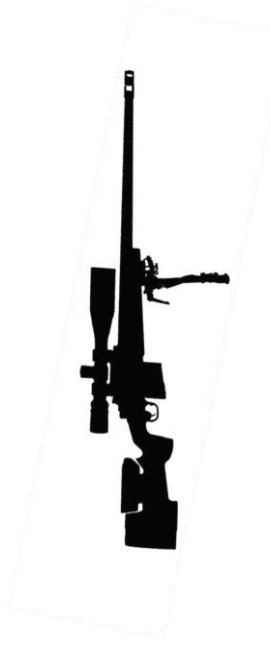


***SUMMER SLING***  
***PRECISION RIFLE FUN SHOOT***

***SHOOT DIRECTOR:***  
***KEN STORMER***



***RED RIVER WEST, LLC***  
***Outdoor Firearms Facility***  
***Gainesville, Texas***

***[www.rrfwest.com](http://www.rrfwest.com)***

***940-284-3200***

***COURSE OF FIRE***

***JUNE 24, 2017***

***Shooter #: \_\_\_\_\_***

***Squad #: \_\_\_\_\_***

## Participants,

First and foremost, THANK YOU for coming out. We at Red River West are proud to have you here.

The June Summer Sling is a 'fun shoot' – so come out and HAVE FUN. This is a great chance especially for new shooters just experimenting with long range to get their feet wet without diving into the deep end of the long range match pool.

There are 8 stages. The stages are set up and permanent for a more efficient shoot from both a time and organizational standpoint. We have designed stages that are **FUN**. Please shoot the stages as they are intended.

The shoot is designed so that the only down time is walking from stage to stage and waiting to shoot a stage. (Walk only on the mown paths.)

Because this is a fun shoot designed for practice, shooters will be spotting for each other. So, if you have a spotting scope, feel free to bring it along.

Please be respectful of the staff and other shooters.

Please be on time for the Pre-Shoot briefing Saturday morning. **The front gates will be locked promptly at 8:00 AM and there will be no one allowed in after that.**

### **BONUS TIME:**

Have extra ammo burning a hole in your bag? At the end of the shoot, **time permitting**, everyone will have the opportunity to go back and shoot any particular stage on the West Range at their discretion. (Please be time considerate of others who may also wish to shoot that same stage.)

Last shots for the day will be 1800 and the gates will be closing at 1900.

We ask that you police your trash and use the trash cans that are provided. Anyone caught littering will be asked to leave the range. If you see something that needs attending whether it's an overflowing trash can or a cooler low on water, please let a staff member know.

## ***SATURDAY, JUNE 24, 2017***

WHEN/WHAT	WHERE
<b>0800 FRONT GATES ARE LOCKED</b>	<b>Red River West Entry</b>
0815 Shooters Brief	Red River West Administration Tent
0845 Move to Stages	Red River West Administration Tent
0900 First Rounds Down Range	West Ranges
1600 End of Shoot	West Ranges
1800	Last Shots
1900	Range is Closed

The following rules are designed to provide a safe shooting environment for all involved in Fun Shoot and are not subject to discussion or debate. It is everyone's individual responsibility to read and fully understand the Safety Standards; ignorance is not an excuse for a safety violation.

### GENERAL SAFETY RULES

- 1.1.1 Keep muzzles pointed in a safe direction at all times regardless of the status of the weapon.
- 1.1.2 Do not point any weapon at anything you do not wish to destroy. This is considered "flagging" and will not be tolerated.
- 1.1.3 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.
- 1.1.4 Know your target foreground, background, left and right. Be aware of your firearm and target.
- 1.1.5 The shoot will be run on a cold range. A COLD RANGE is defined as keeping firearms unloaded until it is the competitor's turn to shoot.
- 1.1.6 NO loading or unloading firearms off the firing line.
- 1.1.7 No firearms manipulations off the firing line (i.e., staging area, parking lot, tent, picnic table area, etc.)
- 1.1.8 No show and tell, loading or unloading in the parking area.
- 1.1.9 AMERICAN MADE BRASS CASE, COPPER JACKETED AMMO ONLY. NO STEEL CASE, ALUMINUM CASE, ARMOR PIERCING, (M855, green tip, SS109, tungsten penetrator, black tip, etc.), XM-193, TRACER, INCENDIARY, STEEL CORE OR COMMUNIST BLOCK AMMUNITION IS ALLOWED.
- 1.1.10 All ammo brought for use at our facility will be inspected. This is to ensure that all ammo is safe for use here and complies with our Ammo Restrictions policy. If ammo is found that does not comply, you will forfeit your entry fees and will be asked to leave **as well as the competitor being financially responsible for any damaged steel targets**. Again, this is for the safety of all persons at the range as well as for the protection of our property and targetry.
- 1.1.11 Any malfunction issue whether firearm, ammo, etc., MUST be taken immediately to a RO and handled ONLY in the presence and at the direction of the RO. A violation of this will result in a DQ.

### SAFETY SOP FOR THE CONDUCT OF THE SHOOT

The following rules apply to all participants. They do not apply to a shooter who is actively shooting a COF.

- 1.4.1 While conducting any movement with a firearm, the participant will ensure all of their weapons are pointed in a safe direction at all times. **Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.** An exception will be made for Semi-Automatic Rifles but only at the discretion and approval of the Shoot Director. If the SD does permit transitions and movements with a hot rifle, the weapon must be on safe; NO EXCEPTIONS.
- 1.4.2 All participants will ensure all of their weapons are cleared with the magazine out and bolt open at all times. Gas guns, magazines out and bolt must be locked to the rear.
- 1.4.3 Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.**
- 1.4.4 No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the competition. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.4.5 Safety Areas will be clearly marked with signs, or indicated by the Range Officers.
- 1.4.6 Upon arrival at a stage, shooter may either hold onto his rifle or, if placed on the ground, it must be placed in the Rifle Corral. If shooter holds onto his rifle or retains it slung, it must remain muzzle pointed straight down.
- 1.4.7 "RIFLE CORRAL" Upon arrival at each stage, participants will place their rifles in the designated "Rifle Corral Entrance", rifle pointed downrange with magazine out and bolt to the rear. Rifle is to remain there until time for the participant to move to the firing. Upon completion by participant of COF, the rifle is to then be placed in the designated "Rifle Corral Exit" area until such time as the squad has completed the stage and is ready to move to the next stage.

## **SAFETY SOP FOR THE CONDUCT OF A COF**

The following rules apply to shooters who are actively participating in a COF:

1.6.1 If there is no movement involved to the first firing point, upon Shoot Director (SD)'s stage design and discretion, rifles may be in a "Hot" status meaning a round in the chamber, magazine inserted, bolt closed, and weapon on "Safe". It is the shooter's responsibility to fully understand the COF and how to prepare their rifle prior to starting.

1.6.2 **All transitions and movements during a course of fire must be done with open bolts and an empty chamber.** An exception will be made for Semi-Automatic Rifles but only at the discretion and approval of the Shoot Director (SD). If SD does permit transitions and movements with a hot rifle, the weapon must be on safe; NO EXCEPTIONS.

1.6.3 The 180 degree rule (or less depending upon the stage) must be adhered to at all times. No shooter will point their muzzle any more than 90 degrees off of the direction of fire in either direction.

1.6.4 Negligent Discharges (ND's) are taken very seriously. A ND is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period.

1.6.5 Accidental Discharges (AD's) are also taken seriously. An AD is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the firearm to safe working order or, substitute for a firearm of the same type (i.e. bolt for bolt, semi for semi).

1.6.6 "Sky Bolting" – Sky bolting is not allowed and will result in a stage DQ. Sky bolting is defined as attempting to run the bolt in any position other than when the rifle is pointed directly downrange at designated target, i.e. when the rifle muzzle is pointed upwards.

## **PENALTIES FOR SAFETY INFRACTIONS**

The penalties listed below should be followed as closely as possible. However, Shoot Director may, when the situation warrants, at their discretion issue a more severe punishment than what is called for in the rules.

1.7.1 FLAGGING: First offense flagging will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.7.2 COLD RANGE: Anyone found violating the Cold Range rule will result in an immediate Shoot DQ.

1.7.3 Movement or transition during a COF with a round in the chamber or a closed bolt will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition. Semi-Automatic Rifles are the only exception to policy that will be granted.

1.7.4 180 DEGREE RULE: Dependent on the severity of the infraction. First offense of violating the 180 degree rule will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.7.5 "Sky Bolting" – Sky bolting is not allowed and will result in a stage DQ. Sky bolting is defined as attempting to run the bolt in any position other than when the rifle is pointed directly downrange at designated target, i.e. when the rifle muzzle is pointed upwards.

1.7.6 NEGLIGENT DISCHARGE: A ND will result in an immediate Shoot DQ.

1.7.7 ACCIDENTAL DISCHARGE: An AD will result in a zero for the stage on which the incident occurred. Shooters will have an opportunity to repair their rifles and continue on with the competition but will receive no points for any stages they did not complete as mechanical failures are not grounds for a reshoot. If the incident was deemed grossly unsafe, such as an accidentally discharged round impacting outside the range fan, the SD may remove the shooter from the competition and issue a Shoot DQ.

1.7.8 UNAUTHORIZED AMMO: Use of prohibited types of ammunition WILL result in a stage or Shoot DQ as well as the competitor being financially responsible for any damaged steel targets.

## **CODE OF CONDUCT**

Unsportsmanlike conduct by any participant will not be tolerated.

Unsportsmanlike conduct includes but is not limited to: arguing with other competitors or shoot officials, throwing of equipment or any other temper tantrum-like behavior, heckling other shooters while they are shooting, use of vulgar/offensive language, habitual whining, and any other action that may be outside the norm of what is considered to be professional behavior.

Penalties for Unsportsmanlike infractions is left to the discretion of the SD.

The general guidelines for DQ's are: a) First time offenders are given a warning; 2) Second offense will result in a Shoot DQ and they will be asked to leave the premises. If, however, the SD determines the infraction to be of a serious nature, he/she may have the offender removed immediately.

Please pick up your trash and use the trash cans that are provided. Anyone caught littering will be asked to leave the range.

### **CHEATING DEFINITIONS AND PENALTIES**

**DEFINITION:** Cheating is defined as deliberately attempting to gain an unfair advantage over other competitors in an unscrupulous manner.

**EXAMPLES:** Examples of cheating include but aren't limited to: shooting a stage for score the shooter had a hand in setting up in any way, changing anything on a fellow competitor's equipment, altering or falsifying score sheets or data in electronic scoring devices or deliberately altering targets or props prior to the target being scored or engaged to gain advantage.

**SHOOT DQ:** Any person discovered cheating will receive an immediate Shoot DQ.

## **SHOOTER'S RESPONSIBILITIES.**

The shooter declares that he/she understands the firearms safety rules and that he/she is solely responsible for ensuring that their firearm as well as all accessories and equipment are safe to operate.

The shooter is solely responsible for ensuring that he/she fully understands the rules as well as the COF prior to starting the stage.

Shooters are completely responsible for the equipment they are shooting to include their ammo.

Shooters are solely responsible for their score.

Any competitor with a proven handicap may request, or be required, to shoot the courses of fire other than intended, but may incur a penalty in time/points per string or per stage. The Shoot Director will rule on any such request on a case-by-case basis. The issue must be addressed prior to the start of the shoot.

If a shooter sees livestock downrange he/she is to immediately cease fire and direct staff's attention to it.

"SHOOT-THROUGHS" Shooting through is not allowed. Shooter must remain with their squad.

**GUESTS** - Participants are Responsible for Their Guests. Guests, like participants, will be required to sign a waiver prior to the start of the shoot. A participant will be allowed two (2) guest passes. Additional guest passes may be purchased for \$5 each. At no time can any guest shoot; only registered shooters may shoot at any of the courses of fire. Guests must obey all safety officers and the shoot director's instructions. Guests may watch the shoot if they 1) stay in safe, designated areas, 2) wear eye and ear protection and 3) do not disrupt the shoot.

**BRASS.** Police your own brass, pick it up at the end of every stage and do not leave any behind.

**REPORTING.** All safety related incidents are to be reported to the shoot director(s) immediately.

## **TIMEKEEPING**

Timekeeping and spotting may be done by anyone on the squad whether or nor designated by the shooter.

Each shooter is ultimately responsible for keeping up with his/her own hits.

## **SCORING**

Shooter is responsible for keeping up with his/her own score.

Scoring per stage will be straight points.

A maximum time allowed to shoot any stage will be set prior to the start of the shoot.

## **RESHOOTS**

Reshoots shall be permitted in the event of an interruption of the stage that was outside the control of the shooter. This may include broken targets, livestock downrange, or, called cease fires for any reason not caused by the shooter.

Reshoots will not be permitted for equipment malfunctions or failures. In addition to rifles and slings this includes anything the shooter is using to complete the stage, ie, bags, bipods, etc.

Reshoots are not permitted for shooters who claim to have not understood the stage rules.

A Reshoot means the shooter will run the entire stage over from start to finish.

Once a shooter reshoots a stage, they must take the reshoot score.

## **SQUADDING AND STAGE ROTATION**

Every attempt will be made to allow shooters to squad with others they choose.

Squad rotation will be clockwise down the stages.

## **MEDICAL EMERGENCY PROTOCOL**

We are 40 miles from 'whole blood'. If there is a medical emergency, CareFlight will be deployed and landed on our 100 yard range. Due to time involved in all of this, it's of the UTMOST IMPORTANCE that everyone maintain strict adherence to our range and COF safety protocols.

## **TARGETRY AND STAGE INDICATORS**

### **TARGETRY**

**TARGETS** – Targets will be steel of various types. All steel targets will be marked with colored flagging tape.

### **STAGE INDICATORS**

**STAGE MARKERS** – Assigned colored flagging tape will mark each stage. Each stage will be marked with its designated color flagging tape at the firing line area. That color will also be posted downrange at the targets.

## **EQUIPMENT**

Rifle in 6mm to 30cal (30cal being max) at a velocity not to exceed 3200 fps.

Optics: Magnifying optic capable of achieving hits out to 800 yards.

Ammo – Minimum 80 rounds of match ammunition. (Safe match quality ammunition reloads are acceptable for this shoot.) NO Full Metal Jacket, Steel Core, Tracer or Armor Piercing rounds allowed.

Rifle sling.

Hearing protection (Electronic amplifying models strongly suggested).

Eye Protection

Tools to run your gun and optics (We want to minimize delays as much as possible).

Note taking gear.

Some sort of pack to carry all your equipment/gear in as all movement between stages will be on foot.

Shooters may use any other accessory as long as it is carried through the duration of the Shoot.

Shooters must complete the shoot with the same rifle he or she started with.

Pack wisely since all gear will need to be with you on the firing line at all times, but will not be required to be carried during a course of fire.

Water, lunch and snacks.

Allowed firearm supporting devices: Bipods, Monopods, shooting sticks, front & rear bags. \*(Certain firearm supporting devices may be prohibited by the Shoot Director.)

**STRONGLY SUGGESTED:** Elbow pads, knee pads, and good foot wear.

All gear must be on the shooter at the start of a stage (no pre-staging equipment) and be compliant with the web posted equipment recommendations/restrictions.

\* - Supporting devices that risk excess damage to props or pose a risk to shooters are prohibited. (i.e. the Hedgehog and like products are not allowed).

## STAGE 1 – HAVE GUN, WILL TRAVEL

**MAX ROUNDS** – 10

**PAR TIME** – 180 sec

**ALLOWED EQUIPMENT:** Run what you brung

**# OF TARGETS:** 5

**TARGET INDICATOR:** Fluorescent PINK

**TARGETS & DISTANCE:**

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
PINK	400	18" X 23"	Classic IPSC (Body of Snowman)
PINK	500	18" X 23"	Classic IPSC (Body of Snowman)
PINK	600	18" X 23"	Classic IPSC (Body of Snowman)
PINK	700	18" X 23"	Classic IPSC (Body of Snowman)
PINK	800	18" X 23"	Classic IPSC (Body of Snowman)

**COF:** Rifle is staged muzzle pointed downrange, mag in, bolt to the rear. Shooter's choice between bench or platform. Either way, shooter is behind rifle but may not look through scope until start. Upon start signal, shooter will load the rifle and engage the targets from FAR TO NEAR with two rounds per target. Hit or miss, shooter moves on. ***This is a "No Dial" stage; hold overs only.***



## STAGE 2 – BONANZA

**MAX ROUNDS** – 10

**PAR TIME** – 180 sec

**ALLOWED EQUIPMENT:** Shooter's Choice

**# OF TARGETS:** 5

**TARGET INDICATOR:** YELLOW

**TARGETS & DISTANCE:**

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
YELLOW	350	12" x 19"	2/3 IPSC
YELLOW	450	12" x 19"	2/3 IPSC
YELLOW	550	12" x 19"	2/3 IPSC
YELLOW	650	12" x 19"	2/3 IPSC
YELLOW	750	12" x 19"	2/3 IPSC

**COF:** Rifle is staged muzzle pointed downrange, mag in, bolt to the rear. Shooter's choice between bench or platform. Either way, shooter is behind rifle but may not look through scope until start. Upon start signal, shooter will engage the targets from NEAR TO FAR with two rounds per target. Hit or miss, shooter will move on.

## STAGE 3 – LARAMIE

**MAX ROUNDS** – 10

**PAR TIME** – 180 sec

**ALLOWED EQUIPMENT:** Shooter's Choice

**# OF TARGETS:** 5

**TARGET INDICATOR:** WHITE

**TARGETS & DISTANCE:**

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
WHITE	341	4 ½" x 7 ½"	IPSC
WHITE	448	6" x 10"	IPSC
WHITE	547	7" x 12"	IPSC
WHITE	621	9" x 15"	IPSC
WHITE	672	12" x 20"	IPSC

**COF:** Start position is rifle is staged on the platform, mag out, bolt to the rear. Shooter will be prone behind the rifle but may not look through the scope until start. Upon start signal, shooter will load the rifle and engage the targets from NEAR TO FAR with two rounds per target. Hit or miss, shooter moves on.

## STAGE 4 – RAWHIDE

**MAX ROUNDS** – 10

**PAR TIME** – 180 sec

**ALLOWED EQUIPMENT:** Shooter's Choice

**# OF TARGETS:** 5

**TARGET INDICATOR:** BLUE

**TARGETS & DISTANCE:**

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
BLUE	260	4"	Square
BLUE	357	6"	Square
BLUE	451	8"	Square
BLUE	539	10"	Square
BLUE	620	12"	Square

**COF:** Start standing at port arms, mag in, bolt to the rear. Upon start signal shooter will move to the barricade, load and engage targets NEAR TO FAR with 2 rounds per target. Hit or miss shooter moves on.

## STAGE 5 – THE RIFLEMAN

**MAX ROUNDS** – 10

**PAR TIME** – 180 sec

**ALLOWED EQUIPMENT:** Shooter's Choice

**# OF TARGETS:** 5

**TARGET INDICATOR:** RED

**TARGETS AND DISTANCE:**

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
RED	204	8" x 13"	IPSC
RED	301	9" x 15"	IPSC
RED	401	12" x 19"	IPSC
RED	500	12" x 20"	IPSC
RED	639	13 ½ x 22 ½"	IPSC

**COF:** Shooter will start standing port arms, mag in, bolt to the rear. Upon start signal, shooter will move to a position on the downed tree from where they can shoot in the KNEELING position. Shooter will kneel, load and begin engaging the targets from NEAR TO FAR with 1 round per target. Shooter will then move to a different position on the tree and may then choose their shooting position (standing, sitting, or kneeling) and engage each target NEAR TO FAR with 1 round per target. Hit or miss, shooter will move on.

## STAGE 6 – GUNSMOKE

**MAX ROUNDS** – 10

**PAR TIME** – 180 sec

**ALLOWED EQUIPMENT:** Shooter's Choice

**# OF TARGETS:** 5

**TARGET INDICATOR:** ORANGE

**TARGETS AND DISTANCE:**

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
ORANGE	256	14" x 20"	Modified F
ORANGE	360	14" x 20"	Modified F
ORANGE	433	14" x 20"	Modified F
ORANGE	459	14" x 20"	Modified F
ORANGE	564	14" x 20"	Modified F

**COF:** Rifle will be staged on the tripod, muzzle pointed downrange, mag in, bolt to the rear. Shooter will be behind the rifle but may not look through the scope until start. Upon start signal, shooter will engage targets from the tripod, NEAR TO FAR with two rounds per target. Hit or miss, shooter will move on.

## STAGE 7 – BIG VALLEY

**MAX ROUNDS** – 10

**PAR TIME** – 180 sec

**ALLOWED EQUIPMENT:** Shooter's Choice

**# OF TARGETS:** 5

**TARGET INDICATOR:** GREEN

**TARGETS & DISTANCE:**

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
GREEN	400	12" x 26"	FBI Q
GREEN	450	18"	CIRCLE
GREEN	500	13 ½" X 17"	STOP SIGN
GREEN	525	12" x 19"	IPSC
GREEN	575	12" x 42"	PEPPER POPPER

**COF:** Start standing at port arms, mag in, bolt to the rear. Upon start signal, shooter will move to the first marked port on the barricade, load and engage the **FLAGGED** targets LEFT TO RIGHT with one round per target. Hit or miss, shooter will move on. Once the shooter reaches the last target, the shooter will move to second marked port on the barricade and re-engage the targets from RIGHT TO LEFT with one round per **FLAGGED** targets. Hit or miss, shooter will move on.

## STAGE 8 – WAGON TRAIN

**MAX ROUNDS** – 10

**PAR TIME** – 180 sec

**ALLOWED EQUIPMENT:** Shooter's Choice

**# OF TARGETS:** 5

**TARGET INDICATOR:** WHITE

**TARGETS & DISTANCE:**

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
WHITE	482	12" x 19"	2/3 IPSC
WHITE	533	18" x 23"	Classic IPSC (Body of Snowman)
WHITE	596	12" x 19"	2/3 IPSC
WHITE	641	18" x 23"	Classic IPSC (Body of Snowman)
WHITE	688	12" x 19"	2/3 IPSC

**COF:** Rifle will be staged muzzle pointing downrange, mag in, bolt to the rear. Upon start signal, shooter will go prone and engage targets NEAR TO FAR with 2 rounds on each target. Hit or miss, shooter will move on.