

Safety Officer Commands

“Range is hot, eyes and ears” The Safety Officer is giving a warning to all other match participants that he is ready to start the scenario, and that all participants should return behind the line of fire if they are not already there and have protective eye wear and ear protection in place. The shooter **should not** manipulate their firearm at this time.

“Load and make ready”: The shooter should face downrange and load their firearm, then return the loaded firearm to their holster. They should be sure to have a “topped off” magazine to their division capacity to start the scenario unless a different load is specified in the course description.

“Are you ready?”: The shooter can give a positive or negative response to the Safety Officer. If no response is given, the Safety Officer will assume the shooter is ready and proceed to the next command.

“Stand by”: Do not move or change positions after this command. The shooter should be ready to begin the scenario when the buzzer sounds.

BUZZER: An electronic sound signaling the start of the scenario. The shooter should draw their firearm from the holster and begin the scenario.

“If the shooter is finished, unload and show clear”: If the shooter is finished they should then remove the magazine, clear the round from the chamber and lock or hold the slide open. For revolvers the shooter should open the cylinder and empty any spent or live ammunition and leave the cylinder in the open position. The Safety Officer will inspect the weapon to ensure that it is safe.

“If clear, slide forward” (“If clear, cylinder” for revolvers): The shooter should then release the slide to the forward position. Revolver shooters should then close the cylinder. **Note: It is the shooters responsibility to make sure that the weapon is unloaded and safe.**

“Pull the trigger”: Shooter should point the weapon straight down range and pull the trigger. This is not required for revolvers.

“Holster”: Shooter should then holster their weapon making sure not to sweep themselves or violate muzzle safe points.

“Range is clear”: This is a signal to the other Safety Officer acting as scorekeeper that it is safe to go forward of the shooting line to score the targets and for the tapers to tape after scoring is complete.

Additional SO Commands

“Stop”: You must **immediately stop** any activity, keep your weapon pointed downrange and wait for additional instructions. The Safety Officer or another has determined that it is necessary

to discontinue the scenario. Something has occurred which may be unknown to you, a target is down, or some unsafe condition exists.

"Finger": You are moving with your finger inside the trigger guard. Immediately move your finger outside the trigger guard. If you do not comply, you will receive a procedural penalty and possibly be disqualified from the remainder of the match.

"Cover": You have exposed more than 50% of your body to a target. IDPA rules require your legs stay behind cover.

"Muzzle" In MN IDPA all stages have a muzzle safe point of 180 degrees, unless the stage rules specify otherwise. If you are approaching the muzzle safe point, the SO will yell muzzle to make you aware. Breaking the muzzle safe point is a disqualification.