

NTSA Action Match - Safety Briefing

<input type="checkbox"/>	<ul style="list-style-type: none"> • General
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Known shot fall area
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Hat with forward facing brim required at all times
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Eye Protection required at all times
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Hearing protection required
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ New shooters are required to sign a waiver.
<input type="checkbox"/>	<ul style="list-style-type: none"> • COLD Range
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Firearms unloaded at all times when on an active range and not on firing line.
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • No magazine inserted
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • No round in the chamber
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Firearms holstered or cased with case closed.
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Handling Firearms
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Firearms cannot be handled on an active range until called to the firing line/position AND given command to “FACE DOWNRANGE, LOAD AND MAKE READY”.
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ WARNING!!! DO NOT ASSUME YOU ARE TO HANDLE THE FIREARM JUST BECAUSE YOU ARE CALLED TO THE LINE. Wait until the command “FACE DOWN RANGE, LOAD AND MAKE READY” is given by the Safety Officer
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • If handling firearm is necessary move to safe area to handle firearm when not on active range
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ Pistol Bay 2 and 3 are safe areas.
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ 50 yd Rifle Range is safe area when no active shooting related to match is occurring.
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Penalties – Disqualification from match
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Handling Magazines and Ammunition
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Magazines and ammunition may be handled and rounds inserted into magazines at any time but magazines must not be loaded into firearm.
<input type="checkbox"/>	<ul style="list-style-type: none"> • Muzzle Discipline
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Muzzle Direction
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Muzzle must be pointed within the bounds, horizontally and vertically, of the Impact Berm at ALL times except when holstering and un-holstering at the beginning or end of stage.
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ Exercise care when reloading
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ Exercise care when crossing behind barricade
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ Exercise care when moving between firing points or shooting on the move.
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • PENALTIES
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ First Occurrence during match – Stage Disqualification
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ Second Occurrence during match – Match Disqualification
<input type="checkbox"/>	<ul style="list-style-type: none"> • Firearm Handling & Safety
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Manual Safety “ON”
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • When firearm loaded and not actually engaging targets
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Moving between firing positions unless engaging targets
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • PENALTY
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ “Safety” called by SO for first offense on stage
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ❖ Stage DQ for second offense on stage
<input type="checkbox"/>	<ul style="list-style-type: none"> ○ Malfunctions
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Timer assist with clearing malfunction as needed
<input type="checkbox"/>	<ul style="list-style-type: none"> <ul style="list-style-type: none"> • If malfunction cannot be cleared

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<input type="checkbox"/>		○ 2 nd RSO escort shooter to safe area with muzzle up
<input type="checkbox"/>		○ If required 2 nd RSO take control of firearm and escort shooter to safe area
<input type="checkbox"/>		○ Falling Down
<input type="checkbox"/>		• Do not get up with firearm
<input type="checkbox"/>		• SO will supervise getting up and assist with firearm.
<input type="checkbox"/>		○ Trigger Discipline
<input type="checkbox"/>		• Finger to be outside off trigger and outside of trigger guard
<input type="checkbox"/>		❖ Until aimed at target and ready to shoot
<input type="checkbox"/>		❖ When moving unless engaging targets while moving
<input type="checkbox"/>		• PENALTY
<input type="checkbox"/>		❖ First Occurrence per Stage - "Finger" called as warning by SO
<input type="checkbox"/>		❖ 2 nd Occurrence per Stage – Stage disqualification
<input type="checkbox"/>		○ Dropped Magazine\Ammunition
<input type="checkbox"/>		• Considered "Lost Ammunition"
<input type="checkbox"/>		• Not to be picked up by anyone until end of stage
<input type="checkbox"/>		• Exception when making ready prior to start of stage, buzzer sounding, under control of Safety Officer.
<input type="checkbox"/>		• PENALTY: Stage DQ
<input type="checkbox"/>		• Emergency Procedures
<input type="checkbox"/>		○ Determine if Vehicle Available for Transport
<input type="checkbox"/>		○ EMS/Emergency/Medically Trained Volunteer
<input type="checkbox"/>		○ Volunteers to shutdown all ranges if emergency personnel summoned
<input type="checkbox"/>		○ Preserve the scene
<input type="checkbox"/>		• Avoid any unnecessary disturbance of evidence
<input type="checkbox"/>		• Volunteers to take witness statements