

Range Rules

TABLE OF CONTENTS

PREAMBLE	<i>I</i>
1.0 GENERAL RANGE RULES	1-1
2.0 FIREARM SAFETY RULES	2-1
2.7 Steel Targets, safe distances for use of	2-1
2.7.1 Smallbore Rifle	2-1
2.7.2 Smallbore Handgun	2-1
2.7.2 Centerfire Rifle	2-1
2.7.3 Centerfire Pistol	2-1
2.7.4 Air Rifle and Pistol	2-1
3.0 SITE-SPECIFIC RULES	3-1
3.1 Archery	3-1
3.2 Black Powder	3-1
3.3 Skeet Field	3-1
3.4 Trap Fields #1 and #2	3-1
3.5 Covered Firing Line	3-1
3.6 Long-Range	3-1
4.0 EVENT-SPECIFIC RULES	
4.1 Air Gun	4-1
4.2 Archery	4-1
4.3 Bench Rest	4-1
4.4 Black Powder	4-1
4.5 Cowboy Action (Single Action Shooting Society – S.A.S.S.)	4-1
4.6 High Power (Long-Range) Silhouette	4-1
4.7 Long-Range Bench Rest Silhouette (600-Yard Bench Rest)	4-2
4.8 National Match	4-3
4.9 NRA Handgun	4-4
4.10 Public Shoot Day	4-4
4.11 Short-Range Silhouette	4-4
4.12 600-Yard Bench Rest	4-6
4.13 Skeet	4-6
4.14 Trap	4-7
4.15 Work Day	4-8
4.16 Special Events	4-8
5.0 ADMINISTRATIVE RULES	5-1
6.0 WEEKDAY SAFETY RULES	6-1
OJAI VALLEY JUNIOR DIVISION STANDARD OPERATING PROCEDURES	A-1
APPENDIX B	B-1

Range Rules

PREAMBLE

Safety is paramount, and is the personal responsibility of each and every authorized user of the Range. The basic rules of safe gun-handling will be observed at all times. All Federal, State, and local firearms laws must be obeyed.

Owners of Class III and/or California-designated assault weapons or other controlled arms must be in compliance with any applicable law whenever such firearms are on Range property.

Range Rules

1.0 GENERAL RANGE RULES

- 1.1 Guests on the range must be accompanied by a member, who is then responsible for the guest's actions. No adult individual may be a guest more than twice in any twelve-month period. [Note: Participants in regularly scheduled events are not considered guests in the context of this rule.]
- 1.2 Eye- and ear-protection are required for everyone on the firing-line and in the designated ready area during live-fire.
- 1.3 Firing must be from designated firing-points only.
- 1.4 Firearms must be unloaded until shooter is ready to fire.

Exceptions: Law-enforcement personnel may carry loaded weapons to the extent required by written procedures of their respective organizations; however, such firearms will remain holstered or secured, and may not be handled except in accordance with organizational procedures. Holstered firearms may be used during events in which such use is an accepted part of the event, such as Cowboy Action, Defensive Handgun training, etc. Safe-handling rules must be observed at all times: e.g., a loaded firearm may be holstered during a cease-fire, but the shooter's hand will not rest on or near the holster. Rangemasters and Range Safety Officers (RSOs) patrolling the line on Public Shoot Day may, but are not required to, carry sidearms. No firearms shall be carried on Work Day for any reason.
- 1.5 Every firearm will be pointed in a safe direction at all times. This includes firearms which are benched with action open.
- 1.6 Firearms on the firing-line must be unloaded and benched or racked with actions open when any person is in front of the firing line. This rule may be modified at the discretion of the Rangemaster of any regularly scheduled event, in accordance with the accepted practices of that discipline.
- 1.7 No person may go forward of the firing-line except during an announced Cease-Fire.
- 1.8 Spectators must remain in designated areas behind the firing-line.
- 1.9 Shooters will obey commands given by any Range Officer (RO) or Match Director. The Cease-Fire command may be issued by anyone who sees an immediate hazard on the range, and will be obeyed promptly by all shooters. When the Cease-Fire command is given, all shooters will:
 - Stop shooting IMMEDIATELY
 - Remove their fingers from their triggers
 - Keep their firearms pointed in a safe direction
 - Wait for further instructions from the Range Officer.
- 1.10 Informal shooting shall not interfere with scheduled events, but may be permitted at the discretion of the Rangemaster. If informal shooting is permitted, the shooter is reminded that he must obey all load, fire, unload, and cease-fire commands.

Range Rules

- 1.11 Cross-firing is prohibited. Shoot only at the target directly in front of you.
- 1.12 No target may be used which may leave hazardous material in the impact area, damage Club property, or cause ricochets. Prohibited items include, but are not limited to: rocks; glass; bricks; clay pots, exploding targets. All targets must be placed within designated impact areas. Clay targets may be used as rifle or pistol targets only within the débris field of Trap One. This means only the 3 benches on the East end of the firing line may be used for shooting at clay targets.
- 1.13 Frames used for paper targets are not to be used for patterning shotguns only if you are firing rifled slugs. There is a patterning-board frame available for shot loads (shooters must provide their own paper for covering the frame).
- 1.14 The permanently-installed swinging targets in front of the covered firing line are designated as Big Bore Pistol targets; however, they may be used for Cowboy Rifle (cast-lead bullet) practice as well. Unless ammunition is prohibited by Rule 1.21, use of the free-standing (“petting zoo”) silhouettes for rifle-fire is unrestricted. .50 BMG rifles will use only paper targets, utilizing only the elevated target frames, and/or the .50-caliber gong on the 600-yard (Long) range.
- 1.14 Minors must be under the direct supervision of an adult at all times when on OVGC property. Parental releases are not required if a parent or legal guardian is present when the minor is handling firearms or archery equipment. Signed releases are to remain in the possession of the supervising adult while minor is on OVGC property.
- It is the responsibility of the supervising adult to ensure that minors wear effective and age-appropriate eye- and ear-protection while on the firing line or in spectator area.
- 1.15 Alcoholic beverages or other inhibiting substances, to include prescription medication and some over-the-counter (OTC) medications, may not be used to a point of inebriation before shooting, brought to the firing-line, nor consumed at the immediate rear of the firing-line. Shooters suspected of being “under the influence” will be asked to leave the firing-line. No shoot fees will be refunded.
- 1.16 The first member on the Range is the Rangemaster until the designated Shoot Chair arrives or until a qualified RSO takes over. Know which Range and Shoot Flags must be in use. It is the responsibility of this Rangemaster to raise the Shoot Flag(s) associated with that portion of the Range and that particular activity prior to going forward of the firing line and/or bringing firearms to the firing-line.
- During a cease-fire, the orange safety pylon is to be put out at the 50-foot target-stands (first cement channel) by the Rangemaster before anyone else goes downrange, and taken in when the last person has returned to the firing-line. NOTE: Safety pylon is not generally used during scheduled events if the Rangemaster or an RSO remains behind the line during the cease-fire.
- It is the responsibility of members approaching any firing-line to check in with the Rangemaster prior to handling firearms or going forward of the firing-line.
- Shoot Flags are to be returned to their containers before the last person on the firing-line leaves the Range.

Range Rules

- 1.17 Clean up after firing. Policing the range includes: picking up brass and either removing it from the property or depositing it in the designated brass cans; returning target-frames and other Club property to the correct storage area; collecting and removing trash from the property; removing from the impact area any targets you put out.
- If there is still a projectile in the cartridge case, and you do not wish to take the round home, put it in the designated container at the rear of the firing-line. The brass cans are for *empty* cartridge cases *only*.
- 1.18 Lock gate after entering or exiting, except during events which are open to the public. Membership cards are not to be loaned out, nor will a member provide a non-member with a combination, key, or any other method of access to Club property.
- 1.19 Dry-firing is permitted at designated firing-points, and only while live-fire is in progress.
- 1.20 No firearm may be handled during a Cease-Fire, except as allowed under discipline-specific rules.
- 1.21 The following types of rifle/pistol ammunition are prohibited: steel jacketed, steel core; incendiary; tracer; armor-piercing.
- 1.22 Range Officers reserve the right to inspect any firearms or ammunition for safety considerations. Discipline-specific inspections are allowed under this rule.
- 1.23 Dogs should be kept on leash or under control. Dogs are not allowed to wander Range property.
- 1.24 Fires are permitted only in accordance with announced Forest Service rules governing the general forest area around the club grounds. Fires should be in existing fire-rings. Washer tubs and similar devices used as a fire-ring are acceptable but should not exceed 3 feet in height. Fire containers on legs or stands should not have a container area greater than 3 feet in height. Fires shall not be left unattended and must be completely extinguished before leaving the range.
- 1.25 When in doubt — ask! These rules are not all-inclusive. Members are advised to become familiar with the rules governing each of the Club's shooting events. It is the member's responsibility to be familiar with the safe-handling rules for each type of firearm or bow he has in his possession, and the rules of each discipline for which he is practicing.

Range Rules

2.0 FIREARM SAFETY RULES

- 2.1 Always keep the muzzle pointed in a safe direction.
- 2.2 Keep your finger off the trigger until you are lined up with your target.
- 2.3 Keep the firearm unloaded until ready to shoot.
- 2.4 In the case of a misfire, keep the firearm pointed at the backstop for at least one minute (two minutes if your firearm uses black powder) before opening the action. Open the action in such a manner that if the round were to go off, your hand will not be in the path of the explosion. Never attempt to catch the ejected round. Rounds which do not fire may be taken home with you for salvage or put into the *Misfired Rounds* container at the rear of the covered firing-line. The brass cans are for expended, inert, empty cartridge cases *only*.
- 2.5 Know how your firearm operates.
- 2.6 It is the shooter's responsibility to ensure that the ammunition and the firearm are compatible, and that both are safe to use.
- 2.7 Steel targets must be placed no closer to your firing-point than 35 yards (the far side of the creek). Exception: Targets being used in the practice of a specific discipline (e.g., Cowboy Action, Falling Plates).
 - 2.7.1 Smallbore Rifle

25 yards minimum. If you observe shrapnel or ricochets landing at or near your position, move targets back.
35 yards (NRA rules) for Metallic Silhouette)
 - 2.7.2 Smallbore Handgun

See paragraph 2.7.1
 - 2.7.2 Centerfire Rifle

35 yards. If you observe shrapnel or ricochets landing at or near your position, move targets back.
 - 2.7.3 Centerfire Pistol

35 yards. If you observe shrapnel or ricochets landing at or near your position, move targets back.
 - 2.7.4 Air Rifle and Pistol

10 meters is generally considered the minimum safe distance.

Range Rules

3.0 SITE-SPECIFIC RULES

3.1 ARCHERY

3.1.1 The 3D Archery Range is closed when Black Powder range is in use. The practice butts may be used, but arrows going past the target may not be retrieved until Black Powder has called a cease-fire and the Black Powder Rangemaster has given the archer express permission to retrieve his arrows. It is the responsibility of the archer to notify the Black Powder Rangemaster as soon as he is clear of the Black Powder impact area.

3.2 BLACK POWDER

3.2.1 The Black Powder range is closed when the 3D Archery Range is being set up, as well as whenever the 3D Archery area is occupied by archers.

3.2.2 Only black powder firearms, or Cowboy Action firearms being used with Cowboy Action- (S.A.S.S.-) approved loads, will be used on the Black Powder range.

3.3 SKEET FIELD

Skeet field is to be used only for Club-sanctioned events.

3.4 TRAP FIELDS #1 AND #2

Only Trap One should be used for informal practice, using spring traps or battery operated traps.

3.5 COVERED FIRING LINE

3.5.1 See posted rules on the line. NOTE: The Covered Firing Line may be used, with certain restrictions, when the Long Range is in use **ONLY WITH THE APPROVAL** of the Rangemaster on Long Range.

3.6 LONG-RANGE

3.6.1 The Long Range may be used when the Covered Firing Line is in use **ONLY WITH THE APPROVAL** of the Rangemaster at the Covered Firing Line.

3.6.2 Both gates between the Covered Firing Line and the Long Range must be closed and latched prior to any firing. The yellow chain must be secured across the end of the Covered Firing Line. The pedestrian gate at the rear of the Covered Barbecue Area must be secured. All four Range Flags (Covered Firing Line, Butts, 500-yard line, and 200-yard berm) must be raised prior to shooting.

Range Rules

4.0 EVENT-SPECIFIC RULES

4.1 Air Gun

Must be .177, 5mm or .22-cal only. Other calibers at the discretion of the event director.

4.2 Archery

4.2.1 Do not move or alter trail markers or any other part of the 3D course as set up by the Shoot Chair in preparation for a match.

4.2.2 The berm between the Skeet range and the West Complex is off-limits. Arrows going into the adjoining impact area will be retrieved only after permission to enter the impact area has been granted by the Rangemaster at the Covered Firing Line and/or the Long Range. Anyone wishing to request such permission will access the West Complex via the bridge between Trap Two and the Covered Firing Line, or by driving to the main parking lot.

4.2.3 Archers will shoot all targets in numerical order. All archers will begin at Station One unless otherwise directed by the Shoot Chair.

4.2.4 Before searching for a lost arrow behind a target, the archer will place his bow across the face of the target as a signal to other archers that it is unsafe to shoot from that station. Arrows going over the target may be retrieved as long as they are within 30 yards of the target. Arrows landing past the 30-yard limit will not be retrieved during the shoot.

4.2.5. Your search for your lost arrows ends when another shooter arrives at the shooting station. You may come back after the shoot to hunt down your arrow.

4.2.6 The Black Powder Range is CLOSED TO ALL SHOOTING the day before the 3D shoot while the course is being set up, and while the 3D shoot is in progress. The Range will be posted when it is closed.

4.2.7 Archers encountering a safety hazard should call it to the attention of the Shoot Chair immediately. The Shoot Chair will take corrective action.

4.3 Bench Rest

4.3.1

4.4 Black Powder

4.5 Cowboy Action (Single Action Shooting Society – S.A.S.S.)

Cowboy Action requires period dress and period or period-reproduction firearms. In some sense, this is a re-enactment discipline. Therefore, those who are interested in taking part are encouraged to visit S.A.S.S. on the Web at www.sassnet.org and read the Shooters Handbook. The excerpts below are from the Twelfth Edition, published in March 2006 and may (not) conform to any later editions published by S.A.S.S.

Range Rules

- 4.5.1 All matches are conducted under the rules of the S.A.S.S. as published in their Shooters Handbook, latest edition.
 - 4.5.2 All matches will be conducted at the Black Powder Range. These are the only cartridge firearms allowed at this Range.
 - 4.5.3 Only metallic targets will be used.
 - 4.5.4 The firearms required are two single action revolvers, one lever/pump action rifle of pistol caliber and a period correct shotgun, ie side by side or exposed hammer pump(Winchester 97).
 - 4.5.5 Ammunition for rifle and pistol has to be lead cast bullets loaded to under 1000 feet per second. Shotgun: Number 4 lead bird shot or smaller. No gauge smaller than 20ga. Typical match requirements: 125 Pistol, 25 shotgun.
 - 4.5.6 The match consists of six stages. Unloaded holstered pistols may be worn however the only people who are allowed to have loaded firearms on their persons are the shooter currently shooting the stage and those at the loading bench. Once the shooter has loaded his firearm no one can move from the loading bench until called by the posse leader. In the case of a cease fire where it is necessary to send a person downrange, all shooters at the Loading and Unloading positions will bench their firearms and step back.
- 4.6 High Power (Long-Range) Silhouette
- 4.7 Long-Range Bench Rest Silhouette (600-Yard Bench Rest Silhouette)
- 4.7.1 Firearms and Ancillary Equipment

Rifles may be of any caliber other than 50BMG. Rests and telescopic sights (scopes) are allowed. Eye- and ear-protection are mandatory. Open Bolt Indicators (OBIs) are required, and are available at the Range. A spotting scope and chair are recommended.
 - 4.7.2 Course of Fire

A free practice session is followed by three 10-target matches, for which the fee is set by the Shoot Chair.

Targets are regulation NRA/IHMSA half-size metallic silhouettes.

Twenty minutes per match for 10 record shots; sighters (unlimited) must be fired prior to firing your first shot for record. Targets must be fired upon in order, from left to right. A shot fired out of order is recorded as a miss.

Chicken, Pig, and Turkey targets must leave the rail to be counted as hits; Rams may not fall, particularly if the firearm is of a small caliber, so will be counted as hit if bullet-impact can be established.

Range Rules

4.8 National Match

4.8.1 Courses of Fire

There are four different courses of fire being carried out as highpower rifle matches at the Rose Valley Range. We normally run the Standard Regional Course of Fire and the Long Range Match on alternating months. We try to have at least one John Garand Match per year. We allow shooters to fire the standard shot National Match Course instead of the 80 shot Regional Course of fire if they wish to fire fewer rounds in the across the course matches. The complete courses of fire and National Match operating procedures may be found in Appendix B.

4.8.1.1 Standard National Match Course – 50 record shots plus sighters

- a. 2 sighters (2 minutes) + 10 shots for record offhand at 200 yards (10 minutes)
- b. 2 sighters (2 minutes) + 10 shots for record rapid fire sitting (60 seconds) at 200 yards
- c. 2 sighters (2 minutes) + 10 shots for record rapid prone (70 seconds) at 300 yards
- d. 2 sighters (2 minutes) + 20 shots for record slow prone (20 minutes) at 600 yards

4.8.1.2 Standard Regional Course – 80 record shots plus sighters

- a. 2 sighters (2 minutes) + 20 shots for record at 200 yards (20 minutes)
- b. 2 sighters (2 minutes) + 20 shots for record rapid fire sitting (2 strings of 60 seconds) at 200 yards
- c. 2 sighters (2 minutes) + 20 shots for record rapid prone (2 strings of 70 seconds) at 300 yards
- d. 2 sighters + 30 shots for record slow prone (22 minutes) at 600 yards

4.8.1.3 John Garand Match – 30 record shots plus sighters (M1 rifle only)

- a. 2 sighters (2 minutes) + 10 shots for record prone at 200 yards (10 minutes)
- b. 2 sighters (2 minutes) + 10 shots for record rapid fire sitting (60 seconds) at 200 yards
- c. 2 sighters (2 minutes) + 10 shots for record offhand (10 minutes) at 200 yards

4.8.1.4 Long Range Match – 60 record shots plus sighters

- a. Three stages of 20 shots for record slow-fire prone at 600 yards:
First stage: unlimited sighters (25 minutes for 20 shots for record)
Second and third stages: 2 sighters and 22 minutes for 20 shots for record

If there are any questions or comments on these SOPs as written, please address them to Alan Harker. His contact information is listed in Appendix B.

Range Rules

4.9 NRA Handgun

4.9.1 Match is fired on covered firing line, co-ordinating with National Match. The Rangemaster will ascertain that the Range Flag is up.

4.9.2 Course of fire is NRA National Match 25-Yard Reduced Course:

- a. Slow fire (10 rounds in 10 minutes)
- b. Timed fire (10 shots fired in 2, 5-shot strings with 20 seconds allotted for firing each string)
- c. Rapid fire (10 shots fired in 2, 5-shot strings with 10 seconds allotted for firing each string).

4.9.3 Range commands are per NRA Rules:

- a. "Shooters to the line. Your 2-minute preparation period has commenced." The Rangemaster will then state which stage of the match is to be fired, the number of rounds to be fired in the string, and the time allotted for the string. Shooters may handle their unloaded firearms during the preparation period. Shooters using semi-automatics may load their magazines, but may *not* insert magazines into firearms; revolvers will remain completely unloaded, although the cylinder may be closed for the purpose of adjusting one's shooting position. Dry-fire is not permitted except with the express permission of the Rangemaster.
- b. "With five rounds load." All firearms must be pointed downrange. Shooters using revolvers load cylinders; shooters using semi-automatics insert magazines. Shooters aim at their respective targets.
- c. "Is the line ready?" "All ready on the right?" "All ready on the left?" "The line is ready." Shooters not ready must alert the Rangemaster, who will announce, "The line is not ready." Shooter and Rangemaster will determine the nature of the problem, either resolve it or remove the problem from the line, and restart the sequence.
- d. "Cease fire. Clear and ground all firearms." Firearms are shown clear with an Open Bolt Indicator (OBI) in the action (semi-automatic) or in a chamber of the cylinder (revolver).

4.9.4 At the close of the match, the Range Flag is secured unless National Match is still on the line, in which case the Range Flag remains up.

4.10 Public Shoot Day

4.11 Short-Range Silhouette

4.11.1 Short-Range Silhouette operates three types of matches simultaneously: IHMSA, NRA, and Club. Shooters registering as IHMSA entrants adhere to the IHMSA rules regarding their firearms and ammunition. NRA shooters registering as NRA entrants adhere to the NRA rules regarding firearms and ammunition. Shooters are required to use ammunition which will not damage

Range Rules

the targets used by the category (Big Bore Pistol, Cowboy Rifle, Cast Bullet Rifle, Smallbore Rifle/Pistol, .17HMR/.22Mag) in which they have entered.

- 4.11.2 The permanently-installed Chicken and Pig hanging targets (swingers) may not be used for sighting in rifles other than .30-30. Exceptions may be made at the discretion of the Rangemaster or Match Director, and will be based on the probability of damage being done to the targets.
- 4.11.3 Silhouettes are arranged in banks of five of each type of animal: Chicken, Pig, Turkey, Ram. A 40-round match requires each shooter to shoot two 5-shot stages at one bank of animals, and then move to the next animal in that set (i.e., if you start on Bank One Chickens, you move to Bank One Pigs).
- 4.11.4 There is no limit on the number of sighters you take for each type of animal (that's why we have swingers), but:
 - a. You may fire only between the "... fire" and "cease-fire ..." commands.
 - b. Once you have started on your record shots, you must continue through all eight stages; in other words, every time you hear "Shooters to the line" you have to be there. An exception may be made at the Rangemaster's discretion in certain circumstances. The shooter must acquaint the Rangemaster or the nearest RSO with the reason for his absence. If he is not back when the stage begins, he will have to wait until he can be inserted into the rotation without causing another shooter to miss a turn.
- 4.11.5 Range procedure and commands
 - a. The Rangemaster determines that the impact area is clear of personnel, then simultaneously directs, "Shooters to the line. For 30 seconds ... Load." and starts the timer on the last word. Shooters get into position and load one or five rounds depending upon the firearm being used.
 - b. The Rangemaster monitors the timer and times his command, "For two minutes ... fire" so that there is exactly 0:02:00 on the timer when he pronounces the last word. Shooters fire five rounds, firing a single round at each silhouette.
 - c. "Cease fire, cease fire. Clear and ground your firearms. Make the line safe." In this discipline, the cease-fire command is repeated for safety reasons. Rifles are benched or grounded; handguns may be on the bench or in a cradle. OBIs are required for all handguns and bolt-action rifles; OBIs are not compatible with lever actions or break-action rifles when firearms are in transit.
 - d. When the Rangemaster is satisfied that all firearms are clear and grounded, he calls, "Target setters out." At this time, shooters who have completed the second stage pick up their firearms and gear and move to the next station (i.e., the shooter on Bank One Chickens goes on to Bank One Pigs). Once the firearm has been grounded at the new shooting-station, it may not be picked up again until the Rangemaster has determined that the impact area is clear of all personnel and has given the "Shooters to the Line" command.

Range Rules

- 4.11.6 When the Rangemaster has consulted the shooters and determined that all record shots have been fired, he announces, "Cease fire, cease fire. Clear and ground all firearms. Make the line safe. The range is now closed." He then shuts down and secures the PA system (turns off the inverter, puts the microphone on top of it, and locks up the cabinet) and lowers the Range Flag. The Match Director and his personnel secure the silhouettes, carpets, and portable speaker.
- 4.12 600-Yard Bench Rest
- 4.13 Skeet
 - 4.13.1 Carry only shotshells of the same gauge as your shotgun
 - 4.13.2 The consumption of alcohol before or during a shooting event is prohibited by the Shoot Chair, the OVGC's Range Rules, and common-sense. Once you consume an alcoholic beverage, your shooting for the day is over.
 - 4.13.3 All shooters and spectators will wear eye-protection near the Skeet Field.
 - 4.13.4 Shooters will wear ear-protection at all times while on the Skeet Field.
 - 4.13.5 Your gun will remain unloaded, with the action open, until you are on a shooting station and it is your turn to fire.
 - 4.13.6 Only one shooter at a time will load and fire. All other participants will remain behind the shooter.
 - 4.13.7 All shots will be fired from the designated shooting-stations, and will be fired at the clay target called for by the shooter. Firing at any other object, or from any other place, on the field is strictly prohibited. Do not step in front of low house window when machines are turned on.
 - 4.13.8 Use of the Skeet Field is limited to shotguns. Shot larger than #7½ is strictly prohibited.
 - 4.13.9 For safety reasons, the Skeet Field may be used only during daylight hours (one-half hour after sunrise until one-half hour before sunset).
 - 4.13.10 Spectators must remain in the covered ready area behind the Skeet Field.
 - 4.13.11 The red Range Flag must be raised before the shoot begins, and flown until after the Skeet Field has been declared closed and the shoot ended.
 - 4.13.12 If you experience a misfire, keep the muzzle pointed in a safe direction for 45 seconds before opening the action and ejecting the shotshell.
 - 4.13.13 If you fire and the sound or recoil seem abnormal, you may have had a squib load ("bloop"). Open the action, eject the expended cartridge, and examine the bore for obstruction. The shotgun MUST be cleared and verified safe to use before you leave the shooting-station.

Range Rules

- 4.13.14 Skeet machines may be repaired or serviced only by trained and authorized personnel.
 - 4.13.15 Turn the power off at the circuit-breaker prior to servicing a skeet machine.
 - 4.13.16 Clear the machine by placing your hand behind the throwing arm and moving it sideways until the throwing arm is released.
 - 4.13.17 Keep hands, hair, and clothing outside the machine safety-guard area.
 - 4.13.18 Eye protection is required at all times inside the skeet houses.
 - 4.13.19 Never release targets from the skeet house unless you have checked to make certain no one is in the target's path of travel.
 - 4.13.2 Only authorized personnel will shut down the skeet houses.
 - 4.13.21 NSSA rules apply.
 - 4.13.22 Regular monthly match consists of four rounds. Special matches may be held at Shoot Chair's option, and will generally be announced in advance.
 - 4.13.23 Fees are set by the Shoot Chair.
- 4.14 Trap
- 4.14.1 ATA rules apply to trap matches. Shot must be #7½ or smaller.
 - 4.14.2 Loading and unloading procedures
 - a. Firearms are to be loaded only when shooter is in shooting position.
 - b. Action remains open at all times, except when shooter is on station and ready to shoot. Break-action firearms may be closed, if empty, when they are placed in a rack.
 - c. Firearms must be unloaded before shooter changes stations.
 - 4.14.3 Safety procedures
 - a. Do not lean forward of the firing line to pick up empty cases until the round is over.
 - b. If a round fails to fire normally, wait 45 seconds with the firearm pointed downrange, in case of a hangfire. After unloading, visually check the barrel for a stuck wad.
 - c. Release triggers may be used only after notifying the Trap Chair and obtaining permission.
 - d. Do not walk in front of the trap house until the mechanism has been released and uncocked.
 - e. An orange safety cone is to be set on top of the trap house when anyone is inside. Do not start a round of trap when the cone is displayed.

Range Rules

- f. Casual (unscheduled) trap practice should take place at Trap One, to facilitate co-ordination with the Covered Firing Line. Clay-target practice is to be conducted so that targets land in the Trap One impact area.
- g. Do not fire from Trap Two line while anyone is downrange beyond the 50-yard target stands (in front of the Covered Firing Line) or beyond the 50-meter target stands (Long Range impact area).

4.15 Work Day

4.16 Special Events

The OVGC hosts several special events each year, including the Quail Unlimited Fund-raiser and the Ladies' Handgun Seminar. These events are generally scheduled on fifth week-ends to minimize interference with our monthly competitive shoots. These events are generally incorporated into the calendar prior to printing, but schedule changes do occur. Members should check the calendar posted on the Web site, or contact a Board member, to confirm that a fifth Saturday or a fifth Sunday is an "Open Day" prior to coming to the Range.

Range Rules

5.0 ADMINISTRATIVE RULES

- 5.1 Speed Limit is **5 MPH or less** to avoid all dust.
- 5.2 Range and Shoot Flags the main flag (in the main parking lot) must be up when the range is in use . Sight specific flags shall also be posted when black powder, skeet, Archery, or the 600 yard range are in use. The flag does not mean the range is open to live fire. The range master must be consulted before live fire is permitted.

Range Rules

6.0 WEEKDAY SAFETY RULES

These procedures apply except on club scheduled events. As these are open to the public, the Shoot Chair will unlock the main gate and leave it open until the event has been concluded and guests have been given the opportunity to leave the Range property.

6.1 General procedures

6.1.1 Lock the gate behind you.

The first club member to arrive is the range master until the shoot chair arrives or a board member or club officer relieve him. Before leaving the range master should designate a replacement.

6.1.2 As the Range Officer, you are responsible for ensuring that the Range is operated in a safe manner. and that all range rules are followed.

Should the RO find. It necessary to report an incident to the board the RO is requested to do the following:

- Write down the name of the individuals involved
- Write down the names of any witnesses to the event
- Make notes of what happened
- Notify a club officer or board member of the incident as soon as convenient
- Be prepared to report to the Board if asked to do so.

Should the RO find the removal of the a guest of a member from the range it is only necessary that he inform the sponsoring member of his decision. It will be up to the sponsoring member to escort the guest from the range property.

6.1.8 If a Member disagrees with a decision made by the RO, he is still obligated to do as he is asked. He has the option of stating his case in writing to the Board of Directors at a later time.

•

6.1.8 Smoking and eating at the firing line aren't healthy practices.. Shooters are reminded that hands should be washed with soap and cold water prior to engaging in eating or smoking.

6.1.14 The last person to leave the firing line is responsible for:

- Securing the Range and Shoot Flags as appropriate
- Securing the Target Shed door
- **Locking the gate behind him.**

6.1.12 Safety is everyone's responsibility, not just the RO's. Order must be maintained on the firing line in order to ensure a safe shooting environment.

6.2 All shooters arriving after the RO are required to check in with the RO and obtain permission to use the area he wishes to use. If flags are up anywhere look for the RO and check in. When an event is in progress you must check in with the event director, not just someone on the range.

Range Rules

6.2.6 Safety is everyone's responsibility, not just the RO's. Order must be maintained on the firing line.

6.3.1 Long-Range

6.4.2 Covered Firing Line

6.5 East Complex (Skeet Field, Black Powder range, Archery range)

**Ojai Valley Gun Club
Junior Division
Standard Operating Procedures**

OBJECTIVES

Firearm safety and marksmanship training will be conducted at our site, on farm located at South Mountain in Ventura County. The purpose of these shoots will be to introduce firearm safety and marksmanship to Junior's ages 8 to 18 years.

A. CHAIN OF COMMAND

(Roles and Responsibilities)

1. Junior Division Chair

The Chairperson of the Junior Division (Junior Gun Club) has the primary responsibility for every one on the range. He also is subject to the rules and regulations set down by the board of directors of the Ojai Valley Gun Club (our parent club).

2. Rangemaster

- a. Is responsible for operating the shoot in a safe manner.
- b. Ensures that everyone follows the range regulations (as set forth in these Range SOPs).
- c. Maintains discipline on the range.
- d. Is accountable for all firearms at the shoot.
- e. If an instructor has a disagreement with the *Rangemaster* (barring a safety issue), it will be arbitrated after the match; and that arbitration will be presided over by the Junior Division Chair.
- f. May appoint additional *Range Safety Officers (RSOs)* to assist him (should there be available personal and necessity).
- g. Any available *Chief Range Safety Officers (CRSOs)* will be utilized in such manner as the *Rangemaster* determines necessary to promote a safe and properly functioning event.

3. Instructor/Coach:

Instructs student in firearm safety and marksmanship to the best of his ability.
Ensures safe firearm handling at all times (must remain focused on his appointed shooter(s)).

B. Shooters and instructors will:

Obey all range commands.

Obey the ***National Rifle Association's*** (NRA's) rules for safe firearm handling.

Fire only the club's firearms or personal firearms that have been approved by a designated staff member. If the shooter brings his own firearm it will be inspected, labeled/identified, and checked into the rack. Once this occurs, the firearm is to be regarded with the same respect as a "club gun" and shall not be

OVJGC Standard Operating Procedures

handled without permission of the *Rangemaster* or other responsible *Range Officers*.

Sign a “hold harmless” agreement/waiver.

Shoot only at authorized targets.

Wear Eye and Ear Protection whenever on the line.

Call “Cease fire” if the shooter witnesses an unsafe situation.

Ensure that all trash, recyclables and brass are placed in their proper receptacles.

C. OPERATIONS

Monthly Shoot Schedule (all times are approximate)

8:00 a.m.

Set directional signs.

Staff arrives and conducts a range safety inspection, noting and taking care of any possible hazards such as sinkholes, snakes, poison oak etc.

Set up the line, benches, pads, gun racks and targets.

Tape off all restricted areas.

Set up registration booth.

Check first aid paraphernalia.

Inspect toilets for snakes, spiders, T-P.

Set up hand washing area.

Set firearms in rack.

Check for eyes, ears, O.B.I.'s (Open Bolt Indicators/chamber flags).

9:00 a.m.

Registration:

A. Participants enter general information; name, address, phone, and email

B. Parents or guardians must sign waiver of indemnification.

C. Divide shooters into relays.

D. Sign in for Instructors (name and certifications).

E. Issue name tags.

9:15 a.m.

Welcome shooters.

Give brief overview of day's events.

Conduct Range Safety Briefing:

NRA rules.

Site-specific info: cautions for fire-prevention, poison oak, animals, heat, cold, hygiene (regarding lead exposure) and the location of the portable toilet

Rangemaster explains range commands and what he expects of range personnel and participants

Emergency procedures.

OVJGC Standard Operating Procedures

9:30 a.m.

The first relay is called to the line:

The Three Primary Rules of firearm safety are repeated.

Firearms are brought to the line, with the permission of the Rangemaster, by authorized staff personnel only.

At no time are student(s) and firearm(s) left alone on the line.

Spectators must remain well behind the line, quiet and behaved. (Misbehavior or horseplay is grounds for removal from the range, subject to the discretion of the Rangemaster).

Instruction is given.

Live fire begins.

Live fire ends.

Firearms are cleared, grounded, actions open and chamber flags inserted.

Firing points policed.

New targets set.

Process is repeated.

Formal shoot ends after all relays are completed, firearms racked, scores tallied, group photos taken and awards presented.

Somewhere around 12:00 p.m.: break for lunch.

Fun Shoot

If time allows, the fun shoot begins.

Upon completion of the fun shoot:

The line is closed down for the day.

All firearms are secured.

Range cleanup and termination of day's event.

SHOOT DEBRIEF!

APPENDIX B — CONTACT INFO

Shoot Chairs

Archery	Laura Masonheimer	
Air Rifle & Pistol	Bill Cullen	wcullen@juno.com
Bench Rest	Al Vail	
Black Powder	Charles Bates	longhunterman@yahoo.com
Cowboy Action (S.A.S.S.)	Paul Fielding	marsturm@earthlink.net
High-Power & Black Powder Cartridge (Long-Range) Silhouette	Andy Spurlock	craigspur@dock.net
National Match	Alan Harker	
NRA Handgun	Nina Neuron	nina_neuron@yahoo.com
Short-Range Silhouette	(vacant)	bbssovgc@yahoo.com
Public Shoot Day	Dave Manning	dave@tacfire.com
Trap	Jim Roberts Jim Hahn (practice)	ovgc_inst@sbcglobal.net diconstruction@sbcglobal.net
600-Yard Bench Rest	Barry Bluhm	twilitez585@hotmail.com
600-Yard Bench Rest Silhouette	Mark LaFevers	molafevers@cox.net
Skeet	Stuart Rose Daryl Muth (practice)	marlinrms@aol.com
Junior Division (OVJGC)	Gordon Gibson	oxnardtileman@aol.com