

EAGLE INDOOR LEAGUE MATCH

SAFETY RULES

- GENERAL

1. Firearm safety is every shooter's first and foremost responsibility!
A.) ALWAYS treat all firearms as if they are loaded
B.) ALWAYS keep your firearm pointed down range
C.) ALWAYS keep your finger off the trigger until you are ready to fire.
2. All shooters, and their guardian if applicable, must read our range rules completely. All shooters must also read the Assumption of Risk, Indemnification and Release Agreement completely and sign a waiver that RELEASES EAGLE GUN RANGE FROM ANY AND ALL LIABILITY FOR PERSONAL INJURY while on Eagle Gun Range property.
3. ALL firearms must be in a case, range bag or concealed until you are in your assigned shooting stall (only Law Enforcement wearing an appropriate badge may open carry). Once in your stall, all firearms must be unloaded from the bag or case on the bench (not the floor) and pointed down range at all times. Any firearm that is not currently being used must have the magazine out and the slide locked back. Only unloaded firearms should be laid down on the bench, and no loaded firearms should be handed to another person. Once you are done shooting, all firearms should be loaded back into your bag or case on the bench while still being pointed down range.
4. Eye and ear protection must be worn at all times on the range
5. No one is permitted forward of the firing line at any time, if you must retrieve something that has fallen forward of the bench see a Range Safety Officer for assistance.
6. Anyone displaying unsafe actions on the range will be asked to correct their behavior. Continual safety violations will result in your removal from the range.
7. Do not remove a jammed or malfunctioning firearm from the firing line without the Range Safety Officers approval. If you have a jam or malfunction and can safely correct the issue while keeping the firearm pointed downrange, then do so. Otherwise ask the Range Safety Officer or other staff member for assistance.
8. You may collect your own brass that is on or behind the firing line. Please notify the Range Safety Officer if you intend to collect your brass. Any brass that falls in front of the firing line and brass from other shooters may not be collected unless authorized by an Eagle Gun Range staff member.

- COLD RANGE

- Firearms must be unloaded at all times.
- Firearms are only to be handled on the line, or under the direct supervision of a Range Office or other Eagle Gun Range Employee.
- Firearm manipulation in areas other than those designated is grounds for disqualification.
- Discharging a firearm at any time other than a sanctioned string of fire is grounds for disqualification.

- Eye and ear protection are mandatory for all shooters, range officers, and spectators.

- SAFE DIRECTION

- 180° Plane
 - Targets are downrange of 180°
 - Competitors are up range of 180°

- The muzzle of any firearm is to stay pointed downrange at all times, and at no point shall it be pointed past the 180 boundaries.
 - 180® violations are grounds for disqualification
 - RSO will tell you “Muzzle”, or “Watch Muzzle”, etc if he thinks you are about to break the 180®
- Unsafe firearm handling or unsafe behavior will result in immediate disqualification from the match and immediate removal from the range. Examples:
 - Sweeping oneself or any other person with a loaded or unloaded firearm.
 - Breaking the 180®
 - Negligent discharge before the start signal is given.
- Safety is EVERYONE’S responsibility. If you see any violations or unsafe behavior, speak up. No one will ever regret being too safe.

On the Line

- At the start of each wave RO will let you know when to approach the line and unpack your firearms.
 - You will be told the course of fire and be given time to load appropriate magazines if available. If not, time will be given between strings to reload.
- RO COMMANDS
 - “Range is now hot. Eyes and ears.”
 - Denotes start of the course of fire. All shooters, spectators, and range personnel are required to wear hearing and eye protection from this point on.
 - “Course of fire description”
 - RO will describe the course of fire for the given string. RO will then ask if everyone understands the course of fire. If not, description will be explained again.
 - “You may approach the line and take a sight picture with an unloaded firearm.”
 - At this time with shooter will be allowed to approach the bench and take a sight picture of their target with an unloaded firearm.
 - “Load and make ready”
 - Shooter will prepare the firearm by inserting the magazine or loading the cylinder and prepare the firearm to fire. Shooter will then assume the starting position for the string as specified by the course of fire. If string requires firearms to start unloaded, only the “make ready” command will be given
 - “Ready on the left? Ready on the right?”
 - If a shooter is not ready, they may signal so after command and additional time will be given to ready the firearm. If this should take more than 60 seconds the shooter will be asked to sit out the remainder of the course of fire and be given the option to shoot at the next available time.
 - “Stand by”
 - This command signals that the shooter is ready and the start signal for the start of the string will be given within 2-5 seconds.
 - “Start signal”
 - The start of each string will be denoted by a whistle, shot timer, buzzer, etc.
 - “Stop signal, Cease fire”

- The end of each string will be denoted by the same method as the start of the string and an addition command of “cease fire” will be given as well. If for any reason the cease fire command is given at any other time, the shooter is immediately required to stop shooting and await further commands.
- FIREARM MALFUNCTIONS
 - The shooter is responsible for his or her own firing during the course of the match.
 - If there is a malfunction the shooter is expected to clear the firearm and resume the string, time permitting.
 - The shooter may elect to have an RO help with a malfunction after a string is complete.
 - Make ups will not be allowed for any shots not taken due to firearm malfunctions
 - If a firearm becomes unserviceable during a course of fire, it may be replaced with another firearm that falls within the same division.
- HAND USAGE RESTRICTIONS
 - Strong/Dominant hand only:
 - Only the strong/dominant hand may be used while firing. The weak/support hand cannot be used to support the hand or arm while firing. For safety concerns, both hands may be used to clear malfunctions.
 - Weak/Support hand only:
 - Only the weak/support hand may be used while firing. The strong/dominant hand cannot be used to support the hand or arm while firing. For safety concerns, both hands may be used to clear malfunctions.
 - Freestyle:
 - Shooter’s choice. Any combination of strong or weak hand shooting may be used.
 - Artificial support may not be used at any time unless otherwise specified by the course of fire.
 - Artificial support is defined as the any surface or object used to stabilize the shooter other than the ground they are standing on.
- LOADING/RELOADING
 - Time will be given at the beginning of each wave to allow shooters to load magazines for the entire course of fire.
 - If enough magazines are not available, additional time will be given between strings for the shooter to reload.
 - For stock and open divisions, the shooter may load a maximum of 11 rounds in the firearm; 10 in the magazine plus 1 in the chamber.
 - For low cap (LC) division, the shooter may load a maximum of 7 rounds in the firearms; 6 in the magazine plus 1 in the chamber.
 - Reloads may be performed during a string only as specified by the course of fire.
 - Shooting while holding a magazine, speed loader, or other loading device is not allowed.
- PENALTIES
 - Penalties will be assessed at the discretion of the range officer or match director.
 - Shots fired after the stop signal will result in a penalty.
 - High then low scoring shots will be dropped alternately to match the number of shots fired after the signal.
 - More than the requisite number of shots are found on a target.
 - High then low scoring shots will be dropped alternately for each extra shot.

- Unsportsmanlike conduct will incur a penalty off 100 points deducted from shooters final score for the first offense. A second offense will incur a disqualification. Ex(non-inclusive):
 - Shooting an opponent's target to have their score reduced.
 - Profanity or other offensive language directed at another competitor or match official.
- Lasers are not to be used during the match.
 - Use will incur a 2 point deduction per shot fired.
- If a shooter chooses to not perform an action required by a string (ex: kneeling), 2 points will be deducted per shot fired.

Scoring

- After firearms are put away, shooters will be asked to remain in the facility until their targets are scored.
 - The shooter may elect to remain on the range and watch as the RO scores their target.
 - After scoring, shooter will be asked to initial their targets if they agree with the scoring.
 - Score is final once the score sheet is initialed by the shooter.
 - If the shooter disagrees with the score they may challenge the result and have their targets rescored.
 - Disputed targets will be set aside and rescored by another RO as time allows.
 - If the shooter is still not satisfied, they may elect to not initial their score sheet and their score will not be included in the final rankings.
 - When scoring the RO is to give the benefit of the doubt to the shooter.
 - Any bullet hole touching a higher scoring ring will be awarded the higher point value.
 - If the RO is having trouble determining whether the hole is touching, the higher point value will be awarded.
 - A rip or tear in the paper does not constitute touching a higher scoring ring.

Course of Fire

- Each course of fire will be designed with the intent to test a shooter's proficiency and firearm handling skills. Safety is always key.
- Each course will consist of 50 rounds broken up into strings of varying length.
 - For standard capacity divisions, strings are not to exceed 10 rounds when using a single magazine.
 - For low capacity division, stings are not to exceed 6 rounds when using a single magazine.
- Strings may begin with the firearm unloaded.
- Alternate positions may be used to test the shooter's ability. Examples (non-inclusive):
 - Sitting
 - Kneeling
 - Prone
- Any string requiring strong or weak hand only shooting is not to exceed a distance of 7 yards.
- Long guns may be used as a pick up gun.
 - Pick up guns may not be used for more than 10% of the shots in a course of fire.

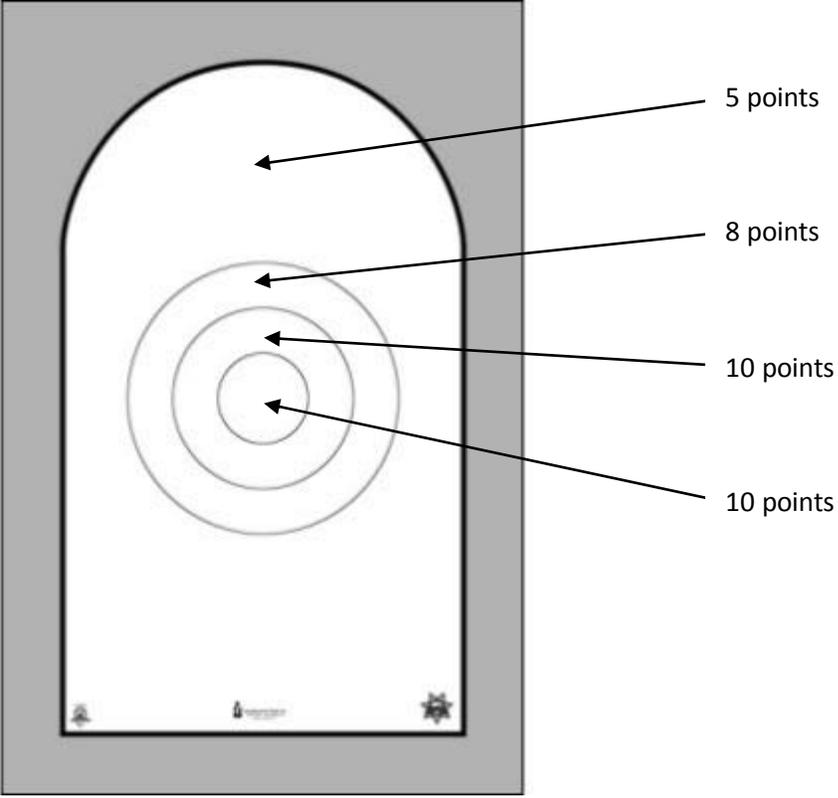
Sample Courses of Fire

CoF 1

- | | | |
|-----------------------------------|-------|-------|
| • 10rds | 10yds | 15sec |
| • 10rds (5rds x2, reload between) | 5yds | 20sec |
| • 10rds | 20yds | 15sec |
| • 10rds | 7yds | 15sec |
| • 10rds | 15yds | 15sec |

LC

- | | | |
|-----------------------------------|-------|--------|
| • 5rds x2 | 10yds | 7.5sec |
| • 10rds (5rds x2, reload between) | 5yds | 20sec |
| • 5rds x2 | 20yds | 7.5sec |
| • 5rds x2 | 7yds | 7.5sec |
| • 5rds x2 | 15yds | 7.5sec |



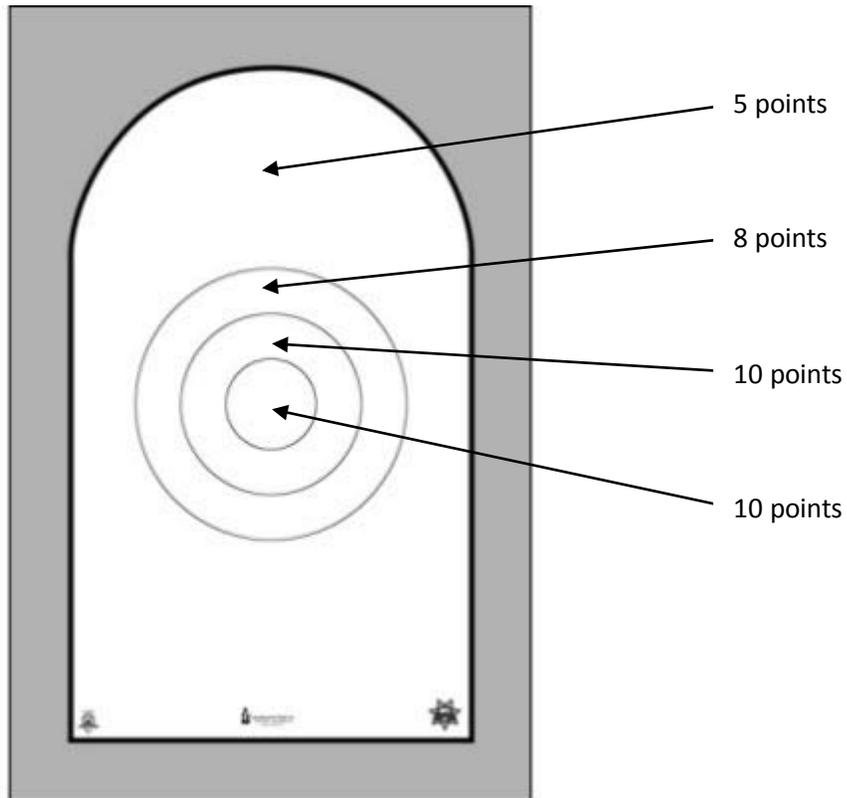
Sample Courses of Fire

CoF 2 (Low Light)

• 10rds	6yds	15sec
• 10rds	9yds	15sec
• 10rds	3yds	15sec
• 10rds	12yds	15sec
• 10rds	15yds	15sec

LC

• 5rds	x2	6yds	7.5sec
• 5rds	x2	9yds	7.5sec
• 5rds	x2	3yds	7.5sec
• 5rds	x2	12yds	7.5sec
• 5rds	x2	15yds	7.5sec



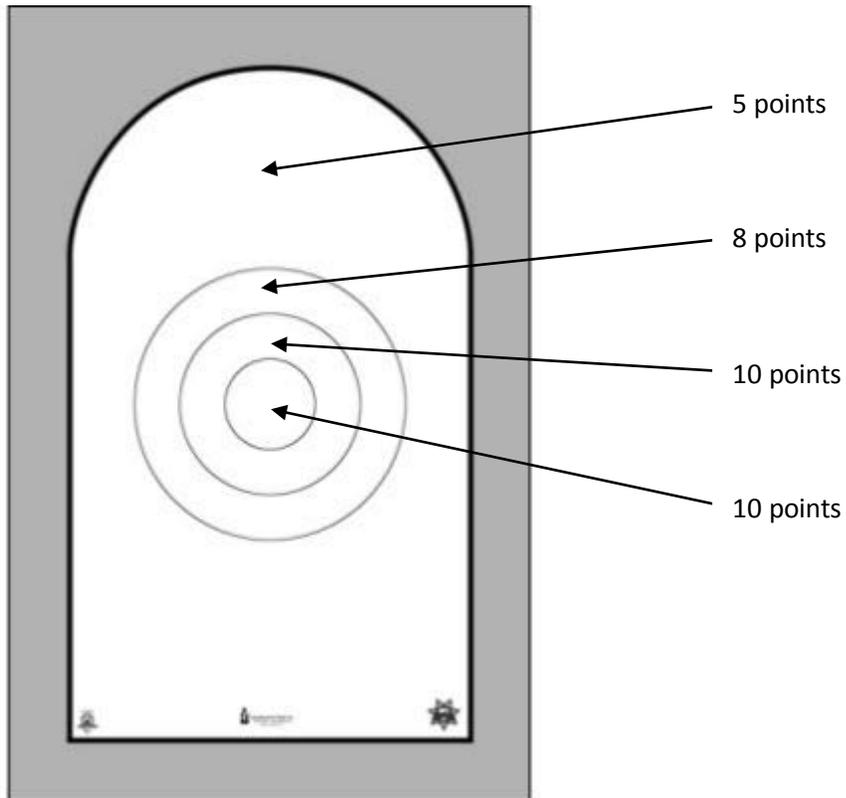
Sample Courses of Fire

CoF 3

- 10rds 15yds 15sec
- 10rds 10yds 15sec
- 10rds 20yds 15sec
- 10rds 5yds 15sec
- 10rds 25yds 15sec

LC

- 5rds x2 15yds 7.5sec
- 5rds x2 10yds 7.5sec
- 5rds x2 20yds 7.5sec
- 5rds x2 5yds 7.5sec
- 5rds x2 25yds 7.5sec



Divisions

- The Eagle League will be divided into 3 divisions; stock, open, and rimfire.
- STOCK
 - Any current or discontinued firearms that was in production for at least a year.
 - Must be semi-automatic
 - Firearm can be double action, single action, striker fired, or any combination thereof.
 - Must use 380ACP or larger cartridge for semi-autos or 38SPL for revolvers
 - Division capacity will be maximum 10 rounds
 - Allowable modifications (non-inclusive):
 - Sights may be changed to another notch and post type.
 - Grips may be changed out to another option similar to the factory offering.
 - Grip sleeves may be used.
 - Grip extenders may be used.
 - Internal accuracy and/or action work that does not include any externally visible modifications or impede the safe functioning of the firearm.
 - Any modification that does not offer any significant competitive advantage.
 - Excluded modifications (non-inclusive):
 - Any external modification not listed above
 - Compensated or ported barrels
 - Ghost rings, or electronic sights
 - Lights or other barrel weights
 - Magazine wells or funnels
- OPEN
 - Any current or discontinued firearm.
 - Must be semi-automatic
 - Must use 380ACP or larger cartridge for semi-autos or 38SPL for revolvers
 - Division capacity will be maximum 10 rounds
 - Allowable modifications (non-inclusive):
 - Sights may be changed to another type whether it be notch and post or electronic.
 - Grips may be changed out to another option similar to the factory offering.
 - Grip sleeves may be used.
 - Grip extenders may be used.
 - Internal accuracy and/or action work that does not include any externally visible modifications or impede the safe functioning of the firearm.
 - Compensated or ported barrels
 - Lights or other barrel weights
 - Aftermarket hardware (ex: slide stops, safeties, etc)
- RIMFIRE
 - Any current or discontinued firearm
 - Must be semi-automatic
 - Firearm can be double action, single action, striker fired, or any combination thereof.
 - Must use 22LR or smaller diameter projectile
 - Allowable modifications (non-inclusive):
 - Sights may be changed to another notch and post type.

- Grips may be changed out to another option similar to the factory offering.
 - Grip sleeves may be used.
 - Grip extenders may be used.
 - Internal accuracy and/or action work that does not include any externally visible modifications or impede the safe functioning of the firearm.
 - Any modification that does not offer any significant competitive advantage.
- Excluded modifications (non-inclusive):
 - Any external modification not listed above
 - Compensated or ported barrels
 - Ghost rings, or electronic sights
 - Lights or other barrel weights
 - Magazine wells or funnels
- REQUIRED EQUIPMENT
 - Firearm
 - 2 Magazines or speed loaders, reloads may be required during a course of fire
 - Magazine pouch (optional)
 - 50rds of ammo