

Pistol Range Shoots

Participants need to be members of the Rod & Gun Club, with the Range option, and wearing their name badge showing the target stamp indicating Range privileges and current year.

Arcade Shoot

Relive the memories of when you were "young," went to the fair, and shot the moving targets. Only .22 caliber rifles will be used for this shoot. Auto load, manually operated, scoped and open sight rifles are all welcome. There will be two shooting bays, one at 25 yards for scoped rifles and one closer for rifles with iron sights or red dots. Just for fun, no score, no Kewpie dolls. All skill levels are welcome.

Beat Your Best Fun Shoot

This Fun Shoot is designed to increase your self confidence, skill level, and composure under stress. However, you're only competing against yourself! Each time you shoot you are scored for accuracy, safety, and time taken to complete the course of fire. This course of fire will be shot several times a year so competitors may see their personal improvement.

Bowling Pin Fun Shoot

Participants will have 5 five bowling pins/pin heads to shoot down with a maximum of 7 shots. Participants will get extra points if they use less than 7 shots to knock the bowling pins off the table. Bowling pins or pin heads will be placed at different locations on the table for different calibers of guns. Shooters with .22 will shoot at bowling pin heads - just a fun added challenge for the .22 fans. Pins must be off the table to count as a hit. It can be timed to break a tie. All pistol calibers except magnums are welcome (.22 mag is the only exception) Semi-auto hand guns and revolvers are welcome.

Casino Shoot

This shoot consists of 21 shots at 6 targets. The number of shots you fire corresponds to the number on the individual symbol. There is a reload during the drill, depending on the firearm, maybe two or three. It's fun but makes you focus.

Concealed Weapons Course of Fire

Officer Qualification course:

Test your shooting abilities on the South Carolina concealed weapon permit Course of Fire. (The SC Concealed Weapons Permit (CWP) requires you to complete classroom instructions on statutory and case law concerning handguns and the use of deadly force). This shoot will not qualify you for a CWP license - it will test your abilities if you were to take the State qualification course.

Georgia Police Officer Annual Handgun Qualification Course

The Georgia Police Officer course is a 30-round course with short time limits, dual targets with one timed reload. The course is designed for officers to demonstrate abilities to identify multiple targets making accurate shots under short time limits which create stress.

Targets will be scored for pass/fail. Firearms may be 22 rimfire - 45 ACP, revolver or semi-automatic with one extra magazine.

Couples/Valentine Shoot

Grab your sweetie (or someone else's sweetie) and come on down for some fun competition. Prizes will be awarded to the First, Second and Third place winning couples! The match will consist of two six shot strings with a reload (a total of 12 targets per shooter), so an extra magazine or speed loader will be needed. If needed, ties will be re-shot with a timer.

Defensive Shoot

The shoot will consist of three relays with 6 shots each. During the first relay, shooters will use their strong hand, placing only 2 shots on each target. Next, participants will reload 6 shots and shoot with two hands at the hanging Throom targets (green plastic round targets). Reload.

During the third relay, shooters will have 6 shots and shoot at 6 paper plates, again 2 hands.

The distance will increase for each relay. This is a timed event.

Note: Participants can preload their magazines but all firearms must be unloaded and safe upon arrival at the range.

Ladies Shoot

This shoot is for our female club members. Per Club rules, all pistol calibers are welcome with the exception of magnum rounds. Both revolvers and semi-auto pistols are welcome. It will be helpful (but not necessary) to bring an extra magazine or revolver speed loader if you have one. All levels of shooters are welcome – beginners and more experienced shooters alike. There will be large paper targets with a “shoot, don't shoot” type of theme (adds an extra element of fun). This will not be timed....and the sole prize is bragging rights!

Old Fashion Shoot

Come on down to the range and re-live the thrilling days of yesteryear when 6 shots got the job done and rifles did not reload themselves. All revolvers and manually reloaded rifles are welcome! Leave those fancy pants, city slicker dude semi-autos at home.

Members who want to try out a single action revolver or lever action rifle are more than welcome.

Shooting Fish in a Barrel - Simulated

This will be a handgun match with two divisions: semi-automatic and revolver. The match will consist of two separate rounds at two different type targets. Scores will be combined from both targets to determine winners in each category. Targets will be provided. This should be a fun event-like shooting fish in a barrel!

Saint Patrick's Day Fun Shoot

Are you feeling lucky? Shooters will have 7 shots to shoot 5 targets. The targets will be 4 green balloons and 1 lucky St. Patty's Day coin. There will be two distances available for shooters - one for those of us who have already won something in the past, or think they are really sharp shooters-and one for those who are just trying things out for a new experience! Grab your gear, wear your green, and come on out for a fun time!

Shoot Don't Shoot

The Shoot Don't Shoot is a disciplined shoot where a series of bullseyes on a target are read out, i.e. red circle, green square, #5 etc. Not everyone has the same target bullseye so some shooters can fire while others have to hold fire until their target bullseye is called. There are 5 shot strings for a total of 25 shots per exercise.

Throom Targets Fun Shoot

This shoot will be using Throom Targets (green plastic round targets). One official round per shooter (additional rounds may be performed but will not count toward scoring). This is a pistol shoot: 1 class for iron sights; 1 class for electronic sights. One shooter per round: 8 shots per round - untimed; 10 points possible per round.