

ARC Ranges for steel targets

Steel must always be at backstops

Each range has placement and usage rules

Range D: 22LR, .22 Long and .22 Short only

Range E: Any caliber at 100m, Silhouette calibers for 40,50 & 75m

Ranges H,I,J,K: Pistol calibers under 1500 fps, rimfire, shotguns with lead birdshot.

There are no steel targets at ARC for general member use. Bring your own

Check with the Range Safety Director if you have any questions:

safety@austinrifleclub.org

Rule questions and safety reports (note date/time, location, vehicle)

Prevent unsafe behavior if possible

**Non-emergency #:
512-498-3846**

updated:11/16/20

ARC Steel Quick Reference

Rule highlights for ranges allowing steel targets

- Commercial targets or equivalent, impact surfaces in good condition. AR500 steel preferred.
- Impact surface square to the shooter.
- Impact surface vertical or deflects the bullet at a downward angle.
- Targets set on silhouette rails or as close to backstop as possible to contain misses and edge deflections.
- Swinging and moving targets may only be shot when they will deflect the bullet at a downward angle.
- One shooter per target at a time (no “duelling trees”).
- Do not shoot into ground. Any misses and deflections must impact directly in backstops.
- Observe minimum steel target height requirements.
- Shoot only from covered firing line
 - Exception for H-K if you have taken the ARC steel class or are a certified RSO.
- Must be your steel unless you have permission from owner while shooting.
- Eye protection mandatory.
- No other hard targets except clay birds are allowed anywhere at ARC.

This is just highlights. There are lots more rules. All ARC rules apply!

Limited exceptions exist for matches and official authorized events only.

ARC Steel Quick Reference

Legacy Ranges A through E

A No steel targets on A.

B No steel targets on B.

C No steel targets on C except placed in the box and shot from 17-19. See full rules!*

D 40,50,75,100m .22LR, .22 Long or .22 Short only.

- Steel targets on or hanging from rails, free-standing steel targets within bullet traps
- Freestanding targets below bottom rail height only on bullet traps without gaps underneath.

E Rifle, Pistol, Shotgun

- All calibers may be used on steel targets at 100m.
 - This is the only place at ARC to shoot any rifle at steel.
- 40, 50 & 75m limited to pistol calibers and rifle calibers allowed for NRA Hunter Pistol Silhouette.
- Set steel targets on, behind, or immediately beside rails so all shots go into backstop. No steel targets below bottom rail.
- Shoot only at steel directly downrange from shooting position.
- Do not shoot rails.

**Limited exceptions for matches and official authorized events only.*

ARC Steel Quick Reference

G & Action Bays H-L

G No steel targets on G*.

H, I, J, K Pistol, Rimfire, Lead birdshot and Pistol-caliber carbines.

- Pistol caliber velocity must be under 1500 fps for steel targets.
 - Rifle-caliber pistols (eg: .223, 7.62x39, etc) are prohibited on H, I, J & K.
- Steel targets always all the way back, at or on backstop*.
 - Impact surface 20” to 55” from ground*.
- Shoot only from covered bench except for:
 - Shooting from a common redefined firing line under the direction of those with current USPSA or IDPA RSO credentials, or those that have successfully completed the ARC Steel Safety Course.
 - And 11 yards minimum to steel targets*.
- No moving and shooting*.

L No steel targets on L*

This is not all the rules. All ARC rules apply!

**Limited exceptions for matches and official authorized events only.*

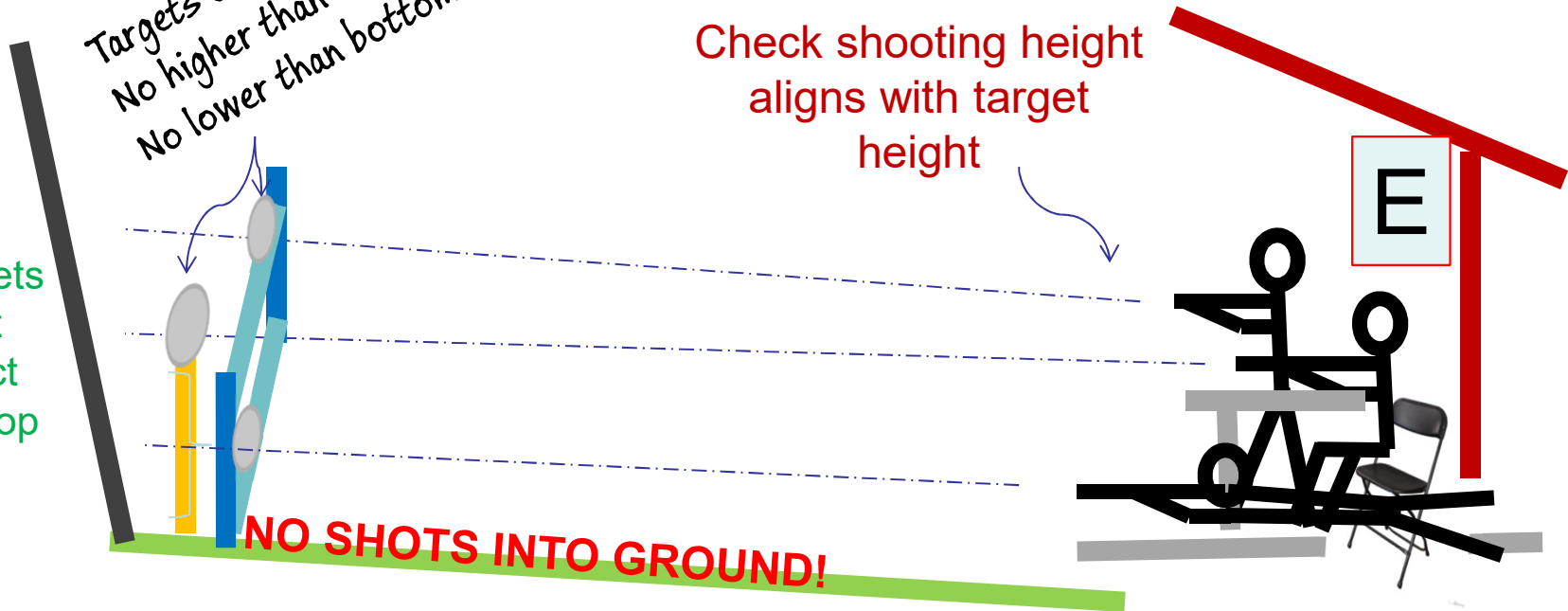
STEEL TARGETS on E

*Targets on/at rails or behind
No higher than top of rail posts
No lower than bottom rail*

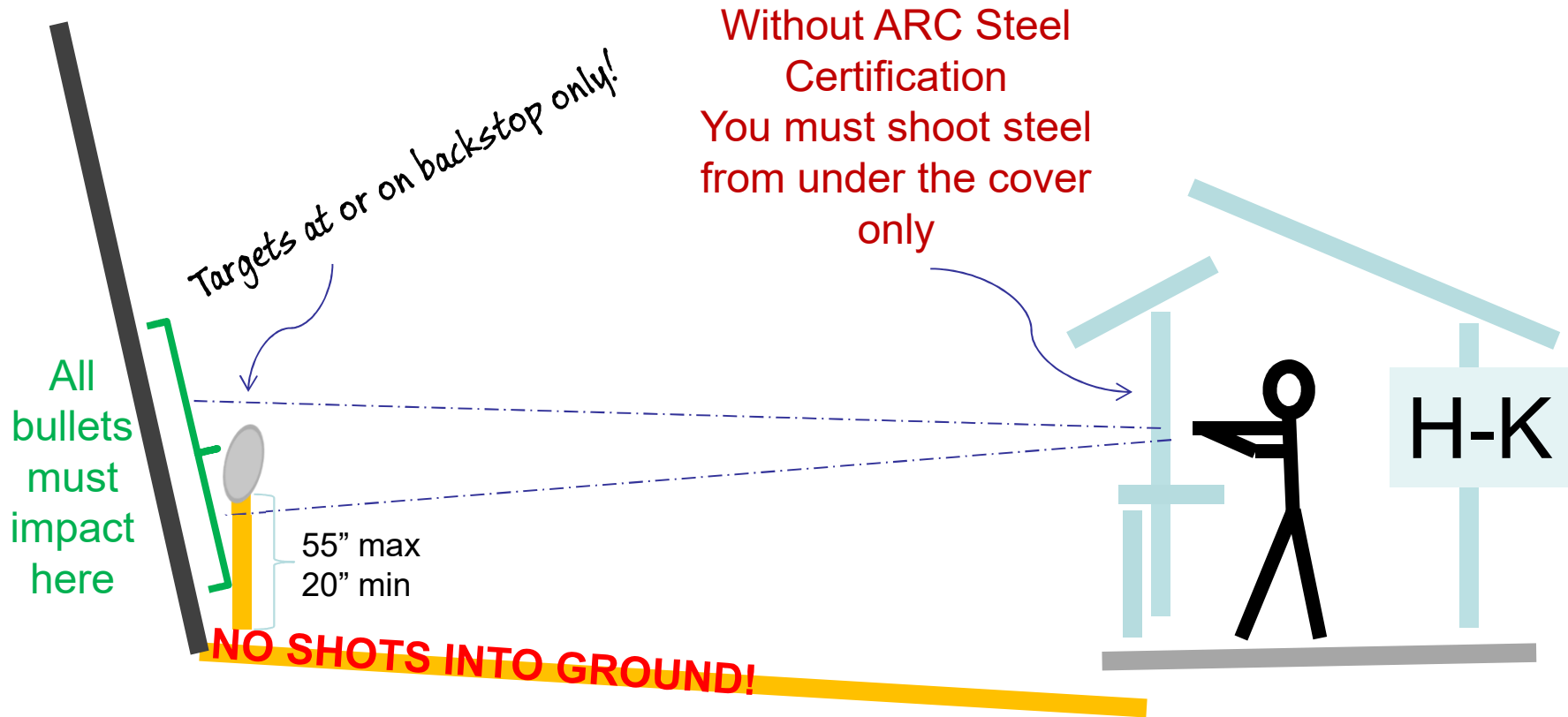
All bullets must impact backstop

Check shooting height aligns with target height

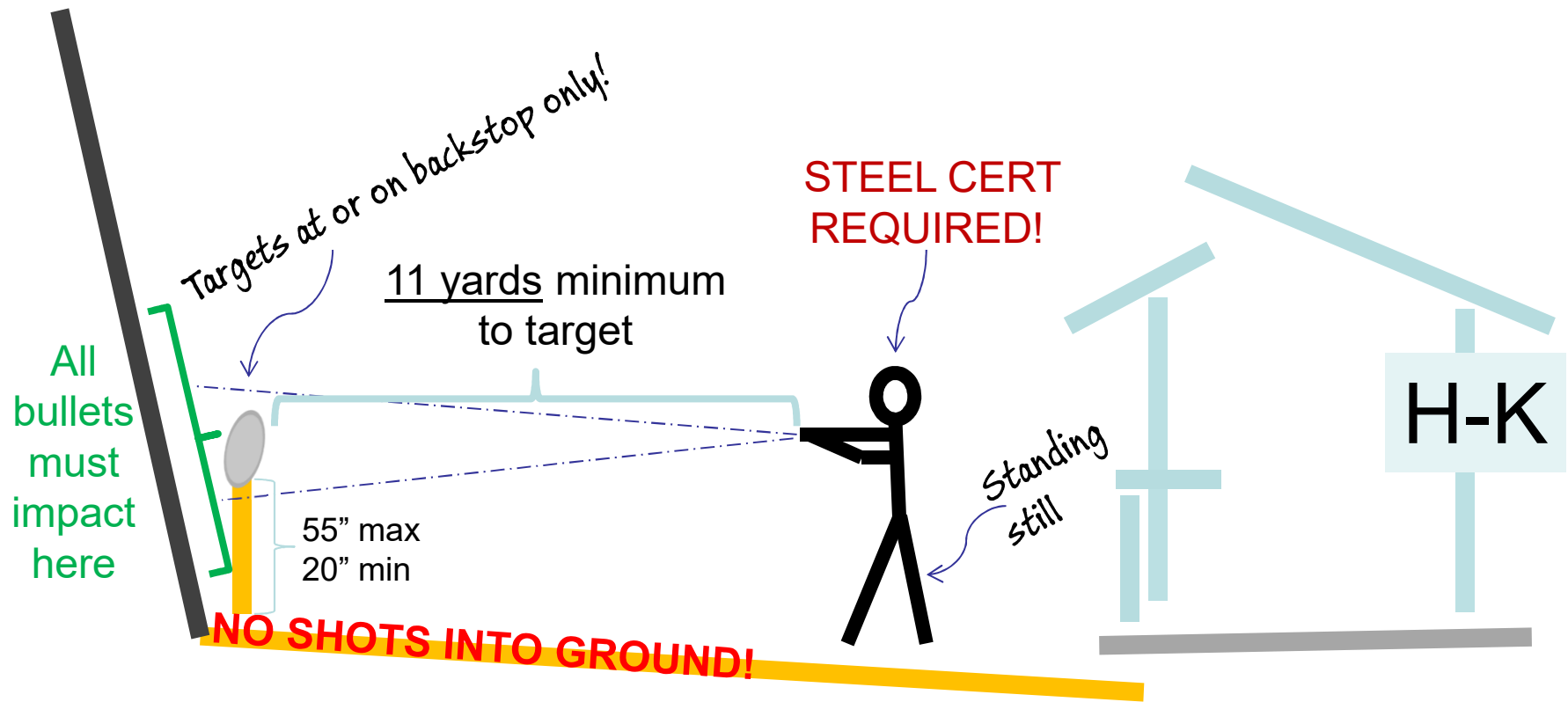
NO SHOTS INTO GROUND!



STEEL TARGETS on H, I, J & K FROM FIRING LINE



STEEL TARGET FROM
REDEFINED FIRING LINE (Ranges H-K ONLY)
STEEL CERTIFICATION REQUIRED



Quick Reference for Steel targets at ARC

Information on what ranges allow steel targets and what is allowed on each.

Take one if you can use it