

Capital City Gun Club Range Rules

I. Overview

- A. Safety is the responsibility of every Capital City Gun Club (CCGC) member. To maintain a safe, enjoyable environment for recreational and competitive shooting, all members must **know, follow and enforce** these rules.
 - B. Updates to these rules will be published in the club newsletter and on the website. Contact the appropriate club or range officer with any questions. Contact information for current officers is located at www.capitalcitygunclub.com.
 - C. **Violations of these rules may result in suspension or loss of membership.**
 - D. CCGC is not responsible for accidents, injuries, loss or theft.
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II. Membership Privileges and Responsibilities

A. Range Access

- 1. The range is available to members at any time, however, **shooting hours are between 7:30 am to sunset.**
- 2. Range use is limited to current CCGC members and their immediate family to include spouse, dependent children or grandchildren under 21 years of age.

B. Membership Badges

- 1. Members must always display their badge while on club property, with the following exceptions.
 - a) Members performing work on club property
 - b) Guests with a valid guest pass and accompanying member
 - c) Non-members using the shotgun range
 - d) Military or police organizations conducting training/qualification (members may not loiter near these activities unless directly involved)
 - e) Participants in organized matches or open events
- 2. Members may/should ask anyone without a badge to show one.
- 3. Anyone unable to produce a badge must leave.
- 4. Do not loan badges to anyone.
- 5. Replacement badges are available from the Membership Chairman for a nominal fee.

C. Guests

- 1. A member must accompany all non-member guests.
- 2. Guest passes should be acquired **prior to** using the range and should be readily available to anyone asking to see it.
- 3. Limit **2 shooting guests** per member per day.
- 4. Passes are available in the following buildings: Pistol (Building A) and High-Power (Building D).
- 5. Current cost of guest pass: **\$10/day**

D. Non-Member Groups

1. Must apply in writing **60 days** in advance through the Club Secretary.
2. Approval requires coordination with the director responsible for the requested range.
3. Groups must provide the following: activity description, date of activity, range(s) requested, group size and range officer in charge.
4. A group range officer **and** at least one CCGC member must be present and are responsible for enforcing all rules.

E. Dues

1. Annual dues are due on **July 1**. A late fee is assessed **after August 1**.
2. Members not renewed by **September 1** become inactive and must reapply.
3. Prorating is at the Treasurer's discretion.
4. Honorary life memberships may be granted by the Board.
5. Upon written request, members age 65+, retired and with 15 years of continuous membership may become life members and pay no dues.
6. The Board may create special associate membership classes.

F. Club Equipment

1. Use club equipment safely.
2. Report deficiencies to the Executive Officer.
3. Groups using gas-powered equipment must supply their own fuel.
4. Equipment can be moved but is not to be removed from the range it is on. It shall be replaced when you are done.

III. Safety and Range Rules

A. Universal Safety Rules

1. Treat every gun as if it is loaded.
2. Do not point your firearm at anything you do not intend to shoot/destroy.
3. Keep your finger off the trigger until you have made a conscious decision to fire and your sights/muzzle are on target.
4. Be sure of your target and what is beyond.

B. Ammunition and Equipment

1. Use of **eye protection is mandatory**, and ear protection is highly advised.
2. **Know** the safe function and handling of your firearm before using it.
3. Only use **functional** and quality firearms (if you are not sure, seek assistance from a qualified gunsmith).
4. Use quality **ammunition** in the proper load and cartridge for your firearm.
5. **Holsters** should be designed for your firearm and tested with an unloaded firearm to ensure their proper fit. Worn holsters should be repaired/replaced.
6. **Fully automatic firearms** or firearms with enhancements (force-reset triggers, bump stocks, Super Safeties, binary triggers, etc.) that cause them to be fired in a fully automatic manner are prohibited, except by law enforcement/military **in semi-auto mode only**.

7. **Be a responsible gun owner.** Store your firearms safely where they can not be accessed by unauthorized users.
8. **Prohibited ammunition:** No steel core, steel jacket, steel shot, bimetal or armor-piercing is allowed when shooting steel targets. **No .50 BMG (or larger) or tracer ammo is allowed on any range.**
 - a) Calibers **allowed** on each range:
 - (1) **Pistol (Ranges 1, 2 and 3)**
 - (a) Pistol caliber cartridges or less
 - (b) All shotgun loads **other than slugs** (birdshot to buckshot)
 - (2) **High Power Rifle (Range 4)**
 - (a) Centerfire rifle calibers or less
 - (b) Shotgun slugs
 - (c) Black powder sabots
 - (3) **Rimfire and Black Powder (Range 5)**
 - (a) Muzzle-loaded black powder and .22 caliber rimfire
 - (b) Exceptions are sometimes made during cowboy action matches when a match director controls the range.
 - (4) **Shotgun (Range 6)**
 - (a) Shot size: must be no larger than #7 1/2 (number should be 7 1/2 or greater)
 - (b) Max shot charge: 1 1/8 oz
 - (c) Max powder load: 3 drams equivalent

C. Targets

1. **Target placement:** Should be placed where rounds that strike them will impact a berm, or in the case of a steel target, disintegrated into the ground beneath it. Misses should impact the berm.
2. Targets should not be engaged from steep **vertical or lateral angles** to the face of the target.
3. **Steel targets** are allowed but should only be engaged with appropriate ammunition at an appropriate distance. See the individual range rules for further information.
4. **Photographic targets** containing human images are prohibited, unless utilized by law enforcement during scheduled law enforcement training.
5. **Miscellaneous prohibited targets:** Shooting at bottles, cans, target frames/supports, rocks, signs, trees, vehicles, buildings or other permanent structures is prohibited. Tannerite and/or explosive targets are not allowed.

D. Handling and Firing

1. Firearms should be brought to the line **unloaded and contained** in a case, box, secure holster or with their **action open and muzzle in a safe direction (pointed up)**.
2. Loaded firearms must always point downrange (toward the berm).
3. Targets should only be engaged from the established firing line or position.

4. The **only place** it is acceptable to **load/unload** a firearm is on a designated range facing the berm. **Firearms are NOT to be loaded/unloaded anywhere else on the property.**

E. Multiple Shooters and Going Downrange

1. Ranges must be shared with additional shooters; however, this creates additional safety concerns. **Coordinate with others on the range** (shooters AND spectators) to reduce the risks.
2. Anyone wishing to go downrange (toward the berm) must **obtain permission** from all shooters before doing so.
3. Prior to anyone doing downrange:
 - a) **Firearms must be unloaded** with their **magazines removed**.
 - b) All pistols/revolvers should either be **holstered (and unloaded)** or have **actions/cylinders open/locked to the rear** and **benched** prior to anyone going downrange. Rifles should be **grounded or benched**, actions **locked open with an Open Bolt Indicator (OBI) or bolt removed**.
 - c) **No handling of firearms** while anyone is downrange.
4. Range warning lights should be utilized if the range has them and there is not a range officer in command. **No handling of firearms when the range lights are on.**

F. Considerations During Organized Matches, Events and Training

1. Capital City Gun Club hosts matches for all shooting disciplines, and occasionally hosts training or events authorized by the Board of Directors. During such events, **match directors, safety officers, event leaders and/or instructors assume the responsibility for range safety**, and **are allowed to deviate** from normal procedures (such as usage of range warning lights), as long as it **does not create undue risk**.

IV. Range-Specific Safety Rules

A. Pistol Ranges (Ranges 1, 2 & 3)

1. Do not remove the target frames or targets from the range. They may be moved to the side but put them back when you are done.
2. Steel target minimum distances:
 - a) 10 yards for standard loads
 - b) 15 yards for magnum loads

B. Pistol Range 3

1. All shooting should be done from under the canopy (50-yard line).
2. The steel gong should only be engaged from the east half of the range.

C. Rifle Range (Range 4)

1. The 300-yard targets are restricted to NRA-classified high-power competitors, CCGC rifle matches and those with specific approval of the high-power director or a Club officer.
2. Open bolt indicators (OBIs) are required for long guns prior to anyone going downrange. Alternatively, shooters may remove the bolt.
3. Steel targets should not be engaged with rifles or slugs under 100 yards.

4. Shooters shall coordinate with Ranges 1-3 (Pistol) and Range 5 (Rimfire) prior to going beyond 100 yards.

D. Rimfire Range (Range 5)

1. If there are shooters on Range 6 (Shotgun Range), shooters shall **coordinate with shooters** on Range 6 prior to going downrange.
2. Paper targets shall be posted in front of bullet traps or in a fashion that the bullets will directly impact the berm.

E. Shotgun Range (Range 6)

1. No guest pass required (there is a fee for each round of skeet/trap).
2. Personal throwers are only allowed on Field #3 **when skeet is not active**.
 - a) Limited to stationary throwers that stake into or rest on the ground. No hand-throwers allowed.
3. Use of the patterning board is only allowed **when skeet is not active**.
4. Resting shotgun muzzles on a shooter's foot is dangerous and strongly discouraged.
5. Shooters shall load no more than 2 shells and will not do so until they are on the shooting pad. Shotguns shall be carried with the action or breach open to the shooting pad.

V. General Property Rules

A. Drugs and Alcohol

1. There is absolutely no drug or alcohol use allowed on CCGC property.

B. Concealed Carry

1. Concealed carry of loaded firearms is allowed at CCGC, **as long as the firearm is concealed and remains holstered**.
2. Open carry firearms must be **unloaded**.
3. Firearms should ONLY be loaded/unloaded on the range, facing the berm.

C. Fireworks

1. Fireworks are prohibited at CCGC.

D. Hunting and Trapping

1. Hunting, trapping and shooting at wildlife is **prohibited**.

E. Vehicles

1. If the ground is dry, vehicles are permitted to be driven onto Ranges 1-3 to drop off equipment but must be moved off the range prior to shooting.
2. Speed limit: **10 mph**

F. Pets

1. Pets must be leashed or tied.

G. Fires

1. Cooking fires are permitted in picnic areas and must be fully extinguished. Wood cutting is not permitted.

H. Stewardship

1. Picnic areas are open to all members. Clean up after yourself.
2. If the electronic gate fails, the last person leaving should lock the red entrance gate, unless the range is open for an event or an approved group.