

MDPA New Shooter Orientation

Registration

- Equipment Check and Inspection
 - Handgun 9mm or .38 cal larger in good condition
 - Strong-side hip holster, stiff leather or polymer, not cloth
 - 3 magazines or 3 speed loaders
 - Magazine or speed loader holder for two each
 - Eye protection
 - Hearing protection
 - Cover garment (except for new shooters at their first match)
- Shooter Information Form
- MWA Liability Waiver

Introduction

- Class and range overview
- MDPA purpose and organization
 - MDPA personnel introductions
- MDPA rules
- MWA purpose and relationship

Safety

- Range Safety
 - Cold Range
 - If you carry, unload, check clear, hammer down at car
 - Safe Areas
- Gun Safety and Demonstration
 - Grounds for immediate DQ
 - Endangering anyone including yourself
 - Handling a loaded firearm except on the firing line
 - Pointing the muzzle beyond "Muzzle Safe Points"
 - Repeated finger in trigger guard violations
 - A premature shot
 - Universal Laws
 1. Always Loaded
 2. Safe Muzzle Direction Always
 3. Sure of target and background
 4. Finger off trigger unless on target (this is the cardinal rule!)
 - Load only when directed by CSO
 - Unload, Show Clear, Hammer Down, Re-holster before turning
 - Finger outside of trigger unless engaging targets (cardinal safety rule)
 - Keep your gun unloaded in your holster and leave it alone
 - You can handle ammunition and magazines all you want

Safety, cont.

Match Safety and Demonstration

Match Commands

Load and make ready

Shooter Ready?

Stand By

Finger!

Muzzle!

Stop!

Cover

Slow down for these steps!
(the competition is over)

Unload and Show Clear

Slide Forward or Cylinder Closed

Hammer Down

Holster

Range is safe

Match Procedure

Set up

Time

Reduced match fee

Start time

Fees

Cash or check payable to "MWA"

Squads

Stay with your squad

Rotate shooting order

Mentor new shooters

Shooter responsibility (always be doing one of these between shooters)

On-deck (mags or clips loaded, everything ready to go)

Tape targets after SO or scorekeeper says "Tape 'em!"

Pick up brass, if time allows

Targets

Threat targets

Show and explain

No-shoot targets

Show and explain

Hard Cover Targets

Show and explain

Steel Targets

Activators

Poppers

Moving Targets

Swingers

Drop Turns

Pop Ups

Shot timer

Demonstrate and explain

Tear-down

Props care and storage

Put props back in the right shed in the right place (ask)

Save all shot and non-shot targets

Do not put wood or cardboard in cans

Put unusable targets in dumpster across from clubhouse

Sweep out buildings

Procedural Rules

Normal Rules

Practice reducing risks

Modified rules

Concentrate on Safety

Competition

Why score and compete?

You compete against the course of fire

You can measure your progress

You learn to shoot under stress

Classed by Firearm and Skill

Three components of score (time, points down, penalties)

Procedural Penalties

Failure to engage

Finger

Cover

Wrong hand

Etc.

Accuracy (you cannot miss fast enough to win)

Speed (speed will come with practice)

Smoothness (strive for a steady rhythm with no wasted motions)

Mandatory equipment recap

Handgun 9mm or .38 cal larger in good condition
Strong-side hip holster, stiff leather or polymer, not cloth
3 magazines or 3 speed loaders
Magazine or speed loader holder for two each
Eye protection
Hearing protection
Cover garment (except for new shooters at their first match)

Other equipment

Shooting bag (to carry everything as you move from bay to bay)
Chair, optional (some shooters use 6-gal buckets with a seat lid)
Drinks
Food
Wipes
Ammo sack
Brass bag (if you reload or collect for someone who does)
Mag loader (to spare your fingers)
Sunscreen
Hat
Vest
Work gloves
Knee pads

Safety Review

Repeat entire Safety section above