Range Officer Things to Remember (Ten shot match)

1	Switch off Red light (Switch near clock)
2	Call shooters names from squad sheet
3	**" This is a ten shot match with 2 compulsory sighters and a 3rd optional sighter."** **"You will have 12 minutes to complete the match and I will call you with 6 minutes, 2 minutes and 30 seconds to go if necessary"** **"Please advise me of any overloads or malfunctions as they occur"** **"Shooters are reminded that the final closing of the action is to be with the rifle on the shoulder." ("Please remember to stay quietly on the mound until the end of the match")**
4	**"Are there any warmers"** If yes – **"Shooters have 1 minute to fire warmers only starting now"** After all warmers shot or 1 minute (whichever comes first) proceed to 5
5	**"Is anyone not ready to begin?"** **"Shooters load"** **"Shooters start"** Start the clock
6	Call **"Six minutes to go"**, **" Two minutes to go"** and **"30 seconds to go"** if necessary.
7	After everyone has finished **"Is anyone not finished"** **"Shooters stop" "Shooters Unload"** **"Shooters, clear actions and insert safety flags"** **"Please move the brass forward off the mound before you leave"**
8	Switch on Red light

Range Officer Things to Remember (Twenty shot match)

1	Switch off Red light (Switch near clock)
2	Call shooters names from squad sheet
3	**" This is a twenty shot match with 2 compulsory sighters and a 3rd optional sighter."** **"You will have 22 minutes to complete the match and I will call you with 10, 6 and 2 minutes and 30 seconds to go if necessary"** **"Please advise me of any overloads or malfunctions as they occur"** **"Shooters are reminded that the final closing of the action is to be with the rifle on the shoulder" ("Please remember to stay quietly on the mound until the end of the match")**
4	**"Are there any warmers"** If yes – **"Shooters have 1 minute to fire warmers only starting now"** After all warmers shot or 1 minute (whichever comes first) proceed to 5
5	**"Is anyone not ready to begin?"** **"Shooters load"** **"Shooters start"** Start the clock
6	Call **"Ten minutes to go"**, **"Six minutes to go"**, **" Two minutes to go"** and **"30 seconds to go"** if necessary.
7	After everyone has finished **"Is anyone not finished"** **"Shooters stop" "Shooters Unload"** **"Shooters, clear actions and insert safety flags"** **"Please move the brass forward off the mound before you leave"**
8	Switch on Red light