

**RED ROCK FIREARMS, LLC**  
**Thursday Evening “D-RANGE-D” Pistol League**

**D-RANGE-D! *League***

This is a new league for Red Rock Firearms Indoor Pistol Range located at 6226 Lake Hellums Rd, in Enid, OK. This league will be on Thursday evening, 5 to 7:30 pm, beginning on Nov 7th, and will run concurrently with the Centerfire Pistol League.

This is one bad boy league designed for shooters that want to try their luck beyond their normal shooting experiences! It is a wild stretch of imagination to think a perfect score of 500 will be achieved. But, if this fits your personality, sign up, and show us your stuff!

The league will consist of 5 consecutive weeks. Participants may also come and shoot their D-RANGE-D targets during normal store hours at their convenience.

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

Competitors must be a minimum of 18 years old to participate.

All competitors must register for the league and have “Red Rock, LLC Range Rules & Liability Waiver” on file.

1 The league fee is \$20 for the 5 weeks. Targets “Qualify 5X” are furnished.

2 There are No classification differences for open sights or optics.

3 The league is restricted to Centerfire Pistols only. You shoot what you bring, maximum caliber permitted is 45. NO PCC, NO single shots.

**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.

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.

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**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 centerfire ammunition.

- 1 Pick up one target for the division you are shooting in. Put your name, date, and “D-RANGE-D” in the upper right corner of each target. Also, put “T1” or “T2” indicating the first or second target you shoot. Mount the target in the lane you are shooting in and move it to the 15 yard line (third red line). You may pick up your T2 target after retrieving your T1 target if you choose to.
- 2 Before retrieving either target, (T1 or T2) a Range Officer MUST FIRST confirm your pistol is clear “unloaded”.
- 3 You have a TOTAL of 20 minutes to shoot both targets (start to finish).
- 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. Un fired ammunition will be scored likewise.
- 6 After shooting both targets 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 of 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.*  
**Caution: 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.....

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. Centerfire League and D-RANGE-D league will be shooting at the same time. You may advance your target at your discretion; however, **DO 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.

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After the last shot is fired or 20 minutes is up, the RO will give the cease firing signal (*either orally or with a buzzer or horn*). 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.

**\*\* There are NO alibies!** If a shooter experiences any malfunction, he/she must clear the malfunction without assistance. If you cannot clear your malfunction without 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 clear the malfunction if possible. This firearm must then be stowed.

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

**\*\*Reshoot: NO reshoots.**

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

**Course of fire:**

There are 5 oval bullseyes on each of the 2 targets (T1&T2) you will shoot. Your objective is to place 5 shots in each bullseye. The maximum score possible is 500 points (the sum of both targets).

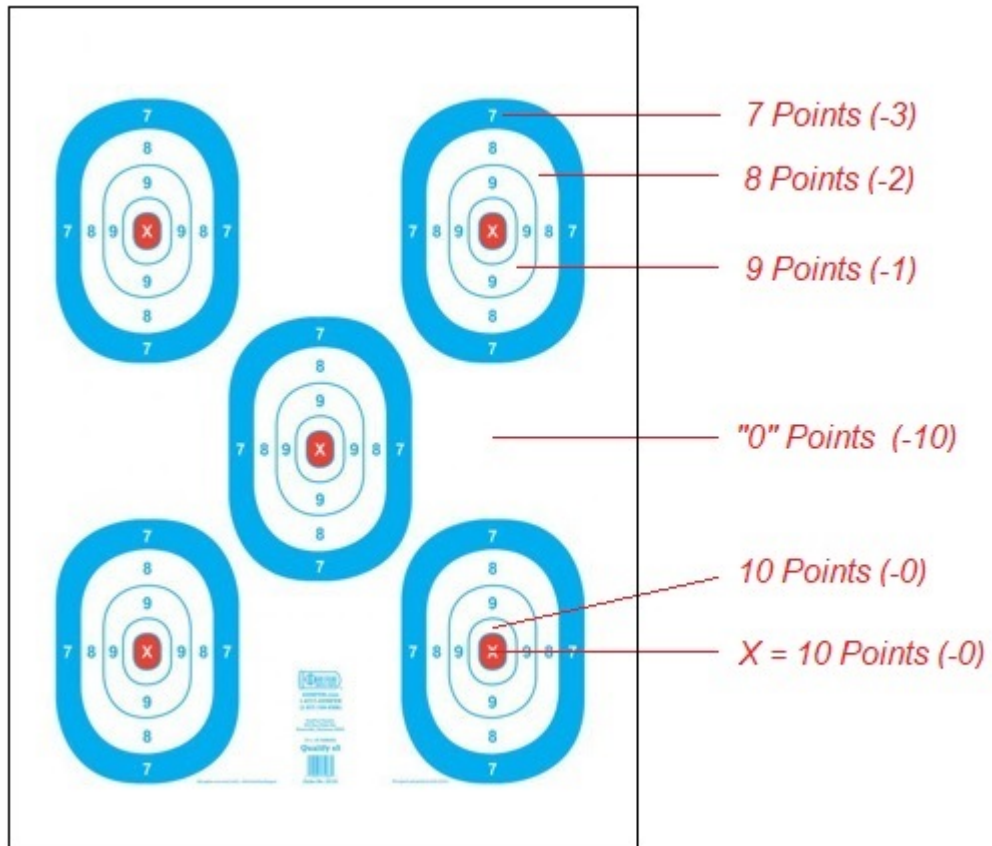
All shots fired must be standing and unsupported.

Target #1 (T1) 15 yards – 25 rounds. 5 rounds in each bullseye. <i>(25 rounds total)</i> Change to target T2
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Target #2 (T2) 25 Yards - 25 rounds. 5 rounds in each bullseye. <i>(25 rounds total)</i>
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**Scoring Target:**



If any of the 5 oval bullseyes has more than 5 bullet holes, the oval bullseye affected will be "corrected" to 5 by taking the excess of 5 from your best shots on that bullseye! Example: 7 bullet holes in one bullseye means taking your 2 best shots away from you for that bullseye. YUCK!

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.

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 or Web page.

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**General Safety rules:**

- 1 Loaded firearms are not permitted in the store or classroom. Handling your firearm is not permitted until at the shooting bench. Loading magazines is not permitted in the classroom. ....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 when you enter the building. 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.
- 9 **Unloaded or Clear firearm:** Semi-auto, magazine out, and slide locked back. Revolver: Cylinder open and chambers empty.

**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.

**ALWAYS KEEP THE MUZZLE POINTING DOWN RANGE!**

**SHOOT SAFE AND HAVE FUN!**