

RF&GC Board of Directors: Rules for the Action Bays Use During Practice

(Exclusion: Sanctioned matches are ruled by their Disciplines, Police Departments are governed by their departments training supervision.

Items marked by “ * “ are mandatory to all users.)

Violation of these rules may result in the loss of use of the bays for the RSO / RO / SO, the violator and their guests.

Loss of access may be appealed in person before the Board of Directors.

Use

1. There must be 2 people minimum for conducting shooting. One being an RF&GC RSO II Badged Member. The “2nd person” may or may not be actively shooting but must be observing for safety. If the “2nd person” is a minor, they must be at least 14 years old to comply with RCW 9.41.042(5). It is recommended that they also be a Badged Member capable of Action Shooting and performing emergency aid if needed.
2. The bays are restricted to RF&GC, RSO / RO / SO members and the SO's guests (guests may be members or non-members).
3. There must be at least one cell phone available.
4. The RF&GC member must be a current ASI RO, Black Rifle SO, Cowboy RO, IDPA SO, Steel Match SO or USPSA RSO.
Other Approvals (Members who have years of activity in at least one of the Action Shooting Disciplines, Senior members with years of experience & service to RF&GC) must be reviewed by the Action Bay Committee (organized by the Board of Directors)
5. The RSO/RO/SO must also go through a formal club sponsored orientation normally given by the discipline chairman or their designee.
After the orientation, they will receive a sticker for their badge from the Rangemaster for RSO II Qualification.
This sticker will identify them to the Rangemaster (and other members) as being qualified to use the Action Bays.
6. Badges must be worn at all times while on RF&GC property. A lapse in Membership negates the RSO II Qualification.
7. Guests must be accompanied by and shoot with an RSO II Qualified person.
8. If there are 2 Action Shooting Officers, they may shoot solo in separate (preferably adjacent) bays.
9. The RSO/RO/SO is responsible for the actions of their guests and making them familiar with these Rules.
10. Unsafe behavior or action must be reported by the RSO/RO/SO to the rifle range, Rangemaster.
The shooter deemed shooting unsafely is done shooting at RF&GC for the rest of the day.
11. At the SO's discretion, if other shooters show up, the SO is not obligated to supervise them & should feel free to direct them to the Pistol / Rifle Range, requiring them to leave the Action Bays.
12. During Normal Operating Hours, Members & their Guests must sign in at the rifle range & pay any appropriate fees.
13. At the Action Bays everyone must sign “In” and “Out” on the provided attendance Log.
- *14. Start Time is the same as the Rifle range. Shooting must end before 8:00PM. **There is NO shooting on Monday or Tuesday.**
- *15. Match supplies (targets, tape, paint, etc.) in the storage containers are for sanctioned matches only and are NOT to be used for practices.

Safety

1. Eye and ear protection must be worn by everyone.
2. A billed hat is recommended (due to shot falling into the bays from the Shotgun Range).
3. Firearms handling at the vehicles or in the parking areas is limited to holstering, casing and uncasing, and placing in or removing from carts or carriers. Aiming or practicing in any way is specifically not allowed.
4. Firearms must enter and leave the area in a safe manner.
5. In the Bays, the Loading Benches may be utilized as a Safety Area for gun handling as long as the muzzle remains pointed toward the berm behind the bench.
- *6. When loading and unloading, your finger must be out of the trigger guard! We recommend that the muzzle be pointed at the berm.
You are personally liable for negligent discharges. If a round leaves the bay, it is an unsafe action. The incident must be reported by the RSO/RO/SO to the rifle range, Rangemaster. The shooter is done shooting at RF&GC for the rest of the day.
- *7. Targets: Poppers must be "Forward Falling", except Cowboys. All targets (steel and paper) must be placed as close as practical to the berm. The intention is that rounds through the paper or missing steel will impact the berm rather than the floor of the bay. Plate Racks are restricted to Bays 1 - 3.
- *8. Ammo: **No** armor piercing, **No** tracer, **No** steel core projectiles.
Shotgun: 7 ½ or smaller Shot on Steel; Slugs & Buckshot on Paper ONLY. No Shotgun on Plate Racks.
9. Do not shoot rocks. Place your targets so that there are no large rocks in the impact area.
While doing target checks, re-setting or repair, visually look at the impact area & remove any rocks that are migrating to the surface.
- *10. Center Fire Rifles (with a Power Factor of less than 315,000) (PF = bullet weight in grains x velocity) may only be used in Bays 1 - 3.
(Illustration: 5.56 x 45 or 223 Rem, 55 x 3200=176,00; 75 x 2600=195,000. **7.62 x 51 or 308 Win**, 168 x 2650=445,200 = **is NOT allowed**)
- *11. Do not shoot steel targets with any center fire, rifle-caliber (high power) rifles.
- *12. Shoot only from within the confines of the bay (if someone can see your muzzle, you are not within the bay.)
- *13. When finished, put away your targets and stands. Hang the wooden target stands under the benches.

Please help keep the area clean. (We do not have paid staff to pick up the garbage.)

1. If you brought it in, carry it out.
2. Pick up all Live Rounds (that includes "misfires", EVEN IF you do not personally want them, they are your responsibility to dispose of).
3. Pick up your shotgun hulls, empty cases (brass & steel) and all your garbage.
4. If you see a full garbage can, support your club by emptying it into the dumpster by the Action Bay entrance.

Thank you for helping to keep the bays safe and clean.