

# RANGE RULES POCKET GUIDE FOR RRPC

Revised / Updated Mar 2022

## ALL OUTDOOR FIREARM RANGES

Mon. – Sat. = 8:00 am – Sunset  
Sunday = 1:30 pm – Sunset

(Exceptions must be approved by BOD)

## INDOOR FIREARM RANGE

Mon. – Sat. = 8:00 am – 10:00 pm  
Sunday = 1:30 pm – 10:00 pm

## General Safety Rules

**Always -Keep guns pointed in a safe direction.**

•Keep finger off trigger until ready to shoot.

•Keep guns unloaded until ready to use.

•Wear eye & ear protection while range is hot.

**Never Handle firearms while anyone is downrange.**

## ALL RANGES – ALL TIMES

Members must wear their RRPC name tags while at the range.

**Guests** - Members are responsible for ensuring that their guests follow the Range Rules. Up to four guests per member are permitted. Guests must shoot on the same range as the member.

Safety is Everyone's Responsibility!

Please clean up after yourself. Do not leave garbage or targets on the range, and please pick up your brass.

NO Explosive Targets!

If you have questions about any of these Range Safety Rules, please contact our [Safety Committee](#).

## HANDLING FIREARMS at RRPC

### Personal Protection Firearms

Firearms carried for Personal Protection ( i.e. concealed carry) MUST be kept **holstered** until reaching a HOT firing line.

No show and tell with loaded firearms in the parking lot, etc.

### All other Firearms

Carrying these firearms in a rifle/shotgun case or pistol box (with no access to the trigger) is the safest method to transport firearms.

However, Firearms may be carried uncased :

- to a HOT firing line,
- UNLOADED,
- with ACTION OPEN,
- ALWAYS pointed in a safe direction until you can point downrange.

Always observe the **NO handling of any firearm** rule at any firing line with people downrange. This means WAIT until the line is declared HOT.

## ARCHERY RANGES

Open Sunrise to Sunset, 7 days a week.

3-D targets are on the sides of the road leading to the lower ranges.

Bullseye targets are in the lower field near the sheds. Field & Target points only. NO broadheads.

For safety, you must use the provided bow-holders at 3-D targets while retrieving your arrows downrange.

### Archery Ranges Interaction

Archery ranges are independent of all other ranges.

## INDOOR RANGE

### Firearms

Handguns & Rifles/Carbines in **pistol calibers**, with a bullet velocity of 2,000 f.p.s., or less. **No High-Powered rifles** are allowed. Full Auto firearms are allowed in pistol calibers.

**NO** shotgun shells or Black Powder ammo. (This includes revolvers like Taurus Judge, S&W Governor when using shotgun ammunition)

### Type of Shooting

All standard shooting positions are allowed. Shooting from the holster is allowed , but **NO** small of back or shoulder holsters allowed.

### Firing Line & Target Location

There are two separate sides. Each side is independent from the other.

All shooters on their respective side **MUST** use the same firing line.

Targets MUST be in the RED floor zone. Shooters may NOT fire while standing in the RED floor zone.

Targets must be attached to cardboard backers (can be found in pile on back of range), and the cardboard backer is then hung from the metal target carrier at a proper height so that **all** bullets impact the center of the bullet trap.

Free standing IDPA-style target holders are also allowed.

Exhaust fans must be turned on while shooting and cleaning up. Side door may be opened for ventilation purposes at any time.

**NO FOOD or DRINKS** are allowed on the range.

Apply Eye & Ear protection BEFORE entering range area.

## SHOTGUN RANGES

### Firearms

Any shotgun firing standard power shells of any gauge, but with no larger than 7.5 shot. Aerial, clay targets and patterning board only. Firing from Standard firing points only.

Gun muzzles must remain pointed in a safe direction at all times and firearms must be handled in such a manner as to never point, even

while unloaded and with the action open, at or near anyone.

All guns must have the action opened and contain no live or empty shells at any time, except while the shooter is on the firing line. A break open gun's action may be closed when it is in a gun rack but it shall not contain a live or empty shell.

A contestant shall place a live shell in his/her gun only when on a post facing the field. In singles he/she may place only one live shell in his/her gun at a time and must remove it or the empty shell before moving from one post to another.

In doubles shooting, or at a skeet station where two birds are delivered without changing shooters, he/she may place two live shells in his/her gun at a time and must remove both live or empty shells before moving from one post to another.

During a shoot and without exception, all shotgun actions must be kept open at the firing station until it is that shooter's turn to fire.

### Other

Only Shotgun Work-crew members may operate the club's bird throwing equipment. Shooters may bring their own bird throwers and fire from any standard firing point in a safe direction.

### Shotgun Fields Interaction

Shotgun fields do not interact with each other.

## PISTOL RANGE

### Firearms

Handguns only. (No AR- and AK-type handguns.)

### Type of Shooting

Standing position off-hand shooting only (e.g. without a rest or support).

### Firing Line & Target Location

Covered firing line only.

For 25 yard targets, paper targets attached on [wooden target holders](#) (you bring!) must be placed in metal target holders behind wooden fence.

For 50 yard targets, place paper targets on cardboard backing (you bring!) cut 2' sq. to fit into metal target holders.

No other target type or placement is allowed.

**NEVER** attach targets to club's wooden structures such as overhead baffle, beams or wooden barricades!

### Pistol Range Interaction

Pistol range must cease fire before anyone goes down range on the 300 yard range. Cease fire will be in effect while light and buzzer are on.

## PLINKING RANGE

### Firearms

Handguns, Rifles, Shotguns & Full Auto Firearms.  
MEMBERS WITH FULL AUTO FIREARMS MUST BE APPROVED BY THE [Class 3 Committee](#) BEFORE USING THESE FIREARMS.

### Type of Shooting

All standard shooting positions are allowed. Shooting tables are provided.

### Firing Line & Target Location

All shooters **must** use the same firing line.

All shots must hit the **lower** half of earthen berm.  
All targets must be placed directly at the base or on the lower half of the earthen berm. Targets also may be hung from the cable using the wires provided.

Caliber appropriate, downward deflecting, steel targets may be used. These **must** be placed directly at the base of the earthen berm. NO other hard targets that could cause bullets to ricochet are allowed.

Reactive, horizontal spinning targets are allowed. Aluminum cans, plastic jugs and other soft targets are allowed.

NEVER attach targets directly to the cable – please use the provided hanging wire.

NO glass targets.  
NO bowling pins or any other hard objects.  
NO computer hardware.

### Plinking Range Interaction

Plinking and Pistol ranges must cease fire before anyone goes down range on the 300 yard range. Cease fire will be in effect while light and buzzer are on.

## 100 YARD RIFLE RANGE

### Firearms

Rifles and slug shotguns only. However, hunting pistols may be sighted-in on this range.  
NO Full-Auto firearms are allowed on this range.

### Type of Shooting

All standard shooting positions are allowed.

### Firing Line & Target Location

All shooting is from the covered, 100 yard firing line only.

The muzzle of the rifle **MUST** be over the down-range edge of the concrete slab when fired.

When the **MAKE THE LINE SAFE** yellow light is flashing, you may go downrange, **OR YOU MUST STAY** on the parking lot side of the red line until the range is called HOT again.

**Targets** must **always** be placed at base of the earthen berm, unless you are using the permanent target holders provided, or are shooting round ball muzzle loaders (not in-line muzzle loaders) at 25 or 50 yards.

Sighting-in of hunting pistols may only be conducted from the benches at the far left side of the firing line.

All shooting must be done 90 deg. from the earthen berm. Please don't shoot angled across the range.

When shooting the fixed targets at 25, 50 or 100 yards at the far left side of the firing line, you **must** shoot from the benches, and you **must** shoot from the seated position.

Free standing IDPA-style target holders are also allowed at the base of the berm only.

## 100 YARD RIFLE RANGE (cont)

No breakable targets allowed. (This includes clay pigeons.)

Caliber appropriate, downward deflecting, steel targets may be used. These **must** be placed directly at the base of the earthen berm.

## ACTION, PISTOL & TACTICAL RANGE

(AP&T and formerly known as PPC)

### Firearms

Handguns, Rifles, Carbines & Shotguns are allowed.

NO Full-Auto firearms are allowed on this range.

### Type of Shooting

All shooting positions are allowed. Shooting from the holster is allowed. **NO** small of back or shoulder holsters allowed.

**ALL** shooters **must** use the same firing line.

**All** targets must be placed directly at the base of the berm.

All targets must be placed so that all bullets impact the bottom half earthen berm.

Paper or Cardboard targets, on wooden frames only.

Free standing IDPA-style target holders are also allowed.

No aerial targets allowed.  
No breakable targets allowed.

Shooters may shoot 0 - 50 yards from the earthen berm.

## STEEL TARGET RANGE

**Eye and ear protection must be worn by ALL shooters and spectators present.**

### Firearms

Handguns and Carbines shooting **Rimfire** and **Pistol caliber Cartridges** ONLY.

Bullet velocity of 2000 fps or less if you don't know don't use it.

NO high powered rifles. No AR-15, AK-47 variants or pistols allowed.

No shotguns or pistols using shotgun ammo. No full auto firing.

No armor piercing ammo.  
NO bullets attracted to a magnet. (Any damage to the steel targets is the members responsibility.)

No Bi-Metal projectiles. If it causes sparks when you hit the target, DO NOT USE THAT AMMO!

### Type of Shooting

Only standing shooting position is allowed.

Drawing from a holster is permitted, but no small of the back or shoulder holsters are allowed for use at RRPC.

### Firing Line & Target Location

All shooters **must** use the same firing line.

Only the club supplied steel targets may be used on this range.

**DO NOT TOUCH firearms** when shooters are downrange of your position, between you and the berm.

Firing must be done from within the wooden boxes in front of their respective targets. No cross shooting from one shooting box to a different target.

Minimum distance to steel is 10 yards (See marked distance on wall.) Do not shoot from within the Red Wall Zone.

## STEEL TARGET RANGE (cont)

### Steel Range Interaction

Steel target, plinking and Pistol ranges must cease fire before anyone goes down range on the 300 yard range. Cease fire will be in effect while light and pistol range buzzer are on.

## 300 YARD RIFLE RANGE Firearms

Center fire rifles only! Must be chambered in calibers with enough power and accuracy to reliably hit the 300 yard target frame (Min. Velocity 1350 FPS.) NO Full-Auto firearms are allowed on this range.

### Type of Shooting

Seated at the bench. Standing, sitting, kneeling or prone shooting positions on the firing platform deck are allowed.

### Calibers and Ammo Allowed on Steel Targets

No armor piercing ammunition. No projectiles that attract a magnet. No ammo that has a steel or partial steel "Penetrator" (SS109/M855, etc.).

Calibers up to .300 Magnum allowed. No .338 Lapua or .50 BMG.

### Firing Line & Target Location

Fire from shooting platforms only. The muzzle of the rifle should be at/over the edge of the platform facing the targets.

Paper targets must be placed on the provided target boards. You may only use the target board and steel targets RRPC has provided set at 200 or 300 yards ONLY. You may not place targets anywhere else on the range.

### 300 yd. Rifle Range Interaction

To go downrange, you must arrange a "Cease fire" on the Plinking, Steel and Pistol ranges. You must also turn on the light/bell before going downrange.