



## **Armorer's Handbook**

### **Introduction**

The Armorer at a MSA match has two main responsibilities; to insure that all ammo is loaded safely and that only ammunition provided by the match director is used in the match. This handbook will assist you in setting up an environment where these goals can be achieved.

### **Before the Match**

1. Before the match begins the armorer should meet with the Match Judge to set the location of the ammo table. This area needs to be away from spectators, and should allow easy access to the contestants.
2. There should be two gates into the arena, one for entering and one for exiting. To speed up the loading process it is often easiest to have another person stationed near the exit gate to unload the spent rounds.
3. The scorekeeper should provide the Armorer with an order of "go" to assist him/her in keeping the ammo area moving smoothly. There should be no more than 5 riders loading at one time, this allows you to keep them in a contained, safe area away from spectators and other riders.

### **Loading**

It is the armorer's responsibility to give contestants no more than 5 rounds per revolver. If the armorer is loading the contestant's guns, these guns should be handed to you in a safe manner, i.e. butt first. A towel or cloth should be used on the ammo table. There will be a number of different kinds of guns the armorer will be loading, and he/she will need to know how to open the loading gates on each of them.

Each contestant must use match-supplied ammo.

### **Holding Area**

There are no spectators allowed in this area, only contestants with loaded guns. This also allows the Armorer positive control over the match ammo.

### **Riders Responsibility**

Once the loaded guns have been returned to the rider he becomes responsible for the ammo. It is his/her responsibility to check the gun for proper indexing, high primers, and in general the quality of the ammo you have loaded. If the rider has a problem with certain bullets he/she may request replacements. Under the Armorer's supervision, he/she may be provided up to 5 different bullets per gun to replace what he/she had.

### **Gun Problems**

A rider may experience gun problems during a run. It is not the Armorer's job to solve these problems. The ammo is certified, therefore any problems with the gun or ammo firing is the rider's responsibility.