

Calling the Line – RVPL National Match Course

Document Key

Black - Informational text

Blue - Command to speak

Orange - Timer operations

Green - Target turning operations

3-MINUTE PREP PERIOD

Face the targets

Set Timer to 3 Minutes

Shooters to the line for your three-minute preparation.

Give the shooters a few seconds to get to the line...

Your three-minute preparation period starts now.

Start Timer

After three minutes has expired...

Does Anyone Need Additional Time?

National Match Course

1 2 3 4 5 6 7 8 9 10

Slow											-	X						
Timed											-	X						
Rapid											-	X					-	X

SLOW FIRE STAGE

Set Timer to 6 minutes and 3 Seconds

*Shooters to the line for the Slow Fire Stage of the Match.
There will be two Five Shot strings in 6 minutes. You will load your first string on my command and the second at your discretion. For Slow Fire with 5 rounds load.*

Edge the targets

<i>Is the Line Ready?</i>	Pause for 3 seconds
<i>The Line Is Ready</i>	Pause for 3 seconds
<i>Ready on the Right</i>	Pause for 3 seconds
<i>Ready on the Left</i>	Pause for 3 seconds
<i>Ready on the Firing Line</i>	

Start Timer

When timer gets to 6 minute mark, **Face the targets**

If the line appears to have completed 10 rounds

*Does the Line Need Additional Time?
The Line Does Not Need Additional Time
We Will Suspend the Remaining Time*

Stop Timer

*Slides Back, Magazines Out, **Cylinders Open***, Chambers Empty, Guns on the Bench and make them safe, insert Safety Flag*

* Only if a shooter is using a revolver

PAUSE for reloading of MAGAZINES

*Is the Line Safe on the Right?
Is the Line Safe on the Left?
The Line is Safe.*

Go Forward, Score and Replace with Timed Fire Targets

Set Timer to 23 seconds

National Match Course

1 2 3 4 5 6 7 8 9 10

Slow											-	X		
Timed											-	X		
Rapid											-	X	-	X

TIMED FIRE 1st STRING

***Shooters to the line for the Timed Fire Stage of the Match
There will be two Five Shot strings, 20 Seconds Per String.
For your 1st String of Timed Fire, with Five Rounds Load***

Edge the targets

Pause for loading

Is the Line Ready?

Pause for 3 seconds

The Line Is Ready

Pause for 3 seconds

Ready on the Right

Pause for 3 seconds

Ready on the Left

Pause for 3 seconds

Ready on the Firing Line

Start Timer

When timer gets to 20 second mark, **Face the targets**

When time has expired...

Edge the targets

Stop Timer

Are There Any Alibis?

I see (no / 1 / 2 /...) Alibis.

**** If there is an Alibi**

Verify and have Alibis Cleared

Record Alibi(s) on the Alibis Page

The Alibi is allowed/is not allowed.

***There will be an Alibi string following the second string of
Timed Fire. The following commands are for ALL shooters.***

National Match Course

1 2 3 4 5 6 7 8 9 10

	1	2	3	4	5	6	7	8	9	10						
Slow											-	X				
Timed											-	X				
Rapid											-	X			-	X

TIMED FIRE 2nd STRING

Set Timer to 23 seconds

For your 2nd String of Timed Fire, with Five Rounds Load

Pause for loading

Is the Line Ready?

Pause for 3 seconds

The Line Is Ready

Pause for 3 seconds

Ready on the Right

Pause for 3 seconds

Ready on the Left

Pause for 3 seconds

Ready on the Firing Line

Start Timer

When timer gets to 20 second mark, **Face the targets**

When time has expired...

Edge the targets

Stop Timer

Are There Any Alibis?

I see (no / 1 / 2 /...) Alibis.

**** If there is an Alibi**

Verify and have Alibis cleared

Record Alibi(s) on the Alibis Page

The Alibi is allowed/is not allowed.

Continue with Alibi string on next page

**** If there are no Alibis**

Complete Timed Fire with commands on next page

Timed Fire Alibis

Date	Relay	Name	Port	Shots Away

TIMED FIRE ALIBI STRING

** If there were any allowed Alibis from the 1st or 2nd timed fire strings

Set Timer to 23 seconds

The following commands are for the Alibi shooter on port(s) _____. All other shooters stand clear. For your Timed Fire Alibi string, with Five Rounds Load

Pause for loading

Is the Line Ready?

Pause for 3 seconds

The Line Is Ready

Pause for 3 seconds

Ready on the Right

Pause for 3 seconds

Ready on the Left

Pause for 3 seconds

Ready on the Firing Line

Start Timer

When timer gets to 20 second mark, **Face the targets**

When time has expired...

Edge the targets

Stop Timer

TIMED FIRE COMPLETED

Slides Back, Magazines Out, Cylinders Open, Chambers Empty, Guns on the Bench and make them safe, insert Safety Flag*

* Only if a shooter is using a revolver

Face the targets

Pause for reloading of magazines

Is the Line Safe on the Right?

Is the Line Safe on the Left?

The Line is Safe.

Go Forward, Score and Replace with Rapid Fire Targets

Set Timer to 13 seconds

National Match Course

1 2 3 4 5 6 7 8 9 10

Slow											-	X			
Timed											-	X			
Rapid											-	X		-	X

RAPID FIRE 1st STRING

***Shooters to the line for the Rapid Fire Stage of the Match
There will be two Five Shot strings, 10 Seconds Per String.
For your 1st String of Rapid Fire, with Five Rounds Load***

Edge the targets

Pause for loading

Is the Line Ready?

Pause for 3 seconds

The Line Is Ready

Pause for 3 seconds

Ready on the Right

Pause for 3 seconds

Ready on the Left

Pause for 3 seconds

Ready on the Firing Line

Start Timer

When timer gets to 10 second mark, **Face the targets**

When time has expired...

Edge the targets

Stop Timer

Are There Any Alibis?

I see (no / 1 / 2 /...) Alibis.

**** If there is an Alibi**

Verify and have Alibis Cleared

Record Alibi(s) on the Alibis Page

The Alibi is allowed/is not allowed.

***There will be an Alibi string following the second string of
Timed Fire. The following commands are for ALL shooters.***

National Match Course

1 2 3 4 5 6 7 8 9 10

	1	2	3	4	5	6	7	8	9	10						
Slow											-	X				
Timed											-	X				
Rapid											-	X			-	X

RAPID FIRE 2nd STRING

Set Timer to 13 seconds

For your 2nd String of Rapid Fire, with Five Rounds Load

Pause for loading

Is the Line Ready?

Pause for 3 seconds

The Line Is Ready

Pause for 3 seconds

Ready on the Right

Pause for 3 seconds

Ready on the Left

Pause for 3 seconds

Ready on the Firing Line

Start Timer

When timer gets to 10 second mark, **Face the targets**

When time has expired...

Edge the targets

Stop Timer

Are There Any Alibis?

I see (no / 1 / 2 /...) Alibis.

****** If there is an Alibi

Verify and have Alibis cleared

Record Alibi(s) on the Alibis Page

The Alibi is allowed/is not allowed.

Continue with Alibi string on next page

****** If there are no Alibis

Complete Rapid Fire with commands on next page

Rapid Fire Alibis

Date	Relay	Name	Port	Shots Away

RAPID FIRE ALIBI STRING

** If there were any allowed Alibis from the 1st or 2nd rapid fire strings

Set Timer to 13 seconds

The following commands are for the Alibi shooter on port(s) _____ . All other shooters stand clear. For your Rapid Fire Alibi string, with Five Rounds Load

Pause for loading

Is the Line Ready?

Pause for 3 seconds

The Line Is Ready

Pause for 3 seconds

Ready on the Right

Pause for 3 seconds

Ready on the Left

Pause for 3 seconds

Ready on the Firing Line

Start Timer

When timer gets to 10 second mark, **Face the targets**

When time has expired...

Edge the targets

Stop Timer

RAPID FIRE COMPLETED

Slides Back, Magazines Out, Cylinders Open, Chambers Empty, Guns on the Bench and make them safe, insert Safety Flag*

* Only if a shooter is using a revolver

Face the targets

Pause for reloading of magazines

Is the Line Safe on the Right?

Is the Line Safe on the Left?

The Line is Safe.

Go Forward, Score and Replace with Slow Fire Targets

Set Timer to 6 minutes and 3 seconds

Go to page 3 to start next relay (but allow time for new shooters to set up)

Alibi Shooter(s)

ANNOUNCE: Alibi Shooter(s) to the Line for your Alibi String.
All Other Shooters Stand Clear

These commands are for the Alibi Shooter(s) in Port(s) _____

Score: _____ Hits
Course of Fire: Timed/Rapid Set Clock to: 23/13 Seconds

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Score: _____ Hits
Course of Fire: Timed/Rapid Set Clock to: 23/13 Seconds