

# Stage Process

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## When you arrive at the stage

- 1) Identify person running the timer (Range Officer)
- 2) Identify person scoring the shooter (Score Keeper)
- 3) Identify persons painting – EVERYONE!

## When people have been identified

- 1) *Score Keeper*
  - a. Announce the next shooter
  - b. Announce the shooter on deck
  - c. Announce the shooter in the hole
- 2) *Range Officer*
  - a. Manage the current shooter (Range Commands - Other side)

## When Range Officer announces “Range is Clear”

- 1) *Score Keeper*
  - a. Show the shooter their times for the stage
  - b. Wait for acknowledgment that they have seen their times
    - i. Shooter will grunt, smile, cry or perhaps give you a hug
  - c. If they don't acknowledge seeing their times, inform them of their total time for the stage
- 2) *Painters*
  - a. Start painting!!
- 3) *Shooter*
  - a. Pick up your brass (tip your helpers)

**NOTE: Go back to “When people have been identified”**

## Key Notes:

- 1) The Range Officer is in charge at the stage!
- 2) Please make sure everyone has their magazines, moon clips or Speedloaders ready BEFORE they get to the shooters box.
- 3) Be safe! Have Fun!!

