

SC Department of Natural Resources

Safety Rules and Regulations for Shooting Events

100% Safe – 100% of the time – NO EXCEPTIONS!

Safety is everyone's responsibility. The Rules and Regulations for SCDNR Shooting Events are designed with the ultimate goal of having a safe event.

HEAD/ASSISTANT COACHES

1. Head/Assistant Coaches – Must have completed at least the SC Youth Shooting Foundation 1-Day Training or the 4-H Shotgun Training before they can be a squad coach on Event day. The SCDNR will also accept NSCA/NSSA Level I, II, III, or Scholastic Instructor Course training as well as CSM Clays Certification.
2. Coaches meeting – There will be a Mandatory Coaches Meeting prior to all Sporting, Skeet and Trap Events. Any Coach not attending the meeting will result in his/her team squad being disqualified from participating in the Event. No Exceptions.
3. SCDNR Event Day – A Coach trained that meets or exceeds the above requirements for Head or Assistant Coach is required to be assigned to a squad at any SCDNR sponsored event. For the Youth Sporting Clays Open, a coach is required for each 3 person squad and allowed to coach an additional squad having no more than 1 shooter at the same time. A coach is required for every 5 person squad or less for Skeet and Trap Events.
4. Primary Responsibility – Coaches primary responsibility on Event day is to create a safe environment at all times for shooters, spectators, club personnel and themselves.
5. Coaching the Squad – The coach is allowed to coach the squad between stations or while watching other squads shoot as long as a distance of 15 feet is maintained from the shooting box.
6. Position of Coach for Sporting Events – The coach must stand directly behind the shooter in or just outside of the shooting box within arm's length of the shooter. Arms length is the rule on Event day. A coach found in violation of the rule will be disqualified immediately resulting in the entire squad being eliminated from the Event.
7. Position of Coach for Skeet and Trap Events – The Coach must maintain a minimum distance from the shooter to create a safe environment from shooter error and gun or ammo malfunctions. A coach found in violation of the rule will be disqualified immediately resulting in the entire squad being eliminated from the Event.

SAFETY ON EVENT DAY:

1. Ear and Eye Protection – Required by everyone on the course – shooters -coaches – parents – spectators – club personnel. No Exceptions!
2. Actions Open – Automatic and pumps guns must have the action open at all times with the barrel pointed up when walking and riding. The open action will be facing forward when carrying shotgun. Over/under shotguns must be carried over the shoulder with the barrel in front controlled by the hand on the barrel and pointed down.
3. Slings and Straps – Slings and straps attached to the shotgun are *NOT* allowed at any SCDNR shooting event.
4. Vehicles – To operate a cart/golf cart or any ATV vehicle – operator must have a valid Driver's License and meet all the requirements of the Host Club to operate a vehicle onsite. All guns will be transported in vertical position while on vehicle.
5. Muzzle of the Shotgun – The muzzle is to be controlled and pointed in a safe direction at all times. Muzzle cannot be rested on any part of the body including but not limited to foot area, chin, hand and arm.
6. Footwear – Open-toed shoes, such as flip-flops / sandals / etc. are NOT allowed at any SCDNR sponsored shooting event. Any shooter wearing open-toed shoes will be disqualified.
7. Factory Ammunition Only – No reloads allowed! Any shooter found using illegal ammunition will be disqualified – No Exception. Legal ammunition for 12, 20, 28 and .410 cannot exceed shot size greater than #7 1/2 shot – #8, 8 1/2 or #9 shot is legal. The maximum load for 12 GA – 1 1/8 oz of lead – 20 GA – 7/8 oz – 28 GA – 3/4 oz – .410 – 1/2oz in a 2 1/2" length shell.
8. Shooters can load 2 shells maximum – There are no single shots on the course. Coaches make sure the shooter exits the shooting stand with a safe gun and muzzle is pointed in a safe direction as shooter has completed the station.