



AURORA GUN CLUB MEMBER RULES

VIOLATION OF ANY OF THE RULES OR GUIDELINES LISTED HERE MAY RESULT IN SUSPENSION OF CLUB PRIVILEGES AND ARE SUBJECT TO BOARD OF DIRECTORS REVIEW AND POSSIBLE FURTHER DISCIPLINARY ACTION

GUIDELINES

- G1. All persons on Club property must be respectful toward all others. Any use of foul, abusive, profane, or disrespectful language or aggressive behavior is prohibited.
- G2. Treat all guns as if they are always loaded.
- G3. Never let the muzzle cover anything you are not willing to destroy.
- G4. Keep your finger off the trigger until the sights are on target and you are ready to fire.
- G5. Always be sure of your target and what is behind it.
- G6. Holstered, unloaded handguns may be worn throughout the AGC property by persons 21 years of age and older.
- G7. Toy guns and BB guns are to be treated as real firearms. Persons handling such arms shall comply with all club rules.
- G8. Do not approach a shooter who is in a shooting position or who is actively shooting.
- G9. Concealed-carry handguns must remain concealed except in designated shooting areas.

GENERAL RULES ALL RANGES

- A1. Shooting hours are from 7:30 AM until Sunset. The archery range hours are from dawn to dusk.
- A2. Range officer commands are to be obeyed immediately. Questioning a Range Officer's direction with foul, abusive, profane, or disrespectful language or aggressive behavior is prohibited.
- A3. Destruction of club property is prohibited.
- A4. Club members shall display their membership card on their person at all times.
- A5. Club members bringing guests to the facility are responsible for the guest's compliance with all range rules.
- A6. When entering or exiting the club, (once you have opened the gate), if someone attempts to enter they must be asked to show their club ID.
- A7. Eye and Ear protection is required on all ranges for all persons present in the shooting area.
- A8. Hunting or harassing wildlife on club property is prohibited.
- A9. Possession of alcoholic beverages are not permitted on AGC Property. Anyone under the influence of drugs or alcohol, or suspected of the same may not handle a firearm and will be required to leave the AGC property.
- A10. Walking or otherwise being on the dirt banks, sand banks, or berms is prohibited.
- A11. Vehicles are not to be parked inside of any berms or on any ranges while shooting.
- A12. Shooters are required to clean their shooting areas when finished, including collection of spent centerfire cases and hulls. Rimfire cases need not be picked up.
- A13. All rounds fired must impact near the middle of the berm. Proper targets should be placed as close to the back of the berm as practical. All targets are to be positioned so all projectiles fired will impact into the impact berm (Exception: Trap). Any round fired that skips or otherwise leaves the facility constitutes a safety violation. Dud ammunition shall be put in the live ammo tubes on the 100-yd or between berms 4 & 5.

- A14. The side berm is there to protect people and objects in the area to the side of the berm area and is not to be used as an impact area. (See ME1)
- A15. On flagged ranges, the range is open only when the flag is up and closed when the flag is down. There is to be no handling of firearms while the flag is down. Once the line is cold and the flag is down, you may pick up brass or setup, fix or remove targets/chronograph as needed. All firearms must have the action open when left on the bench or in a rack. If the action cannot be left open an OBI is required. Flagged ranges are the 100- & 200-yard ranges & the Silhouette range. Rifles in cases may be placed at the benches.
- A16. All dogs must be leashed at all times. No dogs in the clubhouse; with exception of service dogs.
- A17. No professional video production, no media and no interviews allowed on AGC property without prior Board of Directors' approval.
- A18. Only board approved bridging materials may be placed in/over the creek on the 100-yard or 200-yard ranges.
- A19. Any situation requiring a medical incident report will require Emergency Medical Services (EMS/Fire Department) to respond. Range Officer or Member will provide a copy of the medical refusal, if applicable.

FIREARMS

- F1. All un-cased long arms are to be carried, unloaded, with the muzzle pointed up or down.
- F2. All long guns shall have the action open when not on the firing line. No long guns are to be shouldered except on the range firing line and then they are to be pointed only down range. No pistols are to be pointed except on the firing line and then only down range.
- F3. All shooters will exercise muzzle control at all times, ensuring that they never cover any person with the muzzle of their firearm.
- F4. Persons under 21 years of age may not possess any handgun outside of the shooting areas.
- F5. No long guns are permitted in the clubhouse.

TARGETS

- T1. Proper/appropriate targets must be used at all times. All members/visitors are to furnish their own targets, stands, and sandbags, except for sanctioned shoots in which they participate. Items such as cans, bottles, bowling pins, golf balls, etc., are not permitted as targets. Shooting at tires or range equipment is prohibited. Proper/Appropriate targets include steel targets, paper targets, Clay Pigeons, and framed self-sealing plastic – if in doubt, consult with a Range Officer.

GUESTS

- GU1. All guests must sign in to include family members. During open clubhouse hours sign in shall be at the clubhouse. When the clubhouse is closed, sign in shall be at the clubhouse drop box using provided envelopes. All guests must sign the club liability waiver. Parents of minor children must sign the waiver for their children.
- GU2. A member may bring his/her spouse, his/her children and his/her grandchildren (children / grandchildren under age 21) to the range plus one other guest free of charge (maximum of four guests at one time). Non-member guests, children and grandchildren must be supervised at all times.
- GU3. With the exception of children and grandchildren, guests are only permitted access via the primary member badge – Spouse badges have no guest privileges other than their children or their grandchildren.
- GU4. The current guest fee will be charged for each additional guest beyond the one free guest. The member is responsible for payment prior to setting up at a shooting position. Failure to pay will result in a penalty fee of \$50.00 per incident.

GU5. Members with guests may only use one shooting position on any rifle range, depending upon the needs of other members.

TRAP RANGES

TR1. The maximum shot shell load allowed on the trap range is a 3 dram 1 1/8 ounce trap load with lead 7 1/2 or smaller size shot. NO HUNTING OR FIELD LOADS ARE ALLOWED.

TR2. Trap shooters must load only one shell at a time. (Exception: two are allowed when shooting doubles and/or wobble trap).

TR3. No shooter-owned traps are allowed.

TR4. No individual is permitted to be forward of the shooting line, or location, whether at the same trap house or any adjacent trap house, when another individual is in a shooting position. No individual shall request another individual to go forward of that point for any reason, including, but not limited to, measuring the speed and height of targets being sent down range. If targets need to be tested, or adjusted, then it shall be after all other individuals are clear of the shooting position.

50 YARD RANGES

B1. All rounds fired must impact near the middle of the end berm above the target frame base. Proper targets shall be placed as close to the end berm as practical.

B2. All shooters on these ranges will be forward of the designated markers.

B3. Pistol caliber cartridges, Rimfire and shotgun shells are the only ammunition permitted on berms 1 and 7.

B4. Firearms will not be handled for any reason when someone is forward of said firearm. E.g.: If a member and/or accompanied guest is firing a weapon at the 15-yard line and weapons are on a table at the 45-yard line the latter may not be handled.

B5. The use of steel targets are prohibited on berms 1 and 7.

B6. All shotgun patterning must be accomplished on the patterning board located in berm 1. Patterning paper is available in the clubhouse when open.

100 YARD RANGES

C1. The range flag shall be used at all times. NO EXCEPTIONS. When the flag is up, the range is OPEN. When the flag is down, the range is CLOSED, and there is to be no handling of firearms.

C2. Firing shall only be allowed from the designated firing line. Position shooting from the areas next to the shooting benches and behind the firing line on the 100-yard range is allowed as long as rounds impact near the middle of the berm. See rule C7.

C3. Firearms will not be handled for any reason when the range is CLOSED and/or when persons are forward of the firing line. Shooters will stand back and away from their shooting position and behind the safety line during this time. This includes cleaning, casing and un-casing or moving firearms to and from the shooting benches. All firearms remaining on the firing line will have their actions open with no live rounds in them. If the action cannot be left open an OBI is required.

C4. Firearms on shooting benches shall have the muzzle pointed downrange, action open in such a fashion that all concerned can see the firearm is unloaded and safe. If the action cannot be left open an OBI is required.

C5. Black powder firearms are to be charged with the muzzle pointing up. They shall not be capped or primed until on the firing line with the muzzle pointing down range.

C6. There shall be NO SMOKING within 20 feet of black powder while black powder is in use.

C7. All rounds fired must impact near the middle of the berm. Steel targets should be placed as close to the back of the berm as practical.

C8. Anyone shooting from a prone, sitting, kneeling, or creedmoor position must place an orange cone on the bench adjacent to their

shooting position to let the other shooters know that they are present.

200 YARD RANGE

D1. This range is for 200-yard shooting only. Long range rimfire, center fire rifles, and long-range handguns are permitted on this range. There can be two possible firing lines. The line on the concrete on the front edge of the benches or the front edge of the gravel in front of the benches. In the event of multiple shooters, the benches take priority.

D2. All 100-yard range rules apply to this range.

D3. Paper targets must be positioned in the center of the target frame backer, no hanging or mounting of targets to the frames structure. Removal of targets is required prior to leaving the range. Steel targets are allowed inside the area reinforced by the barrier.

ARCHERY RANGE

AR1. Only personal targets may be used for crossbow bolts or broad head arrows on the archery range.

AR2. No handling of firearms within the boundaries of the archery range.

SILHOUETTE RANGE

S1. Only pistol cartridge calibers for cowboy silhouette firearms, rimfire firearms using lead bullets, and black powder firearms using lead balls are allowed on this range. All shooting is to take place from the established covered firing line. Paper and approved silhouette targets may be used only when placed at each of the berms so that bullets impact into the berm. Proper use of the flag is required. No clay targets are allowed on this range. Jacketed bullets are prohibited on steel targets on this range. (See ME2)

SANCTIONED MATCHES

SM1. All sanctioned matches and classes are to be run by an AGC club member in good standing. The AGC member is responsible for seeing to it that all AGC rules are followed.

SM2. Sanctioned matches take precedence over casual shooting.

SM3. Match Directors are required to have Range Officer certification.

SM4. All spectators at sanctioned matches must adhere to rules GU1-GU5, including all fees.

MATCH EXCEPTIONS

ME1. During PSAC matches, bullets may impact side berms.

ME2. Jacketed bullets may be used on steel during silhouette range matches.

ME3. During Muzzle Loader matches, Steel Swinger targets are permitted at the pre-determined locations between 60 and 80 yards near the center of the 100-yard range.

ME4. Sanctioned matches that use position shooting are exempt from the cone requirement in Rule C8.

ME5. For Trap matches, spent shot shells may remain on the ground until the match is complete, at which time they will be picked up.

ME6. For Action Pistol matches, shooters may be beyond the designated marker in Berm #6 (modifies rule B2).

RESTRICTED FIREARMS/ACTIVITIES

RD1. Full-auto firearms. Full-Auto firearms may be used on the property as long as the full-auto capability is not used (SEMI-AUTO ONLY).

PROHIBITED DEVICES/FIREARMS

PD1. 50 BMG (Browning Machine Gun) firearms and all firearms utilizing the 50 BMG Cartridge, i.e.: 416 Barrett are prohibited.

PD2. Any device that may be used to increase the rate of fire of any firearm is prohibited.

PD3. Exploding targets and tracer rounds are prohibited.