

What to expect at a Practical-Tactical Shotgun Match

COLD RANGE

- Sanners is a cold range. Your shotgun must be unloaded at all times at Sanners unless on the line under the direction of a Safety Officer (SO). Bring your shotgun to Sanners in a case/bag and UNLOADED. Take your firearm to the safe area to uncase. You may carry your shotgun around uncased; however, it MUST be unloaded, empty chamber flag inserted and carried barrel up or down. Racks will be provided at each stage to hold your shotgun. If you need to check the function (cycle the action) of your unloaded shotgun then you must take it to the safe area. In the safe area NO ammo or snap caps are permitted.

SPEED LIMIT

- The speed limit on Sanners property is **10 MPH** for all roads including the paved road on the way in that passes by our landlord's house. Do NOT exceed that limit!

DIRECTIONS TO SANNERS

- At the end of the FAQs are directions to Sanner's Lake Sportsmen's Club if you've never been here before.

WHAT TO BRING

- Shotgun
 - Shotgun
 - Ammo (shot sized #6-9 for your caliber)
 - Shell holding device – pouch, shell holders etc
 - Empty chamber flag or case
- Sun protection
 - Hat
 - Sunscreen
- Cold Protection
 - Hand/foot warmers
 - Warm hat
 - Gloves
- Snacks – if desired, the match may go until noon-1300. We will have bottled water in warmer weather.
- Portable chair, if desired
- Eye protection
- Hearing protection

CLASSES/DIVISIONS

Limited – any shotgun loaded to 5 rounds or less. Sub division of pump and semi-auto

Open – any shotgun loaded to more than 5 rounds. Sub divisions of pump and semi-auto

Det-Mag – any shotgun with a detachable magazine. Sub divisions of pump and semi-auto

Hunting and home defense shotguns are welcome. Please remove plugs from hunting shotguns to allow 5 shells (4+1) to be loaded.

CHECK IN

- Please arrive between 0800-0830 but no later than 0830 so you can get checked in and ready for the match – mandatory safety brief is at 0845.

- Enter through the gate and turn at the first left on to Tim Wilson Dr. Go straight down and you will see parking on the left and right and a clubhouse where check-in is. Park and go to the clubhouse to check in (you don't need your gear for check in).

- Pay your match fee (\$10 members, \$15 non-members) and sign a waiver if a non-member. Make sure to remember what squad you are on.

GET READY

- Get your equipment ready. You may carry your shotgun around uncased; however, it MUST be unloaded, empty chamber flag inserted and carried barrel up or down. Racks will be provided at each stage to hold your shotgun. If you need to check the function (cycle the action) of your unloaded shotgun you must take it to the safe area. In the safe area NO ammo or snap caps are permitted.

Once your shotgun is all set now would be a good time to load your shell holders or pouch. Load holders and pouches away from the safe area. There is no limit to how many shells you may carry on a stage.

SAFETY BRIEF

- Next will be the Safety Brief which is mandatory. Lots of important information will be covered to make your match a safe and fun one.

- The Safety Brief will take place just outside the Pit Area in the Bullseye Parking Lot.

- Important verbal calls are listed here:

Range is Hot – Eyes and Ears - Make sure your hearing and eye protection is in place.

Load and Make Ready – The shooter may now load the firearm and chamber a round.

Are you ready? - If not, let the SO know otherwise it is assume you are.

Standby - Get ready the start beep will be any second.

Finger: your finger is on the trigger when it shouldn't be – reloads, transitioning between shooting locations, prior to the start signal

Muzzle - Your muzzle is heading in an unsafe direction – make sure the firearm is pointed down range at all times

STOP - immediately stop what you are doing and await further instruction

If Finished, Unload and Show Clear - If you are done shooting the stage, put the safety on, unload the firearm, show an empty chamber, and insert empty chamber flag or case firearm.

Range is Clear: It is now safe to go down range for scoring and resetting targets.

- During the Safety Brief you will be told what stage each squad will start on and where that stage is located. After the brief has been completed head over to your stage with your equipment to start.

THE MATCH

Stage Brief:

- The SO will start by giving the stage brief which will explain how you will shoot the steel plates or clay pigeons, also known as your Course of Fire. After the stage brief, the SO will call out the order of shooters. Since you are a Novice you should not go first, so if you are called to go first let the SO know and they will move you down in the order.

Waiting:

- While you are waiting your turn watch the other shooters and see how things go. You may see some faster shooters ahead of you. Likely they've shot Practical-Tactical Shotgun before, no one expects a new shooter to be fast. Take it slow and easy and be safe. Your first match (or two or three) is about getting familiar and comfortable with action shooting as opposed to the more familiar stationary target shooting. Only once you are comfortable with this new type of shooting should you even think about increasing speed.

Resetting Targets:

- If you are not the next shooter or restocking holders from just shooting then you are expected to help reset the targets to keep the match going efficiently. Make sure all scoring has been completed before resetting targets.

Your Turn:

- It's your turn! Bring your shotgun and extra ammo (in a box is fine), for the first load, up to the line and await SO instruction. He will tell you when to load and make ready.

- Your SO will verify your safety is ON and then ask you to "Load and Make Ready". At this time load the specified number of shells in your shotgun. You are ready to go!

- You will start at the "low-ready" which is the shotgun shouldered and at about a 45 deg angle, pointing down with your finger OFF the trigger.

- The SO will ask "Are You Ready?" – If you are you need not say anything but if you are not indicate that.

- Once ready the SO will call “Standby” and start the timer which is a loud beep. At the beep, take the safety off and begin shooting the targets as described in the stage brief. You are allowed to shoot at a target as many times as needed until you break the clay or knock over the steel. If you fail to do that you will receive a penalty. Pay close attention to where your muzzle is at all times and don’t break the 180 (see FAQ for what the 180 is). Also, see FAQ for more info on the “Walk and Stalk” stage.

- When you are done shooting the stage, follow the SO instructions. The SO will have you put the safety on and empty your shotgun, then show that the chamber is clear and insert empty chamber flag. Be sure to do all this while keeping the shotgun pointed down range. Return your shotgun to the rack at the stage.

After Your Turn:

- After shooting restock your shell holders/pouch, watch your fellow squad mates shoot and help reset targets. Feel free to ask questions of other shooters. Everyone is happy to answer questions and we’ve all been in your shoes before. Every one of us was a new shooter at one time or another. We’re happy to have you come out and try a sport that we love!

- Once the entire squad is done with the stage you will move on, as a squad, to the next stage.

End of Match:

- After you have completed your last stage please help tear down that stage. Steel is heavy and the match organizers set up the match for you on their own. They really appreciated the tear down help so they don’t have to do it all themselves. Really saves a lot of time at the end of the day!

- Hopefully you will have had a great day and want to come back for more! If this peaks your interest in other action type shooting sports talk to those on your squad about other matches and what they are about. Most of the experienced shooters also shoot IDPA, USPSA, bowling pins and other matches. Sanners has a lot of fun matches open to the public.

FAQ

1. What is the 180?

Face down range and hold your arms directly out to your sides. Everything in front of your arms is your 180. When you are shooting you never want to swing your muzzle beyond your 180 (break the 180) as that would mean your shotgun is no longer pointing down range. Stages are designed with the shooters 180 in mind and by having your muzzle outside of your 180 you are risking the safety of other people. If you are getting close to the 180 then you will hear a “Muzzle” call from the SO. Stop moving and correct your muzzle position. Breaking the 180 is a serious safety violation and will immediately get you a disqualification (DQ) and you will be done shooting for the day.

2. What do I do when I am shooting and I hear STOP?

Freeze. Do NOT unload your firearm until instructed to. Take your finger off the trigger and wait for

further instruction. You may have been doing something unsafe or it may be for something totally unrelated to you that is causing a safety issue.

3. I see other shooters blazing through the stages – I'm not nearly that fast – is that ok?

You bet! No one, especially an experienced shooter (the ones you see blazing through the stages) expects a Novice shooter to be fast. In fact, it's better if you take your time, be safe and get comfortable before pouring on the speed. There is plenty of time later to work on speed. Right now concentrate on getting familiar with how the match is run and following the SO commands. Your goal for your first few matches is to be safe and have fun while taking as much time as you need.

4. What if I have a malfunction with my shotgun while I am shooting?

Malfunctions do happen and are not unexpected. If you know how to clear your malfunction then simply do so while keeping the shotgun pointed down range and your finger off the trigger then you may continue shooting the stage once your shotgun is ready. If you have any questions, just ask your SO. They are there to help you in any way that you need. When in doubt, stop firing, keep the shotgun pointed down range, and ask the SO for help. Malfunctions are cleared on the clock and generally a reshoot is not given.

5. What is the "Walk and Stalk" Stage?

The "Walk and Stalk" stage is a blind or no-preview stage where you will not know where the clay pigeons or steel plates are prior to shooting the stage. It can have up to 25 targets where a normal stage will typically have 12 targets. The targets are set up along a path and will have shooting boxes to engage the targets from. You may only shoot at the targets from a shooting box. When you move from box to box your finger must be OFF the trigger and safety on. Make sure to keep the shotgun pointed down range. Reloads may be performed on the move between boxes.

6. How is scoring done?

You start with your total time to shoot the stage then each target missed adds 5 seconds to your total time. Additional penalties for special props may be instituted as well – ie failing to flip the spinner is a 20 sec penalty. A procedural penalty, such as not following the rules of the stage properly, is an addition of 5 seconds. A failure to engage a target (not shooting at it at all) or missing a target is 5 seconds penalty. The stages will be unlimited, where you can make up missed targets, unless specifically noted in the stage description.

7. Where can I find my score?

Scores will be sent out to everyone who signed up electronically or are in the tactical shotgun email distro. If you are a walk on send an email to SannersTacticalSG@gmail.com and we'll get results to you.

DIRECTIONS TO SANNER'S LAKE SPORTMEN'S CLUB

In your GPS navigate to:

21374 Sanners Lane

Lexington Park, MD 20653

Once you turn onto Sanners Lane use the following directions:

- Continue down Sanners Lane and follow the road to the left as it goes around the house at the end.

**Note you will pass the Sanners Shotgun Range on your right but this match is being held in the Dynamic Pistol Pits which are in a different location.

- Once past the house you will see a concrete plant ahead of you and a right turn onto a gravel road. Take the right onto the gravel road.

- Pass through a gate, which should be open, and continue on taking a left turn on to Tim Wilson Dr. If the gate is not open pull off to the right before the dumpster and when a member arrives let them know you are here for the Tactical Shotgun match.

- Head down and park on the right or left side of Tim Wilson Dr. then go to the clubhouse – up on the left – to check in.