

## SLV Pistol Match Range Commands

- **“Load and make ready”** is announced when the SO is ready for you to load your gun. You should begin the safe loading of your gun upon this command.
- **“Do you understand the course of fire?”** this command is given to insure the shooter understands the task at hand.
- **“Shooter ready”** this is a preparatory command for the shooter and gives the shooter the opportunity to announce that they are “Not ready”
- **“Standby”** this is a preparatory command announced just seconds after “shooter ready” The shooter may not move until the start signal is given.
- **“BEEP”** while this is not a spoken command it is the signal to commence actions to execute the stage. The timer beep is the shooters indication to safely draw their loaded gun and begin shooting.
- **“Cover”** is a command given by the SO or SK when the shooter is not using cover appropriately. This is a courtesy call and is not required by IDPA rules.
- **“Unload and show clear”** directs the shooter to unload the gun and show that the gun is clear of all ammunition.  
The shooter unloads the gun and holds open the action for inspection by the SO.
- **“Slide, hammer, holster”** is the command given after the SO inspects the action, chamber and magazine. The shooter should release the slide, pull the trigger to release the hammer or striker, and then safely reholster the gun.
- **“Clear”** (INDOORS) means the shooting is complete for one side and the SO on the other side may take command of the range. Note: The range is NOT safe at this point, do not go ahead of the firing line.
- **“Range is safe”** means shooters may go forward of the shooting line to retrieve magazines, ammunition or to paste targets.