

Rules for Action Bay Use During Practice

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

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

Use

1. The bays are restricted to RF&GC members and their guests.
2. There must be two people in the same bay before any shooting takes place (no individuals by themselves).
3. There must be at least one cell phone between the users.
4. The RF&GC member must be a current NRA RSO, USPSA RSO, Cowboy RO or IDPA SO.
5. This 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.
6. This sticker will identify them to the Rangemaster (and other members) as being qualified to use the Action Bays.
7. Badges must be worn at all times while on RF&GC property.
8. The RSO/RO/SO is responsible for the actions of their guests. 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.
9. During Normal Operating Hours, Guests must check in and pay at the shotgun range and then sign in at the rifle range (with their sponsor). At the Action Bays sign "In" and "Out" on the provided Log (with their sponsor).
10. Members must sign in at the rifle range. At the Action Bays sign "In" and "Out" on the provided Log.
11. Shooting must end before 8:00PM.

Safety

1. Eye and ear protection must be worn by everyone.
2. A billed hat is recommended (due to skeet shot falling into the bays).
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 the area empty and in a safe manner.
5. This is a cold range. Load only prior to shooting and render the firearm safe before leaving the bay.
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. Safety areas are designed to allow for firearm handling and repair, ammunition is not allowed in the safety areas and all firearms should be cleared before they are removed to the Safety Area.
8. 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.
9. Ammo: No armor piercing, No tracer, No steel core projectiles.
10. 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.
11. 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.
12. Do not shoot steel targets with any center fire, rifle-caliber (high power) rifles.
13. Shoot only from within the confines of the bay (if someone can see your muzzle, you are not within the bay.)
14. 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 your shotgun hulls.
3. Pick up all empty cases.
4. Pick up your garbage.
5. If you see a full garbage can, support your club by emptying it into the dumpster by the bay entrance.

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

Approved by the Renton Fish & Game Club Board of Directors, May 2012, Revision K.