

# RANGE



# RULES

- Treat all guns as always loaded and never point/aim your firearm at anything you are not willing to kill or destroy.
- Everyone must wear eye and ear protection at all times while in a shooting bay including spectators.
- All Class 3 or NFA weapons/items must be disclosed and accompanied with proper paperwork while at the range.
- Only one firearm may be loaded at a time. No dual wielding.
- Never put your finger near the trigger until your sights are on target and you have made the conscious decision to shoot.
- Know your target, what is beyond it, and align yourself with it. All shots **MUST** impact the berm. Sidewalls are not backstops.
- If you experience a malfunction that you are unable to clear, safely secure your firearm, and contact GoG staff for assistance.
- If you drop any firearm, let it fall, and **DO NOT** attempt to catch it!
- You are welcome to pick up brass.
- Please clean up after yourself. Targets, empty boxes, water bottles etc., should be placed in a trash bin once your shooting session is complete.
- Muzzles must be pointed either up, down, or at the berm. No exceptions!
- Steel must be engaged beyond 10 yards with pistol caliber firearms and shotguns with bird shot. Beyond 40 yards with rifle caliber firearms. Shotgun with slug or buckshot is not allowed on steel targets.
- Bay usage is on a first come, first serve basis. Please be courteous.
- Shooter is responsible for calling a cease fire before moving down range to check or set targets, or moving ahead of any other shooter. Again, please be courteous.
- Only Pistol caliber firearms and shotguns with bird shot allowed on pistol bays 1 through 6.
- Shotgun with bird shot are NOT allowed on plastic target backers. Please ask for assistance if you need a separate target stand for patterning.
- Please check in at the **Pro Shop** before proceeding to your preferred shooting bay.

**Any violation of these rules may result in your immediate dismissal from the range and possible loss of membership.**