

## **THE HARARE GUN CLUB 1904 BASIC SAFETY COURSE 2006**

All Members are required to learn about basic weapon safety for all their weapons.

All Members are required to attend a Basic Safety Course after joining the Club.

All Members are required to complete a Basic Safety Shooting Course as laid out by 'The David Willard Safety Course' and score at least 50% of total score. Rules and shoot book are attached.

'Letters of support' for firearm licenses will only be issued to Members who qualify from this course.

### **BASIC WEAPON SAFETY RULES**

These rules cover shoulder-guns and handguns, all of various types, and any other portable weapons capable of inflicting injury at a distance.

Safety at the range can be largely got by everyone holding to these rules. But not entirely: there is still a margin for individual silliness to cause disaster. Hence, every person handling or touching a firearm (or a crossbow or longbow), for whatever reason, must do so always in an alert and thoughtful way. Persons who, after painstaking instruction, exhibit lack of understanding of this principle must be excluded.

SAFETY IS EVERY SHOOTER'S BUSINESS, not just something imposed by a Range Officer or a Coach or an Instructor or a distant committee. Safety is EVERY PERSON'S BUSINESS, including every person who touches a firearm -- for whatever reason -- and every person who moves around the range, whether by vehicle or on foot, while firing is taking place or could take place, as signaled by red flags flying OR by any other previous advisement. Parents have a special responsibility to their children, and they should not delegate that responsibility lightly.

#### **1.0 HOW TO CARRY A WEAPON AT THE RANGE.**

1.1 Every firearm must arrive at the range unloaded and it must be loaded only under the explicit instruction of a Range Officer.

1.2 All firearms may be carried about the range in their gun-case or sleeve or bag or approved holster or in a stowage place in a vehicle or (deprecated) in a pocket or carton, still unloaded. A shoulder gun on arrival at the range or at a later time may be withdrawn from its case or vehicle (and may then be assembled) while pointing in a safe direction; thereafter it must be carried as an "exposed firearm". A person arriving at the range on foot with a shoulder gun exposed must immediately follow these rules. A handgun may not be withdrawn from its case or holster etcetera, except on the explicit instruction of an authorized Range Officer at a firing point, or by an RO at an arranged "fumble zone" (where no ammunition is allowed to be within reach, except on the express instruction of an RO when dealing with a difficult malfunction).

1.3 Exposed firearms may be carried about in the following ways; note that a few ways are permitted but deprecated but may be allowed for newcomers until they have equipped themselves properly. Another allowable and reasonable use for those ways is when a Range Officer allows a sideways movement of shooters at a firing point.

#### 1.3.1 Shoulder guns exposed.

(a) Bolt-action and lever-action and Martini- action guns. These may be carried vertically, with the bolt open and hanging, or with the action fully open as the case may be. A fully permissible carry is with the barrel very nearly vertical and resting against the shoulder (with trigger forwards), while the weight of the gun is taken by a straight arm with the fingers wrapped around the butt-plate.

(b) Semi-automatic and slide-action (pump-action) guns. These may be carried vertically, with the magazine removed (if removable, otherwise with the magazine platform visible in the ejection port), and with the action-mechanism retracted to the rear. A fully permissible carry is with the barrel vertical and resting against the shoulder (with trigger forwards), while the weight of the gun is taken by a straight arm with the fingers wrapped around the butt-plate. If the gun has a pistol-grip (as the FN or SLR rifles), that grip may be used, by the hand of the same arm of that shoulder to take the weight, giving a neat and safe carry with relative freedom from the muzzle catching on branches of trees or other overhead obstacles.

(c) Break-action guns (commonly shotguns but sometimes drillings, and sometimes hunting rifles). These guns may be carried with the action open and with the gun supported over the forearm and the butt under the armpit. An allowable method (but deprecated for light weight guns) is for the action to be closed and for the gun to be carried with the barrel(s) vertical and resting against the shoulder (with trigger(s) forwards), while the weight of the gun is taken by a straight arm with the fingers wrapped around the butt-plate. Hammer-guns must have the hammer(s) at half-cock. For a very short distance these guns may be carried with the action closed and supported vertically by one hand around the fore-end.

(d) Muzzle-loading rifles and muzzle-loading shoulder-smooth-bores. These may be carried vertically, with the lock(s) at half-cock. A fully permissible carry is with the barrel(s) vertical and resting against the shoulder (with trigger(s) forwards), while the weight of the gun is taken by a straight arm with the fingers wrapped around the butt-plate.

#### 1.3.2 Handguns exposed.

\_In general, handguns must not be carried about exposed\_ (except as sometimes visible in an approved holster, which is not counted as being exposed). The following exceptions are allowed (though deprecated); they must not be assumed to be the norm.

(a) Revolvers with a swing-out cylinder. These may be carried with the cylinder swung out and with two or more fingers through the frame opening, those fingers of one

hand carrying the weight of the revolver.

(b) Break-action revolvers. These may be carried with the action open and with the revolver gripped by the `_barrel_` with the butt forward.

(c) Other break-action pistols. As for (b).

(d) Semi-automatic pistols. These may be carried by means of the forefinger around the butt -- below the trigger-guard -- accompanied by those other fingers of the same hand which will fit. The action must be fully open or very nearly so (commonly slide back or toggle back), retained either by a device provided in the pistol or by some obviously safe added means. The magazine must be removed (if removable; otherwise the magazine platform must be clearly visible through the ejection opening). The pistol must be carried with the barrel pointing nearly vertically downwards.

HANDGUN SHOOTING  
SOME NOTES ON THE INSTRUCTION OF COMPLETE BEGINNERS.

#### GETTING STARTED

The student is usually nervous, and very naturally so. Do your best to induce an atmosphere of calm. Get the student to sit down and relax. Keep constantly in mind that a good rapport between teacher and student is very helpful.

Instruct as few students as possible at one time--one at a time is best. But group-instruction is better than no instruction. However, actual firing can be only one-at-a-time, and on a range reserved solely for the purpose. (It is a complete nonsense for an absolute beginner to be shooting in a line with others.)

The instruction should be by appointment whenever possible, and the student should say the make and model of handgun he or she will be bringing. Tell student to bring sunglasses, safety glasses or prescription glasses, a few cartridges if available, and own pistol-cleaning gear if available. Appointment enables you to get helpful gear together; model of pistol enables you (with luck) to look it up or find out about it if you are not familiar with it. Most revolvers are either S&W style or Colt style but there are exceptions; self-loading pistols come in great variety so you will probably learn quite a lot as you go along.

Location for initial instruction: somewhere quiet, with no-one shooting nearby, and preferably no obvious onlookers except in the case of a group being taught.

Essential gear.

Ear defenders for yourself and student(s).

A large target and something to make a prominent aiming point.

Patches.

Desirable gear.

Two folding chairs and a small table.

Pencil and pad.

A rifle cartridge cut down the middle, or a picture of a section of a cartridge copied from a reloading manual. (Do not attempt to

cut a cartridge yourself; ask an expert.)  
Pencil and pad.

Your own pistol-cleaning gear.

Two or three small pieces of white card or white plastic, for help in inspecting a barrel bore without a field strip. (Brighter than a fingernail; get it into the sun.)

Although you will not be firing for a while, probably best to don your red jerkin before starting instruction as this will signal to passers-by what you are doing.

Politely ask student to open bag containing handgun, then yourself withdraw it and prove unloaded. Explain double-check.

Explain range rule: weapon must arrive unloaded.

Explain small, fairly simple machine, potentially dangerous; compare with large, complex machine--the motor car, also potentially dangerous. Handgun must be learnt, so as to avoid danger to student or to friendly persons; much less time than learning to drive a car, but still a conscious and careful process needed.

Explain the names of the parts of the gun as you go through the following section.

Describe how the cartridge works (and avoid calling it a "bullet"), as follows.

Propellant: smokeless powder (late 19th century) not a high explosive; easily handled, with reasonable care; less dangerous than petrol, although highly flammable. When ignited in the open it burns briskly because it contains oxygen as one of its components, so it does not need to draw oxygen from the atmosphere. However, when confined in a cartridge case and ignited the powder burns very quickly, turning into very hot gas at a high pressure.

Primer (show student where the primer sits in its pocket): works on the same principle as a child's "cap pistol". A very small amount of a fulminating compound is placed inside the flat end of the primer; when that flat end is struck quite hard the compound is compressed against a tiny anvil. The energy of the blow is thereby converted into heat which ignites the primer. A very small but hot flame passes through one or more small holes into the main body of the cartridge and ignites the powder. (Point to the firing pin which delivers the blow.)

The cartridge case: this now has hot gas inside it at a high pressure which acts in all directions (0-level physics). The gas pressure pushes backwards on to the head of the cartridge but cannot move it because the breech is either fixed or locked. (Point out the standing breech of a revolver or the breech face which forms part of a slide.) The gas pressure tries to expand the rest of the case radially and it succeeds to a very small extent, until the case is firmly against the wall of the chamber when it can expand no more. In this condition the case forms a good gas-seal so that no gas can escape backwards. The remaining area accessible to the gas is the base of the bullet which can and does move, along the barrel, just like a piston in an engine. The gas pressure falls as the bullet moves but it is still fairly high as the bullet emerges from the muzzle, and this what makes the bang, as the gas comes out into the atmosphere at high speed. The cartridge case is usually made of a springy brass; as soon as the gas pressure falls the case contracts to about the size it was before firing, becoming again a free fit in the chamber (but not sloppy).

The bullet (try to avoid calling it a "head"): this is made mainly of lead, with or without a "jacket" of brass or thin, copper-plated steel; it leaves the barrel at quite a high speed, of the order of 300 meters per second, and spinning very fast. The bullet is able to deliver a heavy, penetrating blow to whatever it hits, more than equal to a strike by a javelin swung by a strong man; if it hits planks of wood it can smash through several heavy planks. If it is fired into the air it will travel up to one-and-a-half kilometers and is still capable of doing injury when it lands. If it strikes something very hard at an angle it is likely to bounce or "ricochet" in one or several pieces.

If the student's handgun is a self-loading pistol explain the name and that it is commonly called an automatic although that is really a misnomer. Explain how the pistol works, from the moment when the trigger is pressed: hammer falls, banging the firing pin forward so that it hits the primer; powder ignites, driving bullet forward; as bullet nears muzzle, gas pressure on head of cartridge succeeds in starting slide rearwards, carrying barrel with it; after a short travel barrel unlocks from slide and stops; slide continues rearwards and extractor pulls out spent cartridge case (point to small "hook" of extractor and where it fits into groove of case); opposite side of case hits static ejector which unhooks case and flings it through ejection port; slide re-cocks hammer and comes to a momentary stop.

Spring then pushes slide forward; foot of breech face catches uppermost cartridge (only just) and pushes it roughly into chamber, at the same time locking itself to barrel; pistol now ready for next shot. Demonstrate how to fill a magazine (not a "clip" usually). Do not say "load" a magazine, say "fill". Explain how to load and unload pistol; use an empty magazine or use dummy cartridges if you have them. [[ Put a note in final section about drilling holes in dummies. ]]

If the student has a revolver assume that it is for protection and teach double-action right from the start. (Yes, it is a bit more difficult but go to it!) To begin with, keep it simple. Explain what happens when the trigger is pulled: the hammer is drawn back against a spring; when it reaches a certain point it is automatically released. The hammer dashes forward and bangs the firing pin into the primer which ignites the powder and the bullet is pushed along the barrel and out of the muzzle. If the trigger is released the revolver can now be fired again. Demonstrate how to load the revolver, using dummies or dummies or pretend. Two fingers of the left hand hold the cylinder steady. Demonstrate how to unload.

Explain the most important range rules relating to handguns, and that they are for the protection of everyone. Range Officer (however named) is in charge of a shooting session and must always be obeyed. He or she should wear a scarlet jerkin. Handgun to remain holstered, boxed or bagged until RO gives permission to handle it. Handgun placed on table etc to be in an obviously safe condition. (Demonstrate revolver with cylinder swung open, or automatic with slide latched back and no mag.) Gun then not to be touched until

RO gives permission.

If handgun is to be carried a short distance demonstrate two fingers through frame of revolver; automatic muzzle down with index finger below trigger guard (not alongside, below).

Gun must never be loaded except when so ordered by RO.

When gun is loaded, muzzle must always point down-range (that is, where the targets are placed) and the muzzle must not point above the horizontal. (Student is to forget about cowboy films!)

Stress finger alongside trigger-guard until coming into the aim when preparing to fire. Important.

#### TARGET

Set up a suitable large target, if you have not already done so. Put a prominent aiming mark on it.

#### AIMING

Examine the sights of the gun which the student proposes to use and draw a clear, over-sized sketch showing the sights correctly aligned on an aiming mark. Let the student practice obtaining a sight-picture, with an empty gun, without worrying about hold until the next stage.

#### HOLDING

Using the isosceles stance demonstrate your own two-handed hold. Perhaps do this with your own handgun. Explain to the student that guns vary in size and so do hands, so an exact copy of your hold may not be the best for the student; however do strongly recommend the left hand wrapped around the right. Emphasize (for a right-handed student) that the left thumb must be kept on the left side, and it will probably give best results if it presses down on the right thumb. Keeping the left thumb on its own side is of course vital for most semi-automatics and I believe (1) it gives a better hold with a revolver; and (2) it makes the revolver-owning student less liable to injury when possibly firing an auto at some future date. Help the student to achieve a reasonably good hold, with a firm grip (which is especially important for an automatic, to avoid a possible malfunction). For a revolver keep the student's fingers clear of the front end of the cylinder when the hands are in the firing position.

#### STANCE

Again demonstrate the isosceles stance, explaining the triangle made by the straight arms and the collar-bone. Get the student to practice this and do your best to persuade him/her not to lean backwards. Remember that they might not want to be touched.

#### TRIGGER-PRESSING

Explain about the necessity to squeeze and it may be helpful to demonstrate this in slow motion, giving a running commentary if possible. Get the student to do two or three presses dry-firing, yourself watching for snatch. Load with dummies if possible.

RECAPITULATE (briefly) aiming, holding, trigger-pressing and stance.

#### PREPARATION FOR FIRING

Inspect the bore of the barrel. Check that there is no dirt, no grease, and no visible oil. Preferably wipe out the barrel anyway.

Explain to the student that when a handgun is fired it gives a

sharp jerk which he/she will find a bit startling but it will not hurt and it will not push the shooter back. Also, despite ear-muffs, there will be a noticeable report. You and I have forgotten the jerk and the report long ago because we concentrate hard on placing the bullets where we want them to go. Avoid the word "recoil" unless the student raises it; "jerk" is less alarming.

#### FIRING

I have twice nearly been shot when instructing absolute beginners--I must have been slow to learn! Consequently, for years now I have allowed an absolute beginner to load only one round for a first firing. A large target at about 3m is good for a first firing. It is very difficult to miss and the student is delighted that he can actually hit it. Stand close to the student on his/her shooting-arm side (but clear of the hot doppie) AND WATCH THAT LEFT THUMB.

If the first shot results in a neat hit allow the student to load three or four rounds and fire them, AND WATCH THAT LEFT THUMB. That's it: there is no point in banging away expensive ammunition on this first occasion--the student is tired by now and will not profit. If reasonable to do so, allow the student to take the target home.

#### FOLLOW-UP

Encourage the student to return for a second shooting session on another day. (Some do not, which is why I have tried to cram so much into the one session.)

At a second session go over the safety rules again, somewhat more quickly. (The student may have forgotten some of them: to the student there seems so much to remember.) Check the student's supply of ammunition and allow a moderate amount of shooting. Look out for snatch and tilted sights or poor sight-picture. Look out for flinching (but do not mention the word!); if this should occur go to dry-firing for practice in trigger-pressing.

### **BASIC RANGE RULES.**

- The clubhouse will open for registration at 0830hrs.
- Registration, Range fees, ammo sales etc. from 0830-0900hrs.
- Butts marker to receive instructions for the day, put up targets, flags and equipment.
- All shooters must register at the Clubhouse before shooting.
- A fee will be charge for the day. This may include ammo. or lunch.
- All shooting scores will be logged in the score book for annual aggregate score.
- Shooting will take place from 0900-1300hrs.
- Only paid-up Club members may shoot.
- Approved prospective members may shoot for that day.
- Visitors must be signed in to the visitors book at the clubhouse.
- Red flags must be displayed at all times.
- Range office, butts markers and bar/registration officer must be present at all times.
- Shooting only under the instruction of Range Officers. Range Officers are fully in charge of all shooting and must be respected.

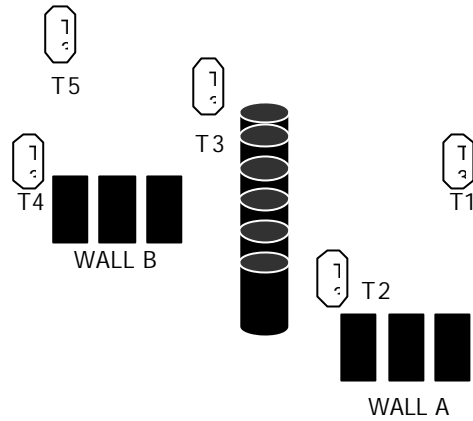
- Shooting must be at regulation targets only. No tins or bottles or rocks.
- Shooting must be directly into the butts.
- All shooters are to collect their used brass and return it to the clubhouse.
- Vehicles are not allowed to be parked on the Range. Park on the road, lock your car.
- There is a speed limit on all roads, do not make dust.

### **RULES OF FURA NUNZI .22 SHOOTING COMPETITION 2004**

1. This is a .22 Long Free Rifle Shooting Competition
2. The categories may, in the near future, be split into standard sporting rifle and target type rifles, at the committee's discretion
3. Sights may be iron or telescopic.
4. All practices will be shot from benches in the sitting position.
5. Weapons will be hand-held on the benches. The weapons will not be affixed to the benches. Bi-pods fixed to the weapon are allowed.
6. The benches may have rests of adjustable metal V's or sand bags.
7. Shooting commences at 09.00 hrs on the 300 mt. Range.
8. All zeroing practices will be of 10-minute duration. Unlimited shots with-in this period.
9. Persons arriving after stated start times, may be time restricted in zeroing practices.
10. All competitive shooting will be as directed by the match coordinator.
11. Targets will vary at the different practices, totaling 100 points per set of targets.
12. The targets may be of variable aiming marks for different days; e.g. Big Five, Hogs, Deer, Triangles, Circles and Squares.
13. The annual competition will be divided into two six monthly sessions.
14. Each session will consist of two recorded practices each month. (12 per session.)
15. In each session the distances will include practices at 100, 75 and 25 meters respectively.
16. In order to qualify for the "Top Ten", in each session, it will be compulsory that one each of the 100, 75, 25 meters be included in the 5 best scores.
17. The best of each of the 100, 75, 25 meters, plus the best 2 of the 50 meters, within the session will aggregate to achieve the "Top Ten" score.
18. In each session the "Top Ten" will shoot-off to determine the "top ten" Champion.
19. The "Top Ten" Fura Nunzi Trophy will be awarded to the winner of the session.
20. Entry fees per day will be used to best advantage by the committee.
21. This competition is open to members of H.G.C. and affiliated clubs. A section "entry" fee will be levied.
22. The Range Committee's decision will be final.

## DAVID WILLARD RANGE SAFETY SHOOT

DATE \_\_\_\_\_



The shooter starts behind wall A, cocked and locked.

The shooter must engage each target (Fig 11) with one bullet on each target.

Targets are scored as follows: A=5 B=4 C=3 points

When the shooter breaks from the hardcover of wall A, the clock starts.

The clock stops when the shooter is behind hardcover again.

The clock starts whenever the shooter is exposed to the targets and stops when the shooter returns to hardcover.

Scoring is done by dividing the shooters total score by the time taken from the clock, giving a Score Factor.

The highest individual score factor determines the 100% score factor of the competition and all other competitors scores are divided by the 100M RANGE% score, giving percentage score for everyone.