CCFSA Rifle and Pistol Event Directors Guide
08/09/2017

1. *Scope – These rules shall apply to any event using the rifle and pistol range at CCFSA that will be operated outside of the rules in the standard membership rules guide. This includes CCFSA events such as 3 Gun, IDPA, SASS and USPSA and youth events. It also covers events using our range for educational purposes, such as concealed carry classes, Appleseed events, and law enforcement training.*

2. Definition of Terms used in this document.

   *Power Factor – Power Factor is calculated as Bullet Weight (Grains) * Velocity (FPS) / 1,000. For example, a 200 gr. Bullet travelling 900 fps has a power factor of 180.*

   Shotgun Rounds – Shot shells with lead pellets no larger than #6 birdshot and with a maximum velocity of 1,600 fps. Steel shot is not allowed at action events due to the likely presence of steel targets.

   Slugs and Buckshot – Shot shells that do not meet the requirements for Shotgun fall into this category as longs as they are constructed entirely of lead and meet velocity and power factor restrictions. Slugs must be constructed entirely of lead and have a maximum velocity of 1,600 fps and a maximum power factor of 800. Jacketed slugs, slugs travelling faster than 1,600 fps, or slugs with a power factor greater than 800 are considered rifle rounds.

   Rifle Rounds – Rifle rounds consist of a single projectile travelling faster than 1,600 fps or with a power factor greater than 300 (greater than 800 for non-jacketed slugs). Some pistols, such as .454 Casull, .460 S&W Magnum, .500 S&W Magnum and most .44 Magnums fall into this category. All shotgun slugs or buckshot not meeting the restrictions for the Slugs and Buckshot category also fall within this category.

   Pistol Rounds – Pistol rounds consist of a single projectile travelling 1,600 fps or slower and with a power factor of 300 or less. As long they fall within these parameters, long guns such as .22 LR and pistol caliber carbines may be in this category. Some pistols, such as .454 Casull, .460 S&W Magnum, .500 S&W Magnum and most .44 Magnums have too much power for this category.

   Cowboy Rifle Rounds – Cowboy Rifle rounds consist of a single projectile traveling 1,400 fps or slower and with a power factor of 300 or less. Bullets must not be jacketed, semi-jacketed, plated, gas checked, or copper washed. They must be all lead. Molydisulfide, polymer coated bullets, or equivalents are acceptable.

   Cowboy Pistol Rounds – Cowboy Pistol rounds consist of a single projectile traveling 1,000 fps or slower and with a power factor of 300 or less. Bullets must not be jacketed, semi-jacketed, plated, gas checked, or copper washed. They must be all lead. Molydisulfide, polymer coated bullets, or equivalents are acceptable

   Cowboy Shotgun - Cowboy Shotgun shells must be loaded with lead pellets no larger than #6 birdshot and with a maximum velocity of 1,400 fps.

   Short Berm – Any berm that is less than 20' in height.

Tall Berm – Any berm over 20' in height. If part of a berm is over 20' tall and part of it is shorter, tall berm rules shall apply to the part over 20' in height and short berm rules shall apply to the part that is less than 20' in height.

Backstop – An area that is safe to use as an impact area behind targets. Backstops will vary by bay and type of round being fired. Targets must be placed so that any shots travelling through the target will impact a backstop.

3. *Course of Fire Guidelines*

No aerial targets anywhere on the Rifle and Pistol range.

The 180 degree rule shall be used for all events.

Two separate 180 degree planes may exist on bay 2 if the "L" portion is used. The second 180 degree plane exists only when the shooter is entirely within the confines of the 3 tall berms of the "L" portion of the bay. Special care must be taken if the shooter will transition between the two portions of the bay and utilize the secondary plane during the course of fire.

Currently, tall berms are:

- Bay 1 – back berm
- Bay 2 – Main Portion - back berm (short on left end)
- Bay 2 - Facing into "L" Portion - back berm, both side berms
- Bay 3 – back berm
- Bay 4 – back berm (short on right end)
- Bay 5 – back berm, left side berm
- Bay 6 – back berm, right side berm
- Bay 7 – back berm, both side berms (short at ends)
- Bay 8 – back berm, left side berm
- Bay 9 – back berm (short on right end)

The following may be used as backstops for targets.

A. Rifle, Slugs and Buckshot – The following may be used as a backstop for rifle or slugs and buckshot rounds.
   - *Tall back berms on all bays – shots must impact in the lower half of the berm.*
   - *Tall side berms on the "L" portion of Bay 2 - shots must impact in the lower half of the berm.*
   - *Tall side berms on Bays 5, 6 and 7 – shots must impact in the lower half of the berm.*

B. Pistol, Cowboy Rifle – The following may be used as a backstop for pistol and cowboy rifle rounds.
   - *All rifle backstops*
   - *The range floor within 6' of a tall berm (shots must be directed toward that berm)*

- *The entire range floor on Bays 5-7 provided the shooter is at least 45' (15 yards) from the target and the target is no further than 45' (15 yards) from the base of a tall berm. Shots must be directed toward the tall berm.*

C. Cowboy Pistol – the following may be used as a backstop for cowboy rounds.
- *All Pistol backstops*
- *The entire range floor on Bays 8-9. Shots must directed toward a tall berm.*

D. Shotgun and Cowboy Shotgun – The following may be used as a backstop for shotgun or cowboy shotgun rounds.
- *All berms*
- *All range floors (180 degree rule is still in effect)*

All targets must be placed so as to meet the following conditions.

E. All courses of fire shall be setup as close to the back of the bay as range conditions allow. In general, this means at least one target will be set within 5' of the base of the back berm.
F. When using a side berm as a backstop, the backstop area ends 15' (5 yards) from the end of the berm.
G. All Rifle, Slug and Buckshot, Pistol, Cowboy Rifle and Cowboy Pistol targets must be placed so that rounds impacting back berms flanked by low side berms will do so at an angle of 45 degrees or steeper when shot in the direction of a low side berm. No "skipping" rounds across the back berm toward a low side berm.
H. When checking target placement, account for shooters that may be taller or shorter, or shooting from alternative shooting positions such as kneeling, prone or shooting from retention.
I. The top of a target using a tall berm as a backstop must be no taller than 6'.
J. The top of a target using a short berm as a backstop must be no taller than 4'.
K. A target using a tall berm as a backstop must be placed within 120' (40 yards) of the berm. If the target is further than 60' (20 yards) from the berm, the target must be engaged from a distance equal to or greater than the distance from the target to the berm.
L. The bottom of a Rifle, Slug and Buckshot, or Pistol target placed further than 30' (10 yards) from its backstop must be at least 2' off the ground. This does not apply to targets using the range floor of bay 5, 6, or 7 as a backstop as provided for in section 2B.
M. A target using a short berm as a backstop must be placed within 6' of the berm.
N. No clay targets are to be shot on Bays 8-9
O. Steel targets may only be shot using the type of round for which it is rated. This is particularly true of the cowboy steel which is only rated for cowboy rounds.
P. Steel may not be shot with steel core, steel jacketed, penetrator or armor piercing rounds.
Q. The minimum distance for engaging steel targets with rifle is 150' (50 yards)
R. The minimum distance for engaging steel targets with slugs or buckshot is 90' (30 yards).
S. The minimum distance for engaging steel targets with pistol, shotgun or cowboy rifle is 27' (9 yards)
T. The minimum distance for engaging steel targets with cowboy shotgun is 21' (7 yards).
U. The minimum distance for engaging steel targets with cowboy pistol is 12' (4 yards).
V. If steel targets are being shot with rifle on Bay 1, then Bay 9 must not be in use.

4. *Event Administration*

Event directors may enforce restrictions beyond those listed in this document, but they may not allow any actions which violate any of the restrictions in this document.

The CCFSA Event Checklist form will be filled out and left in the filing cabinet in the range building or per other arrangement.

For events where targets are placed other than along the back berm, each course of fire must be personally inspected by a CCFSA RSO after it is setup and before shooting begins on that course of fire. If multiple courses of fire are used in the same bay during the course of the same event, each one must be inspected after it is setup. If the match director is not a CCFSA RSO, then it is his responsibility to arrange for one to be there to conduct the inspections.

For competitive events, a printed course of fire must be posted in each bay for the convenience of the event participants and the RSO. A diagram is recommended, but not required, as part of the course of fire. It is probably better to have a description only as opposed to having a diagram that differs greatly from the final setup. Do not staple courses of fire to the tables or benches. Club members have had their gun stocks scratched by staples leftover from events. Instead, please us a clipboard or staple the course of fire to a target stick.

If shooting will be occurring simultaneously in multiple bays, then the Match Director and at least one RSO in each bay must have a radio with them to facilitate urgent communication.

Beginning 1/1/2018, all shooting must be conducted under the supervision of a certified RSO (Range Safety Officer). The following RSO certifications are recognized: CCFSA, NRA, Appleseed, 3 Gun Nation, IDPA, SASS, National Range Officers Institute (USPSA), any law enforcement agency.

5. *Changes*

Changes may be made to this document as required to address unforeseen situations or to accommodate changes to the facilities. These changes require the unanimous approval of the club's Chief RSO, the Safety Committee, and the Chairman of the Rifle & Pistol Committee.