

# The Bullet Trap Pistol League

## Holster Draw Relay Rules and Procedures

### Purpose and Description

To give our concealed carry patrons the opportunity to practice their holster draw technique, the Bullet Trap Pistol Leagues will have a special Holster Draw Relay (HDR) at the end of each league match during the regular league seasons. During this relay, shooters will engage targets on the indoor range using concealed carry draw and fire techniques learned in the Advanced Pistol Course.

### Eligibility

The HDR is open only to shooters who have completed the Bullet Trap Advanced Pistol Course.

### Safety

**SAFETY IS OUR HIGHEST PRIORITY**, and for that reason, drawing from a holster is not normally permitted on the Bullet Trap indoor range. However, a properly trained shooter with appropriate equipment in a controlled environment can safely draw and fire a handgun with a few additional safety precautions. We want everyone to enjoy this experience, but it's no fun if someone gets hurt. To this end:

- All range rules and safety procedures will be in full force during the relay.
- Shooters may congregate in the classroom, lobby or lounge while waiting for the relay to begin. However, **NO GUNS OR AMMO WILL BE ALLOWED IN THE CLASSROOM AT ANY TIME.**
- Guns **MUST** be uncased and re-cased **ONLY** in the shooting booth.
- Shooters must heed and obey all commands of the Range Safety Office (RSO).
- Each magazine may contain **ONLY** the number of rounds specified for the set (typically 5 rounds).
- **DO NOT insert the magazine into the gun until told to do so by the RSO.**
- **HOT RANGE PROTOCOL will be observed once the first set has begun:**
  - a. **A holstered gun remains holstered until the RSO calls for fire.**
  - b. **A shooter MAY NOT LEAVE THE BOOTH WITH A HOLSTERED GUN**
  - c. **Holstering/Re-holstering is done S-L-O-W-L-Y with the eyes on the gun all the way in.**
  - d. **Dropped articles may not be retrieved until "Cease Fire" is given.**

### Equipment

**Firearm-** A suitable handgun in working order. A suitable handgun is one that holds at least 6 rounds of ammunition, has a trigger pull not less than 4.5 pounds, is designed so that it can be carried safely in a loaded state, and sized so that it can be properly drawn from concealment and re-holstered. This precludes derringers, "Saturday night specials", miniature pistols, and over-sized pistols (e.g. Judge). Ideally, it should be your actual carry weapon. Working order means that the firearm is well maintained, properly lubricated, and the shooter has fired at least

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50 rounds through it. **Any firearm that repeatedly malfunctions during the relay will be removed from the line.**

**Ammunition:** Shooters will provide their own ammo. Reloads are permitted, but the shooter is responsible for its reliability and compatibility with the firearm. **Any ammo that repeatedly malfunctions during the relay will be removed from the line.**

**Magazine-** For semi-auto pistols, at least **TWO MAGAZINES** will be needed. For revolvers, at least two speed loaders will be needed. During a live fire set, the second magazine/speed loader can be staged on the shooting tray or carried in an appropriate pouch. **Magazines may NOT be deployed from a pocket.**

**Holster-** An outside-the-waistband, straight hanging holster mounted to a sturdy belt on the shooter's strong (firing hand) side. A holster with a 15-degree (FBI) cant is acceptable. The holster must be sized to properly fit the firearm, **completely cover the trigger**, and hold the firearm securely. **Inside-the-waistband, cross-draw, ankle, shoulder harness, small-of-the-back, pocket and purse holsters are not permitted.** Generic nylon holsters will be available to loan out to those who do not have an appropriate holster.

**Clothing-** For safety reasons, clothing must not cover the holster or interfere with the draw stroke in any way.

### Holster Draw Relay Details

**Date and Time:** The HDR will follow the regular Bullet Trap Pistol League match on Mondays during League season. The relay will have a maximum of 8 shooters, and the nominal start time will be 8:00PM, but may be slightly earlier or later on a given night depending on how the League runs. **To be sure, all HDR shooters must be in the building no later than 7:30PM.**

**\*\*\* There will be a 5-minute safety briefing at the start of the relay. \*\*\***

**Reservation:** Spots on the relay are on a first-come, first-served basis and must be reserved using the BT Online Reservation system.

**Fee:** The HDR fee is \$15 which includes range time and targets. The fee is payable via PayPal when the reservation is made.

**Weekly E-Mail:** An e-mail will be sent to all HDR eligible shooters each Wednesday. The e-mail will contain the course of fire for the upcoming week, a link to the HDR reservation page, and instructions on how to use it.

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### Course of Fire

Generally, the course of fire (COF) each week will consist of 3 stages of 15-20 rounds each (total of 45 - 60 rounds required) and will take 25-30 minutes to complete. Most of the time, the COF will be the same as that fired in the Pistol League that night unless it is not appropriate for draw-and-fire.

Each stage will be fired in sets of 5-10 rounds each. Target and stage scenarios will vary each week and will be published in the weekly e-mail several days prior (usually Wednesday) to each match. In addition, the COF will be explained by the RSO at match time.

While the relay is not a quick-draw contest, all sets will be timed to simulate the need for urgency in a defensive situation. There will be ample time given to accomplish the requirement, ranging from 30 seconds to 10 seconds depending on the scenario. Targets will typically be repositioned between each set. **Note:** Most COF's are biased toward semi-auto so may pose a bit more of a challenge to revolver shooters.

### Range Commands

Shooters will be guided through each set of the COF by commands from the Range Safety Officer (RSO). Shooters will take action only when instructed to do so. The range commands are grouped into Preparation, Lock and Load, Commence Fire, and Cease Fire.

#### Preparation

**RSO:** "Shooters, prepare your magazines with X rounds for the next set and move your targets to XX feet when you are ready to start"

**Shooter:** Load your magazine with the number of rounds specified for the set (usually 5). **Load only ONE magazine unless instructed otherwise.**

**NOTE: Revolver shooters, you may insert rounds into the chambers at this time, but DO NOT close the cylinder or loading gate until the "Lock and load" command is given.**

**DO NOT insert the magazine into the gun at this time.**

When ready to proceed with the set, the shooter moves the target carrier to the distance specified by the RSO. When all targets are at the correct position, the RSO assumes that all shooters are ready to fire the set.

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### Lock and Load

**RSO:** "The firing line is ready. Shooters, lock and load X rounds and holster your weapon"

**Shooter:** If you are NOT ready to proceed with the set, shout loudly "NOT READY ON LANE \_\_\_!". The RSO will wait a bit and then repeat the "line is ready" call.

Insert a loaded magazine into the gun and close the action. Revolver shooters may close cylinders and position the first round at this time.

**Holster your weapon SLOWLY, watching it all the way into the holster.**

Stand in the booth with your hands at your sides and wait for the signal to fire.

### Up Command

**RSO:** "Shooters, you will have (*xx min/sec*) to fire (... *course of fire*)." Within a few seconds, the RSO will announce "UP" (this may also be a signal from the lighting system).

**Shooter:** At the UP command (or signal), draw your weapon and fire as dictated by the COF requirement. Hold at the firing position and **wait for the Re-Holster command.**

### Re-Holster

Most sets will have three draw-and-fire segments, requiring a re-holster in between. When the segment time has elapsed, the RSO will announce "**RE-HOLSTER**".

**Shooter:** Re-holster your gun S-L-O-W-L-Y, looking it into the holster. You will have ample time to do this, generally 8-10 seconds before the next UP command. Stay in the booth with your hands at your sides and await the next UP command/signal.

### Cease Firing

**RSO:** When time has expired for the last segment of the set, the RSO will announce "CEASE FIRE! Make your guns safe!"

**Shooter:** Cease firing, clear your gun and lay it on the tray, action open. This completes the set. Await the next command (usually "Prepare magazines").

**DO NOT RE-HOLSTER UNLESS DIRECTED TO DO SO.**

### Malfunctions

There will be no alibis or reshoots for malfunctions. Shooters are expected to clear and correct their own malfunctions and continue with the COF if possible. If the shooter is unable to clear

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the malfunction, the RSO will assist. **However if malfunctions persist, the shooter will be asked to stand down.**