BURLINGTON FLATS FISH & GAME CLUB INDOOR RANGE SAFETY RULES

1. THIS RANGE IS NOT PUBLIC. Only club members and escorted guests may shoot here. Concealed carry by members and escorted guests is permitted.

- Non-member guests may not be on the property unless they are attending an event which is open to the public or are physically escorted by an active member.
- Members are responsible for the conduct of their guests.
- 2. OBEY THE LAW. Comply with all federal/state/local laws plus club rules, signs and commands from club officials.
- 3. SAFETY GEAR REQUIRED. Shooters and observers must provide and wear their own ear and eye protection.

4. CORRECT/REPORT UNSAFE CONDITIONS/CONDUCT. Everyone is responsible for range safety. If you see a safety issue, take immediate steps to correct it (where possible) and always report the issue to a rangemaster or club official.

5. PRACTICE SAFE FIREARMS CONTROL.

- Firearms must be made safe (unloaded, action open/chamber flag inserted, safety engaged, muzzle pointing in safe direction) when being carried to/from firing line.
- Firearms will be made safe then grounded (not handled) and shooters will step behind the red line during cease fire periods, or when people are downrange.
- Firearms will only be handled when all persons are behind the firing line, safe conditions exist and the rangemaster gives the command to commence fire (where applicable).
- 6. FLASHING RED LIGHT. Use the flashing red light as a safety indicator that people are downrange.
- 7. SHOOTING LIMITATIONS. All indoor shooting must be from the authorized distance/firing line and at authorized targets only.
 Distance: No shooting from closer than 50 feet! If you wish to shoot up close, use the outside ranges.
 - **Not Allowed:** No centerfire rifle calibers, no shotguns, no black powder firearms, no steel core ammo and no high power/magnum pistol loads are permitted. Soft nose/slower speed ammo is preferred as our backstop is not heavy steel.
 - No reckless shooting: No combat style, quick-draw, from the hip or other such potentially dangerous shooting.
 - **Paper targets only:** Targets must be suspended from the wires and clips only. Do not lean targets against backstop, set them atop the sand trap or allow them to extend above or below the steel portion of the backstop. Use only targets that fit completely in front of the steel backstop.
 - No unauthorized "targets." Includes no steel spinners, self-healing targets, bowling pins, bottles, boxes, glass, metal, wood, or other non-paper targets. This also includes paper targets that are too large to fit in front of the steel backstop.
 - No B-27 silhouette targets. These are too tall to allow safe firing. These may only be used outdoors.
 - No shooting at range structures or facilities. Shoot only at approved paper targets in front of the steel backstops.

8. CLEAN UP AFTER YOURSELF. If you bring something in, take it back out with you.

- Pick-up and take your brass and used targets home with you.
- Take your trash (food wrappers, bottles., cups, boxes, bags, ammo boxes, packages, etc.) home with you.

9. RESPECT PROPERTY. Do not damage/misuse the club's equipment/facilities and never touch or handle any other person's equipment without their permission.

10. STAY HOME IF SICK, DRUNK OR HIGH. Alcohol & drug use is prohibited on all club ranges. No firearms may be handled by persons who are under the influence of alcohol or drugs at any time on club property. If you are ill, you could make others around you sick as well. Stay home!

12. CLUB EVENTS/UPKEEP TAKE PRECEDENCE OVER PERSONAL SHOOTING. Otherwise, its first come, first serve.

13. BY CHOOSING TO SHOOT HERE, YOU AGREE TO THESE RULES & CONSENT TO BEING MONITORED/RECORDED ON CAMERA. Ignorance of the rules is no excuse and we reserve the right to monitor things for safety/security purposes.

FAILURE TO FOLLOW RULES MAY RESULT IN LOSS OF MEMBERSHIP & PROSECUTION

READ BEFORE SHOOTING!

FOR YOUR SAFETY AND TO PROTECT CLUB FACILITIES:

- FOLLOW POSTED INDOOR RANGE SAFETY RULES.
- NO SHOOTING FROM <u>CLOSER THAN 50 FT</u>.
- PAPER TARGETS ONLY (MUST FIT COMPLETELY IN FRONT OF STEEL BACKSTOP)
- USE THE FLASHING RED LIGHT WHEN HEADING DOWNRANGE.

THE BACKSTOP IS MILD STEEL WITH LIMITS ON WHAT CAN BE SHOT:

YES / ALLOWED

YOU MAY USE THE FOLLOWING IN THIS RANGE:

- .22 RIMFIRE RIFLES (Short, Long and Long Rifle only)
- PISTOLS (no high power loads, magnum loads or centerfire rifle calibers)

NO! / NOT ALLOWED!

DO NOT USE THE FOLLOWING IN THIS RANGE:

- CENTERFIRE RIFLE CARTRIDGES (Any caliber)
- OTHER RIMFIRE CALIBERS (No .17HMR, .22 WMR, etc.)
- SHOTGUNS (Any gauge)
- BLACK POWDER FIREARMS (Any)
- HIGH POWER/FAST PISTOL ROUNDS (No 454, 500 etc.)
- MAGNUM ROUNDS (Use lighter loads or specials instead)
- STEEL CORE AMMO/PENTRATOR AMMO
- INCENDIARY AMMO (Tracers, etc.)

See our INDOOR RANGE SAFETY RULES for additional information.

THIS RANGE IS UNDER SURVEILLANCE. IF YOU ARE CARELESS & CAUSE DAMAGE, YOU MAY BE BILLED & <u>SUBJECT TO LEGAL ACTION</u>.

BASIC RANGE RULES

TO SHOOT HERE, YOU MUST BE A MEMBER/ESCORTED GUEST AND YOU MUST COMPLY WITH ALL RULES AND COMMANDS FROM CLUB OFFICIALS.

OUR BACKSTOP IS MILD STEEL AND LIMITED FOR USE WITH .22 RIMFIRE RIFLES & BASIC PISTOL CALIBERS ONLY.

- NO RIFLES OTHER THAN .22 RIMFIRE.
- NO MAGNUM/HIGH POWER PISTOL ROUNDS.
- NO RIFLE CARTRIDGE HANDGUNS (*Except .22 Rimfire*).
- NO SHOTGUNS.
- NO BLACK POWDER/MUZZLELOADER FIREARMS.
- NO 'EXOTIC' AMMUNITION:
 - TRACERS/INCENDIARY.
 - STEEL CORE/ARMOR PIERCING.
 - NO FRANGIBLE AMMO/SHOT.
- NO GUNS OR SHOOTING FORWARD OF 50 FT FIRING LINE.
- NO CROSS LANE SHOOTING.
- NO LOADED FIREARMS OUTSIDE OF YOUR SHOOTING BAY.
- MAKE RANGE SAFE WHEN PEOPLE ARE DOWNRANGE.
- USE SAFETY GEAR.
- USE ONLY PAPER TARGETS.
- TARGETS MUST FIT IN FRONT OF STEEL BACKSTOP ONLY.
- CLEAN UP YOUR BRASS & TAKE YOUR TRASH WITH YOU.

THIS IS A "QUICK REFERENCE: OF KEY RULES ONLY. SEE OUR POSTED "INDOOR RANGE SAFETY RULES" FOR SPECIFIC DETAILS

THIS RANGE IS UNDER SURVEILLANCE.

IF YOU ARE CARELESS & CAUSE DAMAGE, YOU MAY SUBJECT TO BILLING, LOSS OF MEMBERSHIP AND/OR LEGAL ACTION.