

MATCH DIRECTOR GUIDELINES

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June 20, 2011

I. PREPARATION

- A. Follow USPSA rules.
- B. Have a CRO (stage builder) volunteered for each stage. Try to get some new and some experienced people for CRO's.
- C. Make all stages 8 round neutral.
- D. Test different aspects of shooting.
- E. Avoid memory tests--make the stages "shoot it as you see it."
- F. Be aware of shooting time and scoring time. Remember movers and long runs add time. Unreliable movers and uncalibrated poppers result in reshoots. Set poppers light.
- G. Make sure you have a classifier on one of the stages.
- H. **Bullets must impact near or on berm--set targets appropriately. Misses on steel should not impact further than 10 yards from bottom of berm**
- I. Be aware of weather and amount of day light--summer days are longer. If it rains make sure you have plastic bags for target covers. These may be removed if weather clears and removing bags is not a factor regarding reshoots.
- J. **Make sure you have a stats and sign up person. \$ 5's and \$10's for change would be helpful.**

II. MATCH DAY

- A. Make sure each range has a working timer, clip board, tape, extra targets, stapler, etc. Designate this responsibility to your CRO's.
- B. Have written stage description **posted** at each stage.
- C. Have safety walk through with MD and two committee members by 9:00a.m. Follow this with a shooters meeting at 9:30
- D. **No one may change squads without MD permission. Keep the squads equal in number of shooters.**
- E. **No squads may jump another squad without MD permission.**

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F. Enforce the \$10.00 late fee after 10:00AM. No one may sign up after 10:30AM!

G. Appoint squad leaders and instruct them to:

1. Check number of shooters in squad.
2. Keep squad together.
3. Get shooting started quickly.
4. Tear down last stage at the end of the day.
5. Return good targets to range shack and used ones to trash.

H. No one may bump through except for match officials.

I. Be prepared to calibrate poppers using 9mm calibration ammo.

J. Try to get first shot fired by 9:45 a.m.

III. POST MATCH

A. Make sure range is locked, red flag is down, and all equipment secure before you leave.