rounds = 36**

### **Movement Exercises** (*Instructor to Demo Each Exercise ... slowly!!*)

(*Each student to perform each drill individually.*) All drills use Electronic timer start to get the students familiar with the start format and commands. **Students should be focused on safe handling of firearms and not speed. Instruct student to concentrate on muzzle control, & not to sweep themselves....**

- 10 - ('El Presidente' From a shooting box) Turn, draw, 2+2+2 shots, reload, 2+2+2 shots, (3 targets), 10 meters, (12 shots ttl.)
- 11 - Draw, move forward and laterally right (along a fault line) 2+2+2, (3 targets), 6 - 10 meters, (6 shots ttl.)
- 12 - Draw, move backwards & laterally left (along a fault line) 2+2+2, (3 targets), 6 -10 meters, (6 shots ttl.)
- 13 - Draw, 2 shots, move forward & laterally right (along a fault line) & reload, 2 shots, (2 targets), 6 & 10 meters, (4 shots ttl.)
- 14 - Draw, 2 shots, move backwards & laterally left (along a fault line) & reload, 2 shots, (2 targets), 6 & 10 meters, (4 shots ttl.)
- 15 - Barricade, right side, draw, 6 shots, reload, 6 shots on left side, (2 targets, 6 shots per target), 10 meters, (12 shots ttl.)

**Total number of rounds = 44**