

# **Crumlin Sportsmen's Association**

## **Safety Rules and Club Etiquette**

(Revised & Approved September 2009)

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**Reminder:** Members are required to perform a minimum of 8 hours of volunteer time at the club per year.

### **Hours of Operation**

- Club Generally 10am to Dusk
- TRAP & SKEET hours extended on lit fields until 10pm
- 9am starts for matches when **expressly approved** by the Board.
- Archery --- Dawn to Dusk
- Indoor Range --- 8am –11pm for approved members
- Ranges may be closed due to conflicts with other ranges, major matches and maintenance.

### **Direct Range Conflicts \*\*\* VERY IMPORTANT \*\*\***

- **SKEET conflicts with RIFLE 100 / 200 yard range → Note Special Rules below**
- **SKEET conflicts with TRAP Fields #1 & #2 → these ranges cannot be used at the same time.**

Members are encouraged to look for advance notices of matches and events that may close any particular range.

### **HYGIENE -- LEAD EXPOSURE**

- No food or drink on any firing line.
- Members should wash hands with soap and water after shooting and before eating, drinking or smoking.
- Assume all surfaces may be contaminated with lead dust.

### **RANGE FEES**

- Fees have been established for various sections to cover operational costs and maintenance—plus contribute funds to the club as a whole to pay for capital range improvements as required.
- Pistol and Archery charge an annual fee. If you have not paid the specific fee, you are not permitted to use the respective targets holder and butts.
- Trap and Skeet pay a fee for each round of birds when the member shoots.
- Black powder and air pistol sell targets throughout the year to generate revenue.

### **CANTEEN**

- Honour system for pop, water and munchies. Place your money in container.
- The kitchen and refrigerator shall be cleaned after use and made ready for the next function.

## SECTIONS --- ORGANIZED TIMES

- SKEET
  - Wednesday: 5pm – 10pm
  - Sunday: 10am – 3pm
- RIFLE – No organized section, but range available
  - Daily: 10am – Dusk
  - Note: Large bore & magnum rifles are not permitted on Pistol nights (Tues & Thurs 5:30 – dusk) due to noise.
- Black Powder
  - Sunday: 10am – 5pm
- TRAP
  - Wednesday: 6pm – 10pm
  - Sunday: 1pm – 3 pm
- Air Pistol - Indoor Range
  - Wednesday: 5pm – 7pm
  - Sunday: 10am – 12 noon (as scheduled by the coach)
- Handgun
  - Outdoor Pistol Range
    - Tuesday: 6pm-Dusk
    - Thursday: 6pm-Dusk
  - Indoor Range
    - Tuesday: 6:30pm-9pm (Fall & Winter – Bullseye Matches)
    - Wednesday: 7pm-9pm – If TRAP has clubhouse open (Limited)
    - Thursday: 6pm-7pm – Club's 22 pistols available
    - Thursday: 7pm-9pm – Bullseye Practice
- Archery – No organized time
  - Daily: Dawn to Dusk
- Cowboy Action – On pistol range only
  - May 1 – Sept 30 → Wednesday: 5 pm -- Dusk
  - Oct 1 – Apr 30 → Saturday: 10am – 1pm

**Orientation of new members** is always the 3<sup>rd</sup> Wednesday of every month at 7pm in the clubhouse.

**Annual General Membership (AGM) meeting** is usually the last or second last Thursday of April. Section meetings are held as required.

### **Members bringing Guests:**

→ New members (first year) → only one guest at a time

→ Established members → maximum of two guest at a time

→ A guest may only attend the club 4-times. That provides ample exposure to the club to determine if they want to join.

→ **If guest does not have a Firearms License, you cannot shoot if they are. “Arms-length” control at all times. You must be in care and control.**

**Change of Address:** Please notify the club ASAP, plus CSSA and CFO/CFC.

## CLUB LEVEL SAFETY RULES

1. This club is private property. Club members and invited guests only.
2. Members to wear club I.D. at all times.
3. Shoot only on **OPEN** ranges. "RANGE OPEN" sign must be showing at the road and on the specific range being used. Members shall "CLOSE" the range upon leaving.
4. **RED FLAGS --- In addition to signs, a "RED FLAG" must be raised. There is one on the Trap field; one on the Skeet Field; and one for all three (3) Rear Ranges. Lower when leaving.**
5. A range safety officer shall be present or appointed at each active range.
6. Ear & eye protection required by all shooters and spectators.
7. All firearms to be unloaded and open actions at all times.
8. Shooters to maintain muzzle control in a safe direction at all times.
9. All new shooters to a particular sport shall advise the range safety officer of that fact.
10. Load only at the firing line and load only the number of rounds for that event.
11. Whenever a "Cease fire" is called on any range, all participants must immediately unload and make their weapon safe and step away from the firing line.
12. Clean up all debris and place in appropriate garbage containers.
13. Shoot at only approved targets in an approved manner.
14. Do not climb berms or walls.
15. Obey all rules of each section.
16. Do not distract other shooters with your conduct or actions.
17. A club member must accompany guests at all times.
18. Guests must "sign in and sign out" in the guest book for each visit.
19. All accidents must be reported and documented by filling out an accident report and notifying a board member.
20. After a misfire, the action must remain closed for a minimum of 60 seconds with the muzzle pointed in a safe direction.
21. When accessing rear ranges, vehicles are to stop and proceed only when safe to do so, or when waved on by Skeet and Trap squads.
22. Do not throw live rounds or mis-fired shells into the garbage containers or on the club grounds.
23. Shooters are responsible for the safe storage and transport of their firearms and ammunition. The Crumlin Sportsmen's Association cannot be held responsible for any loss or damage of personal articles.
24. **All targets are to be posted so that the bullets will hit the rear berm below the midpoint. If that does not happen, or cannot happen, then**
  - **The target has been posted improperly, or**
  - **The wrong load or firearm is being used, or**
  - **The wrong range is being used.**
  - **Bullets SHALL NOT HIT THE WALLS or THE GROUND in front of berm.**
  - **Note: The black powder & rifle ranges have mid-range berms, 25 & 100 yards respectively, which are designed to stop a bullet provided it hits below the midpoint. The 2-foot high pistol range berm is to protect/shield steel holders. It is not a backstop. Do not post targets on it or in front of it.**
25. No Smoking in any building.

## Range Safety Officer shall be on all ranges when in use. --- IMPORTANT

- A range safety officer **shall be appointed and be present** at all times at the firing position.
- The RSO is to:
  - Ensure safety rules are followed,
  - Keep the squad or line positioned safely,
  - **Check firearms and ammunition for compliance.**
- Prior to approaching the line or field all shooters shall communicate directly with the RSO.

## **RIFLE 100/200 yd Range and SKEET RANGE --- SPECIAL RULES**

### **1. Rifle**

- **RIFLE shooters SHALL NOT go down-range when SKEET is OPEN.**
- This is the “**SHOT FALL ZONE**” for Skeet
- **Chains** across the front of the rifle stations are to prevent downrange access until it is safe to do so as determined by the Rifle Safety Officer
- Must **PHYSICALLY VERIFY** the skeet range status by **going to the SKEET range.**
- Once Skeet Range status is known, RIFLE may open their range following communication protocols.

### **2. Skeet**

- Must **PHYSICALLY VERIFY** the rifle range status by **going to the RIFLE range.**
- Skeet cannot shoot unless their “**SHOT FALL ZONE**” is clear.
- Once Rifle Range status is known, SKEET may open their range following communication protocols
- The SKEET intercom shall be located so the SKEET Range Safety Officer can hear it.

### **3. Communication Protocols for having SKEET & RIFLE RANGES in operation at the same time.**

- **RIFLE shooters SHALL NOT go down-range until SKEET is CLOSED.**
  1. Rifle RSO changes south-end wall sign to Range Closed. Visible to Skeet
  2. Rifle RSO uses the intercom to talk to Skeet. “Rifle wishes to go downrange”
  3. The Skeet RSO must reply. “Skeet is closed” before Rifle range is safe.
- **SKEET RSO**
  1. Shall stop shooting on both ranges, in a reasonable time
  2. Lower RED flag, and raise GREEN flag
  3. Advise Rifle via intercom; “Skeet range is closed”
- **RIFLE**
  1. Rifle RSO lowers safety chain and informs the shooters
  2. Shooters shall precede down-range and return in reasonable time.
  3. RSO shall
    - Re-clip safety chain
    - Turn end-wall sign to Range Open
    - Intercom Skeet: “Rifle Range is Open”
- **SKEET RSO**
  1. Shall acknowledge Rifle
  2. Lower GREEN Flag and Raise RED flag

### **4. Skeet Going Home when Rifle open**

- Lower RED flag
- Close the range
- Intercom RIFLE: “Skeet Closed – Going Home”

### **5. Rifle Going Home when Skeet is open**

- Follow Communication Protocol with Skeet as noted above
- Retrieve targets, etc
- Intercom Skeet: “Rifle Closed – Going Home”

## SKEET and TRAP SECTIONS

### 1. RANGE CONFLICTS

- **Between 100/200 RIFLE and SKEET → SEE SPECIAL RULES.**
- **Between SKEET and both TRAP #1 & #2. → DO NOT USE AT THE SAME TIME**

2. Shooters are to check in at the registration desk to be squadded.
3. The Duty Range Safety Officer, Shoot Director and Squad Referees are responsible for the safe and efficient operation of the ranges. Their directions are to be followed.
4. Eye and hearing protection is mandatory.
4. Gun actions are to be open at all times except:
  - (a) When shooter is standing on a shooting pad and it is their turn to shoot, or
  - (b) When placing an over/under, side/side or other fixed breech gun in the vertical gun racks.
5. Guns must be unloaded and actions open at all times unless you are on the firing line and it is your turn to fire.
6. Loaded firearms are to be pointed in a safe direction at all times.
7. Only one shell is to be loaded at Trap field unless shooting doubles
8. A maximum of two shells are to be loaded in a gun on the Skeet fields, and only one shot will be fired at each target.
9. Maximum 12 gauge with loads not exceeding 3 drams equivalent of powder, 1-1/8 oz. of a shot of a size not larger than
  - SKEET --- MAXIMUM #9. (ie. **8 or 7 ½** or lower **cannot be used.**)
  - TRAP --- MAXIMUM #7 ½. (ie. **6** or lower **cannot be used.**)
10. Do not distract other shooters by picking up hulls during the round.
11. All firearms are to be carried between stations in an unloaded and open condition and pointed down and away from you and others.
12. **Skeet—West Field:** Shooting station 8 on “high-house” is not permitted—shot falls off our lands.

**A small RED FLAG is posted above the trap house to indicate that personnel within the trap house want to exit. All guns must be unloaded and pointed down at this time.**

## 100 & 200 YARD RANGE

1. **RANGE CONFLICT: Between 100/200 and SKEET. → SEE SPECIAL RULES.**
2. All shooting of rifles on this range are to be done from the bench in a sitting position.
3. Ear & eye protection mandatory for all shooters and spectators.
4. Off hand and standing shots are not permitted.
5. No loaded firearm is to be raised above horizontal.
6. A range safety officer **shall be appointed and be present** at all times.
7. Targets may only be posted on the approval of the range officer.
8. **Rapid firing of centre fire rifles is not permitted.**

## **PISTOL SECTION ---- OUTDOOR RANGE RULES**

1. All shooters must sign in the logbook.
2. Club I.D. to be worn.
3. Ear & eye protection mandatory for all shooters and spectators.
4. A Range Safety Officer must be present at all times.
5. The Range Safety Officer's commands must be followed at all times.
6. The Range Safety Officer will only provide targets/frames to those that have paid the range fee.
7. Remain behind the Red Line when range is In-Active.
8. Approach the firing line only when approved by the Range Safety Officer.
9. No live rounds to be placed in the garbage.
10. Shoot only at approved targets mounted in an approved manner.
11. Holstered firearms are only allowed during approved P.P.C. shooting times.
12. Load only at the firing line when instructed by the range safety officer.
13. Load a maximum of 5 rounds for Bullseye, and a maximum of 6 rounds for P.P.C.
14. Do not shoot at target holders, berm supports, or sidewalls or berms.
15. P.P.C. practice targets shall be shot from the standing position at the Bullseye firing line without a holster.
16. I.P.S.C. type shooting is not permitted at Crumlin.

## **ADDITIONAL RULES FOR THE INDOOR RANGE**

17. **RED** light **Range ACTIVE**  
**GREEN** light **Range SAFE** -- shooter to remain behind safety line  
-- Targets may be posted as directed by range officer
18. 22 Rimfire or lead bullets under 1000 fps only
19. No JACKETED or Semi-Jacketed ammunition.
20. **NO SHOOTING ALONE ON THE INDOOR RANGE.**

## **PISTOL SECTION --- P.P.C. RULES**

In addition to all Club and Pistol section rules:

1. P.P.C. shooting may only be done at approved times on approved ranges.
2. A club approved range safety officer must supervise all practice and club events.
3. The range safety officer will sell P.P.C. targets at the approved shooting time.
4. A "certified P.P.C. range officer" must supervise all inter-club events.
5. Proper dress code must be followed. No inappropriate apparel including camouflage and military clothing.
6. Violation of rules may result in removal of the shooter from the range by the range officer, and may result in disciplinary action by the Board of Directors.
7. For the purpose of training and testing, only Crumlin members may shoot P.P.C. under close supervision of club approved range officer.
8. Non-Crumlin members may only shoot P.P.C. if they are both a Certified P.P.C. shooter and accompanied by a club member.
9. Holstered firearms are to remain unload and untouched.
10. Guns may be holstered on the range or en route from the safe area to the firing line only.
11. Holsters cannot be worn in other areas of the club.
12. Handguns may only be loaded and holstered at the firing line and only when instructed by the Range Officer.
13. Standard Canadian Shooting Sports P.P.C. course of fire rules to be followed.

## **PISTOL SECTION --- COWBOY ACTION SHOOTING**

In addition to all Club and Pistol section rules:

1. Failure to follow the rules will result in removal from the range.
2. Cowboy Action Shooting will be shot at approved times only.
3. All Single Action Shooting Society (SASS) rules must be followed.
4. New shooters or non-SASS members must be accompanied by a SASS card holder.
5. Only Cowboy Action Shooting is approved for the use of steel targets under very specific conditions.
6. An **approved cowboy range officer** must be present at all times at all matches and practice sessions.
7. No firearm shall be loaded, unless instructed to by the RO at the firing line or loading table.
8. Upon completion of the shooting stage, and before proceeding to the next event, move guns to the unloading table to be cleared by the RO.
9. Pistols must be holstered and long guns must have actions open.
10. All ammo shall be less than 1,000 feet per second, except when shooting an approved side event.
11. All ammo shall be pure lead bullet or shot. Jacketed or semi-jacketed ammo is not permitted.
12. An approved Cowboy RO shall place all targets.
13. All targets shall be placed at a minimum of 10 metres from the shooter.
14. Targets shall be placed:
  - Near the base of the rear berm,
  - Within the designated cowboy target area,
  - Away from the side walls, and
  - In a manner that shots missing the target will result the bullet hitting only the rear berm below the mid-point.
15. Sidewalls are not designed and not approved as a bullet backstop.
16. An **approved cowboy range officer** must:
  - Be a member of SASS
  - Be knowledgeable of SASS guidelines for target placement event set-up
  - Be approved by the Cowboy sub-section.
17. All shooters and spectators shall wear eye & ear protection at or near the firing line

## **BLACK POWDER SECTION**

1. Obey all Range Safety Officers commands. Range safety officer has complete authority of range.
2. **NO SMOKING** within 10 feet (3 m) of loading benches and firing line regardless of presence of shooters or equipment.
3. Carry firearms with **MUZZLE UP** in a safe manner.
4. Keep Powder container caps tightly closed at all times.
5. Never load powder directly from a container. Always use a Powder Measure.
6. Prime Flintlocks or Cap the gun at the firing line on command of the range safety officer.
7. Advise the range officer of any problems with a firearm.
8. All firearm problems are to be solved at the firing line under the observation of range safety officer with the firearm pointed downrange.
9. Post and change targets when the Range Safety Officer declares the range inactive.
10. All gun-cleaning patches are to be placed in the proper waste receptacles for further disposal.
11. All restricted weapon users shall sign logbook.

## ARCHERY RANGE

1. A range safety officer shall be present or appointed at the range.
2. Be safe and be seen. If possible wear bright coloured clothing when on the archery range. Camouflage clothing is not a good choice to wear when moving around or looking for lost arrows.
3. Bows and crossbows are only to be loaded at the firing line.
4. When drawing your bow keep the angle of the draw below the line of sight.
5. Use a spotter at the firing line when looking for lost arrows.
6. Shoot only at designated backstops or Butts or 3D targets with suitable arrowheads.

## CLUB ETIQUETTE

Although these do not pertain to safety, there are still rules of the club and shall be obeyed by all members and guests.

1. Only shoot at approved targets.
2. **Pistol frames and Black Powder target holders are not to be used for rifle (including 22 RF) or shotguns – No Exceptions!!!**
3. **Post targets so that support posts, rails and frames are not hit.**
4. Clean up your mess, including shotgun hulls, brass and targets and place in appropriate container.
5. Do not shoot before 10 am, unless the Board of Directors has approved that to do so.
6. Do not shoot in a rapid-fire mode, unless it is part of a sanctioned match or practice for a sanctioned match.
7. Avoid shooting all arrows in one spot to avoid deterioration of Butts.
8. Depending on the time of year, use your discretion when parking on the grass at the rear ranges to avoid damage.
9. If you find a lost arrow, please turn it into the clubhouse or leave on top of the target Butt closest to where it was found. This is etiquette amongst fellow archers.
10. When posting your targets on the backer boards, post the target in the centre to minimize damage to the target holder and framework.
11. When you are finished shooting for the day, place backer boards and target holders back in their proper storage area. Remove used targets and dispose of them properly.
12. Access to the back range requires occasional momentary interruptions to Skeet shooting. Skeet shooters are expected to be courteous and permit traffic to flow with minimum delays. Similarly, rear range users should limit their travel to rear and minimize disruptions to skeet shooters.
13. Hand traps or portable traps are not to be used without the expressed permission from the Board of Directors.
14. Do not pattern your shotgun on the skeet or trap fields. The rifle range may be used provided that the member cleans up the mess. The target backer boards of the Black Powder, Pistol and Rifle sections shall not be used for shot patterning.
15. All unbroken targets lying on the ground are the property of Crumlin. Further use of these targets is left to the jurisdiction of the given sections.
16. Trap and Skeet shooters should take turns pulling, scoring and loading machines to permit fellow members to have enjoyable outings as well.
17. Conduct yourself both on and off the firing line in a courteous and mannerly fashion. Refrain from using offensive language.

**Members are responsible for the conduct and actions of their guests at all times.**