

# Trap Range

(Located adjacent to the main club house parking lot)

- 1. All General range rules are applicable unless specifically noted in this section.
- 2. Shotguns must be always pointed in a safe direction.
- 3. Shooting positions are numbered 1 to 5 moving from left to right as you face the throwing building.
- 4. Shooting games such as “pick a piece, Annie Oakley, buddy or Knock-out” or other similar games are not allowed.
- 5. Shotgun may only be loaded at the designated firing points.
- 6. After you have finished shooting your set: Pickup all spent shells from the ground.
- 7. Load only one shell at a time except when shooting doubles.
- 8. No tracking birds from behind shooters or tracking birds on another shooter’s firing point.
- 9. Firearms must be open and unloaded when carrying “uncased”. Maybe closed and unloaded when on supplied gun racks. Close your loaded shotgun only when it’s your turn to shoot. When changing post, make sure your gun is unloaded, action open and pointed in a safe direction. Walk behind the shooter in front of you when changing from post 5 to post 1.

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- 10. Any mishaps or non-compliance on the range you must report it immediately to the Range event Officer, Board of Directors or Association Officer.
- 11. Do not load your gun with a safety flag that is up on top of the trap house.
- 12. All shotguns on the firing line must point down range at all times. Break action shotguns that are open may have the muzzle pointed towards the ground.
- 13. Firearms and Ammo permitted on the Shotgun range. Only target purposed shotguns are permitted on the trap range. No buck shot or slugs. Shot shells from 7 ½, 8 and or smaller are permitted.
- 14. All firing is done at your firing point from behind the trap house.
- 15. NO one enters the target field when shooting is in process.
- 16. The installed trap is for use in competition and authorized group sessions only. You may bring your own equipment to be used to throw targets.

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- 17. A shell should only be chambered when you are on the line, preferably just after the preceding shooter fires. If for any reason you have a shell chambered and shooting halted, you should remove the shell. NEVER walk around the trap field with a chambered round.
- 18. Be aware of whether someone is in the trap house. The orange cone and flag on the roof usually indicates that someone is in the trap house. The Event Officer will indicate when it is safe to proceed.
- 19. When not shooting you are required to stay behind the shooting line.
- 20. Range Commands:
- PULL! Indicates that the shooter is ready to shoot. Should be loud enough for others to hear.
- Cease Fire!! Indicates you have a problem, need help or have a misfire, or squib load. Any one can say, "Cease Fire" if they observe anything abnormal or dangerous.
- ALL CLEAR! All shooters have finished shooting and shotguns are empty, and action is open.

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- 21. Do not walk to the firing line or change positions with a loaded shotgun.
- 22. On busy days, shooters should limit their total time on the trap range to 90 minutes, or one rotation to all five firing positions, including setting up their throwing equipment and packing it up for the removal from the range.