



ARLINGTON SPORTSMAN'S CLUB RANGE RULES AND REGULATIONS

Version 3.30 – 6 July 2018

GENERAL RULES

1. Members will abide by the ASC Constitution, By-laws, and all range rules and regulations.
2. Instructions from Match Directors and/or Range Officers must be obeyed promptly.
3. Club members must wear their ASC badge in a visible position when on club property.
4. Firearms will be loaded or fired only when the shooter is at a designated shooting area and firing position. Loading and shooting of firearms are prohibited at any other location on club property.
5. Eye protection will be worn at all times when on Club property except when in club buildings. In addition, hearing protection must be worn when present on any active range on club property. (Archery excepted.)
6. Hunting is not allowed on club property.
7. Tracer-incendiary, high explosive and armor piercing ammo are prohibited.
8. No firearms may be fired in "full automatic" (or simulated full-automatic) mode on any range. (Machine guns, sub-machine guns, etc).
9. No alcoholic beverages may be consumed on the club property, and no person under the influence of alcohol or drugs will be allowed on club property.
10. Members must be present with their guest(s). Member and guest must shoot on the same range so the member may be sure the guest follows all club safety rules.
11. The conduct of each member or guest shall not cause injury to any person or destruction of or damage to club property.
12. Disposal of live ammunition, gun powder, aerosol cans or flammable liquids in club trash barrels is prohibited. Take home any ammo which does not fire when shot, or place in the 'dead round' holders.
13. Keep all ranges clean. Put burnable and other trash in the provided trash barrels
14. Vehicles must obey posted speed limits on-site, and park only in designated areas.
 - a. The default speed limit on club property is 15 mph, with the following exception:
 - b. Speed limit is 5 mph on the access road to the caretaker's home.
15. All shooting must be at approved targets (See Pistol and Rifle rules section.)
16. Shooting time is from sunrise until 15 minutes before sunset except on the lighted skeet fields when all shooting will stop at 9:00 P.M.
17. Every member entering club property must use their own gate card key unless the gate is locked open for a club function or match. NO tailgating through the gate onto club property is allowed.
18. Persons that do not renew their membership and continue to use the club facilities will be charged with trespassing.
19. No obscene or vulgar language will be tolerated at any time.
20. The use of .416 Barrett, .50 BMG or other similar chambered firearms is NOT allowed on any of the ranges.
21. All members have the responsibility to point out rules violations to offending members or guests or bring to attention of range officer.

*** Published Rules and Regulations may be supplemented from time to time by notices or revisions necessary to accommodate changing range situations. These will be posted on the ASC web site, in the Schaefer and Penny's Parlor pavilions, and in the Pistol/Rifle Range Office, and will be identified as "ASC Supplemental Range Rules and Regulations". ASC constitution and bylaws are also accessible in these same locations.

SHOTGUN SPORTS

1. Each shooter must sign the registration book located in either Penny's Parlor, at 5-Stand or at Sporting Clays BEFORE starting to shoot, including time logged in and range to be used.
2. No person is to open and operate a skeet house, trap, sporting clays or 5-stand machine until that person has been trained by an experienced operator.
3. No shells will be placed in any part of a gun until the shooter is actually on a designated shooting pad. No more than two shells may be loaded in a gun at any time, with the exception of skeet station #8 where only one shell may be loaded.
4. Guns will be pointed to the center of the fields when loaded and actions will be open when not in a shooting position.
5. The maximum permissible load on any shotgun field (skeet, trap, sporting clays, or 5-stand) is 3-¼ dram equivalent and 1-1/8 ounce of number 7-½ shot.
6. Shooting is allowed at clay pigeons or pattern board only.

7. No buckshot, turkey loads, slugs, or rounds with shot larger than 7 1/2 are to be fired at the pattern boards. These loads may be shot only at the 25-yard backer boards on Range A or B, or at the temporary 'hanging' target board on Range D.
8. NSSA, NSCA and ATA safety rules are recommended at all times and required during tournaments.
9. At the conclusion of shooting skeet or trap, power is to be turned off at the machine and the throwing arms are to be released to remove mainspring tension. Also all machines used will be refilled with clays.
10. Sporting Clays and 5-stand machines are to be left on and refilled with clays.
11. The remote releases for skeet and trap are to be returned to the stand on the counter in Penny's Parlor. The doors and windows to the houses are to be closed by the last shooters using the field.
12. The controllers for 5-stand are to be placed inside the locker at each 5-stand field and plugged into the charging cord.
13. Place all empty target boxes in the wire cages and pick up your hulls. Please flatten out boxes before putting them in the wire cages.
14. Skeet and trap shooters: Turn off the lights and secure the Penny's Parlor building. Trap shooters: Secure the trap warehouse.

ARCHERY

1. Each shooter must sign the registration book at the practice range BEFORE starting to shoot, recording name, membership status, and time logged in.
2. Arrows will only be shot from designated shooting positions and at their respective targets.
3. Use only paper or Styrofoam target faces.
4. Targets are not to be relocated except by the Archery Director or Range Officer.
5. Do not shoot when someone is forward of your shooting position.
6. When retrieving arrows from behind a target, place your bow in front of the target face to let someone know you are behind the target.
7. Cross bows are not allowed on any archery ranges. Cross bows can only be shot on Ranges A, B, or D and may not be loaded until the shooter is on the shooting station.
8. No hunting points (broad heads) will be shot on club property except at designated broad head targets. Location of the broad head targets will be coordinated and approved with the Range Safety Committee and will be clearly marked on the range.
9. Bow will never be drawn in any direction other than at a target. No "Sky Draw" allowed.

RIFLE AND PISTOL

Firearms Handling:

1. Open the action of all guns when brought to the range. Action will remain open except when firing.
2. The muzzles of all firearms must be pointed downrange at the earth backstop when they are being loaded, with the exception of muzzleloaders, which must be pointed upward.
3. When planning to shoot rifles, pistols, or shotguns rapid fire, notify the range officer at the time of sign in.
4. No loaded guns are allowed behind or in front of the firing line. (Blackpowder guns are not considered loaded if not capped or primed.)
5. Handgun "Open Carry" is not allowed on ASC Property except as approved in matches such as Cowboy Action supervised events.
6. Members with current Texas License to Carry (LTC) or Concealed Handgun License (CHL) may carry concealed on ASC property. Handgun must remain concealed (exceptions, Rule 7).
7. Handguns may be drawn from open holsters on Range B for Cowboy Action activities, or from open or concealment holsters only at range A only under the following conditions:
 - a. No more than two other shooters (advised of intentions) on Range A.
 - b. Drawing is NOT allowed from shoulder holsters or holsters that cause the handgun to sweep the firing line.
 - c. The shooter's finger shall not be in the trigger guard or on the trigger until the firearm is pointed at the approved target and the shooter is ready to shoot.
 - d. The Range Officer must be present on Range A.

Ceasefire Procedures:

1. When a 'ceasefire' is declared and range is in 'safe' or 'cold' condition, red lights must be on and flashing before anyone moves downrange.
2. Ensure that all shooters acknowledge the cease fire before going downrange.
3. Firearms may not be adjusted, handled, or touched when in 'ceasefire' or 'safe' condition and someone is in front of (downrange from) the firing line.

4. During a 'ceasefire', firearms must be unloaded, have the action open, and have magazines removed.
5. During a 'ceasefire', except for shooters going downrange, all shooters and guests must remain behind the 'red' line.
6. During a ceasefire, all firearms must be removed from the firing line and placed in appropriate racks or cased behind the firing line, with the following exception:
Benchrest rifles may remain positioned on the benchrest front and rear rests ONLY during matches and at Match Director's Discretion.
7. During a cease fire, handgun shooters must place their unloaded firearms on the bench with the actions open, magazines removed and not touch them again until everyone is back from downrange, the lights are out and RANGE HOT is called.
8. Observers must stay behind the red line on all rifle and pistol ranges when shooters are firing or matches are in progress.

Other:

1. Each shooter must sign the registration book at the Pistol/Rifle Range Office BEFORE starting to shoot, recording name, membership status, time logged in, Range to be used, and caliber to be used. During matches, a match sign-in sheet may be used.
2. Each shooter must also sign out, recording the time when leaving the range.
3. Before shooting on longer ranges, all firearms that have not been sighted in must first be fired on Range A or Range D at 25 yards to ensure that bullet impact is 'on the paper' using club target.
4. No shots are to be fired at any part of the wood baffles, poles, or target frames and supports. Targets will be placed so that no portion of the target overlaps the wood frame.
5. Shooting is allowed only from benches, between the 'red line' and the firing line (front edge of concrete pad), or through the ports at the 200 yard range.
6. No cross firing from one shooting lane to another.
7. All shots not impacting a plate-type target must impact the backstop berms.
8. There will be a time limit on the bench rest position of one hour if all benches are occupied and shooters are waiting. Change times will be on the hour.
9. Prone shooting is allowed ONLY on Ranges A, C, or D.

Approved Targets:

1. Paper targets. May be club or member-furnished.
2. Balloons
3. Charcoal Briquettes
4. Clay Pigeons
5. Playing Cards
6. Empty Plastic Bottle tied on a string
7. Billiard Chalk
8. Ping Pong ball on a string

Target Placement:

1. Targets 1-8 must be positioned only on the target board backers and must be attached to the target frame in a way that prevents bullets from impacting the frame. Staple them to the Coroplast/backer or hang them from a string.
2. Shooters and guests MUST clean up all target remnants when done shooting.

Prohibited Targets:

1. Glass Objects or Food Items.
2. Metal Objects other than the above targets or club provided
3. Tennis balls, golf balls, baseballs, or 'Do-All' Impact Ground Bouncing Reactive Targets
4. Personal Metal Targets

MUZZLELOADERS

1. Each shooter must sign the registration book at the range BEFORE starting to shoot, recording name, membership status, time logged in, and range to be used.
2. All rifle and pistol rules apply to blackpowder and muzzleloader shooting in addition to the rules below.
3. NO SMOKING WITHIN TEN FEET OF THE FIRING LINE.
4. All powder must be covered at all times.
5. All guns shall be capped or primed only at the firing line while pointed down range.

6. Powder shall be loaded from a powder measure only. No powder shall be loaded directly from a can or powder horn.
7. All black powder firearms shall be pointed straight up, down-range or holstered during matches, or shall be placed at the loading bench pointed up. The firearms shall not be capped or primed during cease fire periods.

Rifle/Pistol Ranges and Site-Specific Range Rules

Note: Common to all ranges, Red lights when "ON" indicate a "RANGE SAFE" or "COLD" cease-fire condition, and when "OFF" the range is HOT.

1. Range A (25-yard concrete range)
 - a. The 3 yard and 7 yard target frames may not be used for any shotgun shooting.
 - b. Shooting at Crank-Out targets shall be from Standing Position ONLY. Exception is for person in wheel chair. No shotguns allowed.
2. Range B (25-yard Cowboy Action range)
 - a. No CENTERFIRE Rifle Cartridges allowed on this range AT ALL.
 - b. Plate or dueling tree shooting - No magnum or bottleneck cartridges allowed, no shotgun cartridges except during matches.
3. Range C (100-yard range)
 - a. Ammunition to be used on the Gong/Flash Target must be approved by Range Officer prior to shooting.
4. Range D (50-yard range)
 - a. When shooting in the 'prone' position, use only the marked firing line locations.
 - b. Shotgun patterning with Turkey loads (shot size greater than 7 ½) allowed only on Range D.
5. Range E (Rimfire Only range)
 - a. Restricted to air rifles or firearms using 22 caliber or smaller RIMFIRE cartridges
 - b. NO CENTERFIRE cartridges of any type.

Supplemental Air Rifle Rules:

 - c. Pellet size, .25 Cal maximum
 - d. Target position, 10 Meters (33ft) to 25 Yards (75ft).
 - e. Muzzles must be pointed down range when loading projectiles.
 - f. High-Pressure air tanks must have current certification and be restrained on bench or ground.
 - g. Rifle must be on racks during Cease Fire, "Cold Range" or "Cold" periods.
 - h. BB Guns not to be shot at steel targets
6. Range F (200-yard range)
 - a. Shoot only through the ports.
 - b. Port covers – All three must be in place when going downrange
 - c. No shooting off of 'stick' supports.

SUPPLEMENTAL

Junior Members and Guests:

1. Junior members and guests must be supervised at all times by an Associate Senior or Senior Member.
2. Non-shooters must remain behind the red firing line on the rifle and pistol ranges and behind the designated firing positions on all shotgun sports shooting fields. Option: Only shooter and coaches are allowed to move in front of the Red line position.
3. Guest privileges for persons residing in the Dallas/Ft. Worth area may be extended to the same guest only once per year. Guests may shoot only if the club members do not have to wait.
4. A member will not allow guests to use the club facilities without being present with the guest .
5. Do not give gate card, badge, or lock combinations to non-members at any time.
6. Guest fee of \$5.00 should be deposited in the Range Office or Archery money slot. For guests under the age of 18 and not part of the hosting member's household no guest fee is required. All "Guest(s)" of members must display a current "Guest" badge while on club property.

Match Conduct Rules:

1. Scheduled club matches will take precedence over all other shooting until matches have been completed.
2. Check with the Match Director to obtain permission to share the range during match events.
3. In lieu of match shooters signing in at the Range Office, a match sign-in sheet at the match location may be used, to be completed and later placed in the master range sign-in log by the Match Director.

ONCE A ROUND IS FIRED YOU CAN'T TAKE IT BACK! PLEASE BE CAREFUL!