

# **Harrisburg Hunters' & Anglers' Association**

## **Range Officer's Quick Reference Guide v.20**



***This guide describes the responsibilities and duties of Range Officers who work at our annual Walter Wise Memorial Police Pistol Match.***

### **General Guidelines**

Safety is the number one concern of all at Harrisburg Hunters' and Anglers' Association. This guide is intended to help the Range Officer officials safely operate the range for the Walt Wise match in accordance with NRA rules and regulations.

Although the Walt Wise match is not sanctioned by the NRA, we generally follow the NRA rules for Precision Pistol. Our Line Callers and Range Officers should be familiar with these rules. The current version of the NRA rules may be accessed at:

<https://compete.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf>

The main differences between the Walt Wise match and regular NRA matches lies in the type of target used (Police-L), the times used for a string of fire (Slow

Fire – 4 minutes, Timed Fire – 15 seconds, and Rapid Fire – 11 seconds), and the fact that we allow no alibis/refires during the match. This helps speed the match along.

Our Range Officer staff is headed by the Chief Range Officer (CRO), who has overall responsibility for running the range and for proper training of all range personnel. The CRO is responsible for calling the line and observing all range operations to insure all safety rules are followed by other range personnel and competitors. Under the CRO's supervision is a team of Range Officers (RO) who report to the CRO. ROs are responsible for the safety and discipline of all range personnel, competitors and spectators, and for supervising the scoring procedure.

Each RO is assigned a particular sector of the range's firing line. Usually this consists of about 10 firing points. They are responsible for all functions within that sector and should remain in that sector. Assistance may be given to other ROs when necessary.

When working as a RO, you should have:

- Green Vest
- Red Safety Paddle
- Stapler
- Pencil or Pen
- Scoring Plugs (.22, .32, .38 (9mm), and .45 caliber)

It would be convenient if you carry a target and stapler, in case a shooter forgets to bring them down range. This helps save time.

Targets (Police-L) are staged out on the range for the competitors to pick up on their way down range.

## **Firing Line Safety**

When the CRO gives the command "**Load**", raise your paddle and continue to hold it up until all shooters in your section appear to be loaded and ready. When all shooters appear to be ready, lower your paddle.

**Note:** It is the shooters responsibility to load and make ready. Unless they raise their hand to indicate a problem, this process should only take a few seconds.

Assume they are loaded, unless they tell you otherwise. This helps speed things along.

When the CRO asks “**Is the line is ready?**”, if you see, or hear, that a shooter is not ready, call out to the CRO “not ready” and raise your paddle. Once the shooter is ready, lower your paddle to indicate to the CRO that your section is ready to proceed.

Note: Once the CRO says “**The line is ready**”, the firing sequence will continue without interruption or stopping. Should a competitor give a “not ready” indication after this command, the RO will acknowledge it, but will not go to the shooter to take action until after the “Cease Fire” command is called. When the “**Cease Fire Command**” is given, the ROs should raise their paddles until they assure that the line is safe.

After the CRO gives the command “**Cease fire, unload, slides back, cylinders open, ECIs inserted, guns on the bench or in the box, make the line safe.**”, you walk the line to make sure the line is safe. Check each gun on the line to ensure the slides are back, magazines are out, cylinders are open, ECIs are inserted, and the guns are pointed down range. Once this is done, return to your position.

The CRO will ask, “**Is the line safe?**” At that time, if you observe any competitor handling a gun, or if the slide is not back or the cylinder is not out, raise your paddle and call out to the CRO, “Not safe.” Your paddle remains raised until the condition is safe. When the condition is safe, lower your paddle.

When competitors go down range to score, you also go down range. But, do not go forward until all shooters in your section have gone forward. The rightmost RO will score the target of the shooter on the far right side of the range.

When scoring is done, check to ensure all targets are refaced. Remain down range until all competitors return to their firing positions. Then return to your position.

The centermost Range Officer must double check and then signal to the CRO that everyone has returned from down range and that the down range is clear.

## Refires

Competitors are not allowed a refire during the match, unless there happens to be a range alibi (See **Range Malfunction** below), or if someone cross-fires onto their target. In the case of a cross-fire, the shooter would have a choice of accepting the score for the lowest 10 shots, or refiring 10 shots on a new target. (See **Excessive Hits** below.)

## Plugs

It is the scorer's responsibility, not the Range Officer's, to assign a value to each shot. A scoring overlay may be used to help determine shot value. Scorers must score shots as they see them and cannot call for a plug. If the person being scored does not agree with the scorer, then the person who owns the target may call for a plug.

Plugs are restricted for use by range personnel only, and may only be used if 10 visible shots are showing. Only single shot holes may be plugged. When a plug is called for, you carefully insert the plug, then stand back and allow the scorer to make his decision. Under no circumstances should you express an opinion. Plugs can be inserted only once, so ensure the scorer and competitor agree before removing the plug.

## Challenges

If the competitor does not accept the scorer's decision, he may pay the \$2 fee and challenge it. You should try to tactfully speed up the "debate" process to avoid holding up the entire line.

If the competitor is challenging the value of a shot, which has been plugged, the plug remains in the target, and the target and backer are carefully removed from the frame. Insert a clean target and backer in the frame (extra target backers are staged behind the firing line). Take the challenged target and scorecard to the 3-person jury in the stat house. Do not allow the jury to see the competitor's name or score card until the jury makes a decision.

It is your responsibility to clearly understand what is being challenged. You should be able to accurately tell the jury the nature of the challenge. For example, is the target being challenged for:

- Excessive hits?
- Number of shots?
- Value of a shot?

## Scorecards

When scorecards are turned in after completion of each match, they are collected on the range by the Range Officers and inspected to make sure that they are signed by both the shooter and the scorer, and that they have the name, competitor number, and shooting position filled in.

Then the scorecards are fed toward the center of the range. The centermost Range Officer collects them all and turns them in to the stat house for data entry.

## Skid Shots

A skid shot occurs when a bullet enters the front side of a target while the target is turning. The bullet hole of the skid shot is depicted as a horizontal elongated shape.

In Conventional pistol, a skid shot entering on the left side of the target is scored as “point of entry plus 1.” This means if a shot entered the target in the 7 ring and “skidded” across the target into the 10 ring, the shot is scored as an 8 (point of entry is the 7 ring, plus one more scoring ring is 8). If a skid shot enters on the right side of the target, it is scored with value of point of entry (highest scoring ring).

When a bullet enters the target from the back side, it is scored as a miss.

## Excessive Hits

If a competitor notifies you that there are excessive hits on his target and the extra shots cannot be readily identified and disregarded from scoring (e.g., 45 versus .38 caliber holes, or round nose versus wadcutter holes), you must be able to clearly explain the competitor’s options. They are:

1. The competitor may accept the 10 lowest shots.
2. The competitor may choose to refire all 10 shots.

If the competitor chooses to refire, remove the original target on its backer, with 10 shot highest score and 10 shot lowest score annotated, and retain it. On refiring, the competitor cannot receive a score higher than the 10 highest shots on the original target. If the score on the refired target is higher than the 10 highest shots on the original target, then the original target will be scored using

the 10 highest shots. However, if the score on the refired target is lower than the 10 highest on the original target, then the refired target is used for score.

### **Insufficient Hits**

If a competitor disagrees with the Scorer about the number of hits on a target, they may challenge the decision in accordance with Challenge Procedure. The RO will not plug any holes. Carefully remove the target on its backer from the frame. Insert a clean target and backer in the frame (extra target backers are staged behind the firing line). Collect the \$2 challenge fee and take the challenged target and scorecard to the 3-person jury in the stat house. Do not allow the jury to see the competitor's name or score card until the jury makes a decision.

### **Disabled Gun**

If a competitor notifies you that he has a disabled gun during any shooting stage, you should promptly notify the CRO of the problem (for example, a light out on an electronic sight, a rear sight that has fallen off, or a broken firing pin). The competitor should be asked if he has another gun immediately available, or if he needs to repair his gun.

If the competitor has another gun and won't have to leave the line, he is allowed additional time to complete the string for slow fire, or is allowed a refire string if it is timed or rapid fire.

If a competitor must leave the line to repair the gun, when the string of fire has ended:

- Remove the target (which has been partially fired on).
- Note on the target the competitor's name, target number, and how much time remains.
- Replace it with a fresh target .
- The competitor's original target is kept until his refire takes place.

If the competitor cannot borrow a gun or get his fixed, he must claim a disabled gun and the remaining shots are scored as misses (zeroes) on his score card and his score card is annotated with "disabled gun".

### **Hot gun**

In the event of a gun malfunction where a live round may be in the chamber but the slide cannot be opened, the competitor may attempt to clear the gun himself. The RO will immediately raise his paddle and notify the CRO of the problem. Then he will assure that the muzzle is continually pointed down range while the Competitor attempts to clear the gun. Range Officers and other range personnel should never touch a competitor's gun or other equipment.

If the competitor cannot clear the gun, then a qualified person, such as an armorer or gunsmith, should be called and the gun can be cleared by that person. The armorer or gunsmith will then make the decision to remove the gun from the firing line where it can be safely cleared by him. If there is no armorer or gunsmith available, contact the Match Director for guidance.

## **Range Malfunctions**

Competitors may receive a "range alibi" if something happens that makes it impossible for them to complete their string of fire. Allowable reasons could include the CRO's failure to allow full time, improper commands, targets failing to operate properly for the entire string, and targets failing to remain in position on the cardboard backer or in the frame.

When a situation like this exists, you should immediately notify the CRO and an appropriate decision will be made, usually by the CRO.

However, if a competitor's shot hits the target frame or target carrier causing the target to fall or be dislodged, this is not a range alibi. The shot will count and the target will be re-hung. For slow fire, the competitor is allowed to continue to fire any unfired shots with appropriate additional time permitted. For timed and rapid fire, the competitor refires the string on the same target, as a refire string.

## **Hospital Targets**

Hospital targets occupy vacant positions on the line to ensure that there are no gaps between targets and give everyone an equal opportunity for a cross fire.

## **Emergency Procedure**

Before the match begins, the CRO will identify any medical doctors or EMTs on the range, either competitors or range personnel, so that in the event of an emergency proper action can be given immediately.



In case there is an emergency situation during the match, you must:

- Take charge of the situation. (*Call cease fire if necessary, and then proceed.*)
- Ask for any medical doctors or EMTs on the range to help.
- Determine seriousness of illness or injury (*major/minor*), and assign duties for other range personnel to help.
- Render aid. (*First Aid and Defibulator Kits are located on the wall at the stat house.*)
- Call 911 for help, if necessary.
- Direct emergency responders to:

**Harrisburg Hunters' & Anglers' Association**  
**6711 Hunters Run Road**  
**Harrisburg, PA 17111**

- Assign someone to stand by the clubhouse to direct emergency responders to the Bullseye Range.
- Contact Jerry Dougherty, HH&A President, at 717-319-8666 to make him aware of the situation. His phone number is also on the back of the Range Safety Officer Badges.
- Take notes in order to document an Emergency Report later.

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Please report any errors, or any desired changes, corrections, or additions to this guide to:  
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