

GTGC IDPA Safety Briefing

Welcome and Introduction

- Welcome everyone to the GT IDPA match.
- Introduce Match Directors and Safety Officers.
- Remind participants who are not members of the GTGC that they are restricted to this range unless accompanied by a GTGC member.

Emergency Safety Plan

EMERGENCY SAFETY PLAN



IN THE EVENT OF A MEDICAL EMERGENCY... CEASE FIRE IMMEDIATELY

LEADER: SECURES GUN, INITIATES SAFETY PLAN & ADDRESSES INJURED

RSOs: TAKES CONTROL OF FIRING LINE, CLEARS LINE

PARTICIPANTS: FOLLOW INSTRUCTIONS & RALLY IN THE READY AREA

Call: 911 - Sheriff: (409) 835-8668 - Fire District #4: (409) 735-2419

SAY: THERE HAS BEEN A FIREARMS RELATED INJURY AT -



GOLDEN TRIANGLE GUN CLUB
7546 ERIE STREET, BEAUMONT, TX 77705

ALL FIREARMS HAVE BEEN SECURED & THE SCENE IS SAFE



Notify the Directory of Safety and Training
Richard Worthey (409) 656-1689

Four Universal Rules of Firearms Safety:

- All guns are always loaded.
- Never let the muzzle cover anything you are not willing to destroy.
- Keep your finger off of the trigger until your sights are on the target.
- Identify your target and what is behind it.

Safety is our first concern. All GTGC events are run on a “cold” range:

- All guns are to be unloaded and have an empty magazine well at all times.
 - You may only load your gun when the Safety Officer (SO) instructs you to do so.
 - You may not handle your gun at any time during the match or when preparing for the match unless you are under the supervision of an SO or in the designated “Safe Area”.
- The “Safe Area” location(s) are designated and made known to the shooters for each match.
 - You may handle your UNLOADED firearm ONLY in this area without the supervision of an SO when you “gear-up” for the match.
 - DO NOT HANDLE AMMUNITION OR LOADED MAGAZINES IN THE SAFE AREA!
- A Safety Officer (SO) supervises the shooter during each stage. The SO has two primary duties.
 - To oversee and command the shooter in the safe operation of the shooter’s weapon.
 - To assist the shooter – They are there to help you!

While under the direction of an SO, please keep your firearm PARALLEL to the ground, pointed downrange and your finger indexed (alongside the frame above the trigger) at all times when you are handling your firearm and not actively shooting.

Unsafe firearm handling will result in immediate Disqualification (DQ) from the entire match.

- Examples (non-inclusive list):
 - 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.
 - Pointing muzzle beyond designated "Muzzle Safe Points" if used, or beyond the 180° Muzzle Safe Plane if used.
- A discharge:
 - In the holster.
 - Striking up range of the shooter.
 - Into the ground downrange closer to the shooter than two (2) yards (1.8 meters), unless engaging a low target that is within two (2) yards (1.8 meters.)
 - Over a berm.
 - During Load And Make Ready, Unload And Show Clear, Reload, or Malfunction Clearance.
 - Before the start signal.
 - While transferring a firearm from one hand to the other.
- Handling a firearm except at the firing line. There are only three instances in which a firearm may be removed from the holster:
 - With verbal instruction from a SO.
 - While engaging targets in a COF under the direct supervision and visual contact of a SO.
 - When in a designated "Safe Area".
- Pointing the muzzle over the berm during the "Pull the Trigger" command.
- Drawing a firearm while facing up range.

While we never intend to disqualify anyone, it does happen. If you are DQ'ed you will not be allowed to shoot the remainder of the match. We welcome you to stay and participate, and you may return and participate in the future matches.

Safety Notes:

- **During a COF the shooter drops a loaded gun:** DO NOT attempt to catch the gun or pick up the gun.
- **During a COF the shooter falls down:** the shooter is to: STOP SHOOTING and not move. Ensure your finger is off the trigger and keep the muzzle pointed down range while you await instructions from the SO.
- Be aware of clothing materials when re-holstering.
- Always acquire a firm grip on the gun, with finger indexed, prior to drawing from the holster.

Range Commands and Procedures

- **Range Is Hot, Eyes and Ears:** This is the first command given to the shooter starting the action of shooting a stage. This command signifies the start of the COF.
- **Load and Make Ready:** Command given to the shooter to load gun to either COF specification or division capacity and re-holster.
- **Are you ready?** Question asked by SO to make sure the shooter is ready to engage the COF.
- **Standby:** Command given to the shooter to freeze in the start position before the audible start signal.
- **Start Signal (BEEP):** while this is not a spoken command it is the signal to commence actions to execute the stage. The timer beep is the shooters indication to safely draw their loaded gun and begin shooting.
- **Finger:** This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be, as noted above.

- **Muzzle:** This command is given when the muzzle of the shooter's firearm is pointed near a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage. See muzzle safe points above.
- **Stop:** 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 the trigger guard will result in Disqualification from the match.
- **If Finished, Unload & Show Clear:** 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.
- **If Clear, Slide Forward or Close Cylinder:** Command given to the shooter to lower the slide or close the cylinder of an empty weapon.
- **Pull the Trigger:** Command given to shooter to dry fire into the berm to show a clear weapon.
- **Holster:** Command given to the shooter to put the weapon back in the holster.
- **Range is Clear:** This command indicates to the shooter and anyone within the stage boundaries that the range is clear. This command begins the scoring and resetting of the stage.

Although IDPA is a timed sport and you may go as fast as you like while shooting safely, you are NOT being timed to load, show clear or holster. Please take all the time you require to perform these tasks safely. Please holster your weapon at the request of the SO and wait for the "Range is clear" command before you retrieve any ammunition or magazines.