

RANGE BRIEF

Rogiet Moor

31st July 2021

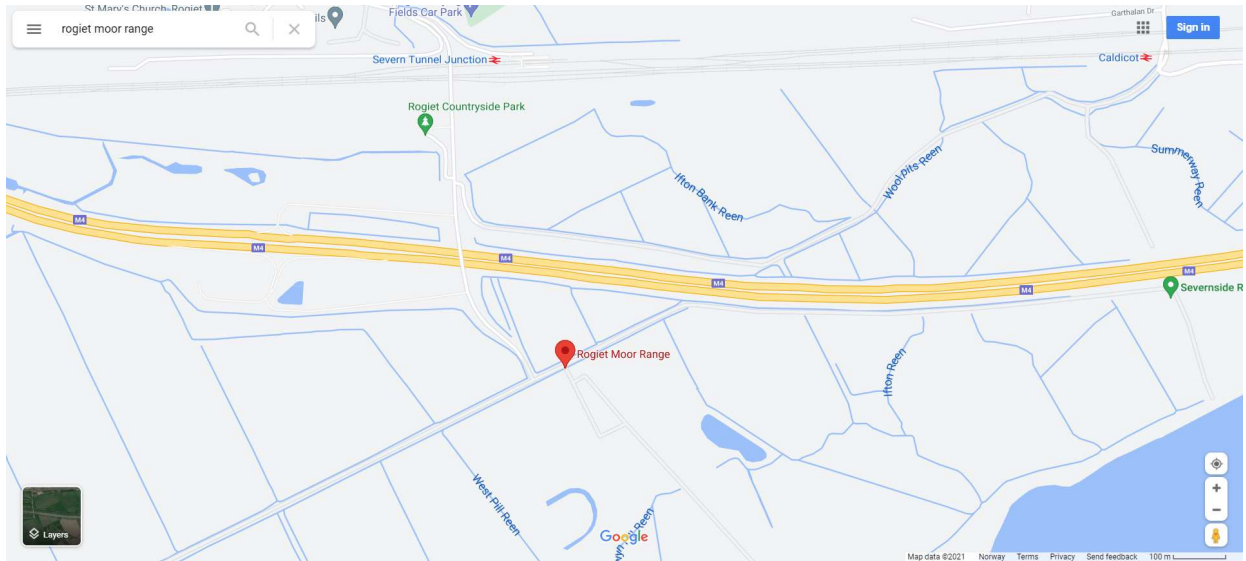
Location

Attendees are to arrive at the main range car park. Fortunately, the range is easy to find and is located just passed Severn Tunnel Junction train station.

Coordinates: 51.579055376070166, -2.7758057288010036

Nearest Post Code: NP26 3UN

What3Words: //scouted.harvest.grove



ENSURE YOU LEAVE SUFFICIENT TIME TO ARRIVE EARLY!

ALLOW FOR 1 HOUR FROM MONMOUTH

Schedule

08:00	Arrival
08:30	Range briefing
09:00	Shooting commences
12:15-12:45	Pause in shooting – shooters/butts to switch
16:00	Shooting ceases, debrief and vacate

Shooters will be split into two groups, being a morning and afternoon detail. One detail will shoot, whilst the other operates the butts, with the groups switching at 12:15.

All attendees must remain on site all day and must undertake their turn in the butts – no exceptions. Anyone who leaves without doing their turn will not be permitted to attend any future MoD range bookings – it is simply not fair on the group.

On Arrival

Please gather in the car park and await instructions. During the period prior to movement on to the range, we will:

- Check FAC's (if required) and SCC's – please remember to bring these with you
- Complete admin required
- Check PPE – remember your ear defenders!
- Allocate details and any specific duties. These include:
 - o Sentry – only two are required, plus on Console room operative, and these will come from the butts party
 - o Allocate butts officer from each detail
 - o Ensure anyone without an SCC is paired with someone with an SCC
- Verbal range brief

Once the range staff are happy, we will then proceed to the range. This is approximately 100m away from the car park, and only the safety vehicle is allowed on site. If possible heavy equipment will be transported using the safety vehicle to the firing points.

Radios will be issued to the RCO, sentries, Console operator and Butts Supervisor. Once in position, radios will be tested to ensure affective communications are in place.

General

- As stated above, the range is in an exposed location where the weather can be variable. Please therefore ensure you dress accordingly and, irrelevant of a nice forecast, have extra layers and waterproofs available.
- There are toilets on site.
- There are no shops nearby, so ensure you bring plenty of food and drink.
- HME is NOT permitted. If HME is suspected, we will chronograph your rounds to check!
- You may want to bring a camp chair – if it is, or has been, raining the ground will be wet and there is no seating. Shooting mats are recommended for the same reason.
- Club rifles will be available on request in advance
- Ammunition in .223 and .308 may be available to purchase, but you should confirm in advance

Specific Range Brief

Course of Fire

This will be a general training session and as such, there is no specific course of fire. You may therefore shoot as much or as little as you like.

Each group will have the option, to be decided on the day, to start at 300m before progressing to 600m. If this is done, half of each session will be at 300m and half at 600m.

Duties

Senior Planning Officer: Adam Sinfield

RCO: Joseph Pugh (am) and Terry Lowman (pm)

Range Safety Assistant(s): TBA

Medic: Kev Mayo

Sentries: To be appointed on day

Butts officer(s): To be appointed on day

Access

The butt party **MUST** enter and leave the butts by the path on the right side the range. This will only be permitted when firing has ceased and all rifles are cleared, with specific instructions from the RCO.

Individuals in the shooting detail will be able to access their vehicles during shooting, via the right hand side of the firing points. Anyone doing so must ensure their rifle is cleared, and confirmed by a safety assistant, and notify the RCO.

On the range

1. On arrival at any firing point you may not place ANY kit in the firing point until the RCO gives permission.
2. Bolts will not be inserted or breech flags removed until you are on the firing point.
3. Only one rifle per firer on the firing point at any time.
4. You must not load or fire until told to do so by the RCO.
5. You are reminded to hold your rifles horizontally when loading, unloading, dealing with misfires and having the rifle inspected. **The 70mil rule applies.**
6. There must be no deliberate cross firing.
7. If you have a misfire do not open the bolt for at least 30 seconds. Lay your rifle on the ground pointing towards the target with the breech towards the ground and raise your hand to attract the RCO's attention.
8. Everyone **MUST** wear effective ear protection both **ON** and **NEAR** the firing point and it is strongly recommended in the butts.

Emergency Stop

If firing has to stop in an emergency the RCO will shout: **"STOP! STOP! STOP!"** You must then **IMMEDIATELY** cease firing, keep the rifle pointed at the target with the finger clear of the trigger and await further instructions from the RCO.

Aiming or 'dry firing'

No one may aim a rifle, look through the sights, remove a breech flag or insert a bolt unless you are on the firing point with the RCO's permission. This is most important.

End of Detail

When you have finished, please ensure that your rifle is inspected and cleared by a third party. Ensure that you pick up all your litter and empty cases and remove them from the firing point.

Medical Cover

A qualified first aider/medic will be on duty at all times and located with the RCO immediately behind the firing points. S/he will also possess a first aid kit. An emergency vehicle will also be located to the right hand side of the firing points.

Range Layout

The range is a standard Converted Gallery Range, with firing points at 25,50, 100, 200, 300, 400, 500 and 600m.

The entrance to the range is to the right hand side just in front of the 600m marker. A track runs the length of the range from the butts to the 600m point along this right hand side. A barrier is present at this location, which will be shut during firing.

Flags are required at 7 locations and two sentries are required behind the butts (along the estuary wall) to the East and West. A further sentry is required in the Console building. The first aid point will be located immediately behind the firing point, with the allocated medic.