

Mid Carolina Rifle Club Disciplinary Guidelines
Rev.09/08/2021

Tier	Member Infraction	1st Violation	2nd Violation	3rd Violation
1	Actions which result in rounds leaving the range. Fighting. Criminal acts of vandalism. Verbally abusive language directed at another person. There are no second chances or warnings.	Immediate Expulsion from the Club. Banned from Club property and events.	N/A	N/A
2	Actions which involve shooting at an improperly placed target which results in bullets impacting the ground or the serious violation of basic safety rules.	Range privileges suspended 6 months or time deemed necessary by the club President.. New range briefing	Committee review Possible 12 month suspension followed by 6 month probation – possible expulsion	Immediate expulsion
3	Actions which involve failure to observe club rules regarding gate access, membership cards, improper use of club equipment, guests, improper use of vehicles on the range	WARNING, Possible dismissal for the day. Review of rule	Dismissal for the day or time as deemed necessary by club president. Retake range orientation.	6 month suspension Review by exec committee.
4	Actions which involve failure to observe club rules set up for the orderly operation or administration of the range.	WARNING. Corrective action as required by Pres.	2 nd warning. Corrective action. Possible dismissal for day.	Dismissal for day or time deemed necessary by President.

Disciplinary Action Range Rule 3-15, VIOLATION of ANY range rule may subject offenders to any of the penalties listed above at the discretion of the club PRESIDENT:

Any violation of any range rule MAY cause the offender to be sent home from the range for the day by a member of the Executive Committee.

Any penalty decision of the President may be appealed by any member of the Executive Committee to the DISCIPLINARY COMMITTEE. The Executive Committee is made up of all club officers, match directors, and liaisons. All disciplinary actions will be handled in accordance with the club bylaws.

Approved by the Executive Committee 9-13-2021

MID CAROLINA RIFLE CLUB DISCIPLINARY GUIDELINES

Rev. 9/13/2021

GENERAL RANGE RULES

SHOOTING:

1.1 Berms: All bullets not stopped by a target must safely impact the center of the berm. Bullets must not impact the base of the berm, near the base of the berm, or clip the top of the berm. Do not shoot in such a manner that will cause a ricochet off your target or what is behind your target. **BULLETS MUST NOT HIT THE FLAT GROUND.**

1.2. Bullet: A bullet is any projectile larger than 7.5 shot. Projectiles used in cartridges such as Magsafe and Glasser where the shot is encapsulated and does not fracture until it hits an object are considered bullets.

1.3 No tracer ammunition. No metallic cartridges larger in diameter (caliber) and case capacity than the .50 BMG may be used except with the approval of the Executive Committee. Muzzle loading firearms do not use metallic cases and are not subject to the diameter rule. **BULLETS MUST NOT HIT THE FLAT GROUND.**

1.4 Side Berms: Side berms may be shot into only in the PLINKING and COOPER BAYS.

1.5 Targets:

a. "BASIC" Targets approved for MCRC are paper, cardboard, fruits, vegetables, clay pigeons, metal or plastic cans/ bottles of 1 gallon or smaller, and wooden blocks 4" on a side. These can be used in any bay except 2700 bay and the plate bay.

b. These targets **MUST** be placed on the berm or on an appropriate stand that allows the bullet/shot to safely impact the center of the berm. **ALL debris must be removed after shooting.**

c. Steel targets such as those used for IDPA, USPSA, SASS, and STEEL CHALLENGE disciplines, such as round discs, square plates, or silhouettes mounted on an elevated post must be positioned no more than 3 yards from a berm. Various approved plinking type steel targets are to be placed on the berm. All steel targets must be **INDIVIDUALLY** pre-approved by the CRO/President and be properly marked. Steel targets must be shot from at least 12 yards away. In no case will any target be placed in a manner where the bullet will not impact the berm.

NO EXPLODING TARGETS PERMITTED. No glass or ceramics such as bricks or wall/floor tiles

1.6 Target stands: Members must use an approved stand or use designated frames in the 2700 bay. Stands must be removed when the member leaves. Remember, if you do not bring an approved type target stand you are not prepared to shoot. Barrels are not to be used as target stands.

TARGET PLACEMENT: Target stands must be placed in such a manner that it allows a bullet to pass through and impact the berm at a height (center of the berm) that will prevent any possibility of projectiles impacting the flat ground.

1.7 Aerial Targets: (Clay pigeons) Can only be shot in the HATHCOCK, GENERAL PURPOSE, and SILHOUETTE bays. Targets must be thrown straight down range and not in the direction of the side berms. Shot size is restricted to 7.5 or smaller.

1.8 Rapid Fire: The use of machine guns, binary triggers and, any other rapid fire device is restricted to the GENERAL PURPOSE and PLINKING BAYS ONLY. All firing will take place no more than 20 yards from the back berm. **BULLETS MUST NOT HIT THE FLAT GROUND.**

SAFETY and SECURITY

2.1 Firearm safety

Observe 5 basic rules of safety:

1. Treat all guns as if they are loaded
2. Never point a gun at anything you would not want destroyed
3. Keep your finger off the trigger until your sights are on the target
4. Be sure of your target and what's behind it
5. Be aware (security conscious) of your surroundings and who is there

2.2 EYE AND EAR PROTECTION IS REQUIRED FOR ALL SHOOTERS AND SPECTATORS ON ALL RANGES.

Eye protection IS **REQUIRED** at all times while on all ranges.

Ear protection IS **REQUIRED** while in the presence of gunfire.

2.3 NO ONE MAY SHOOT WHEN IMPAIRED BY ALCOHOL OR MEDICINES TO ANY EXTENT. Alcoholic beverages may not be consumed by anyone before or while participating in any shooting activity.

2.4 Down Range: No one may be down range of the FIRING LINE when any firing is in progress. Down Range Safety System WILL be used at all times. Any one calling cease fire for the purpose of checking targets or any other reason will switch the system to RED STROBE (no firing) until everyone is safely back behind the firing line. Before the red light is turned on all guns will be unloaded and made safe. Only then can the person initiating the cease fire can allow firing to resume by changing the light back to GREEN (hot range). NO ONE WILL TOUCH ANY WEAPON IN ANY MANNER WHILE THE RED STROBE IS FLASHING. THIS INCLUDES THE ACTION OF REMOVING OR BRINGING ANY FIREARM TO OR FROM THE FIRING LINE.

2.5 Cease fire: Anyone observing anyone down range or any other safety problem when firing is occurring must IMMEDIATELY shout "CEASE FIRE, CEASE FIRE". Everyone MUST stop firing, unload and make their guns safe whenever they hear the command, "CEASE FIRE".

GENERAL INFORMATION:

3.1 Identity: While on the range, all members must possess a valid MCRC card and present it to any other member upon demand. Members must wear their membership cards in an easily visible location while on the range. At any time you may be asked to confirm your identity with a current photo identification by any member of the Executive Committee. If any person does not comply with a request to identify themselves for any reason, please report this immediately to the club president, including the vehicle tag number of the person for further investigation.

3.2 Membership: MCRC membership includes up to 4 adults (18 or older) living in one household. Only members who have received the RANGE SAFETY BRIEFING may receive a gate access card and bring and supervise guests.

3.3 Range Use: The range is for the use of members and their guests. Visitors are allowed to participate in scheduled matches and special events. The range is open 365 days a year.

3.4 Guests: Members may bring a maximum of 4 guests at any time. More may be brought with the permission of the Executive Committee. Members are responsible for and MUST DIRECTLY supervise the use of the range by their guests.

3.5 Golden Rule: Be courteous and considerate of others while using the range.

3.6 Shooting Times: Shooting is allowed from 9 am to 1/2 hour (30 MIN) after legal SUNSET or 9 pm whichever is earlier. Shooting by artificial lights is not allowed. No shooting may occur before or after these times without permission of the Executive Committee.

3.7 Club Equipment: Club equipment such as barricades and props may be used only with the permission of the Match Directors. Other materials on the range is club equipment and must not be used. Use of cardboard and sticks in the shed is encouraged.

3.8 Vehicles: Vehicles will not be driven in the Shotgun Patterning, Rimfire, GP, or Silhouette bays. Vehicles are allowed to drive to the HATHCOCK 200yard target area. You may drive into the PLINKING BAY, the PLATE BAY, and the COOPER PISTOL BAYS. Speed limit on the range is a MAXIMUM of 15 mph. CREATE NO DUST

3.9 Litter: Clean up your area. Remove all targets and stands you set up. Place all trash in receptacles in the bay or in the large dumpster in the parking lot. If you brought it with you, clean it up. If it was there when you got there, clean it up. Pick up all fired or dropped cases. Brass, steel, aluminum, and shotgun shells. Note: .22 rimfire cases do not need to be picked up but must be swept off the concrete pads.

3.10 Gate: Instructions for the gate must be strictly followed. Do not let other members in or out. Members MUST use their own card or code to access the range. On days when the gate is locked open (for matches or other reasons) it is strongly recommended that members use the key pad to log in. Failure to follow gate rules will result in an access violation and you may be locked in or out of the range. Guests will follow the member through the gate entering or leaving. Notify an officer IMMEDIATELY if you find the gate open on an empty range. Do not tamper with or try to force open the gate. You are responsible for any damage you cause. The gate does not register you in until 8:30 am. If you arrive before that time to assist with setup and plan to stay after the match, at some point after 8:30 you must log in.

3.11 Training classes: Any member using MCRC facilities for formal firearms training (not informally for friends or family) MUST obtain clearance from the club President at least 10 days Prior to conducting such classes. Members must provide their own targets and frames

3.12 Juniors: All children (under the age of 18) must have a permission slip from their parents while shooting at the range

3.13 Specific rules: Specific range rules for different bays may be adopted or changed by the Executive Committee. Such SPECIFIC RANGE RULES will be published in the Club newsletter, posted on the web site, posted at the club entrance, and on the applicable bay. These rules will have the same force and effect as these GENERAL RANGE RULES. SPECIFIC RULES TAKE PRECEDENCE OVER THESE GENERAL RANGE RULES.

3.14 Violations: (Reporting) Any member observing a violation of any RANGE RULE must: Kindly notify the offender of the violation and report the incident to a club officer including any vehicle tag number, name, or member identification number of offender to a club office.

3.15 Violations: (Penalties) Violation of any range rule may subject the offender to immediate dismissal with no refund of dues paid or credits earned or suspension from the club at the discretion of the club President.

Any violation of a range rule may cause the offender to be sent home from the range for the day by a member of the Executive Committee. Further violations will result in the disciplinary actions stated above.

Any penalty decision of the President may be appealed by any member of the Executive Committee to the DISCIPLINARY COMMITTEE. The Executive Committee is made up of all club officers, match directors, and liaisons. All disciplinary actions will be handled in accordance with the club bylaws.

BAY SPECIFIC RULES

SHOTGUN PATTERNING AREA

1. Shotguns only
2. Bird Shot and Buck Shot only- no slugs
3. 10 yd. min shooting distance
4. No shooting into the air, ground or side berms
5. Paper targets are to be placed on provided frame. "BASIC" targets (rule 1.5) are to be placed on the berm to the right of the frame. Debris must be placed in the garbage can.
6. No personal vehicles allowed in the bay

RIMFIRE BAY

1. Steel plinking targets and "BASIC" targets are to be placed on the berm at a height that will prevent bullets from hitting the ground. Steel plate can be shot from position 1 or 2.
2. All Rimfire rounds must impact the 50 yard berm
3. No shooting into the ground or side berms
4. Minimum Target Distance: Rimfire: 10 yards from the railroad ties. Air Rifle: 5 yards from the shooters location (bench or railroad ties)
5. FIRING LINE: firing line includes the concrete benches out to the railroad ties. Do not shoot from beyond the railroad ties.
6. Shooters may shoot from the tables & the grassy area at the same time as long as they maintain an adequate, mutually agreeable, separation between themselves.
7. No personal vehicles allowed in the bay.

HATHCOCK RIFLE RANGE SPECIFIC RULES

1. FIRING LINE: The firing line includes the concrete shooting benches & the grassy area directly in front of the tables up to the railroad ties. Do not shoot from beyond the railroad ties.
2. Shooters may shoot from the tables & the grassy area at the same time as long as they maintain an adequate, mutually agreeable, separation between themselves.
3. SIDE BERMS may NOT be shot into. Only shoot directly down range.
4. AERIAL TARGETS may be shot on this range. AERIAL shooters must withdraw at the request of other shooter(s) who want to use the range in the normal manner. Shot must be directed DOWN RANGE & NOT in the direction of the side berms.
5. TARGETS must be high enough off the ground to ensure that all rounds will impact the proper berm. Paper targets can only be placed on the 50, 100, and 200 yd lines. "BASIC" targets (rule 15) must be placed on the 100 or 200 yd berms Rounds must hit their respective berms.
6. Drive only on the access road. SLOW. CREATE NO DUST.

2700 TOM POU PISTOL BAY SPECIFIC RULES

1. ONLY for bulls eye style (but not exclusively precision pistol style) target shooting with pistol, not rifle, caliber handguns. Handguns may NOT be drawn from holsters to shoot. NO RIFLE CALIBERS ALLOWED, NO SHOTGUN CARTRIDGES ALLOWED.
2. FIRING LINE: Shoot only from behind the tabletops in a STANDING position, or from a rest on the tabletop. Posts may be used to simulate barricades as in PPC style shooting.
3. Targets: Single bullseye target must be centered and stapled to a backer of cardboard or other appropriate material on sticks a minimum of 42" long and placed in the 25 or 50 yd frames. Proper height for the bullseye is 57" from the ground.
4. NO targets are to be placed on the 25 yd. barrier. This barrier is for protection of the mechanical systems.
5. NO shooting into either the side berms or the 25 yard barrier.

GENERAL PURPOSE BAY SPECIFIC RULES

The GP bay is First Come First Serve. On the GP bay if there is only one member or one member and his /her party using the bay, it is permissible to go forward of the firing line to shoot. The RED light will be on. If the member who has the bay wants to allow another member to use the bay with him/her the bay will be the same as other covered bays and there will be no shooting while the RED light is on. Refer to the DOWN RANGE WARNING SYSTEM explanation posted on all covered bays.

1. FIRING LINE: Covered Area. In front of the covered area is down range.
2. No shooting into the ground or side berms.
3. TARGETS must be high enough off the ground to ensure that all rounds will impact the 50 yd berm. "BASIC" targets (rule 1.5) are to be placed on the berm
4. AERIAL shooting is allowed only at clay pigeons. Shot must be directed DOWN RANGE & NOT in the direction of the side berms.
5. Targets must be places at least 25 yds. from the covered area of the bay.
6. Rapid or full auto fire is allowed within 20 yds of the back berm.
7. NO personal vehicles allowed in the GP bay.

PLINKING BAY SPECIFIC RULES

1. SIDE BERMS may be shot into. Except rapid or full auto fire.
2. "BASIC" targets (rule 1.5) are to be placed on the berm.
3. NO Firing from past the side berms. The shooter must have side berms on the 180-degree plane to his left & right. At no time will the shooter fire past the 180-degree plane.

4. Rapid or full auto fire is allowed within 20yds of the back berm

5. DRIVING downrange is allowed.

PLATE MACHINE SPECIFIC RULE

1. Handguns only. No rifles, pistol caliber carbines, AK or AR type pistols, no firearms with an kind of stock or arm brace
2. NO handguns more powerful than 44 magnums.
3. NO shooting any closer than 15 yards. The 15-yard line is the pole.
4. NO Firing from past the side berms. The shooter must have side berms on the 180-degree plane to his left & right.
5. NO other targets can be set up or shot at in this bay.
6. Accepted calibers are: .17M2, .17HMR, .22 Short, .22 Long, .22 Long Rifle, .22 Winchester Magnum Rimfire, .22 Remington Jet, .25 ACP / 6.35 Browning, .25 NAA, .256 Winchester Magnum, .30 Mauser, 7.62 x 25 Tokarev, .32 ACP / 7.65 Browning, .32 NAA, .32 Smith & Wesson, .32 Short Colt, .32 S&W Long / .32 Colt New Police, .32 H&R Magnum, .327 Federal, .32-20 Winchester, 7.65 French Long / 7.65 MAS, 8mm Nambu, .380 Auto (9mm Kurz), 9mm Luger (Parabellum), 9mm Browning Long, 9mm Ultra, 9 x 21, 9 x 23 Winchester, 9 x 23 Largo (Bergmann/Bayard), 9 x 25 Mauser, 9 x 25 Dillon, 9mm FAR, 9mm Winchester Magnum, 9x18 Makarov, .38 Super, .38 Short Colt, .38 Long Colt, .38 S&W / .38 Colt New Police, .38 Special, .357 Auto Mag, .357 Magnum, .357 Sig, .40 Smith & Wesson, .40 Super, .400 Corbon, 10 MM Auto, .38-40 Winchester, .41 Action Express, .41 Remington Magnum, .44-40 Winchester, .44 Auto Mag, .44 Russian, .44 Special, .44 Remington Magnum, .44 S&W American, .45 Schofield, .45 ACP, .45 Auto Rim, .45 GAP, .45 Super, .45 Colt, .460 Rowland, .455 Webley Mark II,

SILHOUETTE BAY SPECIFIC RULES

1. SIDE BERMS may NOT be shot into.
2. NO AERIAL shooting, only at clay pigeons, is allowed. Shots must be down range and not in the direction of the side berms. Aerial shooters must yield to rifle/pistol shooters.
3. NO personal vehicles are allowed in the Silhouette Bay or on the ramp leading to the bay. Shooters must enter the bay by walking the ramp, or the steps at the rear of the bay.
4. FIRING LINE: Concrete pad the out to the railroad ties. Do not shoot from in front of the railroad ties.
5. TARGETS will be setup against the 25, 40, 60, 75 & 100 yard berms such that all bullets will impact the berm. Targets place at the 50 yd rail must be placed so that bullets impact the 60 yd berm. "BASIC" targets (rule 1.5) will be placed on the berms.
6. NOTE! These berms are lower than normal and extreme care must be taken to prevent clipping the top of the berm. The dirt in front of the silhouette equipment and 50 yd. rail is not a berm.

QUALIFICATION BAY SPECIFIC RULES

1. The primary purpose of the qualification bay is the instruction of groups and CWP qualification.
2. Use of the qualification bay is by reservation only.
3. Reservations to use the bay for formal instruction and/or CWP qualification may be made only by firearms instructors who have the current, applicable certification and are current members of MCRC.
4. The bay may be reserved for special events as approved by the club at a club business meeting.
5. Persons reserving the bay are encouraged to cooperate and work together.
6. Those giving firearms instruction (free or not) must give membership information (how to join) for MCRC to all students.
11. NO RIFLES are allowed on this bay

JEFF COOPER PISTOL BAY SPECIFIC RULES

1. SIDE BERMS may be shot into.
2. NO AERIAL shooting is allowed. "BASIC" targets are to be placed on the berms.
3. NO Firing from past the side berms. The shooter must have side berms on the 180-degree plane to his left & right. The shooter must not fire past 90 degrees to his left or right, facing the rear berm.
4. Driving down range is allowed.
5. NO RIFLE CALIBER weapons may be shot in these bays. This includes any rifle or handgun that is chambered for 30 Carbine or greater muzzle energy. This does not include pistol caliber rifles. Shotguns may be shot into the berms. Accepted calibers are: .17M2, .17HMR, .22 Short, .22 Long, .22 Long Rifle, .22 Winchester Magnum Rimfire, .22 Remington Jet, 5.7 x 28 FN, .25 ACP / 6.35 Browning, .25 NAA, .256 Winchester Magnum, .30 Mauser, 7.62 x 25 Tokarev, .32 ACP / 7.65 Browning, .32 NAA, .32 Smith & Wesson, .32 Short Colt, .32 S&W Long / .32 Colt New Police, .32 H&R Magnum, .327 Federal, .32-20 Winchester, 7.65 French Long / 7.65 MAS, 8mm Nambu, .380 Auto (9mm Kurz), 9mm Luger (Parabellum), 9mm Browning Long, 9mm Ultra, 9 x 21, 9 x 23 Winchester, 9 x 23 Largo (Bergmann/Bayard), 9 x 25 Mauser, 9 x 25 Dillon, 9mm FAR, 9mm Winchester Magnum, 9x18 Makarov, .38 Super, .38 Short Colt, .38 Long Colt, .38 S&W / .38 Colt New Police, .38 Special, .357 Auto Mag, .357 Magnum, .357 Sig, .40 Smith & Wesson, .40 Super, .400 Corbon, 10 MM Auto, .38-40 Winchester, .41 Action Express, .41 Remington Magnum, .44-40 Winchester, .44 Auto Mag, .44 Russian, .44 Special, .44 Remington Magnum, .44 S&W American, .45 Schofield, .45 ACP, .45 Auto Rim, .45 GAP, .45 Super, .45 Colt, .460 Rowland, .455 Webley Mark II,