

CKGC 3 gun safety rules

- The match is run as a COLD range, no ammo in FIREARMS until you are given the command by the RANGE OFFICER to “load and make ready”.
- Accidental discharge of weapon within 10’ of the shooter is a MATCH DQ.
- You may only handle FIREARMS in the designated safe area.
- Ammo may be loaded in magazines at any location EXCEPT the safe area.
- The range uses the 180 degree run for safe firing zones, NO STEEL CORE AMMO ALLOWED ON THE RANGE!
- In multi gun use stages when advancing in front of a dumped gun in barrel all firearms must be cleared prior to moving on to the next firearm. Match DQ if you advance in front of a loaded gun.
- In multi gun stages designated SO’s may clear your firearm that you have abandoned. If so these firearms will be considered cleared and safe.
- The muzzle of your firearms must be pointed down range when moving through a stage, NOT in the direction of travel. Failure to do this will be warned with the command of **MUZZLE**; if 180 degree line is broken it will result in a DQ for the match.
- Your trigger finger may only be inside the trigger guard when actively engaging targets, when moving through a stage your finger must be outside the trigger guard. Failure will result in the command of FINGER, 1 warning then a DQ will result
- When issued the command to **STOP** the shooter will cease fire and follow the RO’s instructions.
- When making ready and holstering your pistol be slow and safe. If you lose control and drop your firearm do not attempt to “catch it” let it fall to the ground. This will result in a Match DQ.
- All contestants are expected to help paste targets and re-set steel targets. This helps keep the match running smoothly. **Do not** proceed down range until the command of “THE RANGE IS SAFE” is given.
- **Range commands:**
- Does the shooter understand the course of fire? If the shooter is ready, load and make ready, Shooter ready?
- If the shooter is done unload and show clear, I see clear slide down hammer down re-holster. When dropping the hammer point firearm at the BACK STOP, not at the ground.