



ARLINGTON SPORTSMAN'S CLUB RANGE RULES AND REGULATIONS

Version 4.0 – 5 February 2024

General Club Rules:

1. Members will abide by the ASC Constitution, By-laws, and all range rules and regulations.
2. Instructions from Match Directors and/or Range Officers must be obeyed promptly.
3. Club members must wear their ASC badge in a visible position when on club property.
4. Eye protection will be worn at all times when on club property, except when indoors. Hearing protection must be used when present on any active range. (Archery exempted)
5. Open carry is prohibited on club property except for law enforcement officers in uniform or displaying a badge.
6. Hunting is not allowed on club property.
7. Fireworks of any kind are prohibited on club property.
8. No alcoholic beverages may be consumed on club property, and no person under the influence of alcohol or drugs will be allowed on club property.
9. Shooting time is from sunrise until 15 minutes before sunset. Lighted shotgun fields allow for shooting until 9 P.M.
10. All members have the responsibility to point out rules violations to offending members or guests or bring to the attention of range officer.

Junior Members and Guests:

1. Junior members and guests must always be supervised by an Associate Senior or Senior Member.
2. Non-shooters must remain behind the red line on the rifle and pistol ranges and behind the designated firing positions on all shotgun sports shooting fields. Only shooters and coaches/spotters are allowed to move in front of the red line position.
3. Guest privileges for persons residing in the Dallas/Ft. Worth area may be extended to the same guest only once per year. Guests may shoot only if the club members do not have to wait.
4. Members must be present with their guest(s). Member and guest must shoot on the same range so that the member ensures their guest follows all club safety rules.
5. Do not give gate card, badge, or lock combinations to non-members at any time.
6. Applicable posted guest fee shall be deposited in the Range Office, Archery, or Shotgun Sports money slots. No guest fee is required for anyone under the age of 18. All guests must display a guest badge while on club property.

Match Conduct:

1. Scheduled club matches will take precedence over all other shooting until matches have been completed.
2. Check with the Match Director to obtain permission to share the range during match events.
3. Matches may utilize a separate match sign-in sheet in lieu of match shooters signing in at the respective location.
4. The Match Director is responsible to ensure that all rules and regulations are enforced and that the match is conducted in a safe manner.

General Pistol and Rifle Rules:

1. Anyone can call a ceasefire at any time if conditions are warranted.
2. No firearm may be fired in fully automatic or simulated fully automatic mode on any range.
3. Tracer, incendiary, high-explosive and armor piercing ammo are prohibited.
4. The use of .416 Barrett, .50 BMG or other similar chambered firearms are prohibited on any range.
5. Do not dispose of live ammunition or gunpowder in any trashcans. Place misfires or live ammunition in the "Misfire" receptacles. When done shooting retrieve all brass and deposit in the designated barrels or take it with you.
6. All firearms that have not been previously zeroed must first be zeroed on Range A at 25 yards before shooting at longer distances.
7. No shots are to be fired at any part of the baffles, poles, or target frames and supports.
8. Shooting is allowed only from benches, between the red line and the firing line (front edge of concrete pad) or through the ports at the 200-yard range.
9. Cross firing from one shooting lane to another is prohibited.
10. All shots not impacting a reactionary metal target must impact the backstop berms.
11. Prone shooting is allowed on ranges C and D only. No intermediate distance allowed when prone.

Rules for Pistol and Rifle Targets:

- Prohibited Targets
 - Glass objects
 - Food items
 - Metal objects other than club provided targets
 - Tennis balls, golf balls, baseballs, or “Do-All” impact ground bouncing reactive targets
 - Unauthorized personal steel targets
 - Tannerite or any other explosive targets
- Approved Targets
 - Paper targets (may be club or member furnished)
 - Balloons
 - Charcoal briquettes
 - Clay pigeons
 - Empty plastic bottle tied on a string
 - Billiard chalk
 - Ping Pong ball on a string
- Target Placement
 - Targets will be placed so that no portion of the target overlaps the target frame.
 - Shooters MUST clean up all target remnants when done shooting.

Pistol and Rifle Procedures:

1. Each shooter must sign the registration book at the Pistol/Rifle Range Office BEFORE starting to shoot, recording name, membership status, time logged in, range(s) to be used, and caliber(s) to be used. All shooters must sign out when done.
2. Firearms will be loaded or fired only when the shooter is at a designated shooting area and in firing position. Loading and shooting of firearms is prohibited at any other location on club property.
3. Actions must always remain open, and magazines removed, except when firing.
4. Rapid fire (more than 1 shot per second) **IS** allowed under the following circumstances **ONLY**:
 - a. Notify the Range Officer of your intentions **PRIOR** to any rapid fire.
 - b. Mechanically aided rapid fire is prohibited (i.e., forced reset triggers, binary triggers, bump stocks, etc.)
 - c. Shot placement must not be affected by rapid fire or you will be asked to stop. All shots must impact the intended target area.
5. Drawing from a holster (Allowed on Range A ONLY under the following controlled conditions)
 - a. Notify the Range Officer and other shooters on Range A of your intentions. Range Officer must be present on the range with the shooter.
 - b. Permission will only be granted for the 7-yard range on Range A, when unoccupied. A third person may be allowed (i.e., instructor, monitor etc.)
 - c. Drawing from shoulder holsters or holsters that cause the handgun to sweep the firing line is prohibited.
6. Ceasefire Procedure:
 - a. A ceasefire consists of all persons on that range agreeing to make the range cold.
 - b. All firearms are unloaded, magazines out, and actions open. Long guns are placed in the racks and handguns placed on shooting benches (exception made for bench rest rifles with bolt removed and chamber flag inserted).
 - c. A verbal acknowledgement from everyone that “the range is cold” is made.
 - d. The flashing red lights are activated. The range is now cold, and you may go down range. Persons not going down range should remain behind the red line at all times.
 - e. **At no time during a cold range condition is a firearm or magazine to be handled in any way, including moving to and from vehicle, even when cased.**
 - f. When all persons are back and everyone agrees to make the range hot again, everyone makes another verbal acknowledgment that “the range is hot.”
 - g. The flashing red lights are deactivated, and handling of firearms can resume.

Pistol and Rifle Range Specific Rules:

EYE PROTECTION MUST BE WORN AT ALL TIMES AND HEARING PROTECTION ON ANY ACTIVE RANGE.

- Range A
 1. Roll Out Targets: Handguns only may be used on the roll out targets. Targets must only be placed on the coroplast backer and may not extend outside of the 2'x2' area. A special target for wheelchair use is available from the Range Officer.
 2. Shotguns may be used on the 7, 15, and 25 yard targets, however, use the steel pattern boards whenever possible.
 3. Be mindful of your shooting angle and the impact point of your shots. They must impact the berm.
- Range B
 1. No centerfire rifle or magnum/bottleneck pistol cartridges are allowed anywhere on this range.
 2. No shotguns are allowed on B range, except during approved matches.
 3. There are three separate steel target ranges. The middle range is for .22 rimfire only.
 4. If a steel target is found damaged or damaged during shooting, please discontinue use and inform the Range Officer.
- Range C
 1. Before shooting on this range any firearm must have been previously zeroed and capable of impacting the 4'x4' target backer on the first shot. If it is not STOP.
 2. No intermediate distance target stand shall be used that would alter the trajectory of the round from impacting the 4'x4' target backer of the lane being used.
 3. Shooting prone, standing, or sitting is only allowed in the designated area to the left of the bench.
- Range D
 1. Before shooting on this range any firearm must have been previously zeroed and capable of impacting the 4'x4' target backer on the first shot. If it is not STOP.
 2. No intermediate distance target stand shall be used that would alter the trajectory of the round from impacting the 4'x4' target backer of the lane being used.
 3. Shooting Prone, Standing, or Sitting is allowed in the designated area between the benches.
- Range E
 1. Only Rimfire and Air rifles are allowed
 2. No intermediate distance target stand shall be used that would alter the trajectory of the round from impacting the 4'x4' target backer of the lane being used.
- Range F
 1. Before shooting on this range any firearm must have been previously zeroed and capable of impacting the 4'x4' target backer on the first shot. If it is not STOP.
 2. No intermediate distance target stands are allowed.
 3. Shooting only from the bench is allowed and the muzzle of the firearm must be inside the tunnel.
- Pattern Boards
 1. Lead shot only 7½ or smaller. No slugs, buck shot, steel, tungsten or bismuth are allowed on the pattern boards.

Black Powder Specific Rules: (all rifle and pistol rules apply in addition to the rules below)

1. No smoking within 10 feet of the firing line.
2. All powder must be covered at all times.
3. All firearms shall be capped or primed only at the firing line while pointed down range.
4. Powder shall be loaded from a powder measure only. No powder shall be loaded directly from a can or powder horn.
5. All black powder firearms shall be pointed straight up, down-range or holstered during matches, or shall be placed at the loading bench pointed up. The firearms shall not be capped or primed during cease fire periods.

General Shotgun Rules:

1. Each shooter must sign the registration book located in either Penny's Parlor, at 5-Stand or at Sporting Clays BEFORE starting to shoot, including time logged in and range to be used. At the conclusion of your round, pay any applicable guest fees and sign out.
2. No person is to open or operate a skeet house, trap, sporting clays or 5-stand machine until that person has been trained by an experienced operator.
3. Do not adjust or attempt to repair the throwers. Throwers will only be adjusted and repaired by designated personnel.

4. No shells will be placed in any part of a firearm until the shooter is on the designated shooting pad. No more than two shells may be loaded in a shotgun at any time.
5. Actions will be open when not in a shooting position.
6. Only lead shot is allowed on all shotgun fields with a maximum permissible load of 3-¼ dram equivalent of number 7-½ shot or smaller.
7. Flatten all empty boxes and pick up your hulls.

Shotgun Range Specific Rules:

- Skeet
 1. Per posted instructions in each skeet house, at the conclusion of shooting, all machines should be disarmed, power turned off and shooting windows closed. All machines used shall be refilled with clays.
 2. The remotes are to be returned to the stand on the counter in Penny's Parlor. Legibly log any equipment issues.
 3. Turn off the lights and secure the Penny's Parlor building.
- Trap
 1. Only one shell is to be loaded at a time for trap singles.
 2. At the conclusion of shooting, the throwing arms are to be released to remove mainspring tension; power is to be turned off at the machines. All machines used will be refilled with clays.
 3. The doors to the trap houses are to be closed and latched upon completion of shooting.
 4. The remotes are to be returned to the stand on the counter in Penny's Parlor. Legibly log any equipment issues.
 5. Turn off the lights and secure the Penny's Parlor building.
- 5-Stand
 1. 5-Stand machines are to be left on and refilled with clays.
 2. The controllers for 5-Stand are to be placed inside the locker at 5-Stand Field 1 and plugged into the charging cord.
 3. Legibly log any equipment issues.
- Sporting Clays
 1. Sporting clays machines are to be left on and refilled with clays.
 2. Legibly log any equipment issues.
- Family Clay Field
 1. Clay targets used on manual thrower are to be supplied by the user. In no instance shall club targets be used, however it is permissible to collect and reuse thrown targets that are unbroken and on the ground at the various shotgun fields when it is safe to do so.
 2. Shooters must shoot from inside either designated shooting cage.
 3. At the conclusion of shooting, disarm the thrower before leaving.

General Archery Rules:

1. Each shooter must sign the registration book at the practice range BEFORE starting to shoot, recording name, membership status, and time logged in. All shooters must sign out when done.
2. Arrows will only be shot from the designated shooting position and bow will only be drawn in the direction of the intended target. No "Sky Draw" allowed.
3. 3D Targets are not to be relocated except by the Archery Director.
4. Movable/block archery targets can be repositioned to another safe position but must be returned to their original location when done shooting.
5. Do not shoot arrows if someone is forward of your position, and when retrieving arrows from behind a target, place your bow in front of target to let others know you are retrieving arrows.
6. Crossbows are not allowed on any archery range/lane. Crossbows can only be shot on Ranges A, B or D at the approved target checked out from the Range Officer. Crossbows are not to be loaded until the shooter is on the shooting station.
7. Use of broadheads, practice broadheads, and hunting points are prohibited on club property.

Lake Rules:

1. All lake visitors must sign in and out at the lake kiosk and log any fish caught.
2. Canoes and kayaks are allowed but no gas-powered motors.
3. All occupants in canoes and kayaks must wear USCG approved flotation devices.
4. Senior members must accompany junior members and minors.
5. No live minnows or fish are to be brought onto club property.
6. Review posting at kiosk for current catch and keep/release status.