# East End Rod& Gun Club

Annual update

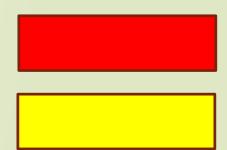
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## Range Rules

- Range rules are posted at each range near the flag pole
- General Range rules are applicable on all ranges
- Range specific supplements provide further guidance for each area

### Safety flags indicate the range status

- They are critical to safe use/operation of EERGC
  - Red
  - Yellow
  - Black and Yellow Checkered
  - Black







### Red Flag

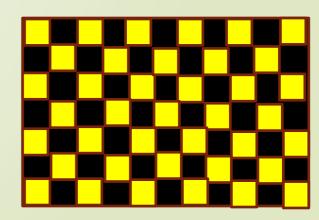
- Range is hot
- Red flag is used on all ranges
- May shoot or handle firearms/ammunition
- Must be up before getting firearms out of vehicle

### Yellow Flag

- Range is cold
- Used on Rifle and Action Ranges
- All firearms unloaded, actions open, laying on a bench or in a case
- May not handle firearms or ammo
- May go down range and set/retrieve targets, pick up brass.

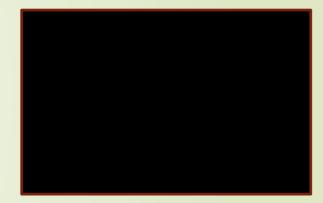
### Black and Yellow Checkered Flag

- Flown when someone on rifle range is going out past the 200 yard berm
- Used on Rifle and Action Ranges
- Rifle range will fly a yellow flag
- If someone is on action range they must go yellow also
- Go down and talk to members on the Action Range before putting up checkered flag



### Black Flag

- Range is closed
- Used on all ranges
- Farming down range
- Maintenance
- Can be used to shut down:
  - an individual bay,
  - a specific range,
  - or the entire facility (fire danger/ law enforcement training)
- Anyone can put up a black flag
  - Text/call club phone (541) 203-0124 and provide details
- Only a club RSO can take a black flag down



### Volunteers

- This club is totally run by volunteers we need your help
- Elected Officers and Directors
- Range Safety Officers
- Event Coordinators and Support Staff
- Facility maintenance

#### Guests

- You can have two guests per primary member/range user
- They must sign hold harmless agreement
  - good for 1 year from date signed
- They must remain with you and on the same range
- You are responsible for the conduct of your guests

# Ammunition

- Allowed:
  - Lead
  - Copper jacketed
  - Solid copper bullets
- Prohibited
  - Armor Piercing
  - Penetrators (aka Green Tips)
  - Tracers
  - Dragon's Breath

# **Targets**

- Only use firearm industry type targets
- Paper type targets must be hung with staples or tape
- Portable wooden target stands available
- Do not use spools, chairs, etc. to hang targets.
- Targets are to be placed so the bullet goes through the target and into back safety berm
  - ☐ Ground/reactive targets ok in the Pistol Bays
- Remove targets and place in trash when done
- May bring manufactured steel targets
- No improvised targets such as: TVs, hub caps, glass etc.
  - Fruit and water jugs are ok, but clean up your mess afterwards
- No exploding targets!!!
  - This includes Tannerite

# Pistol Bays

- Pistol cartridges & carbines, rimfire firearms, and shotguns up to buckshot
  - □ Pistols in rifle calibers such as 5.56/223 are not allowed
  - Pistol bays are the only area targets can be placed on the ground
- Falling plate bays
  - 10 yard firing line minimum safe shooting distance
    - check for loose plates/tighten if necessary
  - No other targets allowed in falling plate bays
  - No 17 caliber ammo allowed (Chips plates)
  - Nothing more powerful than 44 mag allowed

# Action Range

- Firearms allowed
  - All rimfire cartridges
  - All pistol caliber cartridges
  - Shotgun shells, including slugs
  - Intermediate rifle caliber cartridges
    - Anything that can be fired from an AR-15 or AK47 platform
    - 5.56x45/223, 300 AAC BO, 458 SOCOM, 7.62x39 are all ok
  - 243, 30-30, 308(7.62x51), 7.62x54R are not allowed!!!
    - □ These are full power rifle cartridges.
    - Likely to ricochet out of the range.
- Not a shoot and move facility
- No cross lane shooting
- Must shoot from behind the firing line just in front of the benches

# Rifle Range

- May not shoot from in front of the Red Firing line
- Yellow Safety line
  - Observers need to be behind yellow line while range is hot (red flag up)
  - When Yellow flag is up
    - People will not be between red and yellow lines (except to police brass)
    - May go down range to change targets
    - Do not handle firearms, load mags, or look through scopes!!!
- The two plywood covered lanes are for muzzle breaks/compensators
- There are three general areas for long, mid, and short range shooting
  - No cross lane shooting (such as far left lanes shooting at 25 yard berm)

### 5 Stand Area

- Two person operation (one shooter, one thrower)
- Only shoot from inside stanchions
- Pick up all shotgun hulls when finished

# Archery range

- If it goes twang it's ok; Bang is not
- Only use target points on our targets
  - Hunting points are ok if using your own targets
- Ok to move target stands around
- This area used for MF Youth trap league on Sunday afternoons
  - Do not place archery targets in front of trap house!!!

# Black Powder range

- Black powder muzzleloaders and black powder cartridges only
- Must shoot soft lead projectiles
  - No hard lead, copper jacketed or sabot rounds

#### Gate

- Scan your card in and out even if gate is open
- Gate stays open about 25 sec, scanning your card will reset the timer
  - You wouldn't want the gate to hit your car if you follow someone through
- Please remove all tumbleweeds from gate chain area