

Shongum Sportsmen's Association Pistol League Standard Operating  
Procedures  
Jan. 01, 2008

## **INTRODUCTION**

These Standard Operating Procedures or SOP's cover set-up and preparation of the indoor range for conducting the Tuesday Night League, the range commands to be used for the courses of fire and the tear-down and securing of the range at the end of the evening shooting.

## **SET-UP AND PREPARATION – DURING THE ACTIVITY THE RANGE IS CONSIDERED SAFE. ANYONE BRINGING A GUN BOX IN TO PLACE IT ON THE BENCH MAY DO SO BUT THE BOX MUST REMAIN CLOSED WHILE MEMBERS ARE DOWN RANGE**

- 1) Unlock the right side closet of the bullet trap and place the target frames on the turning target system support posts being sure to match the target frame number with the correct post. The extreme left hand post is number 1. We used to have magnetic number plates over each position but the club moron population insisted on using them as targets.
- 2) Close the air tank valve so the system can be charged with air.
- 3) Remove the red board from the locker and place it on the Brass Barrel so it can be used as a table for the evening.
- 4) Turn on the compressor in the storage room to charge the system.
- 5) Set-up the PA system using the wall jack in the heating room. Be sure to turn on the amplifier. Test the system to be sure it works.
- 6) Set-up the remote control turning target control box using the wall jack in the heating room. Be sure turn on the control box in the range

and determine if the time relays are set properly for the evening's course of fire. Test the system to be sure it works.

- 7) Place the appropriate target box down range with an adequate supply of targets. Targets will be found in our portable locker in the heating room or up in the attic area outside the indoor apartment entrance.
- 8) Place the wooden box the holds the score sheets, clip boards and pens on the red board and clip a score sheet to each of the clip boards and place one at each shooting position.
- 9) Place the scores from the previous weeks on the league bulletin board. The sheet should be posted on the upper left hand corner of the bulletin board.
- 10) Use the sign-in sheet to note who is shooting at what position.

## **PREPARATION TIME PROCEDURES BEFORE THE START OF SHOOTING**

- 1) Guns may be handled and adjusted.
- 2) Magazines may be loaded.
- 3) Dry firing may be done.
- 4) Any other individual preparation time activities can be done at this time.
- 5) Any guns laid down on the bench must have an empty chamber indicator in it. **1911 type guns must be laid down with the ejection port facing up. If not the range officer will turn it over when he walks the line and will not ask your permission to touch your gun.**

## **SAFETY BRIEFING**

These instructions are to be recited verbatim **"SHOOTERS THIS IS YOUR SAFETY BRIEFING. YOU ARE EXPECTED TO BE FAMILIAR**

**WITH THE LEAGUE REQUIREMENTS AND SCORING PROCEDURES. SAFETY FLAGS ARE TO BE INSERTED INTO THE CHAMBERS OF ALL GUNS BEFORE GOING DOWN RANGE TO SCORE. WHEN YOU RETURN TO THE FIRING LINE YOU MAY NOT HANDLE ANY OF YOUR EQUIPMENT UNTIL YOU HEAR THE INSTRUCTION "SHOOTERS TO THE LINE". WHEN THE RANGE COMMANDS START YOU MAY NOT INSERT A MAGAZINE INTO YOUR PISTOL OR INSERT ANY ROUNDS INTO THE CHAMBERS OF A CYLINDER UNTIL YOU HEAR THE WORD "LOAD" FROM THE LINE CALLER. REMEMBER THAT SAFETY IS FIRST, LAST AND ALWAYS".**

**RANGE COMMANDS TO BE USED BY LINE CALLER IF THERE IS A SIGHTING PERIOD.**

- 1) **"SHOOTERS TO THE LINE, THIS IS RELAY (1, 2, or 3) of the (match title). THIS WILL BE YOUR SIGHTING PERIOD"**  
(describe the number of shots permitted and the time allowed). **"ON THE LINE LOAD"** (edge the targets). Check the line and when all shooters are ready face the targets and remind the shooters how much time they have
- 2) At the conclusion of the sighting period **"CEASE FIRE, CYLINDERS OPEN, SLIDES BACK, MAGAZINES OUT, CHAMBERS EMPTY, MAKE THE GUN SAFE, GUNS IN YOUR BOXES OR ON THE BENCH, RELOAD YOUR MAGAZINES. WHEN FINISHED STEP BACK BEHIND THE YELLOW LINE"**
- 3) **"WHEN YOU RETURN TO THE FIRING LINE STAY BACK BEHIND THE YELLOW LINE UNTIL YOU HEAR THE COMMAND SHOOTERS TO THE LINE"**

- 4) The Range Officer walks the line to determine that all guns are safe and then issues the instruction **"THE RANGE IS SAFE, MOVE FORWARD, SCORE AND REPLACE WITH** (tell them which target to use next) **AND RETURN TO THE FIRING LINE.**

**RANGE COMMANDS TO BE USED BY LINE CALLER FOR SLOW FIRE STAGES OF MATCHES:**

- 1) **"SHOOTERS TO THE LINE, THIS WILL BE YOUR SLOW FIRE STAGE OF THE (MATCH TITLE)"** (describe the number of shots permitted and the time allowed). **"ON THE LINE, LOAD"** (edge the targets and give the shooters several seconds to load their guns) then ask **"IS THE LINE READY"** (wait several seconds to see if someone is not ready) then say **"THE LINE IS READY"** (take a breath) **"READY ON THE RIGHT"** (take a breath) **"READY ON THE LEFT"** (take a breath) **"READY ON THE FIRING LINE"** (face the targets) **"COMMENCE FIRING, YOU HAVE \_\_\_ MINUTES"**
- 2) At the conclusion of the slow fire stage **"CEASE FIRE, CYLINDERS OPEN, SLIDES BACK, MAGAZINES OUT, CHAMBERS EMPTY, MAKE THE GUN SAFE, GUNS IN YOUR BOXES OR ON THE BENCH, RELOAD YOUR MAGAZINES. WHEN FINISHED STEP BACK BEHIND THE YELLOW LINE"**.
- 3) **"WHEN YOU RETURN TO THE FIRING LINE STAY BACK BEHIND THE YELLOW LINE UNTIL YOU HEAR THE COMMAND SHOOTERS TO THE LINE"**.

**RANGE COMMANDS TO BE USED BY LINE CALLER FOR TIMED FIRE STAGES OF MATCHES:**

- 1) **"SHOOTERS TO THE LINE, THIS WILL BE YOUR TIMED FIRE STAGE OF THE (MATCH TITLE)"** (describe the number of shots permitted and the time allowed). **"ON THE LINE, LOAD"** (edge the

targets and give the shooters several seconds to load their guns) then ask **"IS THE LINE READY"** (wait several seconds to see if someone is not ready) then say **"THE LINE IS READY"** (take a breath)**"READY ON THE RIGHT"** (take a breath) **"READY ON THE LEFT** (take a breath) **"READY ON THE FIRING LINE"** (wait three seconds and face the targets).

- 2) At the conclusion of the string ask **"ARE THERE ANY ALIBIS"** If there are any alibis check to see the type of alibi and determine if it is allowed or not. If the alibi is allowed state **"THERE WILL BE AN ALIBI STRING AFTER THE LAST STRING OF THIS STAGE IS FIRED"** If there are no alibis announce **"I SEE NONE"** and move the second string of fire.
- 3) The commands for the second string of fire are the same except that you announce it is the second string.
- 4) At the conclusion of the timed fire stage **"CEASE FIRE, CYLINDERS OPEN, SLIDES BACK, MAGAZINES OUT, CHAMBERS EMPTY, MAKE THE GUN SAFE, GUNS IN YOUR BOXES OR ON THE BENCH, RELOAD YOUR MAGAZINES. WHEN FINISHED STEP BACK BEHIND THE YELLOW LINE"**
- 5) **"WHEN YOU RETURN TO THE FIRING LINE STAY BACK BEHIND THE YELLOW LINE UNTIL YOU HEAR THE COMMAND SHOOTERS TO THE LINE"**.

**RANGE COMMANDS TO BE USED BY LINE CALLER FOR RAPID FIRE STAGES OF MATCHES:**

- 1) **"SHOOTERS TO THE LINE, THIS WILL BE YOUR RAPID FIRE STAGE OF THE (MATCH TITLE)"** (describe the number of shots permitted and the time allowed). **"ON THE LINE, LOAD"** (edge the targets and give the shooters several seconds to load their guns) then ask **"IS THE LINE READY"** (wait several seconds to see if someone is not ready) then say **"THE LINE IS READY"** (take a breath)**"READY**

**ON THE RIGHT"** (take a breath) **"READY ON THE LEFT** (take a breath) **"READY ON THE FIRING LINE"** (wait three seconds and face the targets)

- 2) At the conclusion of the string ask **"ARE THERE ANY ALIBIS"** If there are any alibis check to see the type of alibi and determine if it is allowed or not. If the alibi is allowed state **"THERE WILL BE AN ALIBI STRING AFTER THE LAST STRING OF THIS STAGE IS FIRED"** If there are no alibis announce **"I SEE NONE"** and move the second string of fire.
- 3) The commands for the second string of fire are the same except that you announce it is the second string
- 4) At the conclusion of the timed fire stage **"CEASE FIRE, CYLINDERS OPEN, SLIDES BACK, MAGAZINES OUT, CHAMBERS EMPTY, MAKE THE GUN SAFE, GUNS IN YOUR BOXES OR ON THE BENCH, RELOAD YOUR MAGAZINES. WHEN FINISHED STEP BACK BEHIND THE YELLOW LINE"**
- 5) **"WHEN YOU RETURN TO THE FIRING LINE STAY BACK BEHIND THE YELLOW LINE UNTIL YOU HEAR THE COMMAND SHOOTERS TO THE LINE"**

#### **RANGE COMMANDS TO BE USED BY LINE CALLER FOR SLOW FIRE STAGES OF INTERNATIONAL MATCHES:**

- 1) **"SHOOTERS TO THE LINE, THIS WILL BE YOUR SLOW FIRE STAGE OF THE (MATCH TITLE)"** (describe the number of shots permitted and the time allowed). **"ON THE LINE, LOAD"** (edge the targets and wait 30 seconds to load their guns) then state **"READY"** wait several seconds to see if someone is not ready, face the targets and say **"COMMENCE FIRING, YOU HAVE \_\_\_\_ MINUTES"**

- 2) At the conclusion of the slow fire stage **“CEASE FIRE, CYLINDERS OPEN, SLIDES BACK, MAGAZINES OUT, CHAMBERS EMPTY, MAKE THE GUN SAFE, GUNS IN YOUR BOXES OR ON THE BENCH, RELOAD YOUR MAGAZINES. WHEN FINISHED STEP BACK BEHIND THE YELLOW LINE”**
- 3) **“WHEN YOU RETURN TO THE FIRING LINE STAY BACK BEHIND THE YELLOW LINE UNTIL YOU HEAR THE COMMAND SHOOTERS TO THE LINE”**

**RANGE COMMANDS TO BE USED BY LINE CALLER FOR TIMED FIRE STAGES OF INTERNATIONAL MATCHES:**

- 1) **“SHOOTERS TO THE LINE, THIS WILL BE YOUR TIMED FIRE STAGE OF THE (MATCH TITLE)”** (describe the number of shots permitted and the time allowed). **“ON THE LINE, LOAD”** (edge the targets and wait 30 seconds to load their guns) then state **“READY”** wait several seconds to see if someone is not ready, face the targets.
- 2) At the conclusion of the string ask **“ARE THERE ANY ALIBIS”** If there are any alibis check to see the type of alibi and determine if it is allowed or not. If the alibi is allowed state **“THERE WILL BE AN ALIBI STRING AFTER THE LAST STRING OF THIS STAGE IS FIRED”** If there are no alibis announce **“I SEE NONE”** and move the second string of fire.
- 3) The commands for the second string of fire are the same except that you announce it is the second string
- 4) At the conclusion of the timed fire stage **“CEASE FIRE, CYLINDERS OPEN, SLIDES BACK, MAGAZINES OUT, CHAMBERS EMPTY, MAKE THE GUN SAFE, GUNS IN YOUR BOXES OR ON THE BENCH, RELOAD YOUR MAGAZINES. WHEN FINISHED STEP BACK BEHIND THE YELLOW LINE”**

- 5) **“WHEN YOU RETURN TO THE FIRING LINE STAY BACK BEHIND THE YELLOW LINE UNTIL YOU HEAR THE COMMAND SHOOTERS TO THE LINE”**

## **RANGE COMMANDS TO BE USED BY LINE CALLER FOR RAPID FIRE**

### **STAGES OF INTERNATIONAL MATCHES:**

- 1) **“SHOOTERS TO THE LINE, THIS WILL BE YOUR RAPID FIRE STAGE OF THE (MATCH TITLE)”** (describe the number of shots permitted and the time allowed). **“ON THE LINE, LOAD”** (edge the targets and wait 30 seconds to load their guns) then state **“READY”** wait several seconds to see if someone is not ready, face the targets.
- 2) At the conclusion of the string ask **“ARE THERE ANY ALIBIS”** If there are any alibis check to see the type of alibi and determine if it is allowed or not. If the alibi is allowed state **“THERE WILL BE AN ALIBI STRING AFTER THE LAST STRING OF THIS STAGE IS FIRED”** If there are no alibis announce **“I SEE NONE”** and move the second string of fire.
- 3) The commands for the second string of fire are the same except that you announce it is the second string
- 4) At the conclusion of the timed fire stage **“CEASE FIRE, CYLINDERS OPEN, SLIDES BACK, MAGAZINES OUT, CHAMBERS EMPTY, MAKE THE GUN SAFE, GUNS IN YOUR BOXES OR ON THE BENCH, RELOAD YOUR MAGAZINES. WHEN FINISHED STEP BACK BEHIND THE YELLOW LINE”**  
**“WHEN YOU RETURN TO THE FIRING LINE STAY BACK BEHIND THE YELLOW LINE UNTIL YOU HEAR THE COMMAND SHOOTERS TO THE LINE”**



## **RANGE COMMANDS TO BE USED BY LINE CALLER FOR CENTERFIRE RAPID FIRE STAGES OF INTERNATIONAL CENTERFIRE MATCHES**

- 1) **SHOOTERS TO THE LINE, THIS WILL BE YOUR RAPID FIRE STAGE OF THE (MATCH TITLE)** (describe the number of shots permitted and the time allowed). **"ON THE LINE, LOAD"** (edge the targets and wait 30 seconds to load their guns) then state **"READY"** wait several seconds to see if someone is not ready, face the targets for 3 seconds let them stay edged for 7 seconds and repeat 4 times for the 5 shot string
- 2) At the conclusion of the string ask **"ARE THERE ANY ALIBIS"** If there are any alibis check to see the type of alibi and determine if it is allowed or not. If the alibi is allowed state **"THERE WILL BE AN ALIBI STRING AFTER THE LAST STRING OF THIS STAGE IS FIRED"** If there are no alibis announce **"I SEE NONE"** and move to the second string of fire.
- 3) The commands for the second string of fire are the same except that you announce it is the second string
- 4) At the conclusion of the timed fire stage **"CEASE FIRE, CYLINDERS OPEN, SLIDES BACK, MAGAZINES OUT, CHAMBERS EMPTY, MAKE THE GUN SAFE, GUNS IN YOUR BOXES OR ON THE BENCH, RELOAD YOUR MAGAZINES. WHEN FINISHED STEP BACK BEHIND THE YELLOW LINE"**
- 5) **"WHEN YOU RETURN TO THE FIRING LINE STAY BACK BEHIND THE YELLOW LINE UNTIL YOU HEAR THE COMMAND SHOOTERS TO THE LINE"**

## **RANGE TEARDOWN AND SECURING**

- 1) Turn off the air compressor in the storage room
- 2) Open the valve in the target frame storage area to bleed the air from the system. **DO NOT PUT THE TARGET FRAMES IN THE STORAGE AREA UNTIL THE AIR TANK IS EMPTY.**
- 3) Remove the target frames and place them in the storage area. Place them in two stacks of five and lock the storage area.
- 4) Sweep down the range and place the brass in the Brass Barrel
- 5) Turn off the sound system amplifier, disconnect all of the equipment, place it in the storage box and put it in the storage locker in the heating room
- 6) Turn off the turning target system, remove the remote control and place the remote in the storage locker in the heating room
- 7) Place the target box in the storage locker in the heating room
- 8) Place the wooden box the holds the score sheets, clip boards and pens in the storage locker in the heating room
- 9) Place the sign-in sheet and the evening score sheets in the storage locker in the heating room
- 10) Secure the storage locker and place it in it's position alongside the wall
- 11) Before leaving be sure all lights are out and the refrigerators are locked
- 12) Be sure the door handle on the club house entrance door is locked