

Complete VRGC Safety Rules

NRA Firearm Safety Rules:

Three Fundamental Rules for Safe Firearm handling

- 1) Always keep the firearm pointed in a safe direction.
 - a) Point away from others while loaded or unloaded
 - b) Be observant, ensure that no one has entered into your line of fire
 - c) Know where others are at all times
- 2) Always keep your finger off the trigger until ready to shoot.
- 3) Always keep the firearm unloaded until ready to use.
 - a) Treat your firearm as if it is loaded at all times.
 - b) When giving your firearm to someone else or taking a firearm from someone else, be sure that it is unloaded and on safe. Likewise when storing your firearm, be sure that it is unloaded and on safe.

Rules for Using or Storing a Firearm

- 1) Know your target and what is beyond.
- 2) Be sure the firearm is safe to operate.
- 3) Know how to use the firearm safely.
- 4) Use only the correct ammunition for your firearm.
- 5) Never use alcohol or drugs before or while shooting.
- 6) Store firearms so they are not accessible to unauthorized persons.
- 7) Wear eye and ear protection as appropriate.
- 8) Be aware that certain types of firearms and many shooting activities require additional safety precautions.

VRGC Club Rules

- 1) In the event of an emergency, call 9-1-1.
- 2) The range is only to be used by certified Victor Rod & Gun Club members and their guests. Member is responsible for their guest(s). Anyone bringing a firearm onto Victor Rod & Gun Club property must be in legal possession of said firearm(s).
- 3) Guests will be required to shoot with safety certified members or under the direct supervision of a certified member.
- 4) Each current member will be required to read the safety rules and sign the agreement.
- 5) New members will be required to attend a safety orientation and training program before being allowed to shoot and gain full membership.
- 6) Everyone must know and obey all the range rules.
- 7) Shoot only at authorized targets from authorized shooting positions.
- 8) If a misfire occurs, keep the muzzles pointed downrange for 30 seconds before opening the action.
- 9) Violation of any of the club's rules will make the violator subject to membership cancellation and possible legal action, all to be determined by the Board of Directors.

General Shotgun (Trap & Skeet) Range Rules

- 1) All persons, including shooters, referees, range personnel, and spectators must wear eye and ear protection while on or near the skeet and trap ranges.

- 2) When not on the shooting station, the gun shall be carried with the breech open and empty. Pumps and automatics will have the breech open. Fixed breech guns (double barrels including over-and-under and side-by-sides) will be broken open and empty.
- 3) No gauges larger than 12 gauge are permitted on the skeet and trap ranges. Rifles and handguns are not permitted on trap and skeet ranges.
- 4) No gun shall be loaded until the shooter is on the shooting station.
- 5) All shells must be removed from the gun and the action must be open before stepping off the station.
- 6) Test shots are prohibited without permission or notifying others on the field.
- 7) Do not advance to the next station until everyone has completed the sequence.
- 8) If a delay occurs when a shooter is on a shooting station and ready to shoot, the breech of the gun shall be opened and all shells extracted. The shooter should exit the station until the field is clear and conditions are safe to shoot.
- 9) A gun may not be used if it will accept more than one gauge of shells at the same time.
- 10) Pick up your empty shells.
- 11) Any person that used a "release" type trigger, must notify ALL shooters in his or hers squad.
- 12) Do not attempt to load the trap or skeet machines without training.

Ammunition

- 1) Reloads are permitted.
- 2) Maximum shot size 7 ½ (7 ½, 8, 9).
- 3) An ammunition malfunction is any shell where the shell fails to fire, the wad fails to clear the barrel, where the sound of the shell is noticeably much louder, or where the brass is pulled away from the hull. Make sure that the barrel is clear of all obstructions before re-loading
- 4) Do not throw ammo that fails to fire out into the field, dispose of in marked containers for "duds".

Machine

- 1) Do not stand in front of target holes in low houses or trap houses. Exercise caution in picking up empties to stay away from the openings of houses or to be in the line of fire from adjacent fields.
- 2) Look both ways before going out to inspect or load trap or skeet machines. Make sure the shooters on the field see you and wait for you, or wait for them to finish.
- 3) Turn off machine and release target before loading trap or skeet machines. Stay clear of machine arms when loading the machine.
- 4) Always turn off machine and release arm when clearing broken targets; do not put fingers near plates or arms while machine is running.
- 5) Notify club management of machine malfunctions or problems.
- 6) When closing the field, turn off the machine, release the arm, and load the machine.

Skeet Specific Rules

- 1) Only one shell may be loaded when shooting the second target on singles, if the shooter has opened the gun and re-loaded between shots.
- 2) A second shot is not permitted on a single target. Only one shell may be loaded at high 8 and low 8 if no option is left.
- 3) The center stake is "out of bounds" marker for high 8 and low 8 – do not carry target past the center stake.
- 4) Never walk in front of the low house window. Targets may be released causing serious injury.

- 5) Always stand behind the shooting station while waiting your turn to shoot. Never walk to the side of or in front of the shooter.
- 6) Shooters need to be aware of the use of red cones on the top of trap house #1 or trap house #2. The red cones are placed on the top of the trap houses when personnel are in or around the trap houses (e.g. for loading targets, making repairs, etc.). Do not shoot when the red cones are put on the trap houses and the trap houses are in the line of fire.

Trap Specific Rules

- 1) Only one shell may be loaded in singles trap; a second shot is not permitted on a single target.
- 2) Shooters need to be aware of the use of red cones on the top of trap house #1 or trap house #2. The red cones are placed on the top of the trap houses when personnel are in or around the trap houses (e.g. for loading targets, making repairs, etc.). Do not shoot when the red cones are put on the trap houses.
- 3) Turn off the trap machine at the off/on button on the field before proceeding from the shooting station area to the trap house (e.g. to load targets, etc.). Upon returning to the shooting station area, turn the trap machine on.

VRGC Rifle Range Rules

- 1) No loaded firearms shall enter or exit the building. All magazines must be unloaded. Only load firearms when at firing line.
- 2) Range availability and usage is limited by the number of lanes (2). Guests may accompany shooters to range. They must remain behind shooter(s) and observe all safety rules. All shooting is to be done from the inside of the "shooting shed" with the sole exception being the supervised shooting done for club sanctioned training events. The shed is to be locked when not in use.
- 3) Eye and ear protection are required at all times when shooting or observing on the Rifle Range.
- 4) NO ONE is to go downrange, until first calling "CEASE FIRING" and all firearms have been unloaded, all actions are open and muzzles pointed downrange, safety engaged where possible. NO firearms are to be touched when persons are down range and ALL firearms are to be unloaded and action open when not in use. All persons in the "shooting shed" will remain away from all firearms until person(s) are back behind the firing line and/or it is safe to resume shooting. When ready to resume shooting, call out the command "THE RANGE IS HOT". The same procedure is to be followed if an unsafe condition such as a misfire occurs.
- 5) In the event of a "misfire" or other malfunction, keep the muzzle of the firearm pointed downrange, notify the other shooter (if there is one) or range staff. After waiting for a period of at least half a minute, place the firearm on the bench, pointed down range and obtain assistance. DO NOT leave the firing line with a loaded or jammed firearm.
- 6) "Bunker Busting Rounds" are not allowed on the range (.50 BMG, etc.). You are not permitted to load more than 10 rounds in any rifle or more than 10 rounds in any handgun. No "machine gun" type rapid fire is allowed with either a rifle or a pistol. Shoot only at paper bulls eye targets, which are to be fastened to the right and left of the center post on the club's target holders. Metallic silhouette target shooting is limited to .22LR cal RIMFIRE ONLY. Do not fasten targets to or shoot at the safety baffles or the side berms. Minimum range for placement of targets holder posts is 25 yards from firing line.
- 7) You must sign in on the logbook with your name, date and time. The logbook is kept in the clubhouse. Your club ID card is to be attached to clip board in main club house while on the range. The range fee is due at this time for each shooter.
- 8) Vehicles are not permitted to go any further than skeet field #2 when the ground is dry or any further than the parking lot when the ground is muddy.

- 9) Place all trash and spent shell casings in the trash receptacle. You may keep your spent casings for reloading if you desire. Return all target holders to the "shed" and clean the firing point before you leave. Close and latch all doors and portals.
- 10) When there is a range officer on the range, his/her ruling is final. They have to consider the rights and safety of all other shooters and our neighbors.