### Sunshine Coast Rod and Gun Club

#### **RANGE SAFETY CLASS**

www.scrgc.ca

#### 1. HOURS OF OPERATION

Indoor Range: 10:00am - 10:00pm daily Outdoor Ranges: 10:00am - 6:00pm daily Pinecone Ranges: dawn - dusk daily

Handgun shooters have priority at the 25-metre Outdoor.

Handgun Range on Sundays, 10:00am - 1:00pm.

#### 2. MEETINGS

Member's Meetings: monthly, second Thursday, 7:00pm

AGM: second Thursday, April, 7:00pm

There are no Member's Meetings in July and August.

#### 3. DOCUMENTATION

If you bring a firearm onto Club property, you must have *in your possession:* 

- 1. Must display your member number badge at all times on your person
- 2. club membership card
- 3. firearms licence
- 4. registration certificate (for restricted firearms)
- 5. authorization to transport (for restricted firearms)

## 4. SECURITY – LOWER RANGES (Indoor, Outdoor, Trap & Skeet, Archery)

- 1. On arrival, unlock the main gate and leave this gate unlocked while you are on the property.
- 2. To access the clubhouse, unlock the alarm box, turn off the alarm and unlock the clubhouse door.
- 3. On departure, if you are the last person on the property, ensure the clubhouse door is locked, the alarm is set, and the main gate is locked.

## 5. SECURITY – UPPER RANGES (Pinecone Rifle and Pinecone Handgun & Shotgun)

- 1. On arrival, unlock the main gate and immediately lock this gate behind you.
- 2. On departure, unlock the main gate and immediately lock this gate behind you, even if the range is still in use.

#### 6. RANGE USE REGISTRY

A Range Use Registry is provided at each range. Enter the following information in the registry:

- 1. date
- 2. membership number + number of guest shooters (if applicable)
- 3. type of firearm (see code at the top of registry page)
- 4. time in and time out
- 5. in the Indoor Range, the number of rounds fired.
- 6. checkmark for fees paid \$20 Guest Shooter Fee per guest shooter and \$2 Pay-Per-Use Fee (Indoor Range only, guest shooter included)

#### 7. GUESTS

A member may bring a guest or guests to the Club provided the member agrees:

- 1. to accept full responsibility for each guest.
- 2. to directly supervise your guest while using a shooting range.
- 3. to ensure the guest abides by the Range Operating Instructions and any other rules, regulations, policies, directives, rulings and decisions that may be put in place by the Executive.
- 4. to ensure each guest shooter pays the Guest Range Use Fee [currently \$20] at the time of use.
- 5. to ensure each shooter pays the Pay-Per-Use Fee (currently \$2 per person, **Indoor Range only**) at the time of use.
- 6. to ensure the guest shooter completes the Guest Shooter Chit.

### 8. ACTING RANGE SAFETY OFFICER

A member is an Acting Range Safety Officer if:

- 1. the member is using the range alone.
- 2. the member is using the range with a guest or guests.
- 3. the member is using the range with other members and is selected by agreement of these members to act as Range Safety Officer

### ON A GREEN RANGE FLAG; COLD RANGE; RANGE SAFE; CEASE FIRE

The ONLY firearm related thing you are allowed to do on a green flag is bring a cased firearm and related cased accessories onto the range and put them on a table, rack or ground at the back or side of the range.

DO NOT uncase the firearm or accessories; they must remain cased.

DO NOT cross over or lean over the red firing line.

DO NOT place anything on the firing benches DO NOT handle firearms or accessories anywhere on the range.

DO NOT handle ammunition or magazines anywhere on the range. Cartridges can remain in ammunition belts.

DO NOT fill magazines anywhere on the range.

### ON A RED RANGE FLAG; HOT RANGE; RANGE ACTIVE

DO NOT go beyond the shooting bench line out towards the targets.

You MUST be wearing eye and ear protection.

Cased firearms can be uncased. Keep muzzles pointed up unless on the shooting bench then pointed downrange.

You may cross the red line.

Firearms and ammunition may be brought onto the firing line benches.

Uncased firearms can be brought onto the range.

Magazines can be loaded on or off the firing line.

Firearms MUST be unloaded if you leave the firing line or remove a firearm from the firing line.

# Range Operating Instructions 15 METRE INDOOR RANGE

1. Number of Targets: 6

2. Firing Distance: variable, up to 15 metres

3. Recommended Minimum Engagement Distance: 3 metres

4. Approved Firearms: air guns, rimfire rifles and handguns, centerfire handguns

5. **Prohibited Firearms:** centerfire rifles, shotguns

6. Maximum Approved Calibre: .500 S&W

7. <u>Approved Ammunition:</u> jacketed, non-jacketed

8. <u>Prohibited Ammunition:</u> steel jacketed, steel core, bimetal, armour piercing, incendiary,

explosive, tracer

9. Approved Targets: 11" x 17" paper only

10. <u>Prohibited Targets:</u> all except as described under "Approved Targets"

11. Permitted Arcs of Fire: all bullets must terminate in the bullet trap

12. Range Status Indicators: red LIVE and green SAFE lights

- A. **Protect** your eyes and ears.
- B. All firearms must be cased when entering or leaving the range.
- C. When carrying firearms to/from the firing line, point the muzzle at the ceiling.
- D. Only one firearm at a time at each shooting booth.
- E. When shooting bench rest, use two target hangers to lower the target to the correct shooting height.
- F. Advance forward of the firing line only during cleanup and only if:
  - 1. all firearms are removed from the firing line;
  - 2. all ammunition is removed from the firing line; and
  - 3. the range SAFE light is on.
- G. Load firearms and magazines only at the firing line on a LIVE light.
- H. **No** holstered firearms.
- I. **No** rapid fire (minimum 3 seconds between shots).
- J. **No** timed shooting i.e. MIL/TAC, CAS, IPSC, IDPA.
- K. Remove used targets.
- L. Pick up and dispose of empty casings and fail-to-fire ammunition in the bins provided.
- M. Sweep up any burnt and unburnt powder from the range floor.
- N. **Do not** fire centerfire handguns on lanes #1 and #6 unless lanes #2 #5 are in use.
- O. The bench top in lane #6 must be in the down position while the range is LIVE.
- P. Place the ventilation on high when shooting centerfire handguns.
- Q. **Do not** remove targets from this range for use on other ranges.
- R. No human silhouette targets. Zombie targets are permitted.

# Range Operating Instructions 25 METRE OUTDOOR RANGE

1. Number of Targets: 6

2. Firing Distance: variable, up to 25 metres

3. Recommended Minimum Engagement Distance: 10 metres

4. Approved Firearms: air guns, rimfire rifles and handguns

5. **Prohibited Firearms:** centerfire rifles, and centerfire handguns, shotguns (archery is

prohibited)

6. Maximum Approved Calibre: .22 calibre

7. <u>Approved Ammunition:</u> jacketed, non-jacketed

8. <u>Prohibited Ammunition:</u> steel jacketed, steel core, bimetal, armour piercing, incendiary,

explosive, tracer

9. Approved Targets: paper, cardboard, balloons

10. Prohibited Targets: human form or likeness (except zombie targets), plastic containers,

glass, metal cans, steel reactives, clay pigeons

11. <u>Permitted Arcs of Fire:</u> all bullets must terminate in the bullet trap

- A. Protect your eyes and ears.
- B. **Do not** handle firearms when targets are being posted, checked, replaced, or removed.
- C. **Do not** fasten targets to, or hang targets from, the wooden target support framework.
- D. **Do not** fire at objects placed on the retaining wall or wooden target support framework.
- E. **Do not** fire at signs.
- F. Remove used targets and pick up empty casings.
- G. Do not use the flag system on the 88-metre range (no flag flying) when this range is in use.
- H. This range has priority over the 88m range on Sundays, 10:00am 1:00pm.
- I. **No** human silhouette targets. Zombie targets are permitted.

# Range Operating Instructions 88 METRE OUTDOOR RANGE

1. Number of Targets: 6

2. Firing Distance: 88 metres

3. Recommended Minimum Engagement Distance: n/a

4. Approved Firearms: air rifles, rimfire rifles and handguns

5. **Prohibited Firearms:** centerfire rifles, and centerfire handguns, shotguns (archery is

prohibited)

6. Maximum Approved Calibre: .22 calibre

7. <u>Approved Ammunition:</u> jacketed, non-jacketed

8. <u>Prohibited Ammunition:</u> steel jacketed, steel core, bimetal, armour piercing, incendiary,

explosive, tracer

9. Approved Targets: paper, cardboard, balloons

10. Prohibited Targets: human form or likeness (except zombie targets), plastic containers,

glass, metal cans, steel reactives, clay pigeons

11. <u>Permitted Arcs of Fire:</u> all bullets must terminate in the bullet trap

- A. **Protect** your eyes and ears.
- B. Do not handle firearms when targets are being posted, checked, replaced or removed.
- C. **Do not** fasten targets to, or hang targets from, the wooden target support framework.
- D. **Do not** fire at objects placed on the retaining wall or wooden target support framework.
- E. **Do not** fire at signs.
- F. Remove used targets and pick up empty casings.
- G. **Do not** use flag system on the 25-metre range (no flag flying) when this range is in use.
- H. **No** human silhouette targets. Zombie targets are permitted.

# Range Operating Instructions ARCHERY RANGE

1. Number of Targets: Variable

2. Firing Distance: variable, up to 50 metres

3. Recommended Minimum Engagement Distance: 10 metres

4. <u>Approved Bows:</u> long, compound, recurve, cross

Approved Arrows/Tips: target point, field point, broadhead

5. <u>Prohibited Bows:</u> n/a

6. Maximum Approved Calibre: n/a

7. Approved Ammunition: n/a

8. Prohibited Ammunition: n/a

9. Approved Targets: foam, block, paper

10. Prohibited Targets: all except as described under "Approved targets"

11. Permitted Arcs of Fire: all arrows must terminate within the area of the backstop.

- A. Protect your eyes.
- B. On **HOLD**, unnock your arrow and await further instruction.
- C. Nock arrows on the shooting line only.
- D. Point arrows in the direction of the target area only.
- E. When pulling out arrows from the target, stand to one side and make sure no one is behind you.
- F. **Do not** pick up arrows from behind the backstop unless a guard remains in front of the target area.
- G. Do not use the Archery Range if the Skeet and Trap ranges are in use.
- H. No human silhouette targets. Zombie targets are permitted.
- I. **Do not** take archery targets from this range to the Pinecone.

# Range Operating Instructions TRAP AND SKEET RANGE

1. Number of Targets: Variable

2. Firing Distance: Variable

3. Recommended Minimum Engagement Distance: n/a

4. Approved Firearms: shotguns

5. <u>Prohibited Firearms:</u> all firearms except shotguns

6. Maximum Approved Calibre: 10 gauge

7. <u>Approved Ammunition:</u> 7 ½ - 9 shot sizes

8. <u>Prohibited Ammunition:</u> all except as described under "Approved Ammunition"

9. Approved Targets: clay pigeons

10. Prohibited Targets: all except clay pigeons

11. Permitted Arcs of Fire: within the boundaries of the Skeet and Trap ranges

- A. **Protect** your eyes and ears.
- B. Point your gun downrange when loading.
- C. Load only at your firing position.
- D. Semi-automatic and pump action shotguns must have their action open at all times when not on the firing line.
- E. Break action shotguns must be broken open at all times when not on the firing line except when placed on the shotgun rack with the barrel pointing upwards.
- F. Chamber flags are not used on shotguns at the trap/skeet range.
- G. Action open until your turn to fire and when carrying from rack.
- H. Muzzle pointed skyward when moving to and from the firing line.
- I. Both upper and lower Trap machines may be used at the same time.
- J. If the Skeet Range is in use, the lower Trap Range cannot be used.
- K. If the Skeet or Trap ranges are in use, the Archery Range cannot be used. If the Archery Range is in use, the Skeet and Trap ranges cannot be used

# Range Operating Instructions PINECONE RIFLE RANGE

1. Firing Points / Targets: 12 firing points / 5 targets per firing point

2. Firing Distance: 25m, 50m, 100m, 200m, 300m

3. Recommended Minimum Engagement Distance: 25 metres

4. Approved Firearms: air rifles, rimfire rifles and centerfire rifles

5. **Prohibited Firearms:** handguns and shotguns (use the handgun/shotgun range)

6. Maximum Approved Calibre: up to & including .50 calibre

7. <u>Approved Ammunition:</u> jacketed, non-jacketed

8. <u>Prohibited Ammunition:</u> armour piercing, incendiary, explosive, tracer

9. Approved Targets: paper, cardboard, balloons, sheltered metal

10. Prohibited Targets: human form or likeness (except zombie targets), plastic containers,

glass, metal cans, unsheltered metal targets, clay pigeons

11. Permitted Arcs of Fire: all bullets must terminate in the bullet trap

- A. **Protect** your eyes and ears.
- B. **Do not** handle firearms when targets are being posted, checked, replaced or removed.
- C. Follow the posted procedure to advance forward of the firing line.
- D. Stay behind the firing line when the range is SAFE.
- E. **Do not** advance forward of the firing line to shoot.
- F. **Do not** fasten targets to, or hang targets from, the wooden target support framework.
- G. **Do not** fire at objects placed on the wooden target support framework.
- H. **Do not** fire at objects placed on top of the bullet trap.
- I. **Do not** fire into the left or right flank extension area.
- J. **Do not** fire at signs.
- K. Remove used targets and pick up empty casings.
- L. Dispose of fail-to-fire ammunition in the bin provided.
- M. Follow the firing line flag system when posting, checking, replacing or removing targets. You cannot be seen from the firing line if you advance past the 200m bullet trap.
- N. No human silhouette targets. Zombie targets are permitted.
- O. Unsheltered metal targets are prohibited

### Range Operating Instructions

### PINECONE MULTI-USE RANGE – STANDARD TARGETS

1. Firing Points / Targets: fixed firing line / variable target positions

2. Firing Distance: variable, up to 25 metres

3. Recommended Minimum Engagement Distance: 10 metres

4. Approved Firearms: air guns, rimfire and centerfire handguns, shotguns, centerfire rifles

with the following pistol ammunition: 9mm Luger; .40 S&W; .45 Colt; .45 ACP; 7.62x25;.357 Magnum; .44 Magnum; .44- 40; .38

Special; .44 Special; 5.56/.223; .45 LC

5. <u>Prohibited Firearms:</u> centerfire rifles not using the ammunition listed above.

6. Maximum Approved Calibre: .500 S&W, 10-gauge

7. <u>Approved Ammunition:</u> jacketed, non-jacketed

8. **Prohibited Ammunition:** armour piercing, incendiary, explosive, tracer

9. Approved Targets: paper, cardboard, balloons, plastic containers, metal cans

10. Prohibited Targets: glass, clay pigeons

11. <u>Permitted Arcs of Fire:</u> all bullets must terminate in the bullet trap

- A. **Protect** your eyes and ears.
- B. Do not handle firearms when targets are being posted, checked, replaced or removed.
- C. **Do not** fire into the left or right-side berms.
- D. **Do not** fire at signs.
- E. Remove used targets and pick up empty casings.
- F. Remove plastic containers and metal cans after use.
- G. Dispose of fail-to-fire ammunition in the bin provided.
- H. Archery is permitted. Use your own archery targets. Do not use archery targets from the Archery Range.
- I. Human silhouette and Zombie targets are permitted. Remove these after use.

### **Range Operating Instructions**

### PINECONE MULTI-USE RANGE - STEEL TARGETS

1. Firing Points / Targets: fixed firing line / variable target positions

2. Firing Distance: variable, up to 25 metres

3. Recommended Minimum Engagement Distance: 10 metres

4. Approved Firearms: air guns, rimfire and centerfire handguns, shotguns, centerfire rifles

with the following pistol ammunition: 9mm Luger; .40 S&W; .45 Colt; .45 ACP; 7.62x25;.357 Magnum; .44 Magnum; .44- 40; .38

Special; .44 Special; 5.56/.223; .45 LC

5. <u>Prohibited Firearms:</u> centerfire rifles not using the ammunition listed above.

6. <u>Maximum Approved Calibre:</u> .500 S&W, 10-gauge

7. <u>Approved Ammunition:</u> in pistols: jacketed, non-jacketed lead

in rifles: non-jacketed lead only

8. **Prohibited Ammunition:** armour piercing, incendiary, explosive, tracer, steel core

9. Approved Targets: Steel targets approved by the Board; Angled Plates; Dueling Trees

10. Prohibited Targets: glass, clay pigeons

11. Permitted Arcs of Fire: all bullets must terminate in the bullet trap

- A. **Protect** your eyes and ears.
- B. **Do not** handle firearms when targets are being posted, checked, replaced or removed.
- C. **Do not** fire into the left or right-side berms.
- D. **Do not** fire at signs.
- E. Pick up empty casings.
- F. Dispose of fail-to-fire ammunition in the bin provided.
- G. Maximum bullet speed at steel targets 1500 ft/sec.