

What to expect when I participate with ACTION PISTOL HIGH DESERT (APHD)...

1. Actions Prior To Shooting:

- a. You should expect to engage in an outstanding firearms competition that is both challenging, and as safe as we may possibly make it. When you arrive you will already have registered and paid your match fee. All that is necessary is to **present your signed waiver form**, which you downloaded from the web site, and be told which Squad you are assigned to...
- b. Your Squad number correlates to the Stage you will start on, Squad 2 for example will begin on Stage 2.
- c. The Safety Brief will begin promptly at **08:45**, all shooters are required to be present for that brief.
- d. **APHD is a "Cold Range", defined as a range where all firearms must be unloaded unless under the direct supervision of a RSO.**

2. Safety Requirements:

- a. Always Keep your firearm pointed in a safe direction.
 - i. Principally the 180° rule strictly applies, wherever you are standing in the bay, the 180° is the line perpendicular to your position facing directly downrange.
- b. Always Keep your finger out of the trigger guard until ready to fire
- c. Always keep your firearm unloaded until ready to use

3. Unsafe Firearm Handling

- a. Unsafe firearm handling will result in immediate Disqualification (DQ) from the match.
- b. The following is a nonexclusive list of unsafe behaviors.
 - i. Endangering any person, including yourself. This includes sweeping one's self or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person. Exception: Some body types combined with some holster types makes it almost impossible to holster a firearm or remove the firearm from the holster without sweeping a portion of the shooter's lower extremities. Thus, a match Disqualification is not applicable for sweeping of the shooter's own body below the belt while removing the firearm from the holster or holstering of the firearm, provided that the shooter's trigger finger is clearly outside of the trigger guard. However, once the muzzle of the firearm is clear of the holster on the draw, sweeping any part of the body is a Disqualification.
 - ii. Pointing the muzzle beyond designated "Muzzle Safe Points" if used, or beyond the 180-degree Muzzle Safe Plane if used.
 - iii. Intentionally engaging (discharging the firearm) at anything other than a target or an activator.
 - iv. A discharge:
 1. In the holster
 2. Striking up range of the shooter
 3. Into the ground downrange closer to the shooter than 2 yards, unless engaging a low target that is within 2 yards
 4. Over a berm
 5. During Load And Make Ready, Unload and Show Clear, Reload, or Malfunction Clearance
 6. Before the start signal
 7. While transferring a firearm from one hand to the other
 8. While handling a firearm except at the firing line
 - v. Removing a firearm from the holster, unless:
 1. With verbal instruction from a Range Safety Officer (RSO).
 2. While engaging targets in a Course of Fire (CoF) under the direct supervision and visual contact of a SO.
 3. When in a designated "Safe Area".
 - vi. Pointing the muzzle over the berm during the "Pull the Trigger" portion of Unload and Show Clear.
 - vii. Drawing a firearm while facing up range.
 - viii. Dropped Firearm
 1. If a shooter drops a firearm, the RSO will immediately give the command "Stop". The SO will pick up/recover the dropped firearm and render it safe and unloaded before returning it to the shooter. The shooter will be disqualified from the match.
 - ix. Fingers
 1. Fingers must be obviously outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets) and during malfunction clearance.

4. Carry Condition

- a. The normal condition of firearms not in use during a CoF is holstered and unloaded for handguns, unloaded and sheathed for long guns, with hammer down or striker forward and magazine removed or cylinder empty. Magazines, speed loaders, and moon clips may be reloaded while off the firing line, but the shooter's firearm shall be loaded or unloaded only under the direction of the RSO.
- b. Empty Chamber Flags shall be used for long guns when not in their case.
- c. **APHD is a "Cold Range", defined as a range where all firearms must be unloaded unless under the direct supervision of a RSO.**

5. Safe Areas

- a. Each Safe Area is clearly identified by visible signage, and includes a table with the safe direction and boundaries clearly shown.
 - i. Unloaded firearms may be handled at any time at the Safe Area. This area is used for bagging or un-bagging a firearm, holstering, drawing, dry firing, or equipment adjustment.
 - ii. A Safe Area may also be used for inspections, stripping, cleaning, repairs, and maintenance of firearms, ammunition feeding devices, or related equipment.
 - iii. The muzzle of the firearm must be pointed in a safe direction.
 - iv. Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, simunitions, training rounds, or loaded firearms is not permitted in safe areas.
 - v. A Safe Area may also be used, while accompanied by a SO, to render safe a firearm that has locked up and contains a live round or rounds.
 - vi. Reload practice within the Safe Area is not allowed. An empty magazine may be inserted into a firearm to test functionality or to drop the hammer on a firearm with a magazine disconnect, but reload practice is prohibited. The violation of any of the cases above will result in disqualification from the match.

6. Firearms Status

- a. Condition 0 – Loaded Magazine inserted, round in the chamber, safety off, hammer to the rear.
- b. Condition 1 – Loaded Magazine inserted, round in the chamber, Hammer to rear, safety on.
- c. Condition 2 – (DA/SA primarily) Loaded Magazine inserted, round in the chamber, hammer forward. For Revolvers cylinder loaded, Locked, and hammer forward. De-cocking lever shall be used to lower the hammer.
- d. Condition 3 – Loaded Magazine inserted, no round in the chamber
- e. Condition 4 – No Magazine inserted, no round in the chamber
- f. **No firearm shall be holstered in Condition 0 status. For pistols with an external safety, they may be holstered in Condition 1, Striker Fired internal safety may use Condition 1, and all others shall be holstered in Condition 2.**

7. Magazine Capacity

- a. Regardless of magazine capacity, no magazine shall be loaded in excess of 10 rounds. At the start, the maximum loading for handguns and rifles is 10 +1 in the chamber. For Shotguns it is 5+1 in the chamber. For shotgun, subsequent reloads may be to magazine capacity, not to exceed 10 rounds.

8. Range Commands

- a. Many of the range commands given to a shooter by the RSO are for safety, while the rest are for stage administration. Following is a list of the range commands in the general order they will be issued:
 - i. **Range Is Hot - Eyes & Ears**
 - 1. This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the CoF. The shooter will make sure that their eye and hearing protection are in place. It is also notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.
 - ii. **Step In**
 - 1. At this command the shooter may enter the starting square or start point.
 - iii. **Load and Make Ready**
 - 1. When the shooter has proper eye and hearing protection, the SO will issue the Load and Make Ready command. The shooter will prepare the firearm and magazines to match the start position for the stage. Typically, this is to load the firearm and holster, but may include non-typical loading or staging of equipment. The shooter will then assume the starting position necessary for the stage. If the shooter's firearm is not to be loaded for the start of a stage the command used will be "Make Ready."
 - 2. Once loaded, the firearm shall be holstered or benched per the stage description.
 - a. 1911 style pistols shall be in Condition 1
 - b. DA/SA Semi Auto with Manual Safety Shall be condition 1
 - c. DA/SA without Manual Safety shall be Condition 2

- d. Revolvers Condition 2
- e. Long Guns, benched, safety on

iv. Are You Ready?

- 1. After “Load and Make Ready,” the SO will ask the shooter “Are You Ready?” If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately 3 seconds, the shooter is assumed to be ready. If the shooter is not ready when this question is asked the shooter must respond “Not Ready”.

v. Standby

- 1. This command is given after the shooter is ready. This command will be followed by the start signal (Timer Beep) within 1-4 seconds. The shooter may not move or change positions between the “Standby” command and the start signal, unless required to do so by the CoF.

vi. Finger

- 1. This command is given when the shooter’s finger is not obviously and visibly outside the trigger guard when it should be.

vii. Muzzle

- 1. This command is given when the muzzle of the shooter’s firearm is pointed near the 180° or a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage.

viii. Stop

- 1. This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in disqualification from the match.

ix. If Finished, Unload and Show Clear

- 1. This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the SO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

x. If Clear, Slide Forward or Close Cylinder

- 1. Once the SO has inspected the chamber/cylinder and found it to be clear, this command will be issued and the shooter will comply.

xi. Pull the Trigger

- 1. The shooter will point the firearm at a safe berm (downrange) and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine, or dummy magazine must be inserted before the trigger is pulled, and then removed again. This command is not needed for revolvers.

xii. Holster

- 1. The shooter will safely holster the firearm.

xiii. Range is Clear

- 1. This command indicates to everyone within the stage boundaries that the range is clear. This command ends the CoF and begins the scoring and resetting of the stage.
- 2. **No one may proceed forward of the start line or box until the RSO declares the “Range is Clear”**

9. Additional Notes:

- a. Steel Targets must be engaged from **10 yards or more**. If a shooter engages a steel target from less than 10 yards the shooter will be disqualified.
- b. Resetting of targets is the responsibility of all shooters with the exception of the RSO, Score Keeper, and upcoming Shooter. Please be attentive to this in order to move the competition along at a brisk pace.
- c. All shooters not actively engaged in firing the CoF, shall remain behind the starting position until the “Range is Clear” command is issued.

10. Environment

- a. Lucerne Valley is a high desert environment subject to large daily variation in temperature, 40° in a day’s time is not unusual. Dress accordingly and in layers.
- b. The ground is typical desert, with sand, rocks, and trip hazards. **All shooters must wear closed toe shoes.** Boots, to ankle height (or higher) are strongly recommended.

- c. Hot brass has potential to cause burns; shooters are encouraged to wear long sleeve shirts with a collar that closes at the neck. This has the added benefit of providing sun protection.
- d. Hats are also strongly recommended, as is sun screen.
- e. This is a sporting event, which will cause the majority of us to perspire. Select sunscreen and skin products that resist sweat and will not wind up in your eyes.
- f. **Your personal safety is our highest concern, but is ultimately your responsibility; Act Accordingly.**

11. Range Safety Officer Corner:

- a. First and foremost, all participants are safety officers, and should they observe an unsafe situation developing, call STOP and refer the matter to the designated RSO.
- b. All Range Safety Officers (RSO) please review the Action Pistol High Desert (APHD) Brief on our website under the Rules/Regs Tab on our homepage www.actionpistolhd.com , with particular attention to standardized range commands.
- c. Your designated scorekeeper is your assistant; they should be familiar with utilizing the tablet and the Practiscore application for entering scores. They are also your eyes and ears during the Course of Fire (CoF) for the area behind you and the shooter. They shall ensure no participants or spectators advance beyond the starting box/line until the RSO has declared the "Range is Clear".
- d. The "Range is Clear" when the following has occurred; shooter removes the magazine or opens and empties the cylinder, slide/cylinder is locked to the rear (or opened as in Revolver) and is visually inspected by the RSO, slide then moved forward, trigger pulled. Ensure the muzzle is pointed in a safe direction, de-cocking does not satisfy this trigger pulled requirement. If the shooter has a magazine safety, they must insert an empty magazine and pull the trigger. The firearm is then holstered, and RSO announces "Range is Clear".
- e. Magazine loading limit for semi-auto pistols and rifles is (10) rounds regardless of actual magazine capacity. For the start, the shooter may load (1) in the chamber and (10) in the magazine, all reloads are a maximum of (10) rounds in the magazine.
- f. Revolvers are to be loaded to cylinder capacity.
- g. For Shotguns, at the start, maximum loading is (1) in the chamber, and (5) in the magazine. Shotgun reloads may be to magazine capacity.
- h. Any shooter violating loading limits, shall be assessed a (25) second Flagrant Procedural Error (FPE) penalty for that course of fire. Any doubts, review your shot timer.
- i. During the CoF, pay strict attention to the 10 yard minimum for shooting steel.
- j. For the shotgun stages, confirm the shooter is using only #6 - 8 Lead shot, 2.75" shells. No steel shot on steel is permitted
- k. For Long Guns a empty chamber flag shall be inserted until the shooter has been given the command "Load and Make Ready". No long guns will be loaded prior to the starting box/line.

12. What Do I need to participate?

	Authorized	Required	Optional (Recommended)	Prohibited
Administrative Equipment				
Ballistic Safety Glasses		X		
Hearing Protection		X		
Holster		X		Note 1
Magazine Holder			X	
Sun Protection			X	
Closed Toe Shoes		X		
Water			X	
Firearms (Handgun)				
22 LR (SA, R, or Rifle)	X			
.9mm Kurz (.380)	X			
9mm Parabellum (SA or R)	X			
10mm (SA)	X			
.40 S&W (SA)	X			
.45 ACP (SA or R)	X			
.38 Spl (R)	X			
.357 Mag (R) ²	X			Note 2

.44 Mag (R) ²	X			Note 2
Magazines		4 ³	5 ³	Note 3
Speed Loaders		6 ³	7-8 ³	
Firearms (Shotgun; Stage is Optional) ⁴				
12 GA	X			Note 2, 3
20 GA	X			Note 2, 3
.410 GA	X			Note 2, 3
Notes:				
1	Holster shall cover the trigger guard and not provide access to the trigger. Soft nylon holsters are prohibited.			
2	Magnum Loads, P+, and P++ ammunition, and 3" Shotgun Shells, are strictly prohibited. For shotgun shells, only #6 - 8 Lead Shot is permitted. Violation will result in a disqualification and likely permanent banishment. For Magnum Revolvers suitable substitution of .38 Spl, or 44 Spl is permitted. Use of unauthorized ammunition is a serious safety issue for steel target shooting, DO NOT VIOLATE.			
3	Magazine capacity is limited to 10 rounds for any handgun, 5 shells for any shotgun at start and magazine capacity for shotgun stage reloading. For most stages of fire you will need at least 4 magazines, recommended 5. Some stages will have in excess of 30 targets. Let that be your guide as to how much magazine/speed loader capacity you will require. Loading any magazine in excess of 10 rounds, or shotgun magazine at start in excess of 5 shells will incur a 25 second penalty for that stage of fire. At start, an additional round may be loaded in the chamber for a total of 11 for handgun and rifle, and 6 for shotgun.			
4	If a shooter declines to shoot the shotgun as part of a stage of fire, 60 seconds will be added to their score for that stage of fire. For Shotgun only stages, the penalty shall be set by the match director, and promulgated in the stage description.			