



ALWAYS keep the gun pointed in a safe direction.

ALWAYS keep your finger off the trigger until ready to shoot.

ALWAYS keep the gun unloaded until ready to use

HAVE FUN - BE SAFE - BE RESPONSIBLE - BE COURTEOUS

This is our Club!!!!

The policies/procedures contained within this Range Briefing apply to **ALL** Tri State Gun Club (known as the Club or the Range) members, guests, match participants, and spectators while on the Club property.

During club-sanctioned matches, the Match Director may modify these procedures (more or less restrictive to allow, within reason, the standards of their particular discipline to be applied) with the approval of the Board of Directors (BoD) for that specific match

SAFETY

S1. **EVERYONE** is a Safety Officer!

- a. If an unsafe act is observed, call “Cease Fire” and inform the individual of the violation or unsafe act.
 - i. If the individual does not comply,
 1. Go to a safe place and report the situation as soon as possible to a club officer. Your statement should include who, what, when, and where.
 2. ***Do not get into an argument over it!***
 - ii. The Officers and BoD will take appropriate action.

S2. Speed limit on club property is 15 miles per hour. Be on the look-out for ATVs and motorcycles travelling at high speeds along the county road, they won't be looking for you!

S3. No alcoholic beverages or illegal drugs on the Club property!

- a. This policy includes prior to arrival and while on the range.
- b. If you or a member of your group appears to be under the influence, you will be asked to leave
- c. Exceptions: For specific (non-shooting) events, prior permission may be granted by the BoD.

S4. Know your target and what is beyond it

- a. Think first before you shoot!
- b. Whether you're at the range or in the woods, if you're going to shoot, you ***must*** know what lies beyond your target.
- c. In all cases, you must be sure that there is something that will serve as a backstop to capture bullets that miss or go through the target.
- d. Some bullets can travel a mile or more once they leave the muzzle.
- e. Keep in mind whether what lies beyond your target could potentially cause a ricochet.

- S5. All care should be taken to ensure that rounds never leave the confines of the range.
- a. The Club is surrounded by highways and communities on all sides. The following events have been identified as scenarios that are likely to cause a round to leave the confines of the range:
 - i. The muzzle is elevated above the bullet-stopping berm when the weapon is fired. Keep the weapon pointed downrange and your finger off the trigger, even when chambering a round.
 - ii. Be sure to place targets so that all rounds pass thru the target and travel directly into the bullet stopping berm.
 - iii. On the Rifle Ranges, mount targets only at the marked target line (move yourself, not where the target is placed, if you want to shoot at a shorter distance).
 - iv. Bullets striking the range floor may cause a ricochet.
 1. Ricochet causes the bullet to travel in an un-controlled manner that could leave the confines of the range
 - v. Do not lay steel targets directly on the berm; use a hanger or hanging device so that the bullets are deflected downward
 - vi. Rapid fire or automatic weapons fire. Rapid fire is defined as firing more than one (1) shot per two (2) seconds. Rapid fire presents risk of uncontrolled muzzle deviation.
 1. On the rifle ranges rapid fire is to be conducted when you are within 15 yards of a bullet-stopping berm.
 2. On the pistol ranges the risk of a bullet leaving the confines of club property is lower, so rapid fire is allowed in all bays
 - vii. Allowing an inexperienced individual to shoot without close supervision, especially while firing big-bore guns. Can also present a risk for a bullet to leave the confines of the range
 - b. Shoot from as close to a target as you wish (except steel). Do not shoot thru an established shelter and do not shoot from beyond the extension of the side berms. Do not shoot into a side berm.

S6. Wear Eye and Ear Protection

- a. Gun discharges emit debris and hot gas that can cause injury to your eyes.
 - i. When shooting steel targets there is also a danger from bullet fragments. all shooters and spectators must wear safety glasses on the pistol side
- b. Have you ever noticed that some older shooters talk really loudly?
 - i. The sound of a gunshot can damage unprotected ears. Worse still, the damage is usually not obvious until much, much later, when you get older.
- c. Take care of yourself: Wear safety glasses and hearing protection/earplugs *whenever* you shoot

S7. Aircraft have the right of way! We fly our bullets in airspace owned and operated by the U.S. Army,

- a. A helicopter flight corridor (500ft AGL) runs east/west along the rifle ranges.
 - i. Hold your fire and point weapon muzzles downward until the helicopters have passed and are clear.
 - ii. Maintain situational awareness and be a responsible neighbor.

Note: Most aircraft around us are of no concern. We are talking about the low-level guys directly down range.

Note: Flying Drones (UAV) we are located 3 miles from Cairns AAF make sure you comply with FAA guidance prior to flying

- See for guidance http://www.faa.gov/UAS/model_aircraft/

S8. Holstered handguns, may be worn anywhere on club property.

- a. Hip holsters are preferred, Due to muzzle orientation of cross-draw and shoulder holster. We discourage their use in casual shooting or competitions.

Note: If you feel strongly about using this sort of holster for completion discuss it with the Match Director and Range safety Officers prior to the competition.

- b. Properly permitted individuals may carry concealed handguns on club property.

S9. Shooting steel targets (plates/poppers/any other steel targets).

- a. Shooters and spectators MUST wear eye protection (not negotiable)! This includes EVERYONE within sight of the steel targets.
- b. No center fire rifles/carbines or shotguns or shot shells in a revolver
- c. Lead core, solid Lead bullets, coated lead bullets or frangible bullets only, No steel core, tungsten core, solid copper, solid brass or solid gilding metal bullets
- d. Shoot no closer than 10 yards from the steel. (Marked by 10 yard line signs)
- e. No guns/ammunition with a power factor greater than .357 Magnum (IDPA Power Factor 250).
 - i. .44 Magnum, 50AE, 454 Casull, 500 S&W are not allowed on steel.

S10. Exploding targets or other explosive devices are NOT allowed without express consent from the BoD

S11. Know how to use the gun safely

- a. Before handling a gun, learn how it operates.
- b. Read the owner's manual. If you don't have a manual, contact the gun's manufacturer and ask them to send you one; they'll be happy to do so.
- c. Know your gun's basic parts, how to safely open and close the action and how to remove ammunition from the gun.
- d. No matter how much you know about guns, always take the time to learn the proper way to operate any new or unfamiliar firearm.
- e. Never assume that because one gun resembles another, they operate in exactly the same way.

- f. A gun's safety device is a mechanical device that can fail. The best safety device in the world is the one between your ears.
- S12. Be sure your gun is safe to operate
- a. Just like other tools, guns need regular maintenance to work. Regular cleaning and proper storage are a part of the gun's general upkeep.
 - b. If there is any question regarding a gun's ability to function, have it examined by a knowledgeable gunsmith
 - c. Some items that should raise a "red flag" about whether a gun is safe to use
 - i. Visible damage
 - ii. If nobody you know has fired the gun in the last few years
 - iii. Age (some guns made before the 20th century are unsafe to use with modern ammunition),
- S13. Use only the correct ammunition for your gun
- d. Just like other tools, guns need regular maintenance to work. Regular cleaning and proper storage are a part of the gun's general upkeep.
 - e. If there is any question regarding a gun's ability to function, have it examined by a knowledgeable gunsmith
 - f. Some items that should raise a "red flag" about whether a gun is safe to use
 - iv. Age (some guns made before the 20th century are unsafe to use with modern ammunition),
 - a. . Do not shoot the gun unless you know you have the proper ammunition.
 - b. Using the wrong ammunition in your gun can cause severe damage to the gun or to the person holding it
 - c. Each gun is intended for use with a specific caliber or cartridge.
 - i. Only cartridges designed for that particular gun can be fired safely.
 - ii. Most guns have the ammunition caliber stamped on the barrel or the slide.
 - iii. The owner's manual will also list the cartridge or cartridges appropriate for your gun.
 - d. Ammunition can be identified by information printed on the cartridge box and sometimes stamped on the cartridge head.

PROCEDURES

P1. The firing line

- a. Established by mutual consent of all shooters on a given range,
- b. The firing line is hot or cold with consent of all shooters.
- c. Shooters should be on the same lateral line, not in front or behind, another shooter on the same range regardless of the distance.

P2. On a HOT line:

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- a. Handle firearms, load, shoot, adjust scope/sights, case/uncase, and show/tell. Keep all firearms pointed down range at the bullet-stopping berm. Firearms may be moved to or from the line while cased at any time. If not cased or holstered, the weapons must be moved open and empty with the muzzle up/down and the action/cylinder open, fingers outside of the trigger guard while the line is hot.
- b. For holstered handguns, only remove the gun from the holster to load or shoot when you are in the position from which you intend to shoot. After firing, return the handgun to the holster before turning up-range.
- c. Un-holstered handguns are to be carried empty, slide back, magazine removed or cylinder open, and muzzle pointed in a safe direction. Do not load the gun until you are ON a HOT line and IN the position from which you intend to shoot.
- d. Long guns (rifles and shotguns) are to be carried unloaded, either cased or carried empty, with the bolt/slide open and the muzzle oriented in a safe direction. Do not load until you are ON a HOT line and IN the position from which you intend to shoot.

P3. On a COLD line:

- a. No one touches a firearm for any reason! All firearms should be holstered, cased, or grounded. If grounded, the firearm should be empty with magazines out and the action open.
- b. Shooters can move down range to post/paste/recover targets, police casings, load rounds into external magazines, and otherwise handle ammo.

P4. Safe Area Procedures- these are show-and-tell areas or areas set aside to preform minor maintenance on your firearm

- a. Make sure your fire arm is cleared prior to going to the safe area.
- b. There is no live ammunition allowed in the safe area

P5. Supervise guests and minors at all times; bring as many as you like.

- a. You are limited to two shooting guests on the line at a time (one is recommended).
- b. You are expected to monitor and control all shooting activities.
 - i. This means that you are not shooting when they are.
 - ii. Brief them on all applicable safety and procedural rules prior to shooting activities
 - iii. Have each person sign a waiver / release. Blank releases are located in the clubhouse, and the signed releases should be placed in the lockbox in the clubhouse.
- c. You are responsible and liable for their conduct.

P6. Range Use

- a. Rifle Ranges - The General Purpose Ranges (25yd, 50yd, and 100yd) and the Law Enforcement Officer (LEO) Range may be shot with any rimfire rifle, any pistol,

revolver, any centerfire rifle up to .50 caliber, and any black powder rifle of any caliber. (No tracer ammunition – tracers are a fire hazard.)

- i. 100yd Rifle Range – The right-most 3 target stands can be used for sighting in or practicing with shotgun slugs or sabot rounds. THESE 3 targets ONLY, and on THIS range ONLY.
- ii. Law Enforcement Officer (LEO) Range: Firearms shooting shot shells are allowed on firing positions 11 and greater, Please use target backers that are in the worst condition for Shotgun/shot shell activities. As with all activities please police your spent ammunition and used targets
- iii. Primitive Arms Range Only be used for club organized shoots
 1. Firearms allowed: Muzzle Loading rifles, pistols and those allowed in the Tri-State Regulators Cowboy matches.
 2. We prefer you shoot solid lead projectiles. Jacketed projectiles are used at the match directors discretion
- b. Pistol Ranges - Only pistols, revolvers, and rimfire rifles are allowed on the pistol ranges.
 - i. No steel is allowed in the Bulls-Eye Bay (Bay 1), to prevent splatter from spilling over to CR 437.
 - ii. No centerfire rifle, no centerfire carbine and no shot shell or shotgun of any type or configuration, which includes any handgun firing a shot shell.
- c. Shotgun Range - All shot shell guns of any caliber or configuration may be fired. NO centerfire or rimfire allowed UNLESS firing shot shells.
 - i. Clays Range Briefing: Contact a BoD member or Officer for a detailed briefing on clays machine operations
- d. Air Rifle Range – Only air guns of 20 foot pounds of energy or less are to be used on the steel targets. Do NOT use air guns larger than .22 cal. Steel BB 's are not allowed on the steel targets due to ricochet hazard.
- e. Archery:
 - i. No broad-heads or crossbows allowed
 - ii. Zero / practice lane behind the clubhouse marked with distances out to 60 yards.
 - iii. 3D archery range is a 15-target walking trail that is available for general club member and accompanied guest use. No preset distances on the 3D range, group choice. Please limit use to 2 arrows per target per round.

P7. Targets:

- a. Do not fire at posts, supports or target frames. These are expensive and time-consuming to replace.
- b. Mount all targets directly to the backer boards with staples, pins, or tape so that all bullets will impact the berms. Items that cannot be mounted on the target boards are not to be used as targets anywhere on the Club property (clays targets placed directly onto the berm are the or in holders are only exception to this rule). This

means do not shoot cans, bottles, fruit, vegetables, electronics, or household appliances on Club property.

- c. Arrange multiple targets vertically on the boards, not horizontally, to help protect the support stakes holding the board. Never attach targets to range structures such as the falling plate racks, barrels, other props, fences, barrels or furniture. Remove and discard all targets when finished. No aerial targets of any kind except clay pigeons on the shotgun range. No shoot target of any style meant to be placed directly on the ground.

P8. Brass or shell casings: Police all center-fire shell casings and shotgun hulls. Keep it or deposit it in the coffee cans found on the various ranges. Rimfire brass, please sweep it off the cement slabs. Otherwise it can lie wherever it falls. This helps reduce wear and tear on the lawn mowers. Place all “duds” or live rounds in the brass cans or remove them from the range **Live rounds left lying around are a safety hazard!**

- P9. New optics or sights, even if you have bore-sighted it,
- a. Start at the 25yd General Purpose Range to check your zero.
 - b. Confirm it on the 50yd General Purpose Range,
 - c. Move on to the 100yd Main Rifle Range.

This procedure reduces the risk of a bullet leaving the range.

P10. The club is open and available for member use 24 hours a day / 7 days a week, but remember shooting hours are from 9 am until official sunset or 9 pm, whichever is earlier.

ADMINISTRATIVE

A1. Contact information for the club officers is located at the gates and on the website.

A2. All ranges are COLD during the general membership meeting (1st Sunday of every Month 3:00PM to 4:30PM)

A3. Wear your club id card at all times. If you see a shooter not displaying their card, ask to see it.

A4. Electronic gates and locks, when activated, the gate will stay fully open for 30 seconds. **NEVER** share the gate and lock combinations with guest or non-member. This compromises the security / safety of our club and will result in a forced gate and building combination change

A5. All animals brought onto the Club property are the owner's responsibility,

- a. Control your animal
- b. Clean up after the animal.

A6. Adopting a facility or Range and participating in club work days is voluntary, though highly encouraged.

- a. Adopting a facility or range will earn \$25 in work chits per quarter per range or facility.
- b. Members will earn a \$5.00 club chit for each 2 hours. The work can be during a scheduled work day or working independently as arranged with the Vice President.
- c. Work Chits can be used for club matches, club dues, and Pro-Shop items

A7. This is Our Club! Use every square inch of the club facilities.

- a. Use any equipment available; ***RETURN*** it when you are finished.
- b. Help keep the facility clean and organized.
- c. If something is out of order, if it is within your capability restore it. If it is beyond your capability please notify the Vice-President or leave a note at the coffee pot in the main building
- d. How it looks, how it is maintained, and how it operates; our responsibility.
- e. ***We*** make it what it is

Remember

Safety is everyone's responsibility! You are responsible for your own safety, the safety of others and for the behavior of your guests. If you see that someone else isn't following the rules, call a "Cease Fire" and inform the individual of the violation or unsafe act. If the individual does not comply, ***do not get into an argument over it!*** Go to a safe place as soon as possible and report the situation to a club officer. Your statement should include who, what, when, and where. The officers and BoD will take appropriate action.

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ALWAYS keep your finger off the trigger until ready to shoot.

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