



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.