

Range Commands and Procedures

- **“Load and Make Ready”** – At this time AND ONLY AT THIS TIME, is the competitor to unholster their gun, load it, ensure all safeties are on, and re-holster – WAIT FOR THE SO/RO’s COMMAND TO DO THIS!
- **“Shooter ready”** – This command is to tell you that anything you feel you need to do should be done now, if you are ready, signal the SO/RO that you are, either verbally or by nodding your head.
- **“Standby”** – This command is given to let the shooter know that the timer countdown has been started and that you are to remain still until the signal is heard.
- **“Start Signal”** – Start signal can be verbal, audio buzzer, i.e.: timer or visual at the discretion of the RM.
- **“Unload and Show Clear”** – (“If you are finished”?) – This command will be given when the shooter appears finished. Shooter must unload their gun, hold the slide back or cylinder open the RO/SO to visually inspect the chamber to ensure that it is unloaded. The shooter will then be told: **“SLIDE FORWARD”** – close the chamber, **“HAMMER DOWN”** – pull the trigger to drop the hammer (dry fire the gun) to positively identify the gun as unloaded (the revolver shooter need only pull trigger once), **“HOLSTER”** – Holster the gun being careful not to sweep yourself.
- **“Holster”** – At this command, the competitor should safely re-holster their gun (avoiding sweeping of their hand.)
- **“Range is safe”** – (Clear) – This command is given so that the range staff knows it’s OK to go up range to help with the stage.

Range Commands You DON’T Want to Hear! (But what to do if you do hear them.)

- **STOP!** Will be the most commonly heard command in the case of unsafe behavior, this is used to get your attention BEFORE the SO corrects the unsafe movement. Quite often this command is used when there is a range failure or other problem that shooter safety that needs to be addressed before the shooter is finished. Often this is used for a squib load that the shooter doesn’t recognize. Failure to heed the stop command in this case could mean a lot more than just a restart!
- **MUZZLE!** (IDPA Rule 1, Rule 5) Will be used when the competitor begins to point their gun in an un-safe direction – This is a WARNING to watch your muzzle direction (you’re close to a “180” or your “Muzzle Safe Points”).
- **COVER!** (IDPA Rule 19) The SO will watch the shooters torso and asses whether they are making use of available cover and if not (more than 50% of the torso is exposed) the shooter will be given this command, if corrected (move so that more of the body is covered), no penalty is assessed.