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INDUCTION SAFETY TRAINING

TRKCS

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INTRODUCTION

Welcome to Teks Shooting Club, Induction Safety training.

Your training will comprise of three (3) phases. When you have successfully completed the various phases you should be able to compete in matches at club level.

Phase 1

During this phase, you will learn range commands, procedures, basic safety principals and IPSC etiquette from this manual.

(The manual is available on our Website. Study the manual before you complete the test).

Phase 2

You will be required to write and pass an online theory examination. Visit Teks Shooting Club website and in the right red column at the bottom you will see "Online Safety Induction test". Click on the link that will take you to the online induction safety test. Just follow the instructions.

Phase 3

The final phase will consist of some exercises on the range to evaluate if you are sufficiently skilled and safe enough to compete at club level. All three phases must be completed in order to officially compete in a club shoot.

This training does not cover competitive shooting principles; our goal is to show you how to safely compete in IPSC matches and to have fun in shooting competitions. You should find that if you regularly participate at IPSC shooting matches, you will improve your ability to handle your firearm safely under stressed conditions.

IPSC shooting is not intended to train you in real life situations or to simulate any potential ways you may have to use your firearm. IPSC shooting merely tests your skills and abilities to shoot accurately and with speed. In your first few weeks of training and at your first few matches, take your time during a shoot and focus on your accuracy. Speed will come as you get to know and feel more comfortable with your firearm. The single biggest mistake that new shooters make is trying to go **TOO FAST TOO SOON**. Remember slow is smooth and smooth is fast!

The letters IPSC, stand for "International Practical Shooting Confederation". IPSC is the governing organization that covers our type of practical shooting worldwide.

SAPSA (South African Practical Shooting Association) is the governing organization that covers our type of practical shooting within our region (South Africa). SAPSA is affiliated to IPSC.

MPSA (Mpumalanga Practical Shooting Association) is governing the province and is affiliated to SAPSA.

Teks Shooting club is affiliated to MPSA.

TERMS AND ABRIVIATIONS

Here is a list of commonly used terms and a brief description:

TERM	DESCRIPTION
180 DEGREE RULE	The imaginary line that extends left and right parallel with your arms, if you stick your arms straight out to your sides while facing the backstop it would give you an indication of the 180-degree safe angle.
CATEGORY	Special shooting groups i.e. ladies, juniors, seniors, super seniors
CLASS	Shooting level assigned by SAPSA, based on classifier stage scores
COMSTOCK	Method of scoring where no limits are placed on time or number of rounds fired
CLASSIFIER	Shooting stage used to measure a competitors shooting level
CREEPING	Moving between the "Standby" command and the start signal
DIVISION	Shooting category defining the type of firearm (Classic, Production, Standard, and Open, refer to the "Equipment" section of this manual)
DOWNRANGE	Facing the targets
DQ	Disqualification
DVC	"Diligentia, Vis, Celeritas" (in Latin), "Accuracy, Power, Speed"
FAULT LINES	Foot barriers set up to show the limits of movement towards targets
FREESTYLE	Your choice in how you hold the handgun when firing
HARD COVER	Target coverings that are considered impenetrable by a full bullet diameter hit
IPSC	International Practical Shooting Confederation
JUNIOR	Category of a competitor who is under 18 years of age. (Refer to the "Equipment" section of this manual)
MATCH	Shooting event consisting of 4 stages or more
NO SHOOT	Targets that incur penalties when hit
ON THE LINE	The starting position at a shooting stage
OPEN	Division describing type of firearm that can have major modifications
POWER FACTOR	The level, which indicates which power level, you are shooting (major / minor, refer to the "Targets, Scoring and Power Factor" section of this Manual)
PRODUCTION	Division describing a type of firearm which is double action and has a position requirement for a holster and a magazine pouch (refer to the "Equipment Section" of his manual)
RO	Range Officer
SENIOR	Category of a competitor who is 50 to 59 years of age
STAGE	Single course of fire
STRONG HAND	The trigger hand that you normally hold the pistol with
SUPER SENIOR	Category of a competitor who is 60 years of age or older
SWEEPING	Passing a portion of your body in front of the firearm muzzle
UPRANGE	Standing with your back to the targets
WEAK HAND	The non-trigger hand that you normally hold the pistol with

SAFETY

The most important goal of this training program is **SAFETY**. IPSC ranges are considered cold ranges, **no handgun handling except on the line and at the Safety Area**.

Under no circumstances may you handle any firearm(s) at the, or in the parking area, or in motor vehicles. Firearms must be made safe in the unloading station which is near the entrance of the shooting range.



There are only two other places where you can handle your handgun, on the line (when it is your turn to shoot under the supervision of a range officer) and in the Safety Area. Handling your handgun anywhere else, excepting in the previously mentioned areas will result in a DQ. We do not fool around when it comes to safety.



You can handle your ammo anywhere on the range **EXCEPT** in the Safety Area. Stop and think about this, you can handle your handgun but not your ammo in the Safety Area. Yes, we do not want anyone loading a handgun in the Safety Area.

Safety Areas, at most ranges, are tables facing berms (embankments) and will be marked, "Safety Area". If you don't see one at the range, ask. Do not assume you know where the Safety Area is if it's not marked.

You should not see any competitors walking around with a magazine in their handgun or hammer locked backed. If you do, inform your nearest Range Officer about this.

When it is your turn to shoot, wait for the RO to give you the first command which will be "Load and Make Ready" as per the stage briefing. Handling your handgun before the RO gives you this command will result in a DQ.

Another scenario, during a walk through you test out a shooting position, you turn around and hit your handgun on a prop and knock it out of your holster. What do you do? Raise your hand and get the RO's attention. The RO will clear the range and pick up your handgun for you. **DO NOT** pick up your handgun, it will result in a DQ for unsafe gun handling.

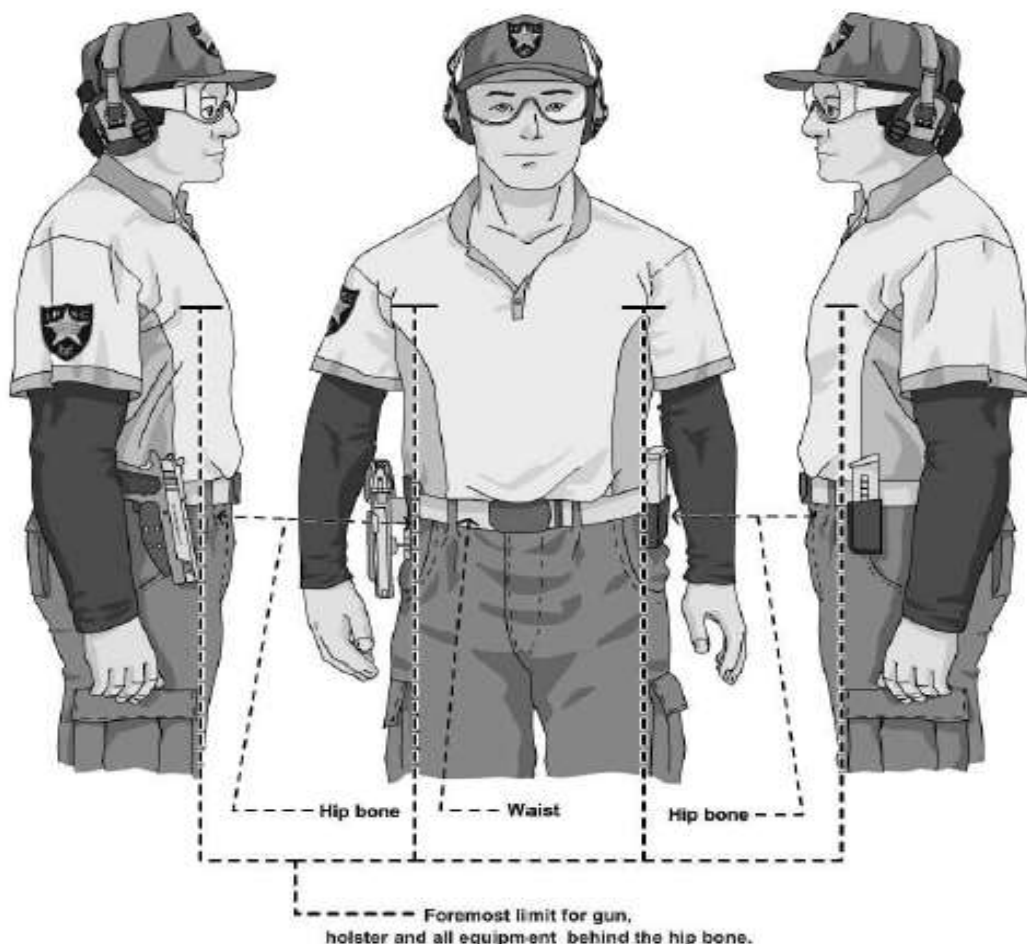
EQUIPMENT

Equipment you will need to compete in IPSC competition. Safety again, you will need ear protection in the form of earplugs, earmuffs, special electronic ears or any combination of these. Eye protection can be in the form of glasses, shooting glasses or safety glasses. Eye and ear protection is mandatory in IPSC competition. This rule also applies to guests and spectators.

IPSC has special requirements for holsters. Here are some of the most important ones:






1. The holster must cover the trigger.
2. The belt carrying the holster and all allied equipment shall be at waist level. Either the belt or the inner belt or both must be permanently fixed at the waist or fixed with a minimum of three belt loops. Female competitors may be permitted to wear belts carrying their holster and other equipment at the hip level.
3. Tie down rigs, shoulder holsters or a holster with the heel of the butt of the pistol below the top of the belt is prohibited.
4. A holster, with the muzzle of the handgun pointing further than 1 meter from the competitor's feet while standing relaxed is prohibited.

Other holster requirements are listed in the latest edition of the IPSC Rule Book.



DIVISIONS

Handguns are divided into different divisions based on the type of gun, modifications and position of the holster. Here is a list and description of each division.

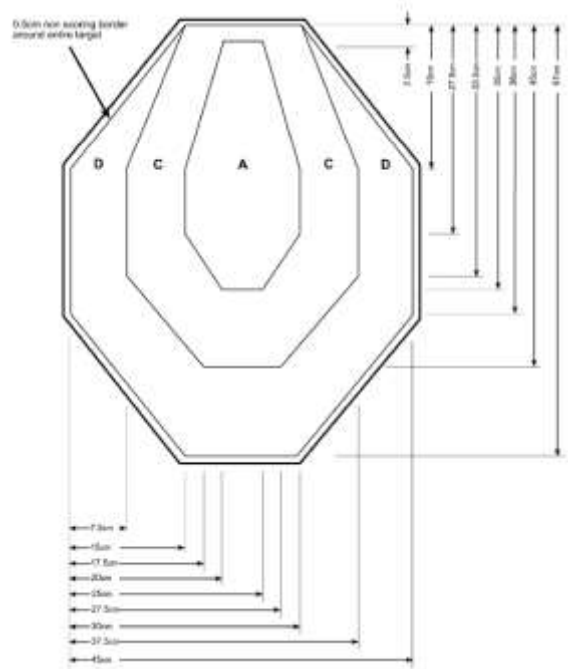
DIVISION		DESCRIPTION
CLASSIC		<p>Minimum power factor for Major - 170, minimum power factor for Minor - 125, minimum bullet caliber /cartridge case length: 9mm (0.354") / 19mm (0.748"), minimum bullet caliber for Major 10mm (0.40"), handgun size restrictions apply, magazine capacity limit, magazine width restriction, please consult the latest edition of the IPSC Rule Book for details.</p>
PRODUCTION		<p>Minimum 9mm parabellum, production gun only, maximum barrel length of 125mm, minor power factor of 125 minimum, only double action. Action work to enhance reliability and replacement sights is allowed. Maximum 15 rounds in magazine.</p>
STANDARD		<p>Minimum 9mm parabellum, minimum power factor for major is 170 and minimum power factor for minor is 125. Internal modifications to improve accuracy, reliability and function are allowed. Please refer to the latest edition of the IPSC Rule Book for specifics.</p>
OPEN		<p>Minimum power factor for major is 160. Maximum magazine length is 170mm. Optics, ports, compensators, external modifications are allowed. These are "all out" race guns.</p>
Production Optics Division		<p>Minimum 9mm parabellum, production gun only, maximum barrel length of 125mm, minor power factor of 125 minimum, only double action. Action work to enhance reliability and replacement sights with optic sites is allowed. Maximum 15 rounds in magazine.</p>

TARGETS, SCORING AND POWER FACTOR

Targets

Remember DVC (Accuracy, Power and Speed)? IPSC has put together a unique way of measuring a competitor's shooting ability through measuring accuracy, power and speed. Let's talk about accuracy first. The standard IPSC targets used in competitions are IPSC paper targets, steel targets, mini poppers and poppers. On the left you will find a diagram of a standard IPSC paper target.

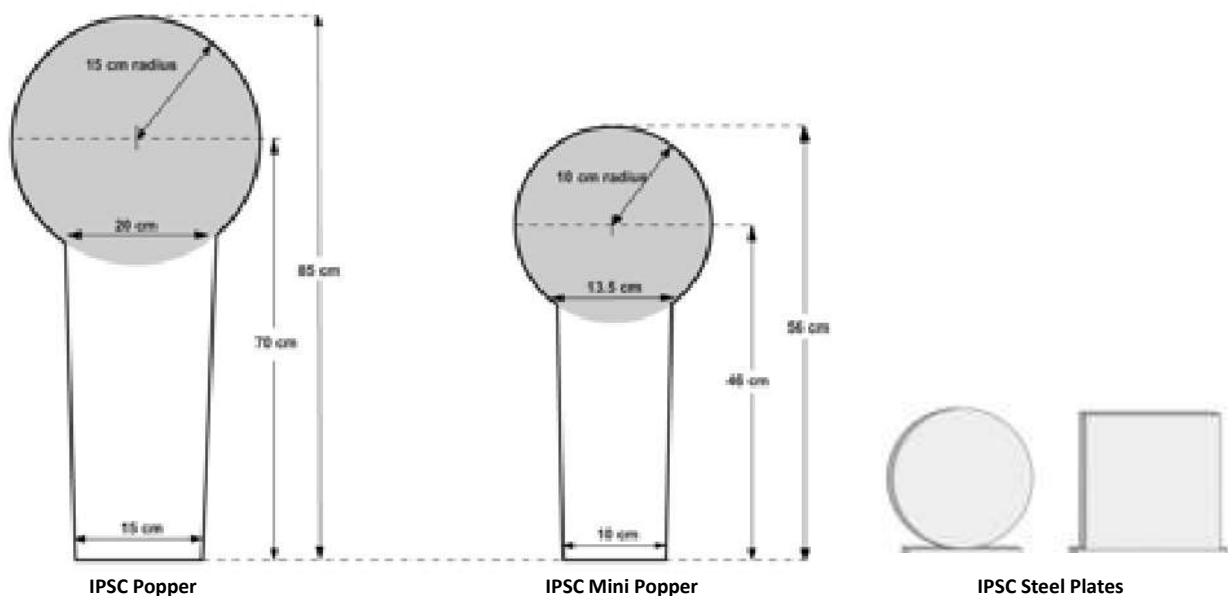
It is divided into 3 scoring areas, A, C, and D zones by very fine cuts in the target. A bullet hole touching a line always gets the higher score. Example; a bullet hole in the "C" zone that breaks the "A-C" line is counted as an "A" hit. An "A" hit is always worth 5 points; C or D hits are worth different values depending on what Power Factor you are shooting. Take a look at the scoring chart below.



VALUE	CALL SIGN	MAJOR	MINOR
A	ALPHA	5	5
C	CHARLIE	4	3
D	DELTA	2	1
MISS	MIKE	-10	-10

Steel Targets

Steel that has been knocked down always scores 5 points. Remember steel must be down to count. So if it does not fall with the first shot, shoot until it falls.



Power Factor

IPSC has put in the Power Factor formula to equalize the scoring between larger and smaller handguns. It stands to reason that a 45-caliber handgun will recoil more and take longer to bring the sights back on target than a 9mm handgun. Thus, IPSC put into place a Power Factor formula to even up the competition.

Here is the formula:

Bullet weight multiplies by bullet speed divided by 1000.

If the Power Factor falls in the area of 125 to 169, then that handgun is considered to be MINOR (for scoring purposes). If the Power Factor falls in the area of 170 or higher, then the handgun is considered to be MAJOR (for scoring purposes). If the Power Factor is under 125 then the handgun cannot be used in competition.

Here is an example:

A 45caliber handgun is shooting a 200 grain bullet at 850 feet per second. Using the formula (200 X 850 divided by 1000) the Power Factor is 170 and considered MAJOR. 9mm in Production is normally considered MINOR. 45's, 10mm and .40 s/w are normally considered MAJOR. When you sign up at the beginning of a match you will be asked what Power Factor you're shooting. The computer will automatically score your hits according to either Major or Minor.

Speed is measured by a timer that measures your shots to a hundredth of a second. When the RO pushes the start button and the buzzer sounds and you begin shooting, the timer measures every shot taken including the last shot. The time on the timer at your last shot fired will be your time for that stage. Now we add another IPSC measuring tool called the HIT FACTOR.

The hit factor is a formula put in place to even out the faster competitors verses the more accurate competitors.

Here is the formula:

Total Points Scored (minus penalties) divided by Time = Hit Factor.

All competitors are ranked, by Hit Factor, on each stage fired. Stage points are given by this ranking and Match totals are figured by adding up these stage points.

Take a look at this example:

A shooter scores 100 points (total hits) in 10 seconds, their Hit Factor (using the above formula) is a 10. If you noticed in the above paragraph that (minus penalties) was put in the formula, so what are the penalties? See the table below. It is your responsibility to read and understand the course description.

If you have any questions, ask the RO before you shoot.

PENALTY	VALUE
MISS	-10 points (or twice the scoring value Alpha).
NO SHOOT	-10 points MAX 2 per scoring target
STEEL	Each visible hit on a metal no shoot -10 MAX 2 regardless if it is designed to fall (9.3.4)
FAILURE TO ENGAGE (Non-Disappearing Target)	-10 points.
FAILURE TO FOLLOW COURSE DESCRIPTION (Called a procedural)	-10 points or -10 points per shot fired for significant advantage gained, or DQ if failure to comply resulted in a safety infringement.

Please remember that you can never score below a zero on any one stage and it does not affect your scores on another stage. A missed shot on a disappearing target will not incur a penalty.

Here is an example of scoring where penalties apply.

Paper targets require at least 2 hits, thus have a potential value of 10 points. Many times you will see a No-Shoot target partially covering a regular target; this tightens up the scoring area on the regular target. If you shoot twice and put one round in the good target (A zone hit) and one round in the No-Shoot.

Here is your score on that target array.
 Alpha, 5 points for the good hit (Alpha),
 Mike, -10 points for the miss (Mike),
 No Shoot, -10 for hitting the No-Shoot.

Ask your instructor to explain partial hits on No-Shoots that partially cover regular targets.



If you hit a No-Shoot target on the scoring line as in the photo above, you will get a penalty for the No-Shoot (minus 10 points) and an Alpha for the hit on the paper target (5 points) with the one shot fired.

STAGES

Stages or courses of fire are designed to challenge the competitor and not give advantage or disadvantage to physical differences in people. Stages should be 9 round neutral, which means that targets are arranged in arrays that do not require more than 9 scoring hits from a single location or point of view.

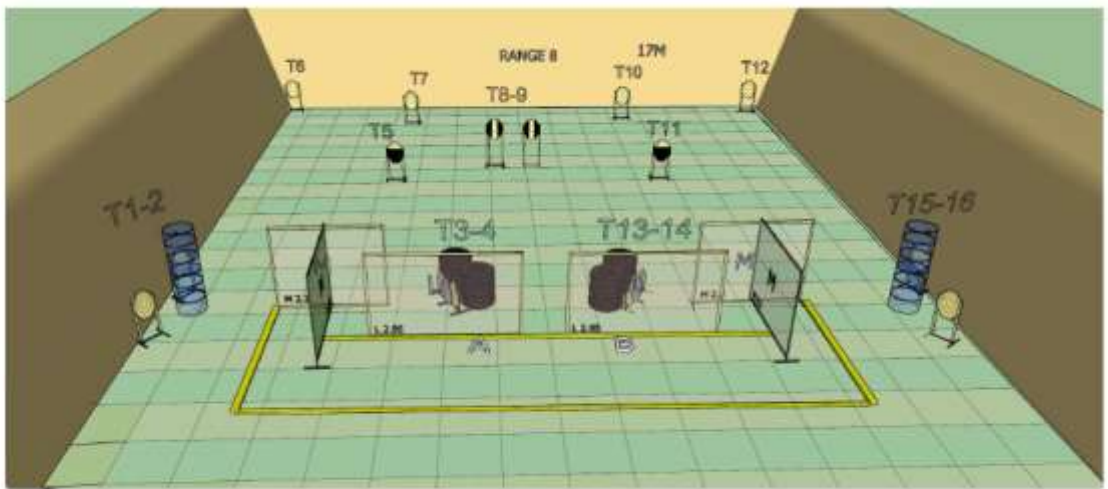
Each stage has a written course description and it is the shooters responsibility to understand the course of fire before they enter the start position of the stage. Any questions should be directed to the RO. The major parts of a course description are the Starting Position, Scoring Section, Stage Procedure and Stage layout.




The Starting Position makes sure that all competitors start the same way and at times this can be challenging. The Scoring Section indicates the round count, points available, number and types of targets, scored hits, how the stage starts and ends, and possible penalties.

All stages are Comstock, which means that you can shoot as many rounds as you want to accomplish hitting all the targets. The time it takes from the starting signal to the last shot fired is the Total Time and there is no timed limit.

The Stage Procedure tells you what to do in the stage and how to complete it. If there are special procedures to follow, this is where you will find them. Read it carefully because failure to follow these instructions can lead to procedural penalties. In some cases, special penalties are described in this section. The approximate layout of the stage is shown in the Stage Layout Section. Due to one dimensional drawing's, these drawings will only indicate approximately how the stage is laid out.

This is a how a course of fire will look:



RANGE OFFICER BRIEFING						
						
32	16	0	Yes	0	0	0

Stage 8 Range 8: Distance: 2-15m
 Ready condition: HG: Gun loaded and holstered
 PCC: Option 1
 Time starts: Audible Signal
 Start position: Toes touching A or B
 Procedure: On signal engage targets while remaining in the demarcated area.

STAGE COMMANDS

The Range Officer is the Match official in charge of competitor action on a stage. This official ensures that competitors comply with the stage instructions. The Range Officer stations himself/herself in close proximity to the competitor to observe correct procedure and issues the range commands and oversees safe competitor behavior. Now it is your turn to shoot, you step up to the line and wait for the Range Officer's commands. Here is what you should hear.

COMMAND	ACTION
"Clear the range" (Optional Command to clear shooters on the range)	No action required by the competitor and is not the first command. This is usually to instruct the shooters which are still on the range to finish what they are doing on the range (like picking up brass, signing score sheets ext.)
"Load and Make Ready"	(If you have any questions about the stage, ask the Range Officer before you prepare your handgun) This is the first range command. The competitor will face down range and prepare the handgun in accordance with the stage description. The competitor will then assume the required ready position. At this point, the Range Officer shall proceed.
"Are You Ready?"	You have several options at this point. First, if there is a lack of any negative response, the RO will assume you are Ready. Second, you can say ready or nod your head up and down. Third, you must shout "Not Ready" if you're not ready to go.
"Standby"	This command will be followed by the start signal within 1-4 seconds. If you move after the "Standby" command and before the start signal you could incur a procedural penalty for "Creeping".
"Start Signal"	The audible signal to begin the course of fire.
"Stop"	This command may be issued by officiating officers at any time during the course of fire. The competitor shall immediately cease firing, stand still and wait for further instructions from the Range Officer.
"If You Are Finished, Unload and Show Clear"	When the Range Officer issues this command and the competitor has finished the course of fire, the competitor shall lower his/her handgun, drop the magazine, unload the chamber and hold the handgun open for inspection.
"If Clear, Hammer Down, Holster"	This command is given after the Range Officer is satisfied that the handgun is unloaded and safe. The competitor will pull the trigger and the hammer must fall before the competitor holsters the firearm. The competitor can holster the handgun upon this command.
"Range is Clear"	Competitor, Range Officials or other squad members will not move forward until they hear this command.

DISQUALIFICATIONS

Disqualifications (DQ's) take place when competitors break major safety rules. When, yes, I mean "when" you are disqualified please understand that most IPSC competitors have been disqualified at one time or another and try to handle it gracefully. It is not something to brag about, just learn from it. A DQ means a competitor is disqualified from the entire match, not just the stage they are shooting on.

Here is a brief list of reasons for disqualification:

INFRINGEMENT	DESCRIPTION
AD (Accidental Discharge)	Any shot fired outside the confines of the backstop or side berms (embankments) or which strikes the ground within 3 meters of the competitor or any other direction deemed unsafe by the host organization and specified in the stage briefing.
Unsafe Gun Handling	Any discharge prior to commencement or while loading, reloading, unloading or during remedial action in the case of a malfunction. <ol style="list-style-type: none"> 1. Any discharge during movement except while engaging targets 2. Holstering a loaded handgun with safety not applied or hammer cocked in the Production division 3. In the event of a discharge following the Range Officers declaration "Gun Clear" The onus falls on the shooter and not the Range Officer to ensure that the gun is clear.
Muzzle Direction	If at any time during the course of fire, a competitor allows the muzzle to point rearwards, that is further than 90 degrees from the median intercept of the backstop or behind a safety flag, whether the firearm is loaded or not. Ask for a demonstration.
Unlawful Handling	Handling a handgun at any time except when in a designated Safety Area or on the Firing Line under the supervision of a Range Officer.
Dropping of a Firearm	If at any time during the course of fire, or while loading or unloading, competitor drops his/her handgun or causes it to fall, loaded or not.
Sweeping	Allowing the muzzle of a loaded handgun to point at any part of the competitor's body during a course of fire (sweeping).
Finger on Trigger	Failure to keep the finger outside the trigger guard while loading or unloading, moving or clearing a malfunction.

The list above covers major safety violations, there are others listed in section 10 of the latest edition of the IPSC Rule Book.

There are two additional reasons for disqualification not directly related to Safety. These are for "Unsportsmanlike Conduct" and "Using Prohibited Substances".

If you have an equipment failure while shooting a stage, you are not disqualified. The stage will be scored and you will be allowed to compete in the balance of the stages in the match once your equipment has been repaired. You will not get to re-shoot on the stage that your equipment broke on.

PROTOCOL AND COURTESIES

Now after absorbing all the information about safety, targets and equipment, here is the bottom line, on match day. Let us walk through a typical IPSC match at Teks Shooting Club.

Online registration is a **MUST** - link will be available on Teks website that will take you to PractiScore registration. This registration process will be available until the Friday 15:00 prior to the match. You need to register before a certain time on the Saturday or Sunday at the range to shoot the match. Check the news page on your website, the COF or e-mail for the times. Range preparation or building will take place after registration, all members need to help with range building unless the club hires a contractor to build and break down the range equipment.

We use PractiScore for scoring, verification sheets are available. After RO briefing and squadding (shooters are divided into squads) you will be able to join your squad and proceed to your first stage. When you arrive at the stage, the stage briefing will be read and explained and questions answered, where after you will be allowed to do walk-through and plan your strategy for the stage. Please do not enter the course of fire before the stage briefing. You may get a warning or penalty for the second occurrence.

A normal club match has between 6 and 8 stages and somewhere between a 100 and 170 round count.

If you are the SHOOTER on the line it is your responsibility to get ready to shoot the stage. **All other competitors should be patching targets, setting up steel or picking up empty brass.** Remember DO NOT move forward onto the stage area until you the RO call the next shooter. If you are patching targets, watch the way the RO scores so you don't patch a target that hasn't been scored yet. You may not touch a target before the RO scored it.

If you are the "On Standby" shooter and the shooter before you have completed the course of fire and the RO has given the "Range Clear" command, you can step forward onto the stage and do your final run through. It is permissible to pretend that you are shooting the stage and simulate which way you will move, BUT NEVER touch your gun or use any object in your hand when simulating the stage.

If it is your turn to shoot. The adrenalin is pumping, not to mention your heart, shut everything else out and listen to the RO, he/she will walk you through everything. Don't worry about going fast, speed will come later after you have learned the right way to shoot in IPSC competition.

You've shot the stage, now breath. When you hear the "Range Clear" command, walk along with the RO while they are scoring your targets. Do not touch a target, you could lose the score on any target touched, but look at your hits. If you don't agree with the RO about your hits, **ASK** -RO's do make mistakes in scoring. The RO will present your score on a device or score sheet to you, for approval, if you agree with it press approve or sign the sheet. The verification sheet will only show total hits by zone, time and any penalties or procedural. When you press approve and/or initial the verification sheet you are stating that you agree with the score, which is then final.

Sometimes there are problems with targets and stage props during a course of fire. The RO will stop the competitor and tell them they have to re-shoot the stage. The competitor has the option to re-shoot it right away or move down the shooting list. The recommendation is to move as far

down the list as you can. This gives you a chance to get your magazines loaded and get your head straight.

Here is a list of re-shoot reasons:

- Range failure (a steel plate has fallen over, or a reactionary target has not reached or activated)
- Interrupted during the course of fire for a reason beyond the competitor's control,
- Bumping into the RO (you have to ask for the re-shoot in this case) or if you are stopped by the RO because they think there is a problem with your handgun or ammo and there isn't (Squib load). During squib load situation (low power round going off), the RO may stop the competitor to make sure the bullet has cleared the gun barrel. If there is no bullet in the barrel, then the competitor gets a re-shoot. If there is a bullet in the barrel, the targets are scored including misses and penalties for failure to engage targets and no re-shoot is permit
- Losing your ear protection during a course of fire (a safety violation). You are not permitted to remove or to intentionally cause the removal of your ear protection during a course of fire, doing so may result in a DQ for un-sportsman like behavior.

Remember: HAVE FUN!!!



When you start shooting competitive it is essential to know your rules 100%. The latest IPSC Rule Book (and other interesting information) can be found on the Teks website.

Website of interest for IPSC shooters

Teks website: www.teksshootingclub.co.za
MPSA website: www.mpsa.net.za
SAPSA website: www.sapsa.co.za
IPSC website: www.ipsc.org

IPSC Match Etiquette

Here are some useful tips and guidelines to ensure that your shooting experience is as enjoyable as can be for you, other competitors, Match Officials and spectators.

1. Who Am I? Know your competitor number and squad number:

Both numbers are usually printed on your Match ID and/or on your score sheet labels. We have competitors from over 80 Regions competing at IPSC matches and, with a myriad of names which are not easily pronounceable by everyone else, knowing your numbers will help stages run more smoothly and efficiently.

2. Where Am I? Observe the squadding schedule and remain with your squad:

Many matches run on very tight schedules so, if you fail to arrive at your next stage on time with the rest of your squad, you'll cause delays and disruptions. If you arrive early at your next stage, or if the previous squad is running a bit late, one of you should notify the CRO that your full squad is ready to proceed whenever he is, but do not impede the squad being processed by crowding the stage. This will only further delay matters.

3. What's The Story? Listen to the stage briefing:

The Range Officer doesn't recite the written stage briefing because he loves hearing the sound of his own voice. He wants to assist you by providing you with pertinent information about the stage you're about to shoot, so have the courtesy of listening and not interrupting him. When he asks if you have any questions, that's the time to clarify things in the unlikely event it's not been covered.

4. Take a number. Conduct an orderly squad walk-through:

When the Range Office invites you to conduct a walk-through, form a single line, preferably in the shooting order for that stage, and don't crowd the competitor in front of you. Give him his space, just as you want to have your space.

5. Who's on first? Know your place and observe the shooting order:

Most major IPSC matches operate stages by using the IROA shooting order, which ensures that competitors have a fair rotation. At smaller matches, establish a shooting order for your squad and stick to it. If one of your squad is disqualified, everyone moves up one place. Simple!

6. Don't interfere with the on-deck competitor's final preparations:

While the competitor who just finished shooting is being scored and targets are being reset, only the next competitor in the shooting order should move forward to the start position to have a quiet word with his particular shooting deity. Do not move forward with a sheet of patches in your hand, pretending to be patching targets, and block the view of the on-deck competitor.

7. Be ready to shoot! Remember, IPSC shooters do it on demand!

The LAMR command is not an invitation to practice. If you want to check if your trigger works or if you think it might be time to install a new battery in your scope, you can dry-fire to your heart's content and replace your battery in the Safety Area long before it's your turn to shoot. It's also a good practice to reload your magazines immediately after you've signed the score sheet and taken a seat back with your squad, to avoid a sudden panic on the line.

8. Silence is golden. Keep the noise down when another competitor is on the line:

This is a common courtesy. Sure, the shooting range is full of noise, but the sound of competitors speaking loudly because they're wearing ear protection can be very distracting to the poor guy on the line awaiting the Range Commands and the Start Signal.

9. Help to patch and reset targets:

At major National and International matches, range assistants are often hired to handle patching and resetting of targets. However, this is rarely the case at local matches, where everyone in the squad is expected to patch for the other members of the squad. Unless you're the next competitor to shoot or the guy after him, you should help reset the stage without being asked to do so.

10. Good help is hard to find. Long hours, no pay, no glory, apply here:

The saying "Range Officers are the backbone of our sport" is not hype. If it wasn't for the dozens of dedicated volunteers who give their time and energy to run matches, we simply wouldn't have matches. When you finished shooting each stage and you've signed your score sheet, a simple "Thank You" with a handshake (or a hug!), makes Range Officers feel appreciated.

11. Complaints department. When things don't go quite as you expected.

There will be times when you feel dissatisfied with one or more aspects of a match, and things do go wrong from time to time. However, throwing a hissy-fit is never the answer. If you're unhappy with a Range Official, have a calm and quiet word with the **Range Master**. If you're unhappy with the food, amenities or another non-shooting aspect of a match, have a calm and quiet word with the **Match Director**. Providing good customer service is the toughest business in the world, and the only way errors or oversights can be corrected is if the people at the top of the management chain are made aware of them.

12. Mind your appearance and your language. You are our marketing department.

We'd really love to see more ladies and juniors shooting IPSC matches, but if competitors look like Rambo on a bad hair day, or if you use profanity when mulling over a poor stage, you won't be presenting our best image. Remember, you don't get a second chance to make a good first impression. You should be a role model to youth, both in respect of safe gun handling and in your general demeanor.

TEKS SAFETY RULES:

1. Right of admission to Teks Shooting Club is reserved.
2. The Committee before final acceptance will review membership applications.
3. The Chief Range Officer or Match director has full command of the range at all times.
4. The range is only suitable for .22-223 caliber rifles, handguns and shotguns.
5. The range register must be signed by all shooters and spectators before any shooting may take place.
6. Under no circumstances may you handle any firearm(s) at the, or in the parking area, or in motor vehicles. Firearms must be made safe in the unloading station.
7. You may handle your unloaded firearm in any designated Safety Area.
8. No handling of firearms other than on the firing line under instruction of a Range Officer.
9. Dummy ammunition and live rounds, whether loose, packaged or contained in magazines or speed loaders may not be handled in the Safety Area under any circumstances.
10. Firearms may only be pointed down range or towards the bullet stop, correct muzzle direction must be maintained at all times.
11. No alcohol is permitted on the range. Any person suspected of being under the influence of alcohol, or any substance or chemical will be asked to leave the range.
12. Do not climb on the embankments for your own safety.
13. Eye and ear protection are mandatory for shooters and spectators.
14. The use of tracer ammunition is prohibited on all ranges.
15. Red flags must be placed at the designated areas.

TEKS HOUSE RULES

1. The shooting range is located on a private working farm.
2. Only the designated road to and from the range is allowed to be used.
3. No quad bikes or motorbikes are permitted.
4. No fishing in the dams.
5. No wandering off outside the permitted shooting area will be permitted.
6. Marek has been appointed as the *Range Caretaker*. Members visiting the range after normal range hours on a club shoot day must sign the range register which will be with the range caretaker, upon arrival. The range caretaker will check all equipment before you leave the range.
7. If members take visitors to the range, EFT R120 per visitor into Teks bank account before you goes to the range and sends proof of payment to the secretary. No visitor will be allowed to use the range without payment! No cash will be handled by the range caretaker. Remember, members are responsible for his visitors at all times on the range.
8. Do not shoot at any signage, drums, range equipment, bottles or cans. Immediate suspension of persons found guilty and possible criminal charges.
9. Do not use drums and tables to hold targets and plates that you intend shooting at.
10. Before leaving, please make sure that all rubbish is placed in the designated drums.
11. Make sure plastic is removed from the range and not placed in the drums.
12. Keep the range tidy, pickup all cases and shells and place all tables and drums back in the storage areas after use.
13. Fires may only be made in designated areas, with permission from management.
14. Make sure that fires are put out before leaving the shooting range.
15. Keep the Range locked.
16. Alcohol use will only be permitted with permission from the Chief Range Officer or Match director in a designated area after the shoot.
17. You herewith acknowledge that you understand, consider yourself subject to, and are willing to comply with all Teks Shooting Club Range rules.
18. You furthermore acknowledge that you understand, consider yourself subject to, and are willing to comply with all Teks Shooting Club rules, regulations, as well as terms and conditions of membership.
19. Membership can be revoked if rules are not adhered to.