

## Lincoln Rifle Club Multi-Gun Division Safety Briefing 01-2019

1. ALL competitors are expected to have read and know the applicable match rules. They are posted at [www.lincolnrifleclub.com](http://www.lincolnrifleclub.com). If you have a scoring issue, resolve it with the RO. Otherwise, request the Rangemaster for a final ruling.
2. This is a **COLD RANGE**. Do NOT load unless given the, "Make ready" command by a Range Officer (RO).
3. Carry / cart your long guns reasonably vertical, chamber flag inserted, without muzzling yourself or others. Park carts into a berm / backstop.
4. **Safe tables** are placed near all bays and are clearly marked with a sign.
5. **Prohibited Ammunition:** Tracer, incendiary, armor piercing "Green tip", and steel jacketed or steel/tungsten core ammunition, steel shot are prohibited. DQ, and a \$100 fine per steel target damaged, payable before you leave.
6. **Trigger finger:** During a course of fire, your finger must be OUTSIDE of the trigger guard unless you are engaging a target. No warnings will be issued.
7. **Laws / Regulations:** Competitors are solely responsible for their compliance with all applicable laws. Eye & ear protection is required at all times. If you don't have any, contact the Match Director. Possession, consumption, or suspected influence of alcohol or drugs is prohibited. All competitors are expected to help tape targets, reset steel, and police brass.
8. **Unsportsmanlike Conduct:** Expect to receive a stage DNF for the following:
  - **Stage Poaching:** Stay off the stage until the current squad is done shooting. Each squad will have 5 minutes to walk the course of fire after your RO reads the stage briefing.
  - **Leaving early:** If leave after shooting your last stage without RO / RM approval, you will receive a stage DNF. Match is over when the last shooter has shot and the stages are put away.
  - **End of the Match: DO NOT** break down the stage until your tablet has been turned-in and you receive approval to proceed. Once done, put away all stage walls, props, and POLICE ALL BRASS before leaving. Squads who do not police their final stage will receive a ZERO score for stage.