

BGSL General Purpose Range Rules

The BGSL General Purpose Range is a Single Projectile Open Target Range

"Open Range": members and guests may come and go through out the hours of operation. A variety of firearms may be fired at different distances. Calibers up to but not including 50 BMG may be shot on this range.

BGSL Range Safety Officers (RSOs) – Their Role

- Supervise Range Operations, including Range Rule and Policy compliance as written
- Ensure a safe and structured range environment
- Assist members and their guests

Range & Firearm Conditions

- **Hot Range:** Firearms MAY be handled. Shooting may take place - *No Red Lights or Buzzer*
- **Cold Range:** Firearms MAY NOT be handled. All firearms made "Safe", in bag or case, or in racks. No shooting taking place - *Red Lights On, and Periodic Buzzer On*
- **Making a Firearm "Safe":** unloaded with their action locked open, magazine/clip removed, and have an Empty Chamber Indicator (ECI) installed.

BGSL General Purpose (GP) Ranges (Range Availability – daily)

BGSL members and their guests of all experience levels are welcome on this range.

- **GP Handgun Range** – Handguns Only (traditional calibers, see RSO for details), target bases at 7 yards & 10 yards
- **GP 50 Yard Range** – Handguns (traditional calibers, see RSO for details), Muzzleloaders & Rimfire Rifles, target bases at 17 yards, 25 yards, and 50 yards
- **GP 100 Yard Range** – Handguns, Rimfire & Centerfire Rifles, Shotguns (with slugs), and Muzzleloaders, target bases at 17 yards, 25 yards, 50 yards, 75 yards, and 100 yards.

"CEASE FIRE"

"Cease Fire" can be called by anyone at the range for any safety concern. **ALL SHOOTING MUST STOP IMMEDIATELY!** Wait for instructions from RSO.

Range Access

1. Range is open only during posted hours under the supervision of a BGSL Range Safety Officer.
2. Members and guests (with a guest pass) may use this range.
3. Participants must sign in and show Membership Card or Guest Pass prior to using range. Shooters should sign out and provide number and caliber of rounds fired when finished. Before leaving shooters should pick up their casings.
4. Any shooter whose behavior is, in the opinion of the BGSL Range Safety Officer, unsafe or disruptive will be asked to leave.

Safety

5. All firearms must be made "Safe" and carried muzzle up. When at a firing point on the firing line they may be pointed down range at a target or berm. Firearms must be pointed down range at a target or berm during loading, shooting, and unloading.
6. Eye and Ear protection is required for all people at the range – shooters and observers.
7. All firearms coming to or leaving the range should be made "Safe": If not in a firearm bag or case, carry muzzle up.
8. When using a case to transport firearms to or from the range, the firearm must be cased and uncased on the firing line with the muzzle pointed down range. Firearms can only be handled when range is HOT (this includes casing and uncasing firearms).
9. Range will not be declared COLD until all firearms have been made "Safe", and all firearms have been placed on racks, or back in a firearm bag or case.
10. Do not touch firearms when the range is COLD. This includes packing up gear when leaving, as well as unpacking when arriving.
11. Ammunition, magazines, and other gear may be handled when the range is COLD.
12. No spectators near firing line (down range edge) when the range is HOT.
13. NO RAPID FIRE. 2 seconds minimum between shots.
14. Never bench or leave a loaded firearm unattended (even with the safety on).

Activities

15. Only Bench and Standing shooting positions are allowed.
16. Loaded firearms may not point over the berm. Up is NOT a safe direction with a loaded firearm.
17. Do not draw a firearm from a holster or concealment. A firearm should not be placed-in or returned to a holster.
18. Do not move or change position while shooting.
19. Full metal jacket ammunition is allowed, but no tracers, incendiary ammo, or shot shells.
20. No fully automatic capable firearms allowed.
21. Only paper targets attached to the backboards are to be used.
22. No cross firing. Shoot at the targets directly in front of your bench.
23. Do not reach in front of the firing line until the range is COLD.

Rules may be adjusted by the Range Manager for Supervised Events