



PISTOL/RIFLE RANGE SAFETY RULES

- **When The Range Is Declared “Hot”:**
 1. Wear proper eye and ear protection.
 2. Keep your finger OFF the trigger until ready to shoot.
 3. Firing is permitted ONLY when everyone is behind the firing line.
 4. The designated range officer will then announce the range is hot.
 5. Anyone can call for an immediate cease fire/range cold for any reason.

- **When The Range Is Declared “Cold”:**
 1. Remove magazines, open chamber, insert chamber safety indicator - Applicable to rifles in the storage racks and ALL firearm not in their case or holster.
 2. Shooters will collect ALL brass including brass in front of the firing line.
 3. Once 1 and 2 are completed:
 - a. Shooters released to proceed down range to check targets.
 - b. If not checking targets or collecting brass everyone **MUST remain behind the RED LINE** until range is again declared hot. NO EXCEPTIONS.
 - c. **NO handling of firearms whatsoever while the range is cold.**
 4. The 100 and 400-yard ranges MUST be cold at the same time.
 5. Anyone going down range on the 400-yard Rifle Range MUST, and prior to going down range, notify shooters at both the 25-yard and 100-yard ranges that all ranges are to be COLD until further notified.

- **Open and Concealed Carry**
 1. Open and Concealed Handgun Carry is allowed – but handguns must be transported and carried according to applicable Colorado law.
 2. Handguns must remain securely and safely holstered when the range is Cold.
 3. When not securely holstered, all applicable range rules apply.

- **At All Times/All Firearms Not in a Case or Holster:**
 1. Remain unloaded until ready to use.
 2. Pointed in a safe direction.
 3. Treated as if they are loaded.
 4. Uncased and re-cased at the shooting benches.
 5. Carried with the muzzle up and action open.
 6. When firearms are not in use:
 - Action opened.
 - Magazine removed.
 - Chamber safety indicator inserted and visible.



PISTOL/RIFLE RANGE CODE OF CONDUCT

- **Entering the Range:**
 1. Lock the gate behind you.
 - Gate to remain open on Public Days.
 2. Raise the range flag.
 3. Sign the range sign-in book.
 4. Display membership cards.
 5. Communicate with fellow shooters.

- **Range Basics:**
 1. On days w/o a designated Range Safety Officer (RSO) and more than one shooter present, shooters will select one person to serve as the designated RSO.
 2. Observation of serious violations of safety or code of conduct rules are to be reported to the TCSS Board for further handling.
 3. No cross firing between ranges, i.e. do not shoot at the 400-yard range berms from the 100-yard range.
 4. Range hours are from sunrise to sunset.
 5. The use of alcohol, marijuana and illicit drugs is strictly prohibited.
 6. No Smoking other than the designated area.
 7. Shooting in authorized areas only and at proper targets.
 8. No shooting at any type of wildlife.
 9. Shotgun shooting is NOT Permitted on the 25, 100 and 400-yard ranges.
 10. Fast draw from a holster is prohibited unless approved by an RSO.
 11. On duty RSO is responsible for safety enforcement.

- **Departing the Range:**
 1. Clean up all brass and trash.
 2. Lower the range flag.
 3. Sign out of the range book.
 4. Lock the gate and scramble the code on the padlock.

- **25-yard Pistol Range:**
 1. Restricted to handguns, rimfire and subsonic rifle calibers only.

- **NOT ALLOWED AT ANY TIME:**
 - Tracer Ammunition; Armor Piercing Ammunition; Incendiary Ammunition; Exploding Targets/Tannerite or similar type ammo.
 - Access to BLM land above the range for hunting or any other purposes.



STEEL TARGET USE RULES

GENERAL

1. Always inspect steel targets prior to use.
2. Never use steel targets that are cratered, pitted or damaged in any way.
3. Watch for ricochets.
4. Each shooter is responsible for knowing the type and characteristics of the ammo they are using.

TARGET PLACEMENT

1. Place targets so that missed shots, considering shooting position, will impact the berms.
2. Targets must be stationary in placement and angled downward at least 15 degrees.
3. Targets may be suspended but cannot freely swivel or turn.
4. Rotating targets may be used and are subject to the same placement rules.

STEEL TARGET MATERIALS

1. Only use hardened steel targets that meet specific standards of thickness and hardness as defined by AR400/AR500/AR550 (AR=Abrasion Resistance).
2. Soft steel is not allowed.

AMMUNITION RESTRICTIONS – NOT ALLOWED

1. Tracer, Armor-piercing, Steel core, incendiary, solid copper, penetrator, Russian Silver Tip, Wolf Steel Jacket, XM-855 military green tip ammunition, 50 BMG.
2. ANY ammunition with steel in it of any caliber.
3. BB's, steel shot or air gun pellets.
4. No .30cal magnum or larger calibers on steel at the 100-yard range.

MANDATORY MINIMUM DISTANCES

1. Centerfire Rifle: 100-yards.
2. Centerfire Pistol (No magnum calibers): 15-yards.
3. Rimfire Rifle/Pistol: 15-yards.

• TARGET PLACEMENT

1. Centerfire steel targets must be placed at the berms.
2. Pistol shooters shooting at 25-yards or less will use the 25-yard pistol range.

SHOOT STEEL TARGETS AT YOUR OWN RISK - MAKE SMART CHOICES AND DECISIONS.



Shotgun Range Safety Rules

1. All shooters and guests must sign in when entering the facility, whether shooting or not.
2. Eye and ear protection is required while shooting. Eye and ear protection is not required in the waiting area but due to the proximity of the shooting positions is highly recommended.
3. All firearms will be unloaded with actions open except when on the shooting station. Break open shotguns may be closed when in the racks. When moving or carrying, firearms shall always be pointed in a direction that will not endanger other shooters, personnel, or spectators.
4. The TCSS Shotgun Range Officer (SRO) on duty will be in charge of the range. Only TCSS Shotgun Range Officers who are trained to operate and service the throwers and their designated helpers are allowed to enter the trap and skeet houses.
5. Only shotguns may be used on the trap and skeet range. Shot size 7 ½, 8, 8 ½ or 9 only. No slugs or similar loads.
6. No more than TWO (2) shells may be in a gun at any time. When shooting trap, you may only load ONE (1) shell into the gun at a time.
7. Guns will be made safe and firing positions will be vacated before a Range Officer enters a trap or skeet house.
8. When occupying firing positions shooters will keep their shotguns safely pointed down range.
9. Empty shell cases are not to be retrieved until all shooting has ceased and the firing lines have been cleared.
10. Spectators, other than designated coaches, are not permitted to enter the trap/skeet range while shooting is in progress.
11. The use of alcohol, marijuana and illicit drugs is strictly prohibited on Gold Camp Shooting Sports Center property.



SHOTGUN RANGE OFFICER (SRO) PROCEDURES

The Shotgun Range Safety Officer (SRO) is in charge of operating the shotgun range and will be trained to operate and service the throwers.

1. When opening the range
 - a. Unlock the gate and put the flag up to show the range is in use.
 - b. Open the trap and skeet houses, open windows, and arm throwers for use.
2. Parking is on the highway side of the access road behind the Conex.
3. The fee for shooting is \$5 per round (25) of trap or skeet. The cash box is in the file cabinet in the ConEx. Punch cards, in the cash box, can be purchased for \$50.
4. Everyone must sign in, whether shooting or not.
5. Observers and those waiting to shoot must stay behind the skeet field. Eye and ear protection is suggested.
6. Only the SRO may service the clay throwers. The SRO may enlist helpers to load clays, but the SRO is responsible for ensuring the throwers are properly disarmed.
7. Guns will be made safe and firing positions will be vacated before a SRO enters a trap or skeet house.
8. At the end of the day:
 - a. Disarm throwers and load clays. Restock clays in houses for next use. Close thrower windows.
 - b. Put the controllers back in the houses. The wireless skeet controller goes back in the high house, the trap controller and cable in the trap house.
 - c. If you have helpers, pick up any unbroken clays and save for reuse.
 - d. Take down the flag, and lock the houses, Conex and gate.