

River Bend Gun Club, Inc.
RANGE RULES
(Revised September 2006)

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While members are not expected to memorize these range rules in their entirety, they should review and be familiar with those rules that pertain to the specific ranges they may use. Members are strongly encouraged to keep a copy of these rules in their shooting equipment box.

These rules are current as of the date indicated at the top of each page; however, they may be revised from time to time. The Club's most current Range Rules can be found at our web site: rbgc.org.

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A list of Club Officers, Directors and Match Directors, along with their phone numbers, can be found in the Club's newsletter, the *Bullet-In*.

1. GENERAL RULES

Members are encouraged to use the facilities of the River Bend Gun Club (RBGC or "the Club") as often as they like. These rules are intended to make our activities safe, convenient and enjoyable for everyone. Please follow basic rules of common sense, safety and courtesy.

The **speed limit** on all club roads is **15 mph**. Vehicles may not be driven on any range, including firing points, except for maintenance or as necessary during matches. The Club Manager or Chief Range Officer (CRO) may approve exceptions for physically handicapped members.

The **possession or use of illegal drugs** under any circumstances is **prohibited** on Club property. Violation of this rule by any member will result in permanent expulsion from the Club.

Consumption of alcohol before or during shooting is **prohibited**. Any member who consumes any alcohol immediately prior to or during shooting shall be expelled permanently from the Club. Any member handling any firearm of any type during or immediately after consumption of alcohol shall be suspended for a period of not less than 90 days.

National Firearms Act (NFA) "**Class III**" **firearms** with full-automatic-fire capability may **not** be fired in full-automatic mode, **nor** may **military ordnance**, as defined in section 3.1 of these rules, be fired on any range at RBGC. The use of **silencers** or **noise suppressors** is also **prohibited**.

Firing the following types of ammunition is **prohibited** on all Club ranges:

tracer rounds
armor-piercing rounds
flechette rounds
exploding rounds
Shotgun Shot Larger than #2

Only Club officers or officer-authorized maintenance personnel may open locked buildings. Closed gates may not be opened without authorization by a Club officer.

Group matches, clinics, events and activities must be approved by the Club's

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Board of Directors and must comply with all regulations established by the Board for their conduct.

2. CLUB USAGE RULES

Dependents of a member must be accompanied by the member or spouse while at the range. Spouses and dependents are not allowed to bring guests to the range.

Visitors may not use range facilities except as guests of a member, or as a guest of the Club when authorized by a Club officer. Guests must remain with their host member at all times while on Club property. Guests may use range facilities only after signing a range release form (available at the shotgun range or from the Club Manager). It is the responsibility of the host member to be certain his guest is familiar with and abides by RBGC's range rules.

Members may bring a maximum of two guests per visit. A guest may use the Club only three times. After three visits guests are expected to apply for membership if they wish to continue using the facilities. When a member brings a guest to RBGC, the member must not shoot while the guest is shooting. The guest may not shoot while the member is shooting. The member is responsible for the guest at all times on club property.

Membership cards must be visible at all times while on Club property. Lost cards will be replaced upon request. Members unable to produce a current membership card and unaccompanied visitors (except prospective members participating in a guided safety tour) will be asked to leave.

Members pay for the privilege of shooting at RBGC and are expected to see that other range users are wearing current membership cards or are the guests of, and accompanied by, a member. Any person without a current membership card or valid temporary range usage card, or unaccompanied by a host member, should be asked to leave the ranges immediately. If you do not feel comfortable ordering an unauthorized person to leave Club premises, please notify a Club official (Club Manager, CRO or a Range Officer) as soon as possible and ask them to do so.

2.1. Hours of Operation. Club hours are from sunrise to sunset on all ranges except the shotgun ranges, which are open with automatic traps on certain days of the week, light and weather permitting (check the *Bullet-In* monthly for scheduled days and hours of operation). Evening shooting (until 9:00 p.m.) will be scheduled periodically on the lighted field - watch your newsletter or contact the shotgun Manager for current schedules.

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2.2. Club Safety Rules and Range Etiquette. This section covers rules that apply to the Club as a whole; rules for specific ranges are found in section 6.

Range safety is a must for RBGC to remain a safe place to shoot. All members and guests are expected to follow the Club's rules, and all members share the responsibility to enforce these rules. If you see dangerous or prohibited activity taking place, speak to the person(s) involved - they may simply be unaware of the danger or rule violation. A gentle reminder is better than first aid or a lawsuit.

If it is not possible to correct any safety or rule violation problem diplomatically, immediately notify the range officer responsible for the specific range, the CRO or the Club Manager. Also report any damage to Club property to a Club officer.

2.2.1. Rules for Carrying Firearms

Shooters in the Action Pistol or Three-gun disciplines may not wear handguns in holster from their vehicle to the range at any time.

Only firearms appropriate for use on a given range may be present on that range. When firearms are carried in a vehicle or moved between vehicles and ranges they must be unloaded and carried in an appropriate case or shooting cart.

During official matches held in accordance with the rules of the Single Actions Shooting Society (SASS) competitors may carry their unloaded revolvers from the parking area to the range in appropriate holsters. Shotguns and rifles must be unloaded, actions open, and on a cart or cased. Unloaded revolvers may be carried in appropriate holsters within the match shooting and parking areas during the entire time the match is in operation. Note: For non-match shooting ALL WEAPONS must be taken from the parking area to the range in a case or on a cart, and pistols may not be worn in holsters outside the range area.

Holstered pistols may be worn only on the Action Pistol or Cowboy Action ranges. Only holsters appropriate for match competition in disciplines routinely shot at the Club may be worn. During non-match shooting shooters may not engage in any act, practice, or method of shooting which would not be permitted during an official match in these disciplines. **Shoulder holsters are prohibited except in the case of full-time law enforcement personnel who are clearly identifiable by a uniform, displayed badge or other official ID.** Such persons may carry their weapons in a loaded condition; however, no other person may carry a loaded weapon of any kind on Club property except when on a firing line or moving from a loading area to a firing line, and only in accordance with accepted practices of disciplines routinely shot at the Club. Handguns may not be carried in a "cocked or locked" condition.

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A loaded firearm must never be left unattended.

2.2.2. Basic Safety Rules. The following basic safety rules apply on all ranges at all times:

- Always assume every gun is loaded until you can see that it is not.
- Always keep your firearm's muzzle pointed in a safe direction.
- Be sure your firearm is mechanically safe to operate.
- Know how to use your gun safely.
- Use only the correct ammunition for your gun.
- Wear eye and ear protection as appropriate.
- Keep your gun unloaded with the action open until you are ready to shoot.
- Only load your firearm at the firing line.
- Keep your finger off the trigger until you are ready to fire.
- Always know what your bullet will hit and where it should stop.
- Shoot only at targets that will not cause injury.
- Fire only from a shooting bench or from **directly** behind the firing line.
- Stop firing **immediately** if any person on the range moves forward of the muzzle of any firearm while shooting is in progress.
- When **you** are not currently shooting, stay behind the muzzles of all firearms in use.
- A Firearm may never be discharged at anytime or on any range in front of the specified firing line.

2.2.3. Range Etiquette. The following rules will help prevent your becoming an unpopular shooter and spare you unease with regard to other shooters.

- Prearrange for supervision of your guests or children under 18 not shooting with you, and of your pets, before you set up for shooting - they are not allowed on Club property unattended.
- Open the action of all firearms immediately after removing them from their cases.
- Keep all firearms pointed in a safe direction and down-range only when at a firing point.
- Do not handle any firearm when people are down-range or forward of firing points.
- Pick a firing point lined up with your target and a nearby backstop so you can shoot straight down the range (firing diagonally across the range could result in ricochets).
- Be considerate of others - set enough targets at one time to shoot for 20 to 30 minutes, and then check with other shooters to get an "all clear" before going down range.

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- Observe the rules for proper target positioning (see next section).
- Do not drive your vehicle on the range, including firing points, unless you have been approved to do so, due to a physical handicap, by a Club officer.
- **Personally make sure that every shooter using the range understands that the firing line has been cleared before moving down range.**
- **Before calling the firing line "hot" again, personally verify that each shooter knows that the line is going hot.**
- Use a rate of fire that will not result in damage to the target frames - the maximum rate of rifle fire from a prone or sitting position (and only when using a military sling) is **ten shots in 60 seconds**. **Rapid fire** from an offhand position is not permitted at any time.
- Keep your projectiles within the confines of the range.
- Clean up your targets when you finish shooting, and put them in a trash can.
- Police your firing area before leaving - the Club does not have a sanitation staff, so members are expected to leave the ranges at least as clean as they found them.
- If you fill up a trash can, empty it in the Dumpster at the maintenance building.

2.3. Acceptable Target Types and Positioning

Paper targets are acceptable on every range except the shotgun ranges (however, large (40" x 40") backer paper may be used on the shotgun patterning board - see section 4.8).

Center paper targets on frames to prevent damage to the frame structure, and place them high enough so that the bullet will impact the backstop and not the ground. Keep target frames and supports near a backstop - this helps prevent ricochets.

Cans, wood blocks, plastic, cardboard, paper boxes and other such materials are acceptable as targets only on the 25-yard Plinking range (see sections 4.5.1 and 6.4.1). Be careful to position all such targets near the backstop to prevent ricochets. Anyone using such items as targets must clean up the range before leaving.

"Pepper poppers" and heavy metal plates are only acceptable on the Action Pistol range (see sections 4.2 and 6.2) or the Steel Plate range (see sections 4.5.2 and 6.4.2). Be very careful with these targets - ricochets are common, and lead splatter from steel plates is a serious hazard. Keep targets near the backstop to limit danger. Shooters should stay at least 11 yards away from metal

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plate targets. Spectators must stand back from the firing line.

Metal silhouette and spinning metal targets for informal practice are also acceptable on the Action Pistol and Steel Plate ranges (for pistols only! - metal targets can be severely damaged by high-powered rifle fire).

The following types of targets are **unacceptable**:

- drainage pipes, number markers, range equipment and structures, or any other Club property;
- live trees or animals;
- Any Fruit or Produce;
- glass bottles, china plates, ceramic jugs, etc., which could produce flying fragments and small, long-term, hazardous debris;
- rocks, concrete, stones, railroad rails and heavy metal items - the great risk of ricochets from such would endanger not only fellow club members but also our neighbors, and consequently the Club's existence.

Placing targets on top of the backstop of any range, or shooting at objects located on a backstop, is **prohibited**.

3. FIREARM CATEGORY DEFINITIONS. Any firearm should fall into one or more of the following categories according to its physical configuration or its usage. If you cannot determine which category your firearm belongs to, ask another member, a range officer, the CRO or the Club Manager.

3.1. Military or Police Ordnance - Firearms (excluding black powder firearms) with military or police projectiles larger than .45 caliber (specifically including 14.5 mm Russian antitank rounds, 20 mm or larger cannon shells or variations thereof, rockets, mortars, grenades, explosive rounds and similar ordnance) **may NOT** be fired on Club property; however, the firing of target rifles chambered for .50 cal. Browning Machine Gun (BMG) ammunition may be permitted by special arrangement with the CRO.

Any member wishing to fire a .50 cal. BMG rifle must contact the CRO for certification before firing it for the first time at the range. After being certified, the .50 cal. BMG may **only** be fired either from the 600-yard line of the High-Powered (HP) range or on the 200-yard Multipurpose (MP1) range, and only from a bench. When MP1 is used, a buffer zone of ten benches (the five adjacent benches on each side of the firing point) must be kept **empty**. If another shooter needs one of the ten benches in the buffer zone, the .50 cal. BMG shooter must stop firing and allow the other shooter to use the bench. A 50 Caliber BMG may not be fired on the MP2 range.

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Prohibited Ammunition: tracer, armor-piercing, flechette or exploding rounds, double-aught (00) buckshot, or any other ammunition deemed unacceptable by the Club Manager or CRO may be NOT be fired at any time.

3.2. Automatic Firearms - Firearms capable of full-automatic fire or requiring a "Class III" Federal Firearms License may **not** be fired in the full-automatic mode on any range at RBGC. There are **NO EXCEPTIONS** to this rule.

3.3. Handgun Categories

3.3.1. Black Powder Cartridge Handguns - Pistols or revolvers firing cartridges loaded with black powder, Pyrodex, or other substitute propellant for black powder.

3.3.2. Defense Handguns - Pistols or revolvers with fixed or adjustable sights and barrels less than 4 inches long.

3.3.3. Hunting, Varmint or Silhouette Handguns - Handguns with factory muzzle velocities over 1600 feet per second or muzzle energies above 600 ft-lbs and equipped with telescopic sights.

3.3.4. Target Handguns - Pistols or revolvers with adjustable sights and barrels at least 4 inches long.

3.3.5. Muzzle-Loading Handguns - Pistols or revolvers loaded from the muzzle or front of the chamber using black powder, Pyrodex, or other substitute propellant for black powder.

3.4. Rifle Categories

3.4.1. Black Powder Cartridge Rifles - Long-barreled muzzle-loading or cartridge guns using black powder or a propellant (such as Pyrodex) intended as a substitute for black powder.

3.4.2. Defense Rifles - Semiautomatic rifles primarily intended for defensive purposes (to be fired at close range on stationary targets only).

3.4.3. Hunting Rifles - Long-barreled smokeless powder cartridge rifles and which shoot a single bullet with each trigger pull and are designed primarily for hunting.

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3.4.4. Target Rifles - Rifles designed primarily for target shooting, including but not limited to match-grade semiautomatic military rifles (AR-15, M-16, M-14, M-1, M-1A) as well as bolt-action rifles of various calibers, usually equipped with aperture or telescopic sights (this category also includes custom-built bolt-action benchrest rifles featuring heavyweight barrels, very light trigger pulls, wide fore-end stocks and high magnification scopes, in calibers ranging from .22 rimfire and .17 centerfire up, but usually not exceeding .308 caliber).

3.5. Muzzle-Loading Long Guns - Guns with smooth or rifled long barrels loaded from the muzzle using black powder, Pyrodex, or other substitute propellant for black powder. These include the traditional Black Powder or the Modern bolt action Muzzleloaders.

3.6. Shotgun Categories

3.6.1. Slug Shotguns - Long-barreled smokeless powder cartridge shotguns that shoot a single slug with each trigger pull and are designed primarily for hunting.

3.6.2. Target Shotguns - Long-barreled smoothbore guns that shoot multiple pellets with each discharge.

3.6.3. Defense Shotguns - Shotguns with pistol grips and without shoulder stocks.

3.6.4 Hunting shotguns – Smoothbore guns that shoot multiple pellets with each discharge, designed primarily for small game, upland birds, or waterfowl hunting.

4. RANGE DESCRIPTIONS

The Club ranges are listed in this section as they are approached along the range road, along with the categories of firearms permitted at each.

4.1. Bullseye Pistol (BP) Range. This 30-position range is designed for recreational or competition precision shooting at paper bullseye targets only.

4.1.1. Target Positions 1-25 (turning frames at 25 yards and fixed frames at 50 yards): Non-Magnum Target Handguns; intended for bullseye matches (NRA 2700, International Pistol etc.), or for practice by advance request only (contact the pistol range officer to request permission).

4.1.2. Target Positions 26-31 (fixed frames at 25 and 50 yards): Non-magnum (.22, .38, 9 mm, 10 mm, .40, 44-40 and .45 ACP calibers) Target, Defense, Hunting, Varmint or Silhouette, and Black Powder Cartridge Handguns.

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4.1.3. Last Two Target Positions on Far Right (fixed frames at 25 and 50 yards): Target, Defense, Hunting, Varmint or Silhouette, and Black Powder Cartridge Handguns (including .357, .41, .44, .44 Auto and .44 Super Magnum calibers); Thompson Center Contender pistols using rifle cartridges are not permitted.

4.2. Action Pistol (AP) Range: This range has three bays for recreational and competition action shooting, using **Pistol** caliber ammunition only, and at a variety of targets including silhouette and IPSC targets, reactive "pepper poppers", metallic targets and metallic action falling plates. No Rifles or shotguns are permitted on any of the 3 Action Pistol bays.

4.2.1. AP Bay I. This bay is set up with two resettable reactive target stands - the left stand supports six 8-inch plates and the right stand contains five regulation-size bowling pins. Shooters may also use their own resettable reactive targets here. This bay is for **non-magnum handguns** only. Any member provided resettable target used here must be placed more than 11 yards from the firing line and must be mounted such that rounds missing the targets strike the rear berm. **No 'Plinking'** targets such as aluminum cans may be used on this bay.

4.2.2. AP Bay II. The right and left sides of this bay may be used for setting frames and targets for individual courses of fire. This bay may be used for all handguns. **Magnum and +P ammunition is permitted only as long as Paper targets are being used.** This bay may be used to shoot Defensive handguns at paper Targets only. Paper targets may be set at any range as long as the bullet will impact the back berm.

4.2.3. AP Bay III. The right and left sides of this bay may be used for setting frames and targets for individual courses of fire. This bay may be used for all handguns. **Magnum and +P ammunition is permitted only as long as Paper targets are being used.** This bay may be used to shoot Defensive handguns at paper Targets only. Paper targets may be set at any range as long as the bullet will impact the back berm.

4.2.3.1 AP Bay I, II, III. No firing is permitted from behind the specified firing line (Immediate area behind the shooting Tables) on any of the Action Pistol Bays. You may not fire from under the covered areas on The Action Pistol Bays.

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4.3 Cowboy Range. This Range has 11 Bays and is used for recreational and competitive shooting, using firearms and ammunition as specified below.

4.3.1 Cowboy bays 1 through 7: These bays are principally intended for Cowboy Action Shooting (CAS) matches and practice. For specific rules see Range Rules 6.8.1 Cowboy Firearms and Ammunition.

Cowboy Bays 1 thru 7, Pistol and rifle ammunition must:

- be of **non-magnum** caliber,
- have a muzzle velocity less than 1,000 fps (pistol ammunition),
- have a muzzle velocity less than 1,400 fps (rifle ammunition),
- be of “single projectile” design,
- have all-lead bullets (bullets recessed below the case mouth, and jacketed, semijacketed, plated, gas-checked, or copper-washed bullets are **not** allowed; however, bullets with molydisulfide or equivalent coatings are acceptable)
- .22 caliber Magnum ammunition is not allowed to be used.

Cowboy Bay 8, is for general membership and is limited to handgun use only. No Steel targets are allowed.

Cowboy Bays 9 and 10, are for general membership and limited to handgun use only. These bays are designated for steel plate targets.

Cowboy Bay 11, is for general membership and is limited to shotguns only. All shot sizes are allowed except shot size larger than #2. This bay is to be used for shotgun patterning purposes only.

Shotgun ammunition used on Cowboy bays 1 through 7 must have number **7½** or smaller lead birdshot (**no** steel or plated shot). Magnum and high-velocity loads are **not** allowed.

4.4. Multipurpose Range #2 (MP2): The left side of this 100-yard range is primarily intended for firing .22 caliber target rifles. High-powered target rifles (when fired from competition stances), and other firearms as permitted by the CRO, can be fired on the right side of the range.

4.5. Multipurpose Range #1 (MP1): This 200-yard range is for benchrest rifles, target rifles, hunting rifles, slug shotguns, black powder long guns and pistols, and scoped hunting, varmint and silhouette handguns (including Thompson Center Contender pistols using rifle cartridges), firing at paper targets placed at between 50 yards and 200 yards only. Muzzle-loaders may shoot from positions 1 thru 8 only. Inline actions and/or the traditional Muzzleloaders.

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4.6. Plinking (PK) Ranges

4.6.1. 25-Yard Plinking Range: This range is for **.22 caliber Rimfire** handguns and .22 caliber rimfire rifles, fired at any distance up to 25 yards and at any acceptable target. .22 caliber rimfire Rifles must be shot at 25 yards only.

4.6.2. Steel Plate Range: This range is for all .22 caliber Rimfire handguns (**BUT HANDGUNS ONLY**) firing at paper targets or at the steel plates provided. .17 Caliber Rimfire rifles or Pistol are prohibited.

4.7. Muzzle-Loading (ML) Range (located on a part of the **High-Powered Rifle Range**): This range is for muzzle-loading (or other black powder) handguns and rifles, using paper or silhouette targets only, and is **open only for matches** (at other times, muzzle-loaders may shoot from MP1 firing positions 1 thru 4).

4.8. High-Powered Rifle (HP) Range: This range is for centerfire target and hunting rifles, caliber .222 or larger, equipped with target or telescopic sights. Pistols, shotguns, centerfire rifles smaller than .222 cal., and .22 cal. rimfire rifles may **not** be fired on this range. This range has priority over ML range activity except when matches are scheduled on the ML range.

4.8.1 HP-Rifle Range load testing:

- 1) The High power range is primarily a position shooting range for 200, 300 and 600 yard National match and mid-range (600 yard) shooting. National match position shooting takes precedents over shooting from the Load testing bench.
Anyone using the Load Testing Bench must complete shooting and make the range safe with in 30 minutes after being requested by a person wanting to practice position shooting. This includes a person or persons, wanting to use the 200 and 300 yard firing line. Anyone wanting to shoot from the 600 yard line may do so while the Load Testing bench is being used.
- 2) The load testing bench must be moved to the normal 600 yard firing line. After completion of the Load Testing session, the Load Testing bench must be removed from the firing line and placed in its normal storage area off the firing line.

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4.9. Shotgun (SH) Ranges: These include Skeet, Trap, Five-Stand and Sporting Clays ranges, and are for shotguns only, firing at clay targets (no firing at live animals is permitted). No slug or buckshot ammunition, steel shot, or any loads of lead shot larger than #7½, are permitted on these ranges.

5. DETERMINING WHERE TO SHOOT YOUR FIREARM

Follow these steps to determine which range to use for the type of shooting you want to do:

- Determine the category for your firearm using the Firearm Category Definitions on pages 7 and 8.
- Use the Range Usage Chart below to identify acceptable ranges for that firearm category (indicated by an "X").
- Select an acceptable range.

If none of the ranges indicated as acceptable for your firearm is available for use, please see the Club Manager or CRO for guidance.

Remember, **YOU** are responsible for using the range you chose **SAFELY.**

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RANGE USAGE CHART

FIREARM CATEGORY	----- RANGES -----								
	BP	AP	MP2	MP1	PK	ML	HP	SH	CB
Handguns									
Black Powder Cartridge	X	X							
Defense	X	X							
Hunting/ Varmint/Silhouette	X		*	*					
Target	X	X			X				
Magnums (without scopes)	X								
AP Bays 2 and 3		X							
CB Bay 8									X
Muzzle-Loading				X		X			
Rifles									
Black Powder Cartridge			X	X			X		
Defense			X	X					
Hunting			X	X			X		
Target - other than .22 rimfire			X	X					
- .22 rimfire			X	X	**				
1. Muzzle-Loading Guns				X		X			
Shotguns									
Slug			X	X					
Target (using #7½, #8 or #9 shot)								X	
Defense	(not allowed on any range)								
Hunting Load Patterning Cowboy Bay 11, All shot size except larger than #2 shot.									X

* Hunting/varmint pistols may be fired on the MP1 or MP2 range **only** if equipped with **telescopic sights**.

** The PK Range is for firing at **25 yards only**.

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Range Abbreviations:

BP - Bullseye Pistol

AP - Action Pistol

MP2 - Multipurpose #2

MP1 - Multipurpose #1

CB - Cowboy Range

PK - Plinking

ML - Muzzle-Loading (Events only)

HP - High-Powered

SH - Shotgun

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6. SPECIFIC RANGE RULES

6.1. Bullseye Pistol (BP) Range Rules

Positions 1-25 are reserved for matches or for preapproved practice only (see section 4.1.1). The six metal target carriers at BP positions 26-30 are for slow and timed fire using .22, .38, 9 mm, 10 mm, .40, 44-40 and .45 ACP caliber ammunition. **Magnum calibers are not permitted on these positions.**

Shooters firing magnum-caliber cartridges (.357, .41, .44 Magnum, .44 Auto Mag, and .45 Super Mag) must use the last two firing points and frames at the far right of the range). Calibers not listed above cannot be fired on the BP range - Thompson Center Contender pistol shooters firing rifle cartridges must use range MP1 or MP2.

General BP range rules:

- Do not use plinking or plinking-type targets on this range.
- Use 21" x 24" cardboard backers for the metal frames (bring your own if you wish).
- Use round bullseye paper targets only (no silhouettes).
- Place only **one target** in the **center** of the backer.
- Fire only from on the concrete directly behind the tables (**DO NOT MOVE IN FRONT OF THE FIRING LINE TO SHOOT**)
- Do not move target frames and benches.
- Limit your rate of fire to one round every 5 seconds (rapid fire with any caliber, especially magnums, may result in excessive damage to the target frames and carries a high risk of ricochets).

When the BP range is in use for matches or scheduled events, either the AP or PK range may be used as an alternate.

6.2. Action Pistol (AP) Bay Rules

Section 4.2 lists the types of firearms and ammunition allowed on AP Bays I, II and III. Further rules for the use of these bays are listed following (if you are not familiar with the proper use of the AP range, call the Club Manager and arrange for a guided tour). Note that the AP bays are for action shooting practice and competition, not for plinking; there are plinking ranges for this purpose (see section 6.4).

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6.2.1. General AP Bay Rules:

- Do not carry firearms between the parking lot and the range in holsters.
Exception: Refer to Rule 2.2.1, paragraph 2.
- If you carry your firearm in a holster within the AP area, remove the magazine and/or leave the chamber empty until you are in firing position.
- Wear eye and ear protection at all times in the AP area.
- Fire only from immediately behind the firing line (aligned with the back side of the tables).
- Put used targets and backers in the trash containers provided and replace wooden frames against the side berms when you are finished shooting.

6.2.2. AP Bay I (Steel Target) Rules:

- Remember - **no** rifles or shotguns, or pistols firing Magnum or high-velocity ammunition are allowed.
- Do not move the benches or stand forward of them when firing - the minimum range for firing at steel targets is **eleven yards**.
- Do not move the fixed reactive target tables.
- Use the centrally located wooden target frame and board provided **only** for the attachment of paper targets for sighting in (this frame is **not** for IPSC or other types of speed firing).

6.2.3. AP Bay II Rules:

The right and left sides of this bay may be used for setting frames and targets for individual courses of action pistol shooting (no rifles or shotguns are allowed here). Use the portable wooden target frames stored against the side berms. You must provide your own 21" x 30" cardboard backers for attaching targets.

- Attach the cardboard backers to the frame uprights using protruding drywall screws (provided) - do not use staples.
- Place targets high enough on the frames so that projectiles strike the backstop, not the ground.
- Set the target frames forward of the firing tables but close to the berm or backstop to contain bullets or fragments that could fly to an adjacent bay.
- Do not remove the firing tables from their approved positions.
- Paper and cardboard target can be set at any distance as long as the bullet will impact the back berm. Steel targets should be set no closer than 7 yards from the shooter.
- Movable target frames must be located in such that bullets fired through them impact the rear berm of the bay. **DO NOT** place frames in positions that allow bullets fired through them to impact the side berm.

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Members who wish to practice pistol shooting for “Three-gun” matches may use AP Bay II for this purpose. Only PISTOLS may be used in practice for “Three-gun” shooting. Rifles and Shotguns used in “Three-gun” competition may not be taken onto the Action Pistol Range. Members practicing for “Three-gun” competition may use appropriate holsters, but must not engage in any acts that would not be permitted in an official “Three-gun” match.

6.2.4. AP Bay III Rules:

Same as Rules for Bay II. (See Above)

6.3. Multipurpose Range (MP1 and MP2) Rules

These ranges have fixed-position target frames. No other target systems (including spinners and silhouettes) may be used unless similar in design to those already on the range, or approved in advance by the Club Manager, the CRO, or the range officer responsible for the range.

6.3.1. MP1 (200-Yard Range) Rules

- Place all targets in front of impact berms.
- If you are firing a slug shotgun, place your targets immediately in front of a backstop in order to minimize ricochets.
- Do all your firing from behind the front edge of the concrete slab and in line with a target frame - no firing is permitted from the grass area.
- Limit your rate of fire to 10 rounds in 60 seconds - rapid or sustained fire is permitted only when you are in a prone or sitting competition position, using a sling around your extended arm.
- Use the three open bays for competition shooting practice only.
- For special rules concerning .50 caliber BMG rifles, see section 3.1 (p. 7).
- Use positions 1 thru 4 for black powder muzzle-loading firearms only.

6.3.2. MP2 (100-Yard Range) Rules

- Set your targets only at designated positions, and only in frames provided by the Club or preapproved by a Club officer.
- Do all your shooting from behind the established firing line.
- Limit your rate of fire to one round every 6 seconds. Rapid or sustained fire is permitted only if you are in a prone or sitting competition position, using a sling around your extended arm. **Rapid fire from the offhand position is not permitted.**

The alternate for either MP Range is the other MP Range, or the HP Range.

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6.4. Plinking (PK) Range Rules: .22 caliber rimfire only

**EYE AND EAR PROTECTION ARE
REQUIRED ON THE PLINKING RANGES**

Plinking generates a large volume of trash. Help keep these ranges clean by depositing all debris in the trash can when you have finished shooting. Remember that any targets likely to cause ricochets or to shatter into numerous small pieces are **prohibited**.

6.4.1. 25-Yard PK Range Rules

Acceptable targets for this range including paper targets as well as plastic containers, cans, spinning metal plates and wooden blocks. The target frames are intended for paper targets only. Please keep all non-paper targets near the backstop, and fire at them only from the 25-yard firing line under the cover of the shed.

Firearms may be loaded only at the firing line.

6.4.2. Steel Plate Range Rules: Handguns Only

On this range you can only use paper targets or the steel plates provided. Firearms may be loaded only at the firing line, and all firing must be done from behind the bench.

6.5. Muzzle-Loading (ML) Range Rules

This range is to be used for black powder matches only.

BE CAREFUL WITH BLACK POWDER!

- Do not smoke on or near the firing line.
- Keep the powder can spout covered.
- Use a powder measure - do not load directly from a powder can or horn.
- Always keep the muzzle pointed up until ready to shoot.
- Only cap or prime with the gun pointed down range.
- Never blow down the barrel - a spark could ignite unburned powder.
- Use the forward bench to rest your gun, put down your caps, or set up a scope.
- Do not handle guns during an "all clear" or while people are down range.

6.6. High-Powered-Rifle (HP) Range Rules

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This range is limited to the use of centerfire rifles of .222 caliber or larger. It is not available for general use during high power or muzzle-loading matches, but otherwise has priority over activities on the ML range. For special rules concerning .50 caliber BMG rifles, see section 3.1 (p. 7).

Range flags must be displayed at the 300-yard firing line whenever the HP range is in use (the flags are in metal cans at the poles on the 300-yard firing line).

Close the gate behind the 300-yard line before firing from the 200- or 300-yard lines; before firing from the 600-yard line, **close the range gate** at the creek near the PK range. Do not drive vehicles past the fence at the 300 and 600-yard line.

While the 200-, 300- and 600-yard firing lines may be used by an experienced shooter alone, it is strongly recommended that use of the 600-yard firing line include at least two people: one shooter and one target spotter in the pits (**eye and ear protection** are required while working in the pits). Those who have never fired at 600 yards are required to work with a shooter experienced with this range to get the bullet strike on paper at 600 yards. When using this range, radio or wire communications must be used for communication and safety between the shooter and the target pits. This equipment is available from Club officers upon request.

Only Club-supplied frames and 200/300/600-yard paper targets may be used on the permanent target stands. Target frames for general use are located in the green shed attached to the right side of the range storage building located to the rear of the pits.

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6.7 Shotgun (SH) Range Rules

Shooters must sign in at the *field house* before shooting and check out before leaving the ranges. The automatic equipment of the shotgun ranges will be available for use only when the ranges are staffed by Club personnel authorized by the Board of Directors. The days and hours of shotgun range operation will be printed in the *Bullet-In* each month. Outside scheduled range operating hours, members wishing to use their own hand-operated launching equipment for shotgun practice should check with the Club Manager/*Shotgun Manager* for permission.

Authorized shotguns:

- ***12 ga or smaller***
- ***Shoot only 2 ¾ inch or shorter shells***
- ***Use only 7 ½ shot or smaller***
- ***LEAD SHOT ONLY (NO STEEL SHOT)***
- ***Shoot only from designated shooting stations***
- ***Shotguns must be shot from the shoulder***
- ***Shotguns without shoulder stocks may not be used on the shotgun hill.***

NOTE: The Shotgun Manager has the authority and discretion to prevent the use of any shotgun that creates an unsafe situation.

All shooter and spectators are REQUIRED to wear both eye and ear protection while anywhere on the shotgun ranges. If you are not wearing eye and ear protection you will have to leave the range.

All shotguns, even empty, must be handled with care:

- Carry your shotgun either with the breech broken or with the breech bolt open, depending on type.
- Keep your muzzle pointed in a safe direction – either down towards the ground (preferably) or upwards, ***do not carry in a manner where your barrel sweeps across other people.***
- Place your shotgun in a stand or case when not in use.
- Keep your shotgun open and unloaded at all times except when you are on a firing station preparing to shoot.
- Do not load more than two shells at a time (if you are a beginning shooter load only one shell at a time on stations that will present only one target).
- Do not place shells into any part of the gun until you are standing on the shooting station with your gun pointed safely toward the flight area.
- Handle your firearms in a manner consistent with its design and function.
- Maintain control of your weapon at all times so as to pose no threat to others.

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- Do not set an unsafe example for other less experienced shooters (for example: by shooting while holding your gun upside down or behind your back or one handed.)

Only one shooter, from a single firing station, may fire at a time. No more than one person may occupy a firing station at the same time, except when a coach and pupil are working together (and in that case, there may be only one shotgun on the station).

Never **“poach”** another shooter’s missed *targets* – if it is their turn to fire, it is not yours.

The person pulling targets (the “puller/trapper”) is in charge of the field, and all shooters must follow their commands. When the command “Cease Firing” is given by anyone, immediately cease all firing, open your action and remove all shells from your gun.

When the trap machines are to be filled a **Flashing Red Light** will be displayed on the *field near* the trap house. While this **Light** is visible, immediately cease all firing, open the action, remove all shells from your gun, and either ground you weapon or place it in a rack. **While personnel are in the trap houses you may not sight your weapon down range in the direction of the trap house or personnel. FIRING IN THE DIRECTION OF PERSONNEL IN THE TRAP HOUSES WILL RESULT IN POSSIBLE SUSPENSION OR EXPULSION FROM THE GUN CLUB.**

No one except authorized personnel may make adjustments to the trap machines or enter the trap houses except when requested **by authorized personnel to assist** loading targets into the trap machines.

Sighting **or gun fitting/checking gun fit** is only permitted on the shooting station or in a designated **SAFE** area. It is **FORBIDDEN** to shoot at, OR EVEN SIGHT AT, any live animals while on the range.

You may retrieve only your empty hulls, provided this does not unnecessarily delay the shooting squad, **or create an UN-safe situation.**

Continuous use of the range when others are waiting is discourteous. Do not go directly from the last station back to the first to begin a new round until you have ascertained that there are no others waiting to shoot.

6.7.1 Shotgun Patterning Board/Wall: See 6.8.7 Cowboy Bay 11

You may pattern your shotgun in the area designated for this purpose. Before patterning a shotgun, first check with the Shotgun Manager in the field house when the range is open, you will be advised as to whether or not the board/wall is available due to parking lot requirements.

6.7.2 Rules for Patterning Board/Wall for patterning a shotgun”

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1. *Use on 12 ga. or smaller shotguns.*
2. *Fire only 2 ¾ inch shells or smaller.*
3. *Use only 7 ½ or smaller shot size.*
4. **LEAD SHOT ONLY (NO STEEL SHOT)**
5. *Fire only at the center of your target, no angular shots.*
6. *Clean up spent hulls and pieces of target when you are finished.*
7. **DO NOT USE WOOD AS A TARGET FOR PATTERNING.**

6.8 Cowboy Action Range Rules

The Cowboy ranges 1 thru 7 are for **Cowboy Action Shooting (CAS)** matches and practice. However, bays, 8, 9, 10 and 11 have been designated for general club member use when a cowboy match's are not in progress.

Paper and metal targets (including reactive targets such as pepper poppers and falling plates) may be used on all bays except for bays 8 and 11. Paper targets may only be used on Bay 8. Bay 11 is set aside for the patterning of turkey shotguns. On all other Cowboy bays, place your targets carefully in accordance with the following rules:

- Set targets within the following ranges:
 - 7 to 10 yards for revolvers
 - 8 to 16 yards for shotguns
 - 13 to 50 yards for rifles
- Place targets so that bullets will impact the rear back stop (berm) if the target is missed, and will not ricochet into adjacent bays.

Caution: do not set targets closer than the minimum distances specified - bullets or fragments ricocheting from steel targets could cause serious injury to you and others.

During Cowboy Action matches and practice revolvers may be loaded only at the loading table or on the firing line. Shooters may not leave any firing line with live rounds in firearms except in the case of a firearm malfunction. Immediately after leaving the firing line revolvers must be unloaded (i.e. spent brass) and holstered or placed in a case or cart. Rifles may be loaded only at the loading table or on the firing line. Immediately after leaving the firing line rifles must be unloaded and cased or placed in a cart or rack with action open. Shotguns may be loaded only on the firing line, and the shooter may load no more than two rounds at a time. Immediately after leaving the firing line, unloaded shotguns must be cased or placed in a cart or rack.. All practice shooting will be conducted in accordance

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with the rules and procedures that would normally be followed during an official match.

6.8.1 Cowboy revolver:

- Must be a center fire caliber at least .32 and no larger than .45 caliber or percussion calibers of at least .36 caliber and no larger than .45 caliber.
- Standard velocity .22 caliber Rimfire is allowed for junior and buckaroo categories and for side matches.
- Derringer of .22 caliber and larger are allowed and pocket pistols must be .31 caliber or larger and have no swing out cylinder.
- Revolver may be an original or a modern reproduction thereof of a revolver made before 1896.
- During non match activities, any of the following modern revolvers: Colt New Frontier, Ruger Blackhawk, .32 caliber Single Six, or Ruger New Model Bisley (**ammunition shot in these revolvers must also meet the requirements listed below**).

6.8.2 Cowboy rifle must:

- Rifles must be in a caliber commonly available in revolvers.
- Standard velocity .22 caliber Rimfire is allowed in the junior and buckaroo categories and for side matches.
- Rifle must be a lever- or slide-action, tube-fed, exposed hammer rifle or carbine manufactured before 1899, or a modern reproduction of such a firearm,
- be chambered for .25 caliber or larger centerfire ammunition of "pistol" type (i.e., **not** 30-30, 30-06, or 45-70), (**ammunition shot in these revolvers must also meet the requirements listed below**).
- have open sights or original-style tang-mounted peep sights,
- have a BATF legal barrel (over 16" long), and
- **not** have a box magazine.

6.8.3 Cowboy shotgun must:

- Shotguns with or without hammers, having single or double triggers of at least 20 gauge and no larger than 10 gauge are allowed.
- All shotguns may have extractors only but no ejectors.
- Lever action, single barrel, tubular feed, exposed hammer shotguns of the period are allowed, whether original or replicas.
- The only single slide action of at least 16 gauge and no larger than 12 gauge allowed is the Model 1897 Winchester, whether original or replica.
- Side-by-side, single barrel and lever action centerfire shotguns in .410 gauge are allowed in junior or Buckaroo category.

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- Shotguns must have a BATF legal barrel (over 18" in length).

6.8.4 Cowboy General Rules:

- Do not carry firearms between the parking lot and the ranges in the holster except at a SASS Sanctioned match.
- No Vehicles allowed on the paved area except during setup or maintenance.
- Eye and ear protection is required at all times on this range.
- This range can only be used for Action Pistol and Cowboy practice in designated bays. Practice only in bays that have no permanent stages constructed for non-Cowboy practice.
- All shooting will be done forward of the covered areas except during a match in inclement weather.
- Bays 1 thru 7: Lead bullets only, no painted or jacketed bullets can be used on steel targets.
- No shooting through any permanent stage prop (Shooting from windows or doorways accepted for cowboy practice, but no standing back from props to shoot targets setup in windows or doorways)
- Accidental damage to any permanent prop will be immediately reported to the club manager or range officer and will be the responsibility of the shooter to repair the damage.
- Bays 1 thru 7: All SASS approved weapons and calibers can be used on these ranges. Rifle ammunition must have muzzle velocity less the 1400 FPS.
- No clay bird throwers can be used on Bays 8, 9,10 or 11.
- Keep off of all berms.

6.8.5 Cowboy Bay 8:

- Bay 8 is a general purpose bay set up for the general membership of River Bend for handgun use only.
- No steel targets will be used on Bay 8.
- Handgun calibers will be standard center fire calibers. No Magnum Calibers are permitted.
- Move target frames back to the edge of the range when you have completed shooting.
- Paper/Cardboard shooting scenarios of your choice can be set but they must be set in such a way that the bullets will impact the back berm of the range.
- Paper and cardboard targets can be set at any distance as long as the

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bullet will impact the back berm. **No steel targets are permitted in this bay.**

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6.8.6 Cowboy Bay 9 and 10:

- Bays are set up with steel plate targets.
- No Magnum or +P Caliber ammunition may be used on these bays. Remember - **no** rifles or shotguns can be used on these bays.
- Do not move the benches or stand forward of them when firing - the minimum range for firing at steel targets is **eleven yards**.
- Do not move the fixed reactive target tables.

6.8.7 Cowboy Bay 11:

- Bay 11, is set up for patterning #2 shot or smaller, shot gun loads.
- No Rifles or handguns are permitted on Bay 11.
- After firing is complete all materials used for patterning the shotgun must be placed in an appropriate trash container.
- Shot size that can be used.
- Shotgun must be single loaded with one shell at a time.
- Target must be set in such a manner that the shot will impact the back berm.
- Eye and ear protection is required.

7. PENALTY FOR VIOLATION OF RULES

Except as provided elsewhere herein, violation of Range Rules will result in action deemed appropriate by the Club Manager or other club official (Range Officer, etc.) based upon the nature of the violation and the conduct and demeanor of the offending party. Penalties may include, but are not limited to suspension and/or a repeat of the "Range Safety Tour," or permanent expulsion. Members are responsible for the conduct of their guests and as such will be held accountable for Range Rule violations committed by such guests. Appeals of any penalties will be in accordance with the By-Laws of the Club.