

## XXIII. Shooting Bay Area Usage Policy

(Adopted 6 April 2021. Amended June 07. 2022)

### Purpose

This policy governs the scheduling, conduct, and safety of the events on the Shooting Bays as well as Action Shooting Events on the Trap Fields and 200-yard range.

### Overview

The AGC Shooting Bays consist of 7 separate ranges that are situated perpendicular to the lower part of AGC Lane. Bays 1-4 are designed for multi-purpose, steel target use, while steel target use on Bays 5-7 is limited to Pistol Caliber Rifle/Handgun, .22lr Rifle/Handgun, and Shotguns. High Powered Rifles may be used on Shooting Bays 5-6, however only when engaging paper or other penetrable targets.

### Definitions

- **Action Shooting:** Any shooting event that involves multiple targets requiring the shooter to maneuver to different firing positions to complete a course of fire.
- **Event Director:** The named manager of a scheduled event that has successfully completed a bay usage orientation.
- **Certified Event Director:** An Event Director who has been issued an Orange RSO Badge once they have been vetted to host Action Shooting Events by the Action Shooting Chairman. (See EVP for Process)
- **Firing Line:** A straight line that runs perpendicular to the HESCO Barriers.
- **HESCO Barriers:** The barriers that separate the Shooting Bays from each other.
- **High-Powered Rifle:** Any rifle caliber larger than .22lr or that fires cartridges with a published muzzle velocity of greater than 1500 fps.
- **Safety Berms:** The dirt berm that runs parallel to AGC lane. The dirt berm North of Bay 1. Any other dirt berm constructed on the sides of and /or covering the sides of the HESCO Barriers.
- **Safety Officer:** Under the direction of the Event Director, controls the safe operation of the course of fire.
- **Spectator:** Any person in the event area but not participating in the live fire.
- **Static Shooting:** Any shooting event that involves one or more targets where the shooter is not required to maneuver to different firing positions.

#### A. Responsibilities

1. The EXCOM is responsible for the administration of this policy.
2. The Executive Vice President or his designee (EG: the on duty RSO) is responsible for monitoring/enforcing facility safety and use regulations.
3. The Event Director is responsible for the event, shall conduct a safety briefing for ALL participants and enforce the safety rules in this policy. The Event Director may add rules or procedures, as they see fit, to ensure a safe event.

## **B. General Shooting Bay Area Event Requirements**

1. There shall be at least one Safety Officer per Shooting Bay, field/range, and they are solely responsible for calling the line condition commands of “Hot” or “Safe”.
  - a. Anyone may command a cease fire; in which case the shooter will immediately stop firing and wait for the Safety Officer to provide further instruction.
2. All participants and spectators are required to wear wrap around eye protection.
3. Spectators are to be kept at a reasonable/safe distance from the active firing line. “Reasonable” is to be defined by the Event Director/Safety Officer based on the circumstances and course of fire (COF).
4. AGC badges may be stowed after signing in as they pose an entanglement risk.
5. If a shooter temporarily leaves the event area, their firearms shall be left unloaded/cased or unloaded and placed on a staging table with an ECI inserted.
6. Do not climb on the HESCO barriers except during range maintenance events.
7. Targets, props, and consumable supplies may be stored in and around the Shooting Bay Area (i.e., plate racks, dueling trees, 2x4’s, firewood, barriers, etc.). Please do not use, shoot, or consume any of these items without first being granted permission to do so.
8. Event Parking is to be monitored and controlled by the Event Director. At no time shall a parked car or any part of it be blocking any part of AGC lane. This is imperative if an Emergency Vehicle needs to gain access to the Trap Fields, Memorial Hall, or the Maintenance Building.
9. Support vehicles may be driven on the Shooting Bays provided that the ground is hard and dry enough to prevent any damage (see 10c below).
10. Event Directors are responsible for inspecting the range before and after their event and should leave the Shooting Bay area in the same or better condition than they were found upon arrival.
  - a. If your event fills a trash can, please empty it in the dumpster behind Memorial Hall.
  - b. Staging Tables, barriers, tires, straw bales, etc. are to be put back where they were found upon arrival.
  - c. Damage to any part of the facility shall be reported to the Action Shooting Chairman so that repairs may be coordinated. This includes but is not limited to the HESCO barriers, staging table, or the turf/ground in the Shooting Bays.

## **C. Handling of Firearms – Action and Static Shooting Events**

1. The Four Rules of Firearm Safety are always in effect.
  - a. Always Know the Status of Your Firearm.
  - b. Keep your finger out of the trigger housing until you have a sight picture.
  - c. Never let the muzzle of your firearm cover anything that you do not intentionally wish to destroy.
  - d. Always be aware of your environment as well as know what is to the left, right, and beyond your target.

2. Uncasing and Casing of Firearms.
    - a. Firearms shall be uncased/cased at any staging table that is situated in such a way that allows for the muzzle to point down range or directly into a Safety Berm/HESCO barrier.
      - i. **Exception** – Long guns may be uncased/cased with an ECI inserted and then transferred from a vehicle to a shooting cart while still in the parking area (and vice versa).
    - b. Long guns placed in shooting carts with an ECI inserted are considered to be cased and shall have muzzles pointing straight up, straight down, or at a distinct downward angle pointing into the ground.
    - c. Handguns shall be uncased/cased at any staging table as described above. The Event Director or his designees will “buddy” check all chambers and magazine wells to ensure they are clear prior to the firearm being holstered.
    - d. Safe Table – Located on the opposite side of AGC Lane from the Shooting Bay Sheds.
      - i. There is to be **NO AMMUNITION** present at the Safe Table. Loaded magazines may be pouched/bagged but may not be handled in the vicinity of the safe table.
      - ii. Firearms may be manipulated, disassembled, cleaned, repaired, and/or dry fired at the Safe Table. Based on the type/size of the event and at the sole discretion of the Event Director, these activities may be prohibited at the staging tables or anywhere else inside the Shooting Bays (except dry firing into a berm/HESCO at the completion of a Buddy Check).
  3. Firearms Malfunctions.
    - a. Squib loads, actions stuck closed with a round in the chamber, or any other malfunctions are to be resolved on the firing line with the muzzle pointed down range.
      - i. Malfunctions are considered to be resolved once it can be demonstrated to the Safety Officer that the chamber and magazine wells are clear.
      - ii. In the unlikely event that a malfunction is unable to be cleared on the firing line, then it is left to the discretion of the Event Director to make the final determination on what course of action should be taken.
  4. Firearms shall be empty/unloaded with no magazine inserted until the shooter has been called to the firing line and is directed to load by the Safety Officer.
    - a. **Exception:** During Action Shooting Events, shotgun magazine **tubes** may be preloaded on a staging table provided that an ECI is immediately inserted and the safety is on.
  5. Firearms may be carried muzzle up or muzzle down, exercising proper muzzle discipline.
  6. Any uncased and unworn firearm shall be unloaded and an ECI inserted properly.
  7. ECIs are not required for holstered handguns, or slung long guns with the actions open.
  8. Certified Event Directors may determine which event participants are permitted to draw from a holster.
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#### **D. Shooting Bay Reservations**

1. Shooting on the Bays must be scheduled in advance and appear on the AGC calendar.
2. Action Shooting Events may only be scheduled and facilitated by a Certified Event Director.
3. Static Shooting Events may be scheduled by any Associated Club in good standing.
4. Scheduling of any type of event on the Shooting Bays is subject to the prior approval of the AGC Executive Vice President or their designee(s).
  - a. Reservation Requests are to be emailed to [shootingbays@agcrange.org](mailto:shootingbays@agcrange.org), as far in advance of the event as possible and shall include all of the following:
    - i. Names - Club and Event Director.
    - ii. Type of Event – Action or Static.
    - iii. Course of Fire Description (non-certified Event Directors only).
    - iv. Firearm Types – Pistol Caliber Rifle/Handgun, .22lr Rifle/Handgun, Shotgun, and/or High-Powered Rifle.
    - v. Approximate number of participants.
    - vi. Date/Time and number of Bays requested.

#### **E. Action Shooting Events**

1. May be scheduled and facilitated by an AGC Certified Event Director.
2. COF designs and set ups shall be in accordance with the COF Procedures outlined below.

#### **F. Static Shooting Events**

1. May be scheduled and facilitated by the designated Badge Holder/member of any Associated Club in good standing.
2. COF designs and set ups shall be in accordance with the COF procedures outlined below.
3. COFs are subject to the prior approval of the Executive Vice President or their designee.
  - a. COFs shall be submitted for approval to the Executive Vice President or their designee at least seven calendar days prior to the event (see D.4.a. above)
  - b. **Exception:** Certified Event Directors are exempt from submitting COFs in advance.
4. Badge Holders who are Holster Certified are permitted to draw from a holster during static events.

#### **G. Course of Fire (COF) Design**

1. COFs where Pistol Caliber Rifle/Handguns, .22 lr Rifle/Handguns, and/or Shotguns are to be fired at steel targets may be scheduled on Shooting Bays 5, 6, and 7.
  - a. These types of events that require more bays than just 5, 6, and 7 may be scheduled on Shooting Bays 4, 3, 2 and/or 1 (in that order).

2. High-Powered Rifles may be fired on Shooting Bays 5 and 6, however only on paper or other penetrable targets.
3. COFs where a High-Powered Rifle is to be fired at steel targets are to be scheduled beginning on Shooting Bays 1, 2, 3, and/or 4 only (in that order).
4. Firing line – Unlike other AGC ranges, there is no visual firing line in the Shooting Bays, therefore a firing line is to be established in each Shooting Bay by the Event Director
  - a. The firing line shall be at least 3 feet inside the HESCO barriers on both the left and right (not all HESCO barriers are of equal length).
  - b. The firing line shall be designated by tables, barriers, spray paint, cones, buckets, etc.
  - c. For Action Shooting Events, the firing line becomes imaginary once the shooter moves forward/backward and will always remain immediately in front of them as they move.
  - d. The 180-degree rule shall be strictly enforced when the shooter's firearm is loaded.
  - e. Targets shall never be set high enough on the Safety Berm that they can be seen from an adjacent Shooting Bay.
5. Targets shall never be set so that an errant round or one that penetrates the target would be capable of impacting the HESCO barriers.
6. High-Powered Rifle Targets.
  - a. AR500 Steel Targets are only to be fired upon in Shooting Bays 1, 2, 3, 4, and on the 200-yard range.
  - b. AR500 Steel Targets shall be mounted with a downward angle of at least 15 degrees or hung from at least two points in a fashion that allows the target to swing. These targets shall be set at a minimum distance of 40 yards.
    - i. High-Powered Rifle Steel Targets shall be set at least 8 feet away from the HESCO barriers so that splashing does not tear into and destroy them.
    - ii. The Face of a Steel Target is to be set as close as possible to perpendicular of the barrel of the firearm engaging it.
  - c. Paper or other penetrable targets may be fired upon in Shooting Bays 5-6.
  - d. Paper targets shall be set at least an arm's length away from the shooter.
  - e. All targets shall be set in such a way that errant rounds or those penetrating a paper or penetrable target impact the safety berm.
    - i. **Exception – On Bay 1 – See Section H. Shooting Bay 1 – Special Provisions below.**
7. Targets – Pistol Caliber Rifle/Handgun and .22lr Rifle/Handgun
  - a. May be fired upon in all shooting Bays.
  - b. AR500 Steel Targets, mounted with a downward angle of at least 15 degrees, shall be set at a minimum of 7 yards.
    - i. The Face of a Steel Target is to be set as close as possible to perpendicular of the barrel of the firearm engaging it.
  - c. Plate racks, Texas Stars, and other AR500 Steel Targets not mounted at a downward angle of 15 degrees, shall be set at a minimum distance of 10 yards.

- d. Paper Targets shall be set at least an arm's length away from the shooter.
  - e. All Targets shall be set at a height which will allow for any errant round or one passing through a penetrable target to impact the Safety Berm.
    - i. On Shooting Bays 5, 6, and 7, targets shall be set towards the bottom of the bay and as close to the safety berm as necessary to ensure errant rounds impact the safety berm.
    - ii. **Exception:** PISTOL CALIBER / .22lr targets may be set in such a way that an errant round or one passing through a penetrable target impacts one of the following before hitting the ground:
      - A combination of a straw bale backed up by a tire.
      - A high density, self-healing, rubber ballistic sheet or block.
8. Shotgun Targets.
- a. May be fired upon in all Shooting Bays.
  - b. AR500 Steel Targets shall be set at a minimum of 10 yards.
    - i. The Face of a Steel Target is to be set as close as possible to perpendicular of the barrel of the firearm engaging it.
    - ii. AR500 Steel Slug Targets shall be mounted with a downward angle of at least 15 degrees or hung from at least two points in a fashion that allows the targets to swing. These targets shall be set at a minimum distance of 50 yards.
    - iii. Aerial clay launchers shall be calibrated such that the target cannot be engaged over the horizon of any berm.

#### H. Shooting Bay 1 – Special Provisions

1. Pistol Caliber/.22lr/Shotgun AR500 Targets may be set in front of the berm North of Bay 1 provided that they are no more than 4 ft above the ground.
2. Shooting Bay 1 **Exception:** Targets may be set so that errant rounds or those passing through a paper or penetrable target will impact in the forest area to the left of the safety berm that runs parallel to AGC Lane.
3. Paper or Penetrable targets set in front of berm North of Bay 1, no more than 4ft above the ground, are the only targets that can be engaged with High-Powered Rifles.

#### I. Ammunition to be used when shooting at Steel Targets.

1. Handgun Ammunition
  - a. Centerfire: 9mm (.355) or larger, including .38 Special, up to .45 ACP.
  - b. Rimfire: .22LR only.
  - c. No Pistol round shall exceed 1500 fps.
  - d. 5.7 x 28 is specifically prohibited.
2. Rifle Ammunition.
  - a. Centerfire: .223/5.56 or larger, up to .308/7.62
  - b. Rimfire: .22lr only
  - c. No rifle round shall exceed 3150 fps.

- d. Ammunition containing tracer, incendiary, armor piercing, or steel/tungsten core projectiles are all strictly prohibited. This includes but is not limited to: M855/SS109, M855A1, and 7NG cartridges.
- 3. Shotgun Ammunition
  - a. Birdshot of #7.5 to #9, with a maximum velocity of 1300 fps (1200 fps on the trap range). All shot shall be lead; no buckshot or steel shot is permitted.
  - b. Slugs shall be 1 ½ ounce lead slug or smaller.
- 4. Copper/Bimetal jacket and steel cased ammunition may be used provided that the projectiles are not armor piercing or steel/tungsten/penetrator core as described in I.2.d. above.

**J. 200-Yard Range and Trap Ranges**

- 1. Trap Range.
  - a. No rifles or pistols may be used on the Trap Ranges.
- 2. 200-Yard Range.
  - a. An orange flag shall be displayed anytime someone is forward of the shooting pad.
  - b. Targets may be set in front of the intermediate berms (50, 100, 150 meters), as well as in the area behind the target pits.
  - c. All Targets on the 200-Yard range should be positioned in such a way that splashing will not impact the pits or carrier assemblies.