

RSDP 1st Match Cheat Sheet

Shortcuts that may not be completely correct by the rules but are close enough to get you through your first match.

1. All magazines are loaded to division capacity and at the start signal the gun must also have a round in the chamber. Chamber condition and the capacity of the starting magazine only may be specified differently in the written stage briefing.
2. Shoot "in the open" targets from near to far.
3. Shoot targets from cover (will have a fault line) from outside to inside. Often referred to as "Slicing the Pie".
4. You can not drop a "loading device" (magazine or moonclip) on the ground if there is ammo in it. If you reload before the magazine/moonclip is completely empty you must retain it. Speedloader revo shooters may drop live rounds during any reload because the rule now applies to the loading device!
5. Only exemption to #4 is when clearing a malfunction. Short stroking a revolver is not a malfunction.
6. A cover garment is required unless the stage description says it is not.
7. No walk throughs or air-gunning. You are allowed to go to each shooting position but no practicing.
8. No sight picture at make ready.

Be aware of your muzzle direction at all times. Safety takes priority over good hits. Think before you move!

If you are new to wearing a concealment garment be aware of how you use your weak hand when holstering and drawing. DO NOT PUT YOUR HAND IN FRONT OF THE MUZZLE!

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