

# Four Universal Rules of Firearm Safety

## 1. Always Keep Your Gun Pointed In A Safe Direction

Never let the muzzle point at anything you are not willing to destroy. If you see a violation, say something

## 2. Always Keep Your Finger Off The Trigger Until Your Sights Are On Target

The only time your finger should be on the trigger is when your sights are on target.

## 3. Always Treat All Guns As If They Are Loaded

Check it, leave a “Chamber Flag” in the chamber until you are ready to load and shoot

## 4. Be Sure Of Your Target And What Is Beyond It

Your rounds must pass through your target only, then impact the downrange berm

# Holmes Harbor Rod & Gun Club

Range Hours: 9:00 am until 8:00 pm or dusk, whichever is first

1. **Safety is our foremost concern.** Everyone using the ranges must read and strictly follow all rules pertaining to that specific range – summaries are on the next page, expanded range rules are posted at each range or sign-in kiosk
2. **This facility is for use by members only.** You must sign-in before using the ranges. Guests (limit of 4) and family members must be accompanied by and shoot under the direct supervision of range certified members. **Your Membership Card is required to be visible while you are on the ranges**
3. **Eye & Ear protection is required** for all shooters & spectators, use them from the time you exit your vehicle
4. **The use of Chamber Flags is now required** on all but the shotgun ranges. If your gun is out of its case bag or holster and is not in your hand(s) being fired it should have a visible flag showing that its chamber is empty
5. **No Alcohol allowed on any ranges. No drinking before shooting**
  - a) Includes medication – Shouldn't drive, or operate machinery? Don't Shoot
  - b) If you have had a drink, you are done shooting for the day
6. **All guns brought to the club must be unloaded, bagged, cased or holstered. We are a COLD Range facility**
  - a) Unloaded is: empty chamber, magazine removed, & action open. Tubular magazine will be empty
  - b) Always move guns between back and front tables unloaded and bagged, cased or holstered. Only go HOT when everyone is behind the firing line.
  - c) **Absolutely no gun handling while range is COLD and people may be downrange. The only place guns can be handled is at the firing line when the range is HOT. All guns on the firing line must be unloaded, actions open and a Chamber Flag inserted before going down range**
  - d) Concealed Carry: Not allowed in the bar. Encouraged everywhere else. Unless you want to shoot your concealed carry gun, just leave it concealed. If you plan to shoot it, use Speed Bays. Keep muzzle in a safe direction when unholstering and re-holstering
7. **Range Officer – You are one, and so is everyone else**
  - a) When you are by yourself you are the one responsible for following all the rules
  - b) When others are present be certain to communicate clearly when the range is hot or cold
  - c) If you see someone doing something that doesn't look right, please say something
8. **Position all targets so bullets pass through the target then impact the downrange berm**
  - a) Don't post target so the bullets will hit the target frame, or the frame behind it
  - b) **Use HHR&GC target boards**, no “homemade” stands. Paper targets only. Steel target exception in Speed Bays, approved steel silhouette targets on the rifle range and the existing steel swingers on the pistol range
  - c) No glass or bottles anywhere, No “Trash Targets” – NO Exceptions

# Range Specific Rules

(See posted rules at each range sign-in kiosk for any additional details)

## Shotgun Ranges: (Lead shot only – maximum size: 7 ½)

Sunday & Thursday Trap, Skeet, & 5 Stand open to the public

1. Guns must be brought to the Trap Shack unloaded, in a bag or case. **Be muzzle aware**
2. Load only the number of shells required for that game at that station.
3. Cold Ranges
  - a) Take guns to the line with action open. Only load on station
  - b) Unload before turning or leaving station

Other days

1. Use Skeet Range on far right across from rifle range for hand held or portable trap thrower
2. Pattern board is available on farthest range to the northeast - absolutely no buckshot or slugs
3. No other targets allowed

## Pistol Range: (Use of Chamber Flags Required)

1. Handguns with handgun cartridges – however, rimfire rifles and muzzleloaders are allowed
2. The front table is the firing line, no firing allowed in front of or downrange of the front table
3. Only move guns between back and front tables unloaded and bagged, cased or holstered – no exceptions
4. Rapid fire allowed as long as your shots hit your target. **RULE OF THUMB: If your group is larger than your fist, SLOW Down. No drawing from a holster to engage targets on the Pistol Range**
5. Use only HHR&GC target boards. No homemade target boards or stands
6. Muzzle Loaders follow the National Muzzle Loading Association's guidelines

## Rifle / Silhouette Range: (Use of Chamber Flags Required)

1. All pistols and rifles allowed. Shotguns with slugs or turkey loads allowed
2. No Rapid Fire allowed. No shooting forward of the front tables. The front tables are the firing line
3. Place "range flag" forward of firing line when going downrange (Cold). **Especially when using 200yd pit**
4. **Absolutely no open cases or gun handling on the back bench**
5. Only move guns between back bench and shooting tables unloaded **and** bagged, cased or holstered
6. Don't post targets in front of target rail posts. **Do not shoot target board clamps**
7. Use only HHR&GC target boards. No "homemade" target boards or stands
8. Muzzle Loaders follow the National Muzzle Loading Association's guidelines

## Speed Bays: (Use of Chamber Flags Required)

1. Handguns, Rifles, and Shotguns allowed
2. Speed Bays are the only ranges where you may draw from a holster and move while shooting
3. Rapid fire is allowed as long as your shots hit your target. Don't shoot the frames or bases of the target stands
4. Personal steel targets must direct bullets downward, be shot from at least 15 yds. and misses must impact the downrange berm
5. Targets should be placed as far back in the Bays as practical
6. No shooting farther back than the front of the concrete pads. Spools, barrels and barricades are to use as cover, they are not targets