

Laguna Seca Shooting Sports Association
Falling Plate Match SOP
Date of Adoption 02/19/2012

1. Competitor Eligibility -- All competitors with proper firearms and safety equipment are eligible to participate in falling plate matches.
2. Match Director -- The Match Director will have full charge of the range and will conduct the matches on scheduled dates. He is responsible for range safety and the enforcement of all rules.
3. Range Officers -- The range officer is responsible for the safety of range personnel, competitors and spectators in the sector of the range he has been assigned. His duties include:
 - a) Calling up competitors to the firing line.
 - b) Checks firearms to make sure they are unloaded and safe.
 - c) Give necessary range commands.
 - d) Is responsible for the accurate recording of shots and scoring of results.
 - e) Receives protests and passes them on to the Match Director.
4. Safety -- Safety rules shall be strictly enforced. Two violations in any single match is automatic disqualification. Safety violations will include, but not necessarily be limited to the following:
 - a) Pointing an unloaded handgun up range.
 - b) Dropping of an unloaded handgun.
 - c) Leaving the firing area with a loaded handgun.
 - d) Any accidental discharge. This includes discharges while loading or clearing a handgun.
 - e) Unsafe gun handling, not keeping muzzle up when transporting firearm from one location to another.
 - f) Not having **Empty Chamber Indicator** installed in firearm while transporting firearm from one location to another.

Immediate disqualification violations will include, but not necessarily be limited to the following:

- a) Pointing a loaded handgun up range breaking the 180 rule. The 180 is an imaginary line separating up range from down range.
- b) Dropping a loaded handgun.
- c) Any shot fired into the ground less than six feet down range from the firing line or in a direction deemed unsafe by the Range Officer.
- d) Picking up a dropped handgun, except under the direction of a Range Officer or Match Director.
- e) Displays disruptive behavior or is abusive (verbal or Otherwise) towards the Match Director, Range Officers, another competitor or spectator.
- f) Competitor not familiar in the safe operation of their firearm.

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Falling plate matches function on a "***cold range***" basis. Unloaded firearms may be handled only on safe tables in designated areas. Firearms may only be loaded or unloaded at the direction of a Range Officer.

5. Course of Fire -- The course will be 6 eight inch round metal plates one foot apart, edge-to edge. They will be 4 feet above ground level to the bottom edge. The course will be divided into 4 stages; each stage will have 2 strings, 6 shots per string, a total of 48 shots. Stages:
- a) 10 yards - 6 shots in 6 seconds, 2 strings
 - b) 15 yards - 6 shots in 7 seconds, 2 strings
 - c) 20 yards - 6 shots in 8 seconds, 2 strings
 - d) 25 yards - 6 shots in 9 seconds, 2 strings

Shooters starting position will be muzzle resting on podium or pointed downward approximately 45 degrees from horizontal.

No reshoots allowed for defective guns, ammunition or for other malfunctions of the shooters equipment. A competitor may clear jams or malfunctions and replace the necessary cartridge(s) that have misfired or have dropped, provided all safety requirements are met. Completing a string of fire in this manner will not constitute a reshoot. No additional time will be allowed.

6. Scoring -- The 8 inch steel plate must be knocked down to score as a hit; each hit is scored 1 point. If a plate falls, for whatever reason, during a string of fire it will be considered a hit.

A penalty of 1 point will be charged for a premature start and for each round fired over the designated number. Any round fired over the allotted time within the designated number will not be scored.

Tie scores will be decided by a shoot-off. The competitors will repeat the 25 yard stage at the time limit reduced by one second. The number of plates knocked down until a plate is missed shall determine the winner of the match. The time limit shall be reduced by one additional second after every string of fire.

7. Range Commands:
- a) ***Load and make ready*** -- The shooter may now take a sight picture, load their firearm and assume the starting position as defined in the course of fire.
 - b) ***Are you ready*** -- The Range Officer asks if the shooter is prepared to proceed. If the shooter is not ready to proceed, it is the shooters responsibility to inform the Range Officer that they are not prepared. When the shooter does not respond negatively to this

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question, the Range Officer will assume the shooter is ready.

- c) **Stand by** -- This is the verbal signal given by the Range Officer to the shooter that the start signal will follow soon.
- d) **Start signal** -- The signal for the shooter to start the course of fire. The signal will be an audible signal from an electronic timing device.
- e) **Unload and show clear** -- The shooter will unload and hold firearm in position that allows the Range Officer to confirm the firearm is unloaded.
- f) **Range is cold** -- This command given by the Range Officer(s) indicates the range is safe. No one should move forward on the range until this command is given.
- g) **Stop** -- This command given at any time. The competitor must immediately cease firing, stop moving and wait for further instruction from the Range Officer.

8. Firearms, Equipment and Ammunition

- a) Firearms -- Any center fire semi-automatic handgun or revolver. All handguns used in competition shall be serviceable and safe.
- b) Rimfire Firearms -- Any semi-automatic handgun or revolver chambered for .22 rim fire ammunition, which is serviceable and safe.
- c) Ammunition -- Handloads may be used. Any ammunition used must be loaded within safe limitation for the handgun to be used.
- d) Rimfire Ammunition -- Any .22 caliber rimfire ammunition that may be fired without danger to competitors, range personnel or equipment is permitted.
- e) Ear Protection -- All competitors and other personnel in the immediate vicinity of the firing line are required to wear ear plugs, ear muffs or similar ear protection.
- f) Eye Protection -- All competitors and other personnel anywhere on the range are required to wear eye protection.
- g) Holsters -- Holsters are permitted with Match Directors approval.

Note: *These rules should be considered as guidelines only and are subject to change by the Match Director if necessary in the interests of safety, sportsmanship or other consideration.*