

# Monday Night Shooting League Safety Rules, Procedures, and Range Commands

December 9, 2008

MNSL provides people an opportunity to shoot within a structured environment, enhance their shooting skills, and develop safe habits with the handling of firearms.

## REMEMBER THE 4 LAWS OF FIREARMS SAFETY:

1. Treat all firearms as if they are ALWAYS loaded.
2. Never point your firearm at anything you are not willing to destroy.
3. Be sure of your target and what is behind it.
4. Keep your finger off the trigger and OUT OF THE TRIGGER GUARD until your sights are on the target.

## SAFETY RULES AND PROCEDURES

1. When you enter the premises, you must check-in at Reed's Indoor Range front counter. Your identification and release waiver must be on file before participating with MNSL.
2. You are expected to have a thorough understanding of the functions and features of the firearm you intend to use for the league. It is also your responsibility to ensure that the firearm and ammunition are functional, and that any key safety mechanisms are operational.
3. **Loaded firearms and magazines are strictly not allowed** in the store or the classroom. MNSL operates a "COLD RANGE."
4. **In the classroom, handling firearms or loading magazines are prohibited** unless under the direct supervision of MNSL staff and conducted in a "Safe Area."
5. **On the range, WAIT until instructed by the Range Officer to uncase and handle your firearm.**
6. **You may uncase or handle your firearm ONLY AT THE BENCH.** If you are not in the booth, return to the bench and ensure the firearm is pointed down-range before handling it.
7. **Keep the muzzle of your firearm pointed down-range at all times**, while you are in the shooting booth, whether it is loaded or not, even when storing it.
8. You may load magazines or speed loaders anytime you are on the range.
9. **Do not load your firearm (or reload between strings of fire) until the Range Officer gives you the command to do so.**
10. **Keep the safeties activated, whenever your firearm is loaded and you are not actively engaging a target, and/or between strings of fire.**
11. **NEVER place a loaded firearm on the bench – if you want to put it down, keep the slide locked back (or the cylinder open).** This is especially true when dealing with malfunctions or reloading.
12. **Do not shoot into the ceiling, walls, or side barriers.** Bullets and fragments can ricochet back at anyone on the range, as well as destroy equipment.
13. **If you are in a situation where you are not sure of what to do, seek the assistance of a Range Officer.** Ask, or simply raise your hand and wait for assistance, keeping your firearm pointed down-range. **Don't assume anything and always act as safely as possible.**
14. **TAKE YOUR TIME. DO NOT RUSH.** The range officers and staff want to make sure you complete your tasks safely, but without unneeded delay. Don't be afraid to ask for more time if you need it.

**For the safety of ALL participants, if you fail to follow any rules and range commands, you may be asked to leave the range, face corrective action, or withdraw from the League entirely.**

## RANGE COMMANDS

**Listen! Wait for the command(s) to handle your firearm.** The Range Officer will explain the shooting event procedures.

1. **Take a sight picture or dry fire with an unloaded firearm:** This command permits you to handle your firearm, work the actions, take a sight picture, and dry fire prior to shooting. **This command does not give you permission to load the firearm!**
2. **Make ready (or Reload):** You may now load your firearm and prepare to shoot. Once you have loaded your firearm, come to the low ready position, with your **finger off the trigger**.
3. **Are you ready (or Ready on the left/right)? Line is/is not ready.:** This command is a question. If you are not ready, raise your hand and a Range Officer will assist you. Wait for the next command.
4. **Standby (or Line is ready):** shortly after this command is given, an audible sound will signal you to commence firing, and another audible sound will signal you to stop. **If you are not finished, stop firing, and get the attention of the range officer by raising your hand.**
5. Between strings of fire, do not reload your firearm with a fresh magazine or ammunition until you hear the command to **make ready or reload**.
6. **Unload and show clear:** This command is given when the firing has stopped. Release (drop) your magazine or open your cylinder, clear the action or cylinder and check for any live ammunition in the chamber(s). **Remember to keep the muzzle pointed down range and keep your finger off the trigger. It is your responsibility to ensure that your firearm is empty (safe).**
7. **Range (Line) is clear:** The line has been verified that it is clear. You may now put away your firearm and accessories, remove your target, and leave the shooting area. Bring your target into the classroom to be scored.
8. **Stop:** This command is usually given in an emergency or when the need arises. The command means exactly what it says – STOP! Stop all shooting, finger off the trigger, muzzle pointed down range, and await further instructions. Do not do anything else until instructed to do so.

## OTHER DETAILS

1. Registration, fees, and assignment to your shooting relay are all handled at the MNSL desk, located in the classroom.
2. After registration, get the appropriate targets and be sure to mark them with your name, date, division and caliber.
3. **Please be prepared to enter the range with your relay, and keep track of when your relay is called to shoot.**
4. When you enter your shooting booth on the range, place your shooting bag and other accessories on the bench or on the floor. **Uncasing of your firearm can only be done at the bench, with the firearm pointed down-range at all times.** If you want to leave your equipment on the range for storage purposes when you are not in the current relay, place it against the far wall, out of the way of the shooters and range staff.
5. **Steel cased, aluminum cased, or any steel cored ammunition is specifically not allowed on the range.**