

## **FIREARM SAFETY INSTRUCTIONS**

### **Proving Firearms Clear.**

Note.

The following process shall be used to confirm the firearm is empty after the command “Unload, prove firearms” has been given, and at all times before any one advances forward of the firing point, on the command of the Range Officer.

All firearms shall be kept pointing downrange whilst being proved “clear”. In cases of misfires or failure to discharge the bullet, all other shooters shall be instructed to step back from the firing point and follow the instructions of the Range Officer until the firearm has been declared “Safe”.

After each firearm has been proved “Clear”, the shooter will be ordered to “Bench Firearm” and will step back from the firing point.

The shooter will not then touch the firearm until instructed to do so by the Range Officer.

### **PROVING RIFLES “UNLOADED” ON THE RANGE.**

**The clearance of all firearms shall take place with the firearm pointing downrange into the bullet catcher.**

#### **Rifles and Carbines.**

##### **Single shot rifles and carbines.**

These may be bolt action, Martini or falling block action, or break-barrel types.

On the Range Officer’s command “Prove Firearms”: -

1. Open the action until the chamber can be seen to be empty.
2. Bench the firearm.
3. Insert a breech flag.
4. The firearm has now been proved “Clear” and you may advance to change targets when instructed by the Range Officer.

##### **Rifles and carbines with tubular magazines.**

These may be underlever, slide (pump) action, bolt action or self-loading types.

It is important to remember that with firearms with tubular magazines, the breech may be shown to be empty, but there may still be live rounds in the magazine.

On the Range Officer’s command “Prove Firearms”: -

1. Open the action until the chamber can be seen to be empty.
2. On the orders of the Range Officer, cycle the action two times, ending with the action “Open”.
3. Show the breech to be empty.
4. Insert a breech flag.
5. Bench the firearm.

6. The firearm has now been proved "Clear" and you may advance to change targets when instructed by the Range Officer.

### **Rifles and carbines with removable clip magazines.**

These are usually bolt action or self-loading types.

On the Range Officer's command "Prove Firearms": -

1. Remove and bench the clip magazine if fitted.
2. Open the action until the chamber can be seen to be empty.
3. For bolt actions, leave the bolt "open". For self-loading actions, lock back the bolt mechanism in the "Open" position,
4. Insert a breech flag.
5. Bench the firearm.
6. The firearm has now been proved "Clear" and you may advance to change targets when instructed by the Range Officer.

### **PROVING CARTRIDGE PISTOLS "UNLOADED" ON THE RANGE.**

#### **Single Shot and Pistols.**

These may be bolt action, falling block, or break-barrel types.

On the Range Officer's command "Prove Firearms": -

1. Open the action until the chamber can be seen to be empty.
2. For bolt actions, leave the bolt "open".
3. Insert a breech flag.
4. Bench the firearm.
5. The firearm has now been proved "Clear" and you may advance to change targets when instructed by the Range Officer.

#### **Revolvers.**

On the Range Officer's command "Prove Firearms": -

1. Double action revolvers
  - a. With the firearm pointing downrange, open the cylinder latch and swing out the cylinder.
  - b. Eject any fired or unfired cartridges.
  - c. Show all chambers in the cylinder to be empty.
2. Single action revolvers with loading gate
  - a. Open the loading gate.
  - b. Eject any fired or unfired cartridges.
  - c. Show all chambers in the cylinder to be empty.
  - d. Leave the loading gate open.
3. Wait for the Range Officer to inspect the firearm and give the command "Firearm Clear, Bench Firearm".
4. Bench the firearm with the loading gate "open".
5. The firearm has now been proved "Clear" and you may advance to change targets when instructed by the Range Officer.

## Self-loading Pistols.

On the Range Officer's command "Prove Firearms": -

1. Remove and bench the clip magazine.
2. Open the action until the chamber can be seen to be empty and lock the action in the "Open" position.
3. Insert a breech flag.
4. Bench the firearm.
5. The firearm has now been proved "Clear" and you may advance to change targets when instructed by the Range Officer.

## PROVING BP FIREARMS "UNLOADED" ON THE RANGE.

### REVOLVER.

When firing has ceased:

1. Set the revolver to half cock:
2. Rotate the cylinder to check that all the caps have been fired.
3. Without looking down the muzzle, observe the front of the cylinder and rotate the cylinder to check that all chambers have been fired.
4. If there are any chambers that have not been discharged, wait for 30 seconds with the pistol pointing down range, re-cap and fire down range on the instructions of the Range Officer.
5. Re- check as above.
6. The firearm has now been proved "Clear" and you may advance to change targets when instructed by the Range Officer.

### SINGLE OR DOUBLE BARREL PERCUSSION FIREARMS.

**Note:** For single or double-barrelled firearms, a quick check as to whether or not it is loaded can easily be carried out by having the ram-rod marked with an easily visible mark at the position for "empty", and other marks showing its position with a powder charge only and also with a powder and ball.

1. Set the hammer to half cock:
2. Check that the cap has been fired.
3. If the firearm does not appear to have been discharged, wait for 30 seconds with the firearm pointing down range, re-cap and fire down range on the instructions of the Range Officer.
4. Re- check as above.
5. In the case of a double-barrelled firearm, treat each barrel separately.

### SINGLE OR DOUBLE BARREL FLINT LOCK FIREARMS.

1. Set the hammer to half cock:
2. Make sure the frizzen pan is open.
3. If the firearm has fired, it is now safe. If not, see "Miss-fires"
4. The firearm has now been proved "Clear" and you may advance to change targets when instructed by the Range Officer.

Chairman		Date	
Secretary		Date	