

Wildcat Valley Rifle & Pistol Club/Range Rules Summary

Refer to the NRA Gun Safety Rules included with your Orientation/Member Packet.

General Wildcat Valley Club Rules

1. **Keep all muzzles pointed in a safe direction at all times.**
2. **Keep your finger off the trigger until you are ready to fire at a target.**
3. **Your Club Key must not be loaned to anyone and must be returned when membership is terminated.**
4. **Your club badge must be prominently displayed while on club property.**
5. **No hunting is allowed on Club Property under any conditions!**
6. **Removal of firewood from Club property must be approved by two (2) board members.**
7. **No firearm will be fired on club property at any time on “full automatic fire”, including the use of “bump-fire” devices. Tracer/incendiary ammunition and steel core ammunition is prohibited (steel core ammunition is acceptable on paper targets only). No .50BMG cartridges, no .50BMG cartridge variants, nor any other high energy round of 8000 foot-pounds of muzzle energy or greater shall be fired on the WVRPC property.**
8. The range is open for shooting from 8 A.M. to 10 P.M. to all members and their **ONE TIME ONLY** supervised guest. The Event Officers are in control of their ranges during scheduled events
9. **All guests must be supervised at all times!** This means you must be on the same range as your guest(s), or family members.
10. **No alcoholic beverages or controlled substances are allowed on the club property.** Do not use the range under the influence of drugs or alcohol. Violation of this rule will result in expulsion.
11. **Eye and Hearing protection is required on all ranges.**
12. **Loaded firearms are not permitted in the clubhouse.** Remove the magazine and check the chamber before leaving the firing line or your vehicle.
13. This is a **“Cold Range”**. Do not load any firearm until you are on the line and ready to shoot. *This means if your firearm is out of its holster it must be empty at all other times.* The action should be open and it should be cased or secured in a cart. Loading may also be performed under the supervision of, and as directed by match staff.
14. **Confirm that the firing line is safe before proceeding beyond the firing line.**
15. **Do not handle firearms while others are down range.** *Also remember to check down range for anyone prior to loading or firing your gun (confirm that the target area is clear).*
16. **Do not shoot at glass objects as targets.** Bottles, etc. are not to be used as targets on any of the Wildcat Valley ranges.
17. **Do not use explosive targets.** Explosive targets of any type are not allowed on any of the Wildcat Valley ranges.
18. **Do not shoot at any improper¹ steel targets or target frames with a high power rifle.** This will result in damage to property and may result in personal injury.
19. **Destruction of club property (fence posts, buildings, etc.), including willful or negligent damage to target frames, carriers, or actuators can be grounds for expulsion from the club.**

20. **Shooting from up-range of the furthest designated firing position on any range is prohibited.**
21. **There are range limitations posted on some ranges.** Violation of these limitations can be grounds for expulsion from the club.
22. **Park in designated parking areas only.** Parking is allowed in the gravel area next to the clubhouse, at the entrance to the Practical Range (Range #7), at the entrance to the Sight-In Range (Range #8), at the 300 yard line on the Highpower Range (Range #1). **Parking is allowed along the old entrance road, etc. during club meetings only and for match participant overflow.**
23. **Do not park in a manner that unnecessarily impedes other shooters / disciplines**
24. **Use caution when driving in front of the trap & skeet houses (Ranges #9 & #10)** Check to see if there is anyone on the firing line and honk your horn to signal your approach. Wait for a signal that it is OK to proceed.
25. **Leave the range in the same condition in which you found it. (Remove trash, police brass, replace targets stands, etc).**

Range-Specific Rules

Highpower Rifle Range (Range #1) Rules

1. **Park your vehicle and enter at the 300 yard line when using the Highpower Range (Range #1).** This allows others to observe that the range is in use and allows the trap and skeet ranges to be in use also.
2. **Never enter or leave the scoring pits except through the high power range itself!**
3. **Never exit the pits and re-enter the range unless you know the firing line is safe.** Two-way radios are a good idea.
4. **Always remain between the target standards and the pit wall when the range is in use!**
5. **Eye and ear protection is required when working the pits.**
6. **The 300 yard bench represents the furthest allowable firing line on this range.**
7. **No targets are to be placed on top of the Highpower berm. Only approved targets¹ are to be placed in front of the Highpower berm.**

Silhouette Range (#2) Rules

1. **The shooting of silhouettes with high power firearms is forbidden.**
2. The Field Pistol Targets (East) and the Small Bore Targets (West) are limited to the caliber firearms specified on posters at each area.
3. **The Sight-In-Bench** may be used to sight-in all allowable calibers of firearm at 100 yards, using the target backing provided.
4. **When the bench is in use do not enter the gray painted area of the firing line!**
5. **Firing from up-range of the furthest designated firing point is not allowed**
6. **Steel Restrictions: Only appropriate steel targets¹ are allowed on this range**
7. **The Sight-In-Bench represents the furthest designated firing point on this range.**

Bullseye Range (#3) Rules

1. Steel Restrictions: Only appropriate steel targets¹ are allowed on this range
2. Firing from up-range of the end of the shortest berm is not allowed.

Barricade Range (#4) Rules

1. Firing from a range of less than 10 yards (the forward most line) is prohibited.
2. Firing from up-range of the end shortest berm is not allowed.
3. Steel restrictions: Only appropriate steel targets are allowed on the range. When using appropriate rifle targets this is a match only range. Plate tables are restricted to 1400 FPS.
4. Shotgun slugs and steel shot are prohibited on this range.

Falling Plate Range (#5) Rules

1. Firing from a range of less than 10 yards (the forward most line) is prohibited.
2. Firing from up-range of the end of the shortest berm is not allowed.
3. Steel restrictions: Only appropriate steel targets are allowed on the range. When using appropriate rifle targets this a match only range. Plate tables are restricted to 1400 FPS.
4. Shotgun slugs and steel shot are prohibited on this range.

Moving Target Range (#6) Rules

1. Firing from up-range of the end of the shortest berm is not allowed
2. Steel Restrictions: Only appropriate steel targets¹ are allowed on this range

Practical Range (#7) Rules

1. Firing from up-range of the end of the shortest berm is not allowed.
2. Steel Restrictions: Only appropriate steel targets¹ are allowed on this range

Sight-In-Range (#8) Rules

1. Firing from up-range of the end of the shortest berm not allowed
2. Steel Restrictions: Only appropriate steel targets¹ are allowed on this range
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Trap & Skeet Range (#9) & Trap Range (#10) Rules

1. Nothing larger than 12 Ga. and #7 1/2 Shot may be fired southward!
2. Your shotgun will remain unloaded with the action open until it is your station's turn to shoot.
3. Watch for vehicles needing to use the road in front of the trap houses.
4. Fire only from designated firing positions.

5. **Pick up your trash (this includes all spent cartridges.)**

Shotgun Patterning Board (Near Range 10) Rules

1. **No shot larger than 7 ½ allowed on the patterning board.**

Appendix

1. Appropriate Steel Targets

Steel targets must be designed for use as a firearm target.

Using items such as a frying pan, scrap steel, or any other steel that is not expressly designed as a firearm target is prohibited.

Bottlenecked rifle cartridges with a muzzle velocity of 1400-3300 FPS must use AR500 or greater abrasion-resistant steel targets that are designed to withstand rifle impacts, and deflect the round appropriately.

Cartridges with a velocity of less than 1400 FPS may use any steel target that is designed for use as a firearm target.

Members who want to bring their own AR500 engineered steel targets to the club must have their targets approved by the safety committee and receive a steel target orientation.

Minimum allowable firing distance and set up of AR500 engineered steel targets must be in compliance with the manufacturers' recommendations for safe usage.

I have read and understand these rules.

Signature _____

Date: _____

