

Music City Tactical Shooters -- SAFETY RULES

1. Eye and ear protection is required inside the shooting area.
2. Treat every firearm as a loaded firearm.
3. Always keep your firearm pointed in a safe direction. (Down Range)
4. You may have loaded magazines and speed loaders, but not loaded firearms. You may load your firearm at the firing line, only when given permission to load by the safety officer.
(Violation=Disqualification)
5. Firearms are to remain in your holster with magazines out, except at the firing line (after given permission to load), or at your vehicle. (Violation=Disqualification)
6. Accidentally discharging a firearm in the holster, behind the target, into the ground, over a berm, etc.... the participant will be dismissed for the day. If it is an unintended shot toward the target, the participant will receive a warning/possible dismissal.
7. Dropping a loaded firearm during a stage of fire, the Safety Officer will immediately yell "stop". The Safety Officer will recover the firearm and render it safe. The participant will then be disqualified. Dropping an unloaded firearm may incur penalties at the discretion of the Safety Officer or Match Director.
8. If #4, #5, #6, or #7, happen; know that we still love you!
9. After completing the course of fire, the shooter must unload and show clear, and re-holster the firearm before leaving the firing line. The Safety Officer will give the commands, 'unload and show clear', 'slide down or cylinder closed', 'hammer down', 'holster', 'range is safe'.
10. Fingers must be outside the trigger guard at all times, (unless you are engaging targets). Muzzles must be kept in a safe direction, (down range)...45 degree rule from side to side and 170 degree rule up and down. The Safety Officers and score keepers will be watching your fingers and muzzles for safety.
11. **Before** going down range to score and tape, watch the shooter and listen for the safety officer's commands. **IF YOU DO NOT HEAR THE RANGE IS CLEAR, DONOT GO DOWNRANGE.**
12. **All long guns must have a chamber flag. Failure to comply will result in a mandatory disqualification without exception.**
13. Shooters with multiple weapon entries:

- Scenario A (Both guns fit in the same holster)

Shooter comes to the line holstered ready to go. He brings his 2nd gun in a pistol rug and places it at the position where the stage will end or has a shooting buddy bring it to the stage end. When the stage is finished at the ULSC, hammer down the SO will supervise the swap of the guns and the shooter will then be geared up for his 2nd run when he is called. Repeat this each time, then he is always ready

- Scenario B (Guns do not fit in the same holster)

Shooter comes to the line geared up with a empty pistol rug. Hand the empty pistol rug to the SO, after the stage is finished after the ULSC, hammer down the gun will be bagged and the shooters holster is empty. Then the shooter may swap holsters etc for his 2nd run, he will come to the line with an empty holster and a bagged gun. Repeat each time then he is always free to swap empty holsters.

- Scenario C (Safe Area)

The shooter will swap guns and gear unsupervised at the safe area