## TERRELL RIFLE & PISTOL CLUB Rules of Operation

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 for use

## **GENERAL RULES**

- 1.1. Each member may bring up to three guests without prior approval by the board of directors. Each guest must complete and sign a liability waiver and the member must pay the appropriate guest fees. There is no limit to the number of times a guest may visit the club, and guest fees do not apply to juniors under the age of 18. The gate code and lock combinations must not be given to anyone, including guests, minors, and other members.
- 1.2. Everyone on an active range/bay/field must use eye and ear protection.
- 1.3. Everyone is responsible for ensuring that the club gate, buildings, and containers are locked when not in use.
- 1.4. Shooting is allowed from 7:00 AM to sunset on the rifle and pistol ranges and from 7:00 AM to 10:00 PM on the shotgun fields.
- 1.5. No one who is under the influence of alcohol or medications that may affect reactions and judgment may participate in any shooting activity.
- 1.6. Guests and minors under 18 must be supervised by an adult member at all times.
- 1.7. All guns must be unloaded when not being fired; either put the gun in a case or leave the action open and the gun pointed downrange when not in use. Guns must never be handled when someone is downrange.
- 1.8. The club does not allow .50 BMG, tracer, or incendiary ammunition. Explosives such as Tannerite® are not allowed.
- 1.9. The club does not allow automatic, simulated automatic, or uncontrolled/unaimed rapid fire.
- 1.10. The Club does not allow hunting or shooting at any animal.
- 1.11. All pets must be kept in a vehicle or on a 6' leash.
- 1.12. Shooting is only allowed on the established ranges and fields, using appropriate ammunition. Rifles, pistols, and shotguns with slugs or shot larger than 7 <sup>1</sup>/<sub>2</sub> must never be fired anywhere but on a rifle or pistol range.
- 1.13. Everyone is responsible for properly disposing of all trash, including used targets, bottles, cans, ammunition boxes, fired shotgun hulls, etc.

## **RIFLE & HANDGUN RANGE RULES**

2.1. All rifles must be zeroed before firing on the 100 and 200 yard ranges; zero your rifle on a shorter range before moving to a longer one.

- 2.2. Only paper targets on approved frames are allowed on the 100 and 200 yard ranges. Cans, boxes, plastic bottles, etc. may be used as targets on the 25 and 50 yard ranges. Targets must not be placed directly on the wooden timbers/supports or barrels and all bullets must end up in the berm and not in the side berms, barriers, or wooden structures. Glass bottles, bowling pins, golf balls, bricks, rocks, wood, or other hard objects must not be used as targets. The shooter is responsible for disposing of the pieces of all targets.
- 2.3. All targets must be placed directly in front of the impact berm.

## SHOTGUN RULES

- 3.1 Skeet and trap machines must be refilled, the machines properly turned off (release the last bird), and the pull cords returned to the proper place.
- 3.2 Additional operation and safety training is required in order to use the five-stand field.
- 3.3 The club does not allow shot larger than  $7 \frac{1}{2}$ .