

**Wildlife Achievement Chapter, Inc.
The Izaak Walton League of America
Est. 1937**

Shotgun Orientation and Safety

*Designed for
Skeet, Trap and 5-Stand*

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In presenting this orientation we encourage participants to ask questions and make comments that they think may help the group better understand the content. We're presenting a lecture, but we're also having a discussion. It's been very effective, in that people are not reluctant to speak up when they need better clarity.

Overview-Why Are We Here to Talk About Safety?

The privilege of shooting carries with it certain responsibilities, and **safety is number one!**

This program is specifically aimed at the shotgun clay target shooting games at our club--**skeet, trap and 5-stand**, though they generally apply to all clay target games. Although there are many common safety procedures for hunting, there are also many procedures that are not common.

From the Modesto, CA newspaper—July 14, 2008:

“A 71 year old man died Sunday morning when a member of a skeet shooting group accidentally shot him in the head...”

“A group of club members met Sunday to go skeet shooting...A few of them were near their vehicles...One of the gentlemen accidentally touched his trigger and discharged his weapon...A past president of the club said he had heard of no other injuries or deaths at the club since it was established in 1920...The shooter has managed and run the club’s skeet range for years.”

This was an accident, but an accident that easily **could** have, **should** have been avoided. There were at least 5 basic safety rules that were broken. If **any one** of them had been adhered to, the victim would still be alive.

Course presenter now asks participants what basic safety rules were broken:

- * Muzzle was not pointed in a safe direction
- * Gun’s action was closed, not left open
- * Shooter didn’t check action
- * Shooter’s finger was on trigger
- * Live shot shell was left in gun

We have an admirable safety record at our club, and this overview is aimed at ensuring it stays that way.

Again, safety is our first and foremost responsibility. From the time we pick up a firearm, we’re part of a system over which we have almost total control.

To begin...all members and guests using the shotgun ranges must sign in at the cash register counter *inside* the shotgun range house before proceeding to the ranges. They must also sign out before leaving the facility. The sign-in sheet outside the rear of the shotgun range house is for range officers only.

All members who have taken the Range Orientation (RO) course, as well as those who have taken the RO course and the Shotgun Orientation must exhibit their range cards to the on duty range officers upon signing in, and display their range cards while on the ranges.

The privilege of using the shotgun ranges is similar to that of the rifle and pistol ranges. Anyone who has successfully completed the Shotgun Orientation will have a range card that indicates they have taken the course. They may shoot on any of our shotgun ranges any time the ranges are open. Those who have not completed the Shotgun Orientation can only shoot as a “guest,” accompanied by another member who has completed the orientation, and who will be responsible for the safety of the “guest.” The cost will be the same for both members.

Members’ range cards designate that a member has completed the Shotgun Orientation by the placement of their club ID numbers within parenthesis, such as (54321).

A round of skeet, trap or 5-stand consists of 25 clay targets. We pay for these rounds by buying special coins from the Range Officers on duty in the range house. One coin will allow 27 targets to be thrown. The extra 2 targets are to accommodate breakage and other irregular circumstances. If nothing happens to cause more than 25 targets to be thrown, please do not throw more than 25 targets. Doing so may lead to our having to raise prices. On fields 2, 3, 4, and 5, the coins boxes are located under the stairs to the skeet high houses. On field 1 the box is inside the 5-stand tower. The cost per round is as follows:

\$3.80 for members
\$3.30 for Range Officers
\$5.05 for guests

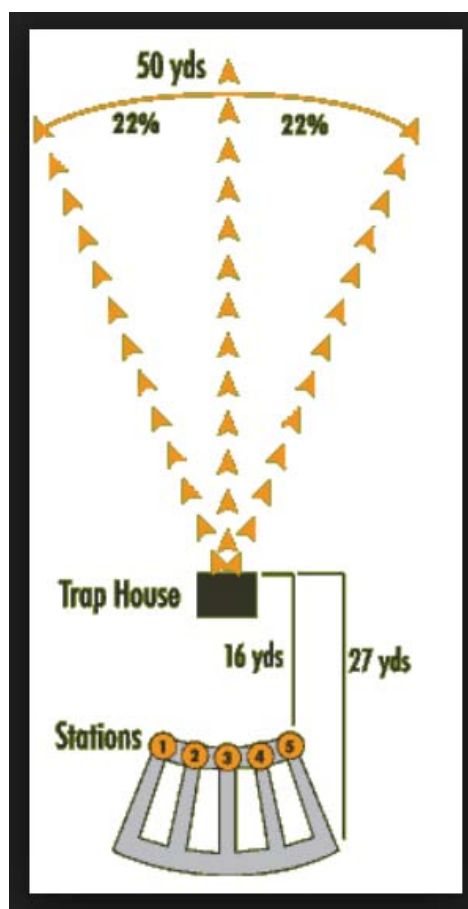
Our ranges are open (with occasional exceptions, such as Christmas and Thunder Valley days) every Saturday and Sunday from noon to 5:00 pm, and during Daylight Savings Time, on Wednesdays from 2:00 to 7:00 pm. Please check the website calendar for open and closed range days.

Range officers get special privileges. For the most part, they serve one day each month in charge of the range. They pay \$3.30 rather than \$3.80 per round, and they can shoot at times when the ranges are not officially open. If you’d like to be a range officer, please get in touch with Bob Cooley, who is on the Shotgun Committee and Board of Directors.

The Games—Trap, Skeet and 5-Stand, etc.

TRAP

The *game* of trap began by placing a live pigeon in a mechanical trap. When the trap was opened the pigeon would fly out and the shooter would attempt to shoot the pigeon. Eventually shooters began using “clay pigeons,” which required a mechanical device to throw the “birds.” Today, these mechanical devices are referred to as “trap machines,” whether they’re used for the game of trap, skeet, 5-stand, or sporting clays.



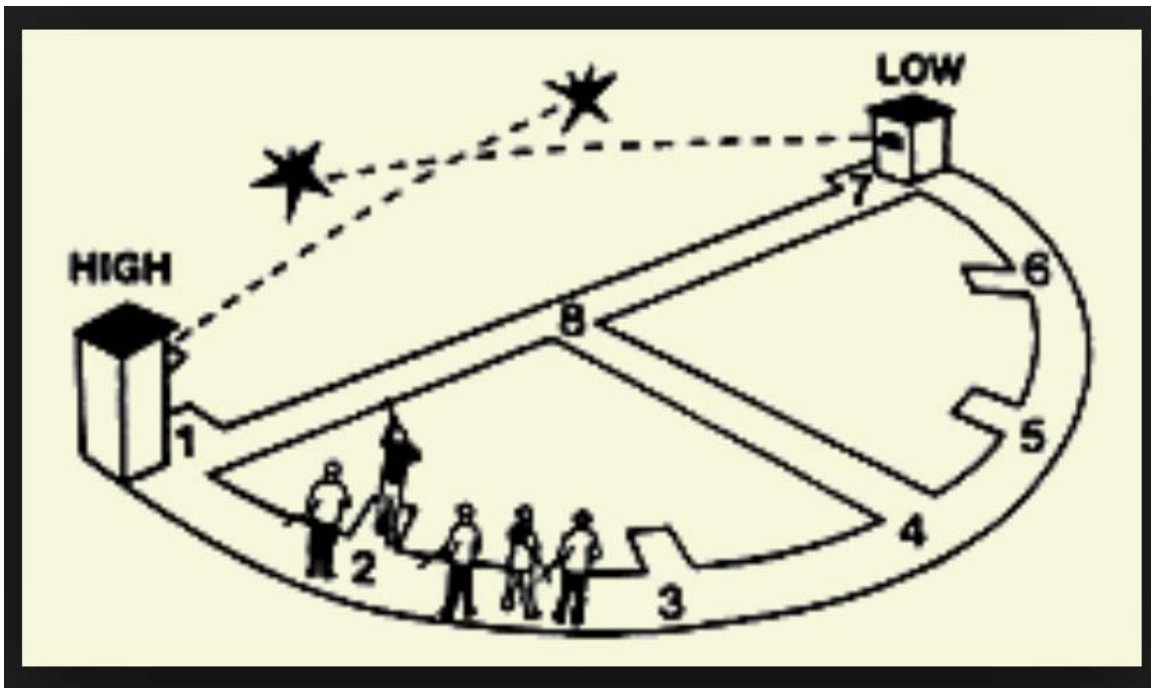
Basically, the *game* of trap involves one trap machine that throws all the birds at the same height, but not in the same direction. The machine oscillates horizontally within a 44 degree arc. Each shooter fires at 25 clays.

A maximum “squad” of five shooters lines up on designated stations, side-to-side, and depending on a handicap system, from 16 yards to 27 yards from the trap machine. The first shooter calls for and shoots a bird. The second shooter follows, and the third, fourth and fifth. The first shooter calls for another target, then the second shooter, and so on. After all the shooters shoot at five birds, the shooters rotate—the first going to station 2...the fifth going to station one. The original first shooter is always the first on each station to call for the first bird. Eventually, all shooters will have shot at five birds from each of 5 stations.

Aside from backgrounds (trees, open sky, etc.) any place that offers American trap or American skeet will have fields (perhaps with minor exceptions) exactly like the fields at our club.

SKEET

The game of skeet started in the United States in 1920. Originally it was developed as practice for bird hunting and took place on a circular field. The object was to duplicate the variety of shots that are found in a real hunting situation. The targets always take the same course. The variety of shots comes from the shooters shooting from different stations.



Today, we use a semi-circular field that contains two “trap houses.” One house, the *high house*, throws the clays from a height over the shooter’s head. The other house, the *low house*, throws the birds from about waist high. The houses are 42 yards apart. There is a “center stake” between the two houses, and each house throws a bird over the center stake at a height of 15 feet. The trap machines do not oscillate. When a skeet “double” is thrown, the machines simultaneously throw the targets and the projectiles cross the center stake at the same time and (theoretically) at the same height.

Basically, in competition, a skeet “squad” consists of up to five shooters. There are eight stations. On every station except station eight, each shooter, in turn, calls for and shoots at a “*high house bird*,” then calls for and shoots at a “*low house target*.” On stations one, two, six and seven, after the shooter shoots the high and low targets, the next call is for a *simultaneous pair*. In this case, the shooter always shoots the target that’s going away first. The first time a shooter fails to break a clay pigeon, he/she takes an “option shot,” which is a repeat of the missed target.

Station eight is in the middle of the field, very close to the trap houses. Each squad member takes a turn and loads one shell and shoots at a high house bird. After everyone on the squad takes a high house shot, each shooter loads one shell and takes a low house shot. The squad members that are not shooting are careful to always stand behind the shooter. If a shooter hasn't missed any targets after taking the low house shot on station eight, that shooter takes a second shot on low eight (referred to as an "option" shot). If that shot is successful, the shooter has accomplished a perfect round of skeet—a "straight" 25 targets.

5-STAND

The game of 5-stand was derived from the game of sporting clays, which was introduced to the US in 1980. Compared to skeet, Sporting clays represents a greater variety of target presentations that are similar to real hunting conditions. Unlike trap and skeet, every sporting clays venue will be different, generally offering from 10 to 15 different stations, with shooters shooting 50 shots, very often in more natural surroundings. If shooting a single target presentation, a shooter may fire a second shot if the first shot misses. Sporting clays is often referred to as "golf with a shotgun."

5-stand is an abbreviated version of sporting clays, often, though not necessarily, shot on a trap or skeet field. Additional target presentations are offered. Every five-stand venue will be different. Some have stands at different levels. Usually there are from six to 8 targets. For example, in addition to the skeet high and low house targets, there might be a rabbit, a teal, a tower, a long incomer, a trap target, etc. There can be up to five shooters, with 25 targets being offered.

There are five "stands," or stations to shoot from. Shooters shoot five targets from each stand. Each stand usually has a menu card with the order of targets. For example, the shooter in stand number one may first shoot at a single target, and as in sporting clays, he/she may fire a second shot if the first shot misses. Next the shooter on station two fires at a single target, and so on down the line. The number one shooter may then be offered "report double," meaning after one target is thrown, the second target will be thrown when the report, or sound, of the gunshot is heard. Each shooter will do the same. The first shooter may then be offered a "simultaneous double," in which both targets are launched at the same time. And the other shooters will do the same down the line. When all the shooters have shot at five targets from their stand, the shooters rotate, as in the game of trap. In the end, every shooter has shot at a total of 25 targets.

Types of Shotguns

Only shotguns with a barrel length of 21 inches or longer are permitted on the shotgun fields.

The “chamber” of a shotgun is at the back of the barrel, where the shot shell sits as the gun is ready to fire. The “receiver” of a shotgun is the part that contains the trigger, the hammer and the firing pin. It is between the stock and the barrel.

The shotguns that are used for the clay target games are of 3 basic types:

(We use old, non-functioning shotguns for demonstration)

1. *Break-Open*



This type of shotgun is loaded by “breaking” the barrel so that the barrel’s chambers are exposed. The shells are loaded directly into the chambers and the gun is closed and ready to fire—or “in-battery.” “In battery” means the gun is loaded and ready to fire.

There are three common varieties of break-open guns:

A. Over and Under

B. Side by Side

C. Single Barrel

(Demonstrate these guns—without ammunition)

2. *Pump Action*



Although there are exceptions, most single-barreled pump guns have magazines, located under the barrel that can hold 3 to 10 or more shotgun shells. Most are loaded by pulling back on the fore-end, inserting a shell in the receiver and pushing the fore-end forward, which causes the “bolt” to snap forward (or close), thus putting the gun “in battery.” A second shell can be loaded by inserting it in the magazine, which is the tube under the barrel. It’s accessed through an opening in the bottom of the receiver.

When loaded, after the first shot is fired, the shooter pulls back on the fore-end, thereby ejecting the fired hull. At the same time, a shell feeds from the magazine into the receiver. When the fore-end is pushed forward, the shell is fed into the chamber and the gun is “in battery”—loaded and ready to fire.

(Demonstrate pump action gun—without ammunition)

3. *Semi-Automatic*



These are also single-barreled, and in some ways look similar to pumps. They have similar magazines, but they do not require “pumping” to load a new cartridge after the first shell is fired. They are loaded by placing a shell in the receiver. But instead of pushing the fore-end forward, you push either a button on the receiver or a bar under the receiver, which causes the shell to be shoved into the chamber and the “bolt” to snap forward (or close), thus putting the gun “in battery.” An additional shell can be loaded into the magazine in the same manner as a pump gun.

When the trigger is pulled on the first shell, the energy from the explosion causes the bolt to move back into the receiver. As this is happening, the fired hull is ejected from the receiver. The unfired shell from the magazine is fed onto the chamber. The gun is then “in battery” once again, and the gun is ready to fire. This all happens in a split second.

They are called *semi*-automatics because one needs to pull the trigger one time for every shell fired. A fully automatic gun fires many shells if the finger is left on the trigger.

(Demonstrate semi-auto gun—without ammunition)

Sometimes one of the presenters brings in a target shotgun and sub-gauge tubes and explains the purpose and use of this firearm.

Mounting a Shotgun

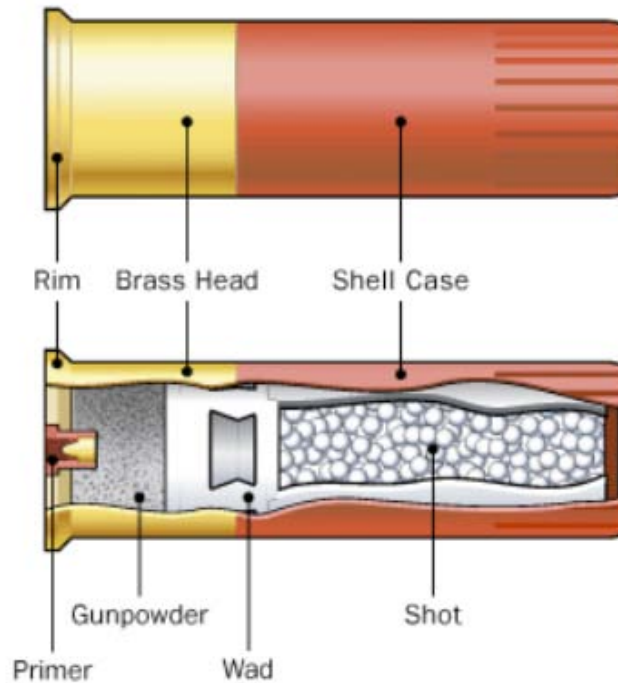
Rifles and pistols have front and rear sights. Shotguns have only a *front* sight. The shooter's eye acts as the rear sight. Therefore, it's critical that a shotgun "fits" the shooter properly, so that every time the gun is mounted the relationship of the shooter's eye to the front sight is both consistent and in the proper place relative to the front sight. The fit must also be comfortable.

Two methods are used in mounting a shotgun:

A "high-gun" has the butt stock on the shoulder and the head down on the stock before calling "pull" for the bird to emerge—mostly used in trap and skeet.

A "low-gun" mount has the gun waist-high or higher, but the stock is not yet mounted on the shoulder. The gun is brought to the shoulder after the shooter calls "pull" and after the shooter sees the clay target—mostly used in hunting and often in sporting clays and 5-stand.

Shotgun Shells



Cartridges filled with lead shot are the most common type of shotgun ammunition. Shot consists of small, round lead pellets.

A modern shot shell consists of 5 components—The hull (which includes the rim, the brass head, and the shell case), primer, gunpowder, wad and lead shot. The hull holds all the other elements. Into the empty hull, from the bottom up, the elements are the primer, gunpowder, wad and finally, the shot.

Lead shot comes in different sizes. The larger the shot, the further it will travel, and the extra energy makes it possible for fewer pellets to break a target. The larger the number; the smaller the shot. For example, #7 ½ shot is larger than #9 shot.

As a general rule, trap shooters use 7 ½ or 8, skeet shooters use 9, 8 and sometimes 8 ½. Many sporting clays and 5-stand shooters use a variety of shot, depending on the target presentation. If you're not sure which game you'll shoot, #8 shot is a good compromise. For shooting comfort, try to use shells that have a velocity of 1200 feet per second or less.

The shell is loaded into the shotgun chamber, when the gun is fired, the primer is struck by the firing pin and creates a spark that ignites the powder. This happens in a confined area and creates thousands of pounds of pressure that pushes the wad, which contains the shot in the only direction it can go--toward the muzzle. Once it exits the muzzle, the petals on the wad open up and the shot spreads out.

In general, the different gauges contain different weights of shot: 12 ga.-1 1/8 oz., 20 ga.-7/8 oz., 28 ga.-3/4 oz., and 410-1/2 oz.

(Demonstrate components and show a loaded shot shell)

Shotgun Gauges and Chokes

A 12 “gauge” shotgun is determined by dividing one pound of lead into twelve equal spheres. The diameter of one of the spheres is the nominal inside diameter (.729 inches) of a 12 gauge shotgun barrel. This holds for all the gauges until we get to a .410 inside barrel diameter, which is referred to as simply “410.”

In the early days of shotguns, the barrel’s inside diameter (bore) was the same at the muzzle as it was in the middle of the barrel. Gun makers learned that if they constricted the inside diameter at the muzzle, thus “choking” the barrel, the “pattern” of the shot would be tighter, allowing for appropriate patterns at longer distances. Barrels could be ordered with various choke dimensions.

In the latter part of the 20th century, many shotgun barrels were made to accept interchangeable chokes, giving the shooter a great deal more versatility.

In general, the appropriate choke will have about a 30 inch diameter pattern at the distance between the target and the gun. Trap chokes have tight patterns. Skeet chokes have open patterns.

Basic Clay Target Shotgun Safety Rules

1. Always keep firearms pointed in a safe direction. If there is one rule to always adhere to, this is it.
2. Always keep your finger off the trigger until ready to “call” for a target. *The “Safety” is not generally used on shotgun clay target fields and cannot be relied upon to prohibit a shotgun from firing.*
3. Eye and ear protection is required for everyone on the range area located beyond the safety fence.
4. Firearms will only be loaded while standing on the shooting station immediately prior to shooting. Aiming or pointing a firearm is only permitted in a downfield direction, toward the target area from the shooting station.
5. If any person is in front of the shooting stations, or down range, all firearms shall be unloaded, with actions open, and chambers empty.
6. While a “low gun” mount is permitted, shooting with an unmounted gun (with the butt stock off the shoulder) is prohibited. Shooters must be in a stationary position when preparing to fire. Walking between stations with a loaded firearm to simulate hunting conditions is prohibited.
7. Firearms authorized for use on chapter ranges are restricted to those designed to be fired from the shoulder. No handguns with shot loads are permitted. Use only firearms that are known to be mechanically safe and sound.
8. No shotgun shell or shell larger than a 12 gauge 3 ¼ dram may be fired anywhere on the shotgun range. *No shell with more than 1 1/8 ounces of shot may be used.*
9. Only lead shot may be used on the shotgun ranges as follows: Shot sizes 7 ½, 8, 8 ½, and 9 are permitted on ranges 1,2 and 3. Shot sizes 8, 8 ½ and 9 are permitted on ranges 4 and 5. 7 1/2 is the largest pellet, 9 is smallest.
10. **In the game of skeet**, *one should never have more live shells in a gun than he/she plans to shoot in that sequence (singles or doubles).*
Never have a live shell in the gun after taking the last shot on any station.

When shooting the game of skeet, during the shooting of single targets, a shooter may load two shells only if he/she intends to shoot two single targets. On station 8, high house, shooters may only load one shell when shooting the “high house”. On station 8, low house, two shells may be loaded **only** if the shooter has broken all of the previous 23 targets and he/she intends to shoot two targets at low 8 to complete a “straight” (perfect) round. The shooter may also choose to load one shell at a time at low 8.

When shooting station 8 (both high and low), the target must be fired upon before it reaches the center stake. **Do not allow the barrel to swing beyond the center stake, as your squad members may be in the line of fire.**

On station 8 all shooters, one at a time, must shoot the high house first. When everyone has completed shooting the high house all shooters, one at a time, should then shoot the low house.

11. **“Misfires”** or **“hang fires”** occur when the trigger is pulled, the hammer falls, but the firing pin doesn’t ignite the shell’s primer. You’ll hear a snap, but nothing happens. After hearing the snap, it’s still possible for the primer to ignite. This is potentially very dangerous, and shall be handled as follows:

* *DO NOT IMMEDIATELY OPEN THE GUN!*

* The NRA recommends the shooter to continue pointing the firearm down range for ONE MINUTE.

* Unload and clear the firearm. If shooting a break open gun, observe the shot shells you unloaded. If they are intact, you may have a bad primer. The safest thing to do is place them in the cans for bad shells located on the fences, or take them home and take them apart, or give them to the range officers to dispose of.

* *DO NOT DISCARD MISFIRES ON THE GROUND OR IN THE TRASH.*

12. A **“squib fire”** occurs when the firing pin strikes the primer and the primer ignites, but the shell is improperly loaded, and it is quite clear from the weak sound of the explosion.

*This is a potentially dangerous situation because the **shot shell wad** could be stuck in the barrel.*

If a new shell were placed in the chamber and the gun fired, the barrel would likely be severely damaged and injury could easily occur. This is not an unusual situation and should be taken very seriously. Sometimes, aside from the plastic from the hull being stuck, the brass (metal part of the shot shell) will separate from the plastic and the plastic part of the hull will be stuck in the barrel.

Barrels must be examined very carefully!

* Break-open guns are to be opened and the barrels should be carefully visually examined from the chamber end to make sure there are no obstructions. Clear obstructions, if necessary. Also, run a rod through the barrel from either end as a double-check.

* In the case of pumps and semi-autos, all shot shells are to be removed from both chambers and magazines.

- * The bolts are to be placed in the rear positions and the chambers are to be examined to make sure they are empty. *NEVER* assume the barrel is clear.
 - * Long rods, usually hanging on the fences, are provided. Ask a squad mate to double-check you as you go through this safety procedure. Make sure the bolt is in the rear position in the receiver (action opened). Insert the rod in the muzzle end of the gun and make sure it extends all the way through to the receiver. After making sure the rod goes through the barrel from the muzzle to the receiver, visually examine the barrel from the muzzle end to make sure a hull is not stuck in the barrel. *ALWAYS* examine your barrel and insist other shooters do the same.
13. Firearms which are not in use or unattended shall be cased or stored in the range gun racks. Firearms stored in the range racks shall be unloaded (chambers and magazines empty), with the action open, where applicable (pump and semi-autos).
 14. Before leaving the range area, all firearms must be unloaded (chamber and magazine empty), cased or *carried with barrels pointed up or down* with the action open.
 15. Never walk in front of the low house skeet window when the low house trap machine is turned on, or if the machine's throwing arm is cocked when the machine is off. If a clay pigeon were to be thrown, serious personal injury would likely occur.

Handling a Shotgun Off the Shooting Stations

Off the shooting stations, shotguns should always be **unloaded** and carried in a manner that demonstrates they are not loaded. In the case of break-open guns, they should be carried with “action” open and the barrels pointed toward the ground. If carried on the shoulder, have the barrels in front and pointed toward the ground.

In the case of pumps and semi-autos, they should also be carried with the action opened, which means the “bolts” are locked in the rear position. They should be carried with the muzzles pointed either straight up or toward the ground.

When removing a pump, semi-auto or assembled break-open shotgun from a full-length case, make sure the muzzle is pointed down. Carefully remove the gun from the case, observing whether the action is opened or closed. If the action is closed, make sure to open it and check if it is loaded as carefully as possible.

(Demonstrate carrying positions with break-open and pump or semi-auto)

In the process of placing a gun in, or removing a gun from a rack, be careful that the muzzle continues to be pointed in a safe direction.

(Demonstrate)

Never assume a gun is unloaded.

Relieving the pressure on a gun’s hammer springs may be done **only with break-open guns**—single barrels, over/unders and side by sides—**and only after the barrel has been removed from the action.**

“**Dry firing**” is the practice of pulling the trigger of a gun while the gun is either not loaded with a live cartridge or the chambers and magazines are empty. A “**snap-cap**” is a fake shell used for releasing the tension on the hammer spring, usually before putting a gun away. A relatively common accident is for a shooter to think he/she is placing an empty hull or snap cap in the gun, when they’re actually placing a live shot shell in the chamber and pulling the trigger. **The use of snap caps and empty hulls is prohibited.** If you insist on releasing the tension on your hammer springs with a pump or semi-auto shotgun, do it at home.

Handling a Shotgun On the Field and On the Shooting Stations

In all three games, trap, skeet and 5-stand, the shooter steps onto the shooting station, with an empty gun and finger off the trigger. The gun is to be loaded only when the shooter is standing on the station with the muzzle pointed in a safe direction.

In all the games, no more than 2 shells are to be loaded. Once the shells are loaded, if the shooter is interrupted for any reason that requires him or her to turn around or take time to discuss something, the gun's action must be opened and the shells removed.

After firing at the station's targets, break-open guns must be opened while the muzzles continue to be pointed down-range, and empty shells must be removed before turning to step off the station. The last fired shell in a pump gun must be ejected and the action left open. In the case of a semi-auto, shooters should check that the last fired round has been ejected and the action is open with the bolt in the rear position in the receiver.

In stepping off the stations, shooters should take care to keep the muzzles pointed in a safe direction.

To ensure safety in skeet and "Chinese trap," shooters who are not on the station should stand (or sit) *behind* the shooter who is on the station. This is also as a courtesy to the shooter, as being in the shooter's field of vision is a distraction. In the game of 5-stand, all loading and unloading of guns must be accomplished with the barrels held *over* the horizontal stand barrier. No shooter is permitted to walk from station to station with a loaded or "action closed" gun.

Safety Infractions Witnessed at Our Club

Safety violations are not limited to inexperienced shooters. All of us, at times, are capable of complacency. Experienced shooters can just as easily have accidents.

- Shooter shooting skeet station high 8, places two shells in gun, shoots high house, then turns around to shoot low house--facing up-field direction, pointing loaded gun at other shooters during turn.
- Shooter puts a 16 or 20 gauge shell in 12 gauge barrel.
- Shooter walks off the station with semi-auto action closed.
- Shooter walks off the station with pump action closed
- Shooter, with loaded gun, action closed, turns to ask question of another shooter, pointing muzzle at other shooter.
- Shooter loading more than two shells in gun.
- Shooter loading gun while off station.
- Shooter, after shooting, turns and points muzzle at other shooters before opening gun.
- Skeet shooter placing son (with button) on high house steps while shooter shoots around course.
- Shooter fires two shells into ground outside range house, thinking he had placed empty hulls or "snap-caps" in chambers.
- Shooter, with loaded gun, swings gun toward foot before shouldering gun.
- Shooter holding loaded gun in horizontal position—parallel to the front of his body, which points gun at other shooters.
- Shooter putting two "snap-caps" in chambers, and pulling trigger twice while muzzle is pointed at another club member.
- Shooter walks in front of low house window while trap machine is turned on.
- Before breaking down break-open gun to put in case, shooter places his closed-action gun on table, pointed at shooters on the next field.
- Shooter with a semi-auto gun has a weak sounding shot shell and places new shell in chamber. Another member of the squad asks if the shooter checked the barrel for obstructions. Shooter says it's not necessary. The other squad member asks for the shooter to "humor" him and check. Shooter checks barrel. There was a wad stuck in the barrel.
- Shooter walks across entire skeet field with the action closed on his over/under.
- People on the field side of the safety fence without eye and/or ear protection.
- Shooter calls for a bird but no bird is thrown. Someone on the squad forgot to put a coin in the box and had to walk to the box and insert a coin. Shooter did not unload his gun while waiting.

General Conduct at the Shooting Ranges

- All members are expected to maintain an attitude of SAFETY, PATIENCE AND COURTESY at all times.
- Only members and their guests are permitted to use the shotgun ranges.
- Any member bringing guests to the shotgun range must remain with his/her guests at all times.
- Members sponsoring guests using the chapter facilities are personally responsible for the conduct of their guests, and will be liable for damages attributable to their guests. Members can bring a guest no more than two times a year unless the guest lives more than 75 miles from the chapter. No more than two guests are permitted at a time. Some special events, like Breaking Clays to Save The Bay, relax the guest requirement.
- In the event of a machine malfunction, immediately notify a Range Officer. Do not attempt to repair the machine.
- Children of members are prohibited from bringing guests to the shotgun range.
- A member or spouse bringing children under 18 years old to the shotgun ranges must maintain absolute control over the children's activities at all times.
- Members are responsible for keeping the shooting areas clean and safe, and for picking up and properly disposing of all hulls, trash and debris, regardless of its origin.
- Unauthorized off-road vehicular traffic is prohibited at all times.
- The cost of repairs for any damage to chapter property and the possible loss of range privileges will be assessed for violations of these rules and regulations.
- Alcohol and other drugs are not permitted on ranges. No ingestion of alcohol or other drugs is allowed before or during shooting. There are times when alcohol will be available at supervised special events. At those events, persons consuming alcohol are not permitted on the ranges.
- Emergency calls to 911 are authorized if conditions present the possibility of injury to anyone.

Everyone is a Range Safety Officer

- All shooters are required to be observant of other shooters and bring to their attention any safety violations. Don't be timid when it comes to gun safety. If you observe anyone violating any safety precautions, you have an obligation to insist on safer handling practices.
- Anyone witnessing a violation of the shotgun safety rules and regulations or safety standards is responsible for calling it to the violator's attention.
- We highly recommend, as a general rule, to approach the offender calmly, and with an attitude that you're trying to help. If possible, speak quietly so as not to embarrass the shooter. In almost all cases the shooter did not intend to commit a violation and he/she will appreciate your help.
- If the violator is argumentative or uncooperative, disengage immediately and report the violator's identity or vehicle license number to the Range Safety Officer or other Chapter official. If you sense a situation may turn out-of-control, call 911.
- If someone criticizes your safety procedures, please try not to act defensively. Listen carefully. If you disagree, err on the side of the criticism. Keep the debate civilized. Exchange contact information with the other person. Check with the Shotgun Committee for an interpretation and communicate that with the other person.
- On-duty Range Officers are to be called upon to settle any safety disagreements. Although the subject may be brought before the Shotgun Committee at a later date, the decision of the Range Officers on duty shall be adhered to.
- Adherence to all standard rules of firearms safety is mandatory.
- The flagrant violation of safety rules shall be cause for immediate termination of range privileges, and could also lead to expulsion from membership in accordance with the provisions of Article X of the constitution and by-laws.
- *In order to enjoy our shotgun sports and our shotgun facility, we must all understand that nothing is more important than firearm safety.
- There are a very small number of accidents that are unavoidable. Almost all accidents are caused by human error. It's up to us to keep them from happening.
- *If you are a new or inexperienced shooter, please talk to the range officer on duty when you sign in at the range house. They will help you on your first trips to the skeet, trap, or five stand ranges.