

## **MGAC PISTOL & PISTOL CALIBER CARBINE CHALLENGE COURSES SOP**

**Note - This revision is to include The Carbine to Pistol Challenge Course.**

### **1. PISTOL and PISTOL CALIBER CARBINE COURSE DESIGN**

- 1.1. The Pistol Challenge Course (PCC) is designed to provide an alternative to shooting at a single paper target, as they would on the mainline. The shooter will be able to shoot at a variety of both paper and steel targets, from varying distances and angles. Additionally, PCC is designed to accommodate shooters of varying skills to shoot the course; CCW, IDPA, 3-Gun (pistol portion only) and target shooters looking for a change from shooting at single paper targets. (Note - the PCC is not designed to duplicate or include rules found in IDPA, 3-Gun and/or other programs.) The course is designed to allow the RSO to adjust the "Course of Fire" to better match the shooters skills.
  - 1.1.1. There are currently 6 shooting positions in the "Course of Fire" the shooter does not have to shoot from all 6 positions. An example could be the shooter is having difficulty shooting from Position 1 (25+ yds) and Position 2 (20+ yds), the RSO can have them shoot just Positions 3 - 6. More **may** be added at a later date.
  - 1.1.2. A CCW shooter wishes to practice drawing from the holster and re-holstering their loaded firearm. During the "New Shooter Process" paragraph 9.12, the shooter must notify the processing RSO that they wish to "Draw, Fire and Re-holster" at each shooters box. Once the RSO has qualified the shooter, The RSO will check off CCW on the Shooters Page in the Pistol & Pistol Caliber Carbine Challenge Course Log Binder (see Paragraph 6), they may do so at each position.
  - 1.1.3. A shooter may move through the "Course of Fire" with a loaded (round in the chamber) firearm. This means, during the "New Shooter Process" paragraph 9.12, the shooter and/or the RSO will determine in what condition the pistol must be, for the shooter to shoot the PCC safely.
  - 1.1.4. Shooter may shoot with or without having a holster and/or magazine holders.
- 1.2. The Pistol Caliber Carbine Challenge Course is designed to provide an alternative to shooting at a single paper target, as they would on the mainline. The shooter will be able to shoot at a variety of both paper and steel targets, from varying distances and angles. Additionally, the Pistol Caliber Carbine Challenge Course is designed to accommodate shooters of varying skills to shoot the course; CCW, IDPA, 3-Gun (Carbine portion only) and target shooters looking for a change from shooting at single paper targets. (Note - the Pistol Caliber Carbine Challenge Course is not designed to duplicate or include rules found in IDPA, 3-Gun and/or other programs.)

The course is designed to allow the RSO to adjust the “Course of Fire” to better match the shooters skills.

- 1.2.1. The **Pistol Caliber Carbine** must be any pistol caliber .22 through 45. No magnum rounds are allowed.
- 1.2.2. There are currently 6 shooting positions in the “Course of Fire” the shooter does not have to shoot from all 6 positions. An example could be the shooter is having difficulty shooting from Position 1 (45+ yds) and Position 2 (40+ yds), the RSO can have them shoot just Positions 3 - 6. More **may** be added at a later date.
- 1.2.3. A shooter may move through the “Course of Fire” with a loaded (round in the chamber) firearm. This means, during the “New Shooter Process” paragraph 9.12, the shooter and/or the RSO will determine in what condition the Carbine must be, for the shooter to shoot the course safely.
- 1.2.4. Shooter may shoot with or without having a sling and/or magazine holders.
- 1.3. The Carbine to Pistol Challenge Course is designed to provide an alternative to shooting at a single paper target, as they would on the mainline. The shooter will be able to shoot at a variety of both paper and steel targets, from varying distances and angles. The shooter will start the course of fire with their pistol caliber carbine, and transition to the pistol to complete the course of fire. Additionally, the Carbine to Pistol Challenge Course is designed to accommodate shooters of varying skills, but have already shown their proficiency in shooting the Pistol and Pistol Caliber Carbine Challenge Course (minimum of 1 complete round - 2 flights of each). Note - the Carbine to Pistol Challenge Course is not designed to duplicate or include rules found in IDPA, 3-Gun and/or other programs. The course is designed to allow the RSO to adjust the “Course of Fire” to better match the shooters skills.
  - 1.3.1. The **Pistol Caliber Carbine and Pistol**, maybe any pistol caliber .22 through 45. No magnum rounds are allowed.
  - 1.3.2. There are currently 9 shooting positions in the “Course of Fire”. The shooter will shoot the first 4/5 positions with the carbine, then transition to the pistol for the remaining 5/4 positions. The variation in transition positions is due to two (2) optional courses of fire. Procedures to be found in Section 2.3. All the SOP standards for engaging targets are still applicable.
  - 1.3.3. A shooter will start the course of fire with both Pistol loaded and holstered, and the carbine loaded, safety on (note carbine **MUST** have a sling). The shooter will move through the “Course of Fire” loaded (round in the chamber) of each firearms, until the transition. At the transition the carbine will be unloaded, safety on, chamber flag in a sling in a muzzle down position. The shooter will then draw and continue the course of fire

with their pistol. This means, during the “New Shooter Process” paragraph 9.12, the shooter and/or the RSO will determine in what condition the Carbine and Pistol must be, for the shooter to shoot the course safely.

- 1.3.4. Shooter may only shoot with a sling, holster and magazine holders (pockets are acceptable).

## **2. PISTOL and PISTOL CALIBER CARBINE COURSE - COURSE of FIRE (COF,")-**

- 2.1. Pistol Challenge Course layout is designed to allow shooters to engage targets from a variety of distances and angles. This is accomplished by creating 6 shooter positions, with each position engaging specific targets. The following configuration is based on position to target. The Relationship of Shooter Boxes will always be on their respective yard lines. However, their locations on that yard line, may vary to change perspective. Also, in the future, we may vary the yard line location of the shooters boxes to provide greater flexibility. **(Safety Note - If any of the steel targets cause an erratic fragment “flyers,” the steel target will be disabled and not engaged.)**

- 2.1.1. Shooter Boxes 1 & 2 will always engage the 5 large steel targets.

- 2.1.1.1. Shooter Boxes 1L (left-handed shooter) or 1R (right-handed shooter) is set on the 25 yard line and will engage 5 large steel targets. Distance to each target will be greater than 25 yds.

- 2.1.1.2. Shooter Box 2 is set on the 20 yard line and will engage the same 5 steel targets as positions 1L and 1R. Distance to each target will be greater than 20 yds.

- 2.1.2. Shooter Boxes 3 - 6 will always be on their respective yard line, but their targets may change

- 2.1.2.1. Shooter Box 3 is set on the 15 yard line and will engage 2 IDPA cardboard targets

- 2.1.2.2. Shooter Box 4 is set on the 12 yard line and will engage 1 - 6” steel knock down target.

- 2.1.2.3. Shooter Box 5 is set on the 11 yard line and will engage 6 - 6” knock down steel targets

- 2.1.2.4. Shooter Box 6 is set on the 7 yard line and will engage 2 IDPA cardboard targets.

- 2.1.3. Number of rounds to shoot course the course may vary from shooter to shooter, depending on:

- The current COF is a minimum of 25 rounds (1 shot each) or 35 rounds (2 shoots each at position 1 & 2, the rest target appropriate).

- The specific COF (May vary based on shooters skill sets.) Some shooters might prefer not shooting at distance, or the RSO has decided the shooter would better benefit from shooting closer. So the shooter may only shoot positions 3 thru 6.
  - The shooters engagement discipline (The shooter may shoot up to a Maximum of 50 rounds.)
  - Shooters may be limited by the number of magazines they have. The standard COF is 6 shooting positions, 2 flights equal 12 positions. If a shooter only has enough magazines to shoot 4 positions, the RSO **may** allow the shooter to do 3 flights at 4 positions per flight.
  - RSO should encourage "Good Shooter Shot Discipline" only shoot the specific number of shots the target requires. Multiple shots on target just enforces bad habits. The RSO may suggest to the shooter to engage the next target.
- 2.2. Pistol Caliber Carbine Challenge Course layout is designed to allow shooters to engage targets from a variety of distances and angles, just like the PCC. This is accomplished by creating 6 shooter positions, with each position engaging specific targets. The following configuration is based on position to target. The Relationship of Shooter Boxes will always be on their respective yard lines. However, their locations on that yard line, may vary to change perspective. Also, in the future, we may vary the yard line location of the shooters boxes to provide greater flexibility. **(Safety Note - If any of the steel targets cause an erratic fragment "flyers," the steel target will be disabled and not engaged.)**
- 2.2.1. Shooter Boxes C1 is set on the 45 yard line and will engage will engage the specified target(s). Distance to each target may be greater than 45 yds. due to angles and target positions.
  - 2.2.2. Shooter Box C2 is set on the 40 yard line and will engage the specified target(s). These targets will vary based on course configuration. The targets may be greater than 40 yds. due to angles and target positions.
  - 2.2.3. Shooter Box C3 is set on the 35 yard line and will engage will engage the specified target(s). The targets may be greater than 35 yds. due to angles and target positions
  - 2.2.4. Shooter Box C4 is set on the 30 yard line and will engage will engage the specified target(s). The targets may be greater than 30 yds. due to angles and target positions.
  - 2.2.5. Shooter Box C5 is set on the 25 yard line and will engage the specified target(s). The targets may be greater than 25 yds. due to angles and target positions.
- 2.3. Carbine to Pistol Challenge Course layout is designed to allow shooters to engage targets from a variety of distances and angles, which include some of

the Pistol Caliber Carbine and Pistol courses. This is accomplished by using a total of 9 shooter positions, with each position engaging specific targets. The following configuration is based on position to target. The Relationship of Shooter Boxes will always be on their respective yard lines. However, their locations on that yard line, may vary to change perspective. Also, in the future, we may vary the yard line location of the shooters boxes to provide greater flexibility. **(Safety Note - If any of the steel targets cause an erratic fragment "flyers," the steel target will be disabled and not engaged.)**

1. Shooter Boxes C1 is set on the 45 yard line and will engage will engage the specified target(s). Distance to each target may be greater than 45 yds. due to angles and target positions.
2. Shooter Box C2 is set on the 40 yard line and will engage the specified target(s). These targets will vary based on course configuration. The targets may be greater than 40 yds. due to angles and target positions.
3. Shooter Box C3 is set on the 35 yard line and will engage will engage the specified target(s). The targets may be greater than 35 yds. due to angles and target positions
4. Shooter Box C4 is set on the 30 yard line and will engage will engage the specified target(s). The targets may be greater than 30 yds. due to angles and target positions.
5. Option 1 - Transition point 1. The shooter may transition at either point but not both. Shooter Box C5L/P1L or Box C5R/P1R (depending on the shooter being right handed or left handed) is set on the 25 yard line. The shooter will transition to their pistol and proceed to engage specified target(s), with their pistol. All the remaining positions will be shot with their pistol. The targets may be greater than 25 yds. due to angles and target positions.
6. Option 2 - Transition point 2 is optional 2. Shooter Box C6/P2 is set on the 20 yard line and will engage the specified target(s). The targets may be greater than 20 yds. due to angles and target positions.
7. Note: No steel targets will be engaged any closer than 20 yards with the pistol caliber carbines.
8. Shooter Boxes 3 - 6 will always be on their respective yard line, but their targets may change
  1. Shooter Box 3 is set on the 15 yard line and will engage 1 IDPA and 1 hostage taker cardboard targets. These can vary for time to time.
  2. Shooter Box 4 is set on the 12 yard line and will engage 1 - 6" steel knock down target.
  3. Shooter Box 5 is set on the 15 yard line and will engage 1 IDPA and 1 hostage taker cardboard targets. These can vary for time to time.

3. **MGAC CHALLENGE COURSES - RSO STAFFING** - The PCC requires a minimum of 2 RSOs (ideally 3 RSO) to run the daily program. They will alternate with the shooters. One RSO will be with the shooter **AT ALL TIMES**. The other RSO will be in the staging area processing new arrivals and prepping the next shooter. If there are 3 RSO; 1 will be with the active shooter, 1 RSO with the staged shooter, and the remaining RSO at the processing area. The RSO returning back to the staging area with the previous shooter, will become the staging RSO. The RSO in the processing area will now stage the next shooter. The previous staging RSO will now take the prepped shooter through the Course of Fire.
  - 3.1. PCC staffing RSOs must hold at least a MGAC RSO Level 4 (do to the Carbine to Pistol Challenge Course), and have the following qualifications:
    - 3.1.1. Possess great inter-personal communication skills
    - 3.1.2. Possess a Florida CCW
    - 3.1.3. Be fluid in their ability draw from the holster and return to the holster.
    - 3.1.4. Have trained in shooting from different distances and different targets. Such as:
      - 3.1.4.1. Military - CQD trained
      - 3.1.4.2. Tactical Training
      - 3.1.4.3. Defensive Pistol
      - 3.1.4.4. IDPA
      - 3.1.4.5. USPSA
      - 3.1.4.6. Steel Challenge
      - 3.1.4.7. 3 - Gun
    - 3.1.5. Must have been trained to analyze target hits and make recommendations to the shooters.
  - 3.2. The RSOs will require PCC specific training, by George and Sydney Fisch
4. **PISTOL and PISTOL CALIBER CARBINE COURSE PRICING** - Pistol and Pistol **Caliber Carbine** Challenge shooters will check in at the club house and purchase tokens. Similar to the 5 Stand program, Pistol and Pistol **Caliber Carbine** Challenge Course would utilize tokens **that the cost per round (2 flights) for members and non-members will be determined by the MGAC Board, and may change from time to time**. This pricing would be consistent with the 5 Stand pricing, thereby allowing us to use the same tokens. At the start of each round, RSOs will collect a token from the shooter. The Carbine to Pistol Challenge Course, will be charged consistent with the Pistol and PCC Challenge Courses for members and non-members. The fee difference is due to the fact that the Carbine to Pistol Challenge Course shooter is shooting from 9 positions, verses the 6 positions of the

other Challenge Course programs. RSOs **will not** accept or handle any money. The Challenge Course shooters would not be charged the daily range fee. If they wish to utilize the mainline or 600 range, they would need to pay the daily range fee and obtain a band.

5. **RANGE HOURS of OPERATION** - Pistol **and Pistol Caliber Carbine** Challenge Courses **initially** will be open on Fridays, Saturdays and Sundays from 8:30 AM to 4:00 PM. As more RSOs become qualified to run the Pistol **and Pistol Caliber Carbine** Challenge Courses program, we may include Thursdays. The daily breakdown of hours (once PCC is in full operation) are as follows:
  - 8:30 am to 10:00 AM - New shooter processing. This will minimize already qualified shooters waiting time, due to the additional time required to process a shooter for the first time. However, qualified shooters **may** shoot, time permitting.
  - 10:00 AM to 4:00 PM - Active time for qualified shooters. The main focus for this time period it to minimize the shooters waiting time. However, new shooters **may** qualify, time permitting,
  
6. **MGAC CHALLENGE COURSES** - These consist of The Pistol, Pistol Caliber Carbine and the Carbine to Pistol Challenge Courses. They are designed to accommodate shooters of varying skills to shoot the course. All shooters will go through the following qualification procedures:
  - 6.1. Each shooter will receive a Pistol **and Pistol Caliber Carbine** Challenge Courses specific range safety briefing. See Paragraph 7
  - 6.2. Each shooter will do a RSO lead walk through on “The Course of Fire”.
  - 6.3. Each shooter will “Dry Fire” the course at each Shooters Box. The RSO will assess the shooters skill sets and shooters input, and adjust the “Course of Fire” accordingly.
  - 6.4. The shooter will then live fire the course, under the direct supervision of the RSO. Again RSO will reassess the shooters skill sets and shooters input, and adjust the “Course of Fire” accordingly
  - 6.5. At the completion of the shooters 2 flights, the RSO will create a Shooter’s Log page in the Pistol & Pistol Caliber Carbine Challenge Course Binder. The Shooter’s Log page (Attachment 2) in the Pistol & Pistol Caliber Carbine Challenge Course Binder will reflect the following for time the shooter shoots the course:
    - 6.5.1. Shooters name.
    - 6.5.2. Date
    - 6.5.3. Pistol Model -
    - 6.5.4. Caliber of ammo

- 6.5.5. Type of holster/**Sling (Carbine)** used (if none used specify “None”).
  - 6.5.6. The checking off the CCW box, if the shooter fires the course drawing and re-holstering at each position.
  - 6.5.7. Any change to 6.5.3 to 6.5.6, for safety reasons, the shooter must re-qualified (Dry Fire, then Shoot the course). No different then the logic used to shoot the 600 yard range. This is due to:
    - 6.5.3 - Pistol/**Carbine** - can shooter manage a change from the one they shot to the one they want to shoot method of operation (striker, thumb safety or de-cocker) or the physical size (standard, compact or subcompact)
    - 6.5.4 - Caliber - the ability of the shooter to manage the recoil of the different pistol
    - 6.5.5 - Holster/**Sling (Carbine)** - OWB (outside waste belt) to or from IWB (inside Waist Belt), as well as the Safety Level Function of the holster.
    - 6.5.6 - If method the shooter used changes, for example; originally shoot the course without a holster, now wants to use a holster. Or shoot the course drawing and re-holstering, and wants to shoot the course unholstered.
  - 6.5.8. In Addition, each Shooter for the Carbine to Pistol Challenge Course, due to the specific safety procedures related to this course of fire will receive an additional safety briefing specific to this course of fire. This will include an additional dry fire run of the course.
7. **MGAC CHALLENGE COURSES RANGE PROCESSING** - At this point, it is hard to determine the volume of shooters that will want to participate on any given day, let alone hour of the day. This is preliminary for the Pistol **and Pistol Caliber Carbine** Challenge Courses, as well as the Carbine to Pistol Challenge Course shooter processing.
- 7.1. When a shooter express interest in shooting the any of the MGAC Challenge Courses. They should be handed the abbreviated Pistol **and Pistol Caliber Carbine** Challenge Course SOP that we have posted at the Pistol **and Pistol Caliber Carbine** Challenge Course Range.
  - 7.2. Shooter will pay in the front office. (Internal accounting should be in place to track those paying to shoot the MGAC Challenge Courses.)
  - 7.3. For shooters wanting to shoot the Carbine to Pistol Challenge Course, must have shot both the Pistol and Pistol Caliber Carbine Challenge Courses, as a prerequisite. The shooter should be informed that a holster and carbine slings are required.



- 7.4. Office staff will inform the **“First Time”** shooter to drive to Area 51A and report to the RSO **BEFORE** bring getting their gear from their vehicle. This will insure that no pistol **or carbine** is uncased at their vehicle.
  - 7.5. Shooter, leaving gear in car, will report to the “Processing” RSO and get signed in. (See Attachment 1 - Shooters Sign-in Sheet.) For qualified shooters, the RSO will verify the shooters qualification card.
  - 7.6. The RSO will inform the shooter of the process needed to safely get geared up and uncase their firearms.
  - 7.7. The sign-in sheet will serve at the shooting queue, to cycle the shooter through their COF flights.
  - 7.8. “First Time Shooters” at Pistol **and Pistol Caliber Carbine** Challenge Course, the RSO will show the shooter the processing areas “Safe and Loading Tables”. RSO will instruct the shooter on the process for bringing their gear to the tables, and getting themselves set up.
  - 7.9. Once the shooter has set themselves up, and ready to remove the pistol **or carbine** from its case, they must notify the RSO. The RSO will then have them “Unload and Show Clear” as appropriate.
  - 7.10. When the shooter is ready to shoot the COF, they will notify the RSO. The RSO will then enter them into the shooting queue.
8. **MGAC CHALLENGE COURSES RSO RANGE COMMANDS** - The MGAC CHALLENGE COURSES range commands incorporate the standard MGAC range commands, as well as some “Course of Fire” specific commands. They are as follows:
- **“Eyes and Ears”** - Applies to all in the processing area and COF.
  - **“Shooter You May Step into The Box”** - Instructs the shooter they may enter the starting shooter’s box.
  - **“Does The Shooter Understand The COF?”** - Provides the student with a chance to clarify the COF.
  - **“Range is Hot”** - Prep command for the shooter to get ready.
  - **“Load and Make Ready”**
    - For shooter with holster - Instructs shooter to draw, lock back receiver, check and load magazine into gun, release slide, and re-holster.
    - For shooter without holster - They may pick up their firearm from the barrel, lock back receiver, check and load magazine into gun, release slide and come to the ready position.
  - **“Standby”** - Lets the shooter know, the command or beep to start firing is imminent.

- “Fire Commands” - These may vary depending on the shooters training.
  - At Your Pace
  - Beep (electronically generated)
  - Commence Firing
  - Gun
  - Threat
- “Unload and Show Clear” - Uncase, draw or if already in had (as at the end of the COF), the shooter must remove mag, lock receiver back and check to ensure it is empty. The RSO will then verify that the pistol is empty.
- “I See Clear” - RSO’s response after verifying the pistol is clear. At which point the shooter may re-holster, or if no holster, the shooter will hand the pistol to the RSO.
- “Cease Fire” - Immediate stop of shooting.
- “Stop! Finger Straight” - Command to shooter when RSO needs to correct shooter.
- “Down Range” - Command given anytime someone is down range; tending targets, picking up mags, or policing brass.

9. **MGAC CHALLENGE COURSES SOP** - In order to insure all of their safety, the following MGAC Pistol Challenge Course SOP must be adhered to.
- 9.1. One shooter at a time, shadowed by an RSO, throughout the course of fire.
  - 9.2. Pistol Shooters - Holsters must be able to retain pistol while moving (jump test). Holsters may be OWB (outside waste belt), and IWB (inside Waist Belt). **No shoulder or back located holsters are allowed.** All holster used **must** be assessed by the RSOs, during dry practice. Holsters are required to shoot the Carbine to Pistol Challenge Course.
  - 9.3. **Carbine Shooters** - **The use of a rifle sling is permitted, providing it directs the muzzle to the ground when in the slung position, will have safety on, chamber flag in, receiver closed, and magazine removed.** Slings are required to shoot the Carbine to Pistol Challenge Course.
  - 9.4. Magazine holders must be able to retain magazine while moving (jump test).
  - 9.5. The 180 rule of muzzle control will be *strictly* enforced.
  - 9.6. No steel target may be engaged at a distance less than 10 yards for pistols, **20 yards for carbines.**
  - 9.7. The course will be shot while walking. There will be **NO** running from shooting position to shooting position.

- 9.8. Utilizing the “Safe Table” firearms must be uncased and presented to the RSO, magazine out and receiver locked back “Show Clear”.
- 9.9. Utilizing the “**AMMO (Work) Table**” shooters may place their ammo and magazines on this table. It is the only place to keep ammo, and load mags.
- 9.10. Once cleared by RSO and under the RSO’s direct supervision, the shooter with the pistol **or carbine** pointed in a safe direction, will; release the slide, depress trigger and holster. If they do not have a holster (pistols), the shooter will leave the slide open and insert a chamber flag into the empty chamber, and place pistol or carbine on table (in a safe direction).
- 9.11. CCW shooters wishing to fire and re-holster at each shooting position, will be assessed by the RSO during “Dry Practice”. The RSO **may** require the shooter to unload and show clear prior to re-holstering the firearm, at each position.
- 9.12. All firearms must remain unloaded until the start of the shooters having stepped into the shooters box and have been given the command to “Load and Make Ready”.
  - 9.12.1. Shooters with holsters, will retain the unloaded pistol in the holster, until instructed by the RSO. If they have to leave the processing/ shooting area, they must “unload and show clear” to an RSO. They may place on Safe Table with receiver locked back and chamber flag or re-case it, before leaving the processing/shooting area.
  - 9.12.2. Shooters without holsters, will place they pistol on Safe Table with receiver locked back and chamber flag. When it is their time to shoot, the RSO will hand carry the pistol to the starting position and place it on the appropriate barrel.
  - 9.12.3. **Carbine shooter will place their carbine on Safe Table with magazine removed, safety on, chamber flag in, and receiver closed. When it is their time to shoot, the RSO will hand carry the carbine to the starting position and hand it to the shooters. The carbine shooter with proper slings, under the supervision of the RSO, may sling their carbine and walk to Position C1.**
- 9.13. **Pistol and Pistol Caliber Carbine** Challenge Course Shooter Process
  - 9.13.1. RSO will review the Pistol **and Pistol Caliber Carbine** Challenge Course SOP with the shooter.
  - 9.13.2. RSO will take the shooter on a walk through the courser of fire.
  - 9.13.3. “Dry Practice rounds” - At the start, the RSO will call “Present and show clear”. The shooter will also show that any magazines in their possession are also unloaded. If **Pistol** shooter does not have a holster, the RSO **will hand carry the unloaded pistol** to the first fire position, and place it on the barrel. **If Carbine shooter does not**

**have an RSO approved sling, the RSO will hand carry the unloaded Carbine to the first fire position, and hand it to the shooter.**

- 9.13.4. **For Pistol Caliber Carbine Only - Once the dry fire exercise is complete, at 35 yards the shooter must fire 3 rounds at a large steel target to verify that the carbine has been zeroed. This must be done prior to the live fire.**
- 9.13.5. The shooter must keep at least 1 foot in the Shooter Box to fire on a target. NO targets can be engaged if both feet are out of the box.
- 9.13.6. RSO will verify shooters ability to properly load their gun. Additionally, shooter must demonstrate their ability to perform emergency and tactical reloads. Shooter will need 2 empty magazines. All magazine (Reloads) changes (Emergency, Tactical or Administrative) must be done in the shooters box only, not while moving.
- 9.13.7. Shooter will return to the process area, load magazines (if not already loaded) and prepare for Live Fire. RSO will remind shooter with holsters, once the unloaded pistol is holstered it may not be removed without RSO present. For shooters without holsters, the RSO will return the unloaded pistol (with receiver locked back) to the Safe Table.
- 9.14. Pistol and Pistol Caliber Carbine Challenge Courses Live Fire, the RSO gives the following commands
  - 9.14.1. "Shooter you may step into the box"
  - 9.14.2. "Shooter! Do you understand the course on fire?"
  - 9.14.3. "Shooter the range is hot! You may Load and Make Ready"! The shooter may then load their firearm and re-holster. If no holster, after loading and making ready, the shooter will stay at the "low ready position".
  - 9.14.4. Shooter standby
  - 9.14.5. At an audible beep or verbal command by the RSO, the shooter commence firing.
- 9.15. Carbine to Pistol Challenge Course Live Fire, the RSO gives the following commands
  - 9.15.1. Prior to leaving the processing area, the RSO (at the Safe Table) will have the shooter (pointing their firearm in a safe direction) - Pistol first; —unload, show clear, release slide, release trigger, and holster. Carbine next — unload, show clear, RSO places chamber flag in empty camber, release slide, safety on, and slid carbine muzzle down.
  - 9.15.2. Shooter and RSO will move to the starting shooters box.

- 9.15.3. "Shooter you may step into the box"
- 9.15.4. "Shooter! Do you understand the course on fire?"
- 9.15.5. "Shooter the range is hot! You may Load and Make Ready Your Pistol!" The shooter may then load their Pistol and re-holster. If the pistol is racked with a round in the chamber, other than striker fire pistols, RSO must verify that pistol is de-cocked or safety on (as applicable) prior to re-holstering.
- 9.15.6. You may "Now Load and Make Ready Your Carbine!" The shooter may then load their Carbine.
- 9.15.7. Shooter standby
- 9.15.8. At an audible beep or verbal command by the RSO, the shooter commence firing.
- 9.15.9. Transition Point to Pistol - RSO will have the shooter unload the carbine, show clear, RSO places chamber flag in empty chamber, release slide, safety on, and slid carbine muzzle down. Then one only then may the shooter transition to their Pistol.
- 9.15.10. At the end of the course of fire, the RSO will have the shooter (pointing their pistol in a safe direction) — unload, show clear, release slide, release trigger, and holster.
- 9.16. Finger off of the trigger until ready to shoot, will be *strictly* enforced. Proper position is to maintain a straight finger on the gun frame. A finger on or inside of the trigger guard constitutes finger on trigger. The RSO will counsel the shooter, reminding them to keep finger off and out of the trigger guard area. The 3rd infraction will result in The RSC calling "stop" or "cease fire" and termination of the remainder of their flight/round. Gross infractions will result in an immediate termination of the remainder of their flight/round. (The shooter pays for 1 round, that consists of 2 flights or times through the COF)
- 9.17. Improper use of sight alignment and sight picture, by the shooter, will result in the RSO counseling the shooter, reminding them to use proper sight alignment and site picture. The 3rd infraction will result in RSC calling "stop" or "cease fire" resulting in termination of the remainder their flight/round. Gross infractions will result in an immediate termination of the remainder of their flight/round. (The shooter pays for 1 round, that consists of 2 flights or times through the COF)
- 9.18. After completing the each flight, the shooter must "Unload and Show Clear" to the RSO.
- 9.19. RSO will then review each target with the shooter.
- 9.20. Shooter must be proficient in clearing all 3 types of malfunctions, emergency reloads and administrative/tactical reloads.

### Attachment 1

MGAC PISTOL CHALLENGE COURSE - SIGN-IN SHEET											TODAY'S DATE _____						
NEW= 1st time shooter		Return= repeat shooter		***** In New or Return Box		M= Member	N= Non-member	NM= Non-member with wrist band		CAL= Caliber	HOL= Holster	SLG= Sling					
NAME	ARRIVAL TIME	QUAL		PISTOL MAKE/MODEL	CAL	CARBINE MAKE/MODEL	CAL	SLG	PAID ROUNDS/FLIGHTS	ROUND #1		ROUND #2		ROUND #3		REMARKS	
		NEW	RETURN							QUEUE #	FLT 1	FLT 2	FLT 1	FLT 2	FLT 1		FLT 2

SHOOTER'S LOG PAGE (Attachment 2)

Table 1

NAME: _____														
FIREARM					H	S	C	TOKEN - 1		TOKEN - 2		TOKEN - 3		REMARKS
DATE	PISTOL	CARBINE	MAKE & MODEL	CALIBER				FLY 1	FLY 2	FLY 1	FLY 2	FLY 1	FLY 2	