

# Steel Targets

1. To prevent bounce back, no projectile traveling less than 500fps may be fired at any steel.
2. Do NOT shoot the plate rack with a shotgun (shot shell or slug).
3. Shooters and spectators must be at least 30 feet away from steel targets while firing.
4. Applicable to all steel targets:
  - Minimum Velocity is 500fps
  - Maximum Velocity is 1500fps
  - Maximum Powerfactor is 200,000

***IF YOU DON'T KNOW YOUR AMMUNITION MEETS THESE REQUIREMENTS, DON'T FIRE IT AT THE STEEL!***

## **Examples Of Permitted Factory Loaded Cartridges:**

22 Long Rifle	.40 SW
38 Special, Special (+p)	10mm Auto
9mm Luger	44 Special
38 Super	45 ACP
357 SIG	45 Colt
357 Magnum	

## **Examples Of Not Allowed Factory Cartridges:**

17 HMR and MachII	500 SW
22 Short	223 Remington / 5.56 x 45
22 Magnum	308 Winchester / 7.62 x 51
44 Magnum	7.62 x 39
454 Casull	30 Carbine
480 Ruger	Shotgun Slugs

***Note: This list is partial. If it is not here, it doesn't mean that it is allowed.***

***Most rifle cartridges are over the velocity limit of 1,500fps and therefore not allowed.***

# Bullseye Range Rules

## Safety

1. Use of alcoholic beverages or any controlled substances is positively forbidden on the Range.
2. Persons who are impaired by any substance (including prescribed substances) are not permitted to handle firearms.
3. Hearing and eye protection is required of ALL shooters and spectators.
4. Cold Range. No loaded firearms will be brought to or from the range. When not actively engaged in shooting, firearms shall be unloaded and secured in a holster, case, or grounded on a bench or table.
5. Grounded firearms shall be unloaded and have their actions open.
6. While anyone is forward of the firing line, warning lights must be used. All firearms shall be grounded, unloaded, and have their actions open.
- 7. No firearms are to be handled or touched while anyone is in front of the firing line.**
8. Shooter must be at firing line while shooting (not behind or in front)
9. When a Cease Fire or Stop command is given, all shooters are to stop firing immediately, and secure their firearms, unloaded, actions open and placed on the bench.
10. No shooter can proceed down range until all firearms have been secured.
11. Firearms must be pointed down range at all times.
12. All shots must be aimed to impact the berm.

## General

13. Leave the range cleaner than you found it-pickup after yourself. Pick up all casings (brass, aluminum, steel), hulls, and ammo boxes.
14. No center fire rifle cartridges or shotgun ammunition (shot shell or slug) *-including those fired in a handgun-* may be fired on this range.
15. Rifles firing pistol cartridges and .22 rimfire rifles may be used.
16. Black powder firearms (cartridge and muzzle loaders) may be used. In-line style black powder firearms are not allowed.
17. Tracer or incendiary ammunition of any type is not allowed.
18. These rules may be temporarily modified during events supervised directly by designated Pistol Division Match Directors.

## Targets

19. Post all targets in the provided target frames on the provided pins.
20. Only cardboard and paper backed cardboard targets allowed.
21. Do NOT shoot the target frames.
22. Shooting at targets or objects placed on the ground or the berm is forbidden.