

RED ROCK FIREARMS, LLC
Thursday Evening Centerfire Pistol League

The league will be held at Red Rock Firearms LLC, indoor gun range, located at 6226 Lake Hellums Rd. in Enid, OK, on Thursday evening, **5 to 7:30 pm**, beginning on September 5th, 2019.

The league will consist of 5 consecutive weeks on Thursday evening between the hours of 5 and 7:30 pm. Participants may come at their convenience between these hours. Make-up is permitted during normal store hours if you miss an event. You must join the league before the third Thursday to participate in the "in progress" league.

All competitors must register for the league.

You are not required to be a range member to participate in the league.

When registering, leave your email address and league scores will be emailed to you.

Participants under the age of 18 must have completed a "Hunter Safety Course" and must be accompanied by an adult 21 or older.

All participants must have a "Red Rock, LLC Range Rules & Liability Waiver" on file.

1 The league fee is \$20 for the 5 weeks; targets (B-27 type) are furnished.

2 There will be two classifications for participants, they are Stock and Unlimited.

3 You may shoot both Stock and Unlimited If you choose to. You must register and pay the league fee (\$20) for each division you shoot.

4 The league is restricted to Centerfire Pistols only; NO rifles (*PCC*) may be used. You may use either a semi-automatic, or a revolver. Maximum caliber permitted is 45. There is no restriction to round capacity, except NO single shot pistols.

5 You are not restricted to using the same pistol throughout the 5 week league as long as it meets the requirements for the division you are participating in.

6 You should have a thorough understanding of the functions and features of the firearm you will use in the league.

Stock: A stock firearm is exactly that, an un-altered centerfire pistol with Iron (*open*) sights. After market sights such as fiber optic are permitted. No "Ghost Ring" sights.

Unlimited: An altered centerfire pistol, that has been modified with "all the bells and whistles," such as trigger work, aftermarket barrel, Red Dot sight, scopes, grips, etc. (*no lasers*)

Unloaded, or clear firearm: Semi-auto, magazine out, and slide locked back. Revolver: Cylinder open and chambers are empty.

Procedure:

EYE AND EAR PROTECTION IS MANDATORY, FOR ANYONE ENTERING THE RANGE.

You should consider preparing your firearms, ammunition and magazines prior to arrival. Semi-auto magazines may be pre-loaded before arrival and is recommended but not required. Handling of firearms, ammunition or magazines is prohibited in the store or classroom. ALL firearms must be bagged or holstered.

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- 1 When you come in to shoot Thursday evening (5pm to 7:30pm), sign in at the front counter. If you are waiting your turn to shoot, you may wait in the class room.
- 2 You will shoot ONLY your league targets and nothing more. No warm up.
- 3 Before entering the range, both hearing and eye protection must be worn.
- 4 When entering the range, please be sure first door is closed before opening the second door. The same applies when leaving the range.

On the Range:

There will be one or more range officers on the range when you are shooting. Range bags should be stored to the side of your shooting booth or under the shooting bench. Participant will fire a total of 50 rounds of ammunition in each division.

- 1 Pick up one target for the division you are shooting in. Put your name, date, and division you are shooting in the upper right corner of each target. Also, put "T1" or "T2" indicating the first or second target you shoot in that division. Mount the target in the lane you are shooting in and move it to the 5 yard line (*first red line*). You may pick up your T2 target after retrieving your T1 target.
- 2 You have a TOTAL of 20 minutes to shoot both targets (*start to finish*).
- 3 Before retrieving either target, (*T1 or T2*) a Range Officer MUST FIRST confirm your pistol is clear (*unloaded*).
- 4 All shooters must immediately stop shooting if the RO gives the Cease Firing signal, even if you haven't finished shooting all 50 rounds.
- 5 Each shot fired after the Cease Firing signal will be scored with a (-10) penalty, and will be noted on that target by the Range Officer.
- 6 After shooting both targets for that division the Range Officer will confirm your pistol is "Clear" and you may bag or holster your pistol. Targets will be scored in the classroom by one of the Range Officers

Follow the range officer's commands during the match! Do not anticipate commands!

Range Commands: 1 Do you understand the course if fire?

2 Load, charge and be ready.

Shooter may insert loaded magazine into your semi-auto pistol and charge the chamber. Cylinders may be charged (loaded) in a revolver and cylinder closed. Assume the "Low Ready" position.

Note: A loaded/charged firearm must not be laid down. Once the firearm is charged, it must remain in your hands until it is unloaded.

3 Shooters ready?

4 Standby.....

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1 to 4 seconds after “Standby” The start signal to commence firing will be given either orally or with buzzer or horn. You will have 20 minutes to complete the course of fire (*both targets*).

You will shoot two targets. First target = 25 rounds. Second target = 25 rounds. Stock and Unlimited will shoot the same course of fire at the same time. You may advance your target at your discretion; however, you may not retrieve your target until the RO confirms your pistol is clear.

During the target change, your firearm must be unloaded, and placed on the shooting bench with muzzle pointed down range. After completing the course of fire, do not bag or holster your pistol until the RO confirms it is unloaded.

After the last shot is fired or 20 minutes is up, the RO will give the cease firing signal. Shooter must “show clear” to the RO before casing or holstering their firearm. Take your targets and score sheet to the class room for scoring.

** If a shooter experiences a non-shooter induced malfunction such as failure of ammunition or jammed firearm during the match, if the shooter is capable of clearing his/her firearm without assistance, you may do that. If you need or want assistance, place your pistol on the shooting bench with muzzle pointed down range and step back from the firing line. Raise your hand to be identified. The RO will inspect the firearm and if the malfunction can be cleared, the shooter will be allowed to complete that stage. If the shooter has the same malfunction three times in a row, the RO will confirm the firearm is safe (*unloaded*) and the firearm must be stowed.

If the shooter has “better quality” ammunition or a stand by firearm that meets the requirements for that division, he/she may resume the match with the standby firearm. However, shooter must still complete the course of fire in the allotted 20 minutes.

**Reshoot: If a competitor’s score cannot be recorded the Range Master, at his discretion, may allow the competitor to shoot the course again for score.

Course of fire:

Target #1 (T1) 5 yards - 5 rounds 10 Yards - 10 rounds 15 yards – 10 rounds (25 rounds total) Change to target T2
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Target #2 (T2) 15 yards – 5 rounds 20 yards - 10 rounds 25 Yards - 10 rounds (25 rounds total)
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Scoring Targets:



Sample Target

The maximum score possible is 500 points. The RO will allocate points for each shot as follows: X Ring = 10 points, 10 Ring = 10 points, 9 Ring = 9 points, 8 Ring = 8 points, 7 Ring = 7 points. Any other bullet mark inside the target color = 5 points. Bullet marks outside of the target color is a "Miss" and = "0" points. If a shot cuts the line, the higher point value is given.

The shooter should observe the scoring and point out any questionable finding. If you have an issue with the scoring, it must be resolved at that time. If you do not agree with the RO's finding, then the Range Master (RM) will resolve the issue. The Range Master's decision is final.

If your target has more bullet holes than 25, the target score will be "*corrected*" to 25 holes by taking the excess of 25 from your best shots! Example: 28 bullet holes = taking your 3 best shots from your score. YUCK!

For each match, the league results will be listed with the participant's names and scores. Results will be sent to your email address. It will also be posted on line on the Red Rock Firearms, LLC Facebook page.

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Exercise the four laws of firearms safety

- 1 Treat all firearms as if they are loaded.
- 2 Never point your firearm at anything you are not willing to shoot.
- 3 Be sure of your target and what is behind it.
- 4 Keep your finger out of the trigger guard until you are on target and ready to shoot.

General Safety rules:

- 1 Loaded firearms are not permitted in the store or classroom. Handling a firearm is not permitted until at the shooting bench. Follow the RO's commands.
- 2 If you legally carry a firearm, keep it holstered. Do not un-holster your firearm unless the need arises. If you intend to shoot the league with your "carry" firearm, semi-auto: magazine must be out and slide locked back. Revolver: plastic unloaded indicator installed. Always come to the firing line with your firearm unloaded. "Carry" firearms used in the league must be in an appropriate holster for the league, not in your belt or pocket. Shoulder and Cross Draw holsters are not permitted.
- 3 Red Rock Firearms operates a "COLD" range. Firearms should not be loaded until at the shooting bench and the command is given by the RO.
- 4 Uncasing of your firearm must only be done at the bench, with the firearm pointed down-range at all times.
- 5 Keep the muzzle of your firearm pointed down range at all times whether loaded or not.
- 6 Do not place a firearm on the bench unless: Semi-autos, the magazine is not seated and the slide is locked back. Revolvers, the cylinder is open.
- 7 NEVER point a firearm loaded or unloaded rearwards, that is, further than 90 degrees left or right from down range. (*commonly referred to as "breaking the 180".*)
- 8 You are permitted to pick up your brass that you shot, as long as it doesn't delay the match.

ALWAYS KEEP THE MUZZLE POINTING DOWN RANGE!

SHOOT SAFE AND HAVE FUN!