

2-Gun/Carbine New Shooter Briefing Topics

1. Always observe firearm safety practices/principles
2. Eye protection must be worn at all times
3. Hearing protection must be worn when shooting is in progress
4. Safe Area – no handling of ammo
5. Standard Commands issued by the Safety Officer (SO)
 - a. Load and make ready
 - b. Are you ready
 - c. Stand by
 - d. If finished, unload, and show clear
 - e. If clear, slide forward, hammer down, and holster (pistol)
 - f. If clear, flag chamber, bolt forward, and muzzle up/down (rifle)
 - g. Range is clear
6. IF SO ISSUES THE COMMAND “STOP,” IMMEDIATELY CEASE FIRE, STAND STILL, AND AWAIT FURTHER INSTRUCTION
 - a. This command will be issued for any safety issue or an action that results in a shooter’s disqualification
7. Firearms must be unloaded at all times; the SO will instruct shooter when to load and make ready
8. Firearm handling – pre-match and post-match
 - a. Uncase/case and holster/unholster pistol in the safe area
 - b. Rifles may be uncased/cased at your vehicle
9. Firearm handling during the match
 - a. Watch the 180 and do not break it (automatic Match DQ)
 - b. Muzzle must always be pointed downrange when shooting a stage
 - c. When clearing a malfunction, keep the muzzle pointed downrange and below the top of the berm
 - d. When loading, unloading, or reloading a firearm, keep the muzzle pointed downrange, below the top of the berm, and your finger outside the trigger guard
 - e. Firearms with a manual safety must have the safety engaged when loaded and ready at the beginning of a stage
 - f. Rifle muzzles must be pointed straight up or straight down after clearing and flagging is complete
 - g. Any handling of firearms outside of normal stage shooting should be performed in the Safe Area (includes, but not is not limited to, disassembly, maintenance, troubleshooting, reassembly)
10. Dump Barrels and Buckets
 - a. Rifle safety must be engaged when dumped
 - b. Failure to use a dump barrel/bucket as directed in a stage brief will result in a penalty
11. Stage Resetting
 - a. Do not go downrange to reset the stage or paste targets until all the SO announces “Range is clear”
 - b. SO will announce when it is time to score, paste targets, and reset the stage

12. Restrictions/Prohibited Items

- a. No steel core (aka "penetrator") or steel-jacketed rounds are allowed; if in doubt, use a magnet to check
- b. No binary triggers, forced reset triggers, bump stocks, or other devices that enable rapid firing of a firearm
- c. Maximum allowed rifle caliber is 7.62mm x 39 or .300BLK
- d. Laser sights/aiming devices are allowed in the Open Division only (applicable to all firearms)