

CSEC - LRP JACKPOT COMPETITION RULES (rev. 11-27-19)

General LRP Jackpot Range rules:

- 1) **All participants must sign in at the CSEC range office before going to the LRP range.**
- 2) Range fee will be \$20 per shooter and must be paid in advance at registration.
- 3) There is no charge for non-shooting spectators.
- 4) To prevent road damage, 4-wheel drive must be used on the access road up to the LRP (UTV can be rented).
- 5) Each competition range day will be divided into morning and afternoon sessions, each being 4 hours long.
- 6) Morning session will begin at 8am & afternoon session will begin at 12:30pm.
- 7) The format will consist of a number of various "games" run in individual relays through the session.
- 8) There will be as many relays as time allows for each session.
- 9) Shooters may enter any relay that they wish and are not required to participate in the jackpot.
- 10) Jackpot entry is \$5 for each relay. The winning shooter gets ½ of the pot for that relay (payout is immediate).
- 11) For matches with 5 or fewer registered shooters, the winning shooter will get 100% of the pot.
- 12) Shooters wishing to enter for the jackpot can do so for any or all relays that they have entered.
- 13) Shooters can "invent" new games and submit them in writing to the RSO for future events.
- 14) Shooters must police their brass and clean up following range use (mark your brass if you want to keep it).
- 15) Cancellations due to unsafe weather/road conditions will result in participants being issued "rain checks" for use at a later session of their choosing.

Shooting Rules:

- 1) Shooters must provide all of their own gear except the shooting bench.
- 2) Coaching and spotters are not allowed except during "junior only" events.
- 3) Only one firearm is allowed per shooter per relay.
- 4) Different firearms may be used by the shooter for different relays during the session.
- 5) All games will have a time limit and be run on a shot timer for start, time elapsed and par times.
- 6) The time limit will appear on the relay rule sheet and be announced prior to the shooters entering the relay.
- 7) For all games, any shots taken after the time expires which strike a target, will not be counted for score.
- 8) In case of ties, the winner will be determined by points, accuracy or the shortest elapsed time as recorded.
- 9) If a tie cannot be broken based on points, accuracy or time, the tied shooters will split the pot.
- 10) All games will require individuals to shoot one at a time (no multiple shooters at the same time).
- 11) There will be a maximum of 18 shooters per session with up to 3 bench rotations per relay (game).
- 12) Shooters will be assigned a shooter number/bench assignment by random drawing prior to each relay.
- 13) After the shooters draw a number to shoot a relay, they will return their numbered ball to the can and fill in their name by the corresponding number on the score sheet for that game. This will be both their shooter number and their bench rotation assignment number.
- 14) At the start of a relay, all of the first rotation of shooters will have 1 minute of set up time on the benches.
- 15) All following rotations of shooters will be allowed 1 minute of set up time starting when the shooter on the bench ahead of the one where they will be setting up are removing their gear (this keeps an empty bench between the current shooter and the shooter who is setting up).
- 16) Shooters will be given the following range commands when it is their turn to shoot.
 - **"SHOOTER TO THE LINE"** – shooter will take their place at the assigned bench and wait for the RSO
 - **"MAKE READY"**- shooter will have 15 seconds to mount the firearm but **NOT CHAMBER A ROUND**
 - **"ARE YOU READY?"** – shooter will respond with an indication of being ready within 10 seconds
 - **"STANDBY"** – following the beep of the timer, shooter chambers a round and starts the course of fire
 - **"STOP!!!"** - (to be used by the RSO or anyone present only if there is an emergency or safety issue)
 - **"UNLOAD AND SHOW CLEAR"** – with the muzzle down range, the shooter will remove or empty the magazine and lock the action open showing the RSO a clear and empty gun

- **“CLEAR THE LINE”** – shooter will clear their gear from the line keeping their muzzle straight up or casing it prior to leaving the bench. Any brass not picked up directly from the bench must be left until after the match relay is completed. Mark your brass if you want to keep it!!!

- 17) Shooters must remove their gear quickly from the bench immediately following their relay to allow the next shooter to set up on the bench when it is their turn to do so.
- 18) There will not be any time outs for equipment or mental errors. From the start beep to the stop beep the shooter will be on their own with no coaching (except for junior only matches). When the shooter is done or the time expires, the time and score will be entered as is.
- 19) Re-shoots will be granted only for safety or range equipment issues **not** involving the shooter or their gear.

Safety rules:

- 1) All firearms will arrive at the firing line empty with the bolt/action open and detachable magazines removed.
- 2) Auto loaders must have chamber flags in any time that they are not on the bench and until Make Ready.
- 3) All firearms will be transported from vehicles with muzzles straight up (unless cased) and actions open.
- 4) Un-cased firearms are allowed to be horizontal **on the shooting benches only** (all other times muzzle up!)
- 5) Un-cased firearms are not allowed to be placed on or leaned up against the picnic tables.
- 6) Flagging/covering another person with the muzzle of a firearm will result in an immediate DQ for the day.
 - ❖ This includes the owner of a gun (attended or un-attended) placed horizontally somewhere other than on the bench as allowed, if someone walks in front of it!
- 7) Ammunition is allowed to be chambered **ONLY DURING THE COURSE OF FIRE** (after the timer beep).
- 8) Detachable magazines can be loaded at any time but only inserted into the gun after MAKE READY.
- 9) Firearms with internal box or tube magazines will only be loaded while on the bench during or after set up.
- 10) All actions will remain open until the timer sounds for a shooter to start his/her relay.
- 11) Rounds are allowed to be chambered only after the timer beep sounds.
- 12) Shooters going down-range of the front edge of the shooting benches while the line is hot is a DQ.
- 13) When staff is outside of a downrange bunker on relays which require “down-range staff”:
 - all guns on the benches will be empty in the chamber
 - actions and bolts locked fully open
 - auto loaders will have chamber flags inserted
 - all persons at the firing line will be behind the safety line (3’ or more behind the shooting benches)
 - safety will be “double confirmed” via radio before staff exits the bunker to perform work
- 14) If an unsafe condition is observed everyone on the firing line is responsible to take action and loudly declare a cease fire. The RSO will take charge and evaluate the safety issue until it is adequately resolved.