

Pistol Range - RULES

1. Read and obey range rules while using this range. You are responsible for knowing these rules! Contact club official if clarification is needed.
2. Safety is paramount in all activities conducted on this range.
ALWAYS keep firearm pointed in a safe direction
ALWAYS keep your finger off the trigger until you are ready to fire
ALWAYS keep your firearm unloaded until ready to use
3. **NEVER** handle firearm while someone is downrange.
4. Eye and ear protection is **REQUIRED** when on or near this range.
5. All shooting must be from established firing line - No shooting forward of the bench except for approved and sanctioned events.
6. All rounds must impact the rear earthen berm - no firing shall ever be directed towards the side berm or wall or the range floor. No targets shall be placed on or near the ground. Use a target stand.
7. When two or more people are utilizing this range, one must act as Range Safety Officer.
8. Any person at any time is authorized to declare "Cease Fire" for an actual or anticipated safety issue. Upon "Cease Fire," all firing is to stop immediately.
9. Only handguns are permitted to be used on this range except for approved and sanctioned events. Handguns firing centerfire rifle cartridges (such as .223) are prohibited.
10. All firearms must remain unloaded with actions open and reasonably visible when not in use.
11. Explosives, explosive targets, armor piercing, incendiary or tracer rounds are prohibited on this range.
12. The turning target mechanism (located in trench) is for sanctioned event/training use only.
13. No makeshift targets are to be placed on the ground - no cans, bottles, etc.
14. Members may bring their own targets / target frames and steel targets. (Steel must be 7 yards or more from firing line and high enough that misses impact the rear berm).
15. Club target frames shall not be removed from the range. Members should bring their own sticks and targets.
16. This is your club and a volunteer-operated facility!
Please clean-up range after each use!

