

Atlantic Marksmen Association

Standing Orders for the Ralph Dunn Range

General Information

- If you do not have your current membership card with you while on AMA premises, you will be asked to leave.
- Guests may shoot with a member; but must join after their second visit in order to continue to use club facilities. **No more than 3 guests per member** are permitted on the property at any time and **guests shall not bring or use their own firearms**. See AMA's specific Guest Policy for more details.
- One person in each range bay MUST be a certified Range Officer.
- Range Hours are 10:00 AM to Dusk. No shooting outside of those times unless prior approval from the board has been granted.
- Smoking is only permitted in the parking lot areas. This includes vaping and inhalers.
- The Chief Range Officer (CRO) is the range officer who first opened the gate to the facility. The CRO must designate a new CRO (who must be a range officer) when the CRO leaves - otherwise the CRO will have to evict everyone and lock the gate. Anyone who arrives after the CRO who wants to open a new range bay must let the CRO know they are going to do so including identifying the RO for that bay.
- Parking is to the left and right of the range rules sign. Only vehicles authorized by the CRO & those vehicles with handicapped passes/plates may proceed to the range surfaces.
- Steel targets on Range 1 must be shrouded if they are not located at the back stop. All steel targets on Ranges 2, 3 and 4 must be shrouded, may only be engaged with pistol calibers or shotgun shot (no slugs), and must be positioned a minimum of 10 yards from the shooter and spectators.
- Ranges 5, 6 and 7 are out of bounds for general shooting and may only be used by members involved with board approved action sports such as IPSC practices and matches.
- Balloons as targets are prohibited as are "Firebird" Incendiary targets and Explosive targets (Tannerite)
- Center fire rifle ammunition is prohibited from shooting steel unless the steel is personally owned, or the rifle range flash targets are used.

Before any Shooting

- All members and guests must sign in the logbook in the sign-in shack BEFORE proceeding to any firing bay.
- Red Flags must be raised at the entrance gate, at the sign in shack and at each range bay that is in use.

During Shooting

- Eye protection is mandatory for all shooters and spectators on active ranges. Eye protection must be worn when a red flag is raised on a range bay.

Standard (General Shooting) Range Commands:

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| Eyes and Ears! | - Ensure you are using your hearing and eye protection. |
| Approach The Line. | - Move forward and un-box your firearm and /or handle it to prepare for shooting. |
| On your own Time, Fire. | - Shoot at your target, reload and continue if you have to. |
| Cease Fire! | - Stop Shooting, unload your gun, leave it open on the table and step back from the firing line. |
| The Line is Clear. | - Go around the tables and approach your targets. Do not approach the tables from behind or forward of the firing line again until told to do so. |

Range Specific Rules

Rifle Range

- All shooting will be from inside the rifle range shack unless a board-approved action shooting event is taking place.
- All targets will be placed immediately in front of a berm such that the bullet will travel through the target at strike the berm. There are berms at 100yds, 190yds and 280 yds. Only the first 3 shooting positions on the left of the rifle range shack may be used for the 100m backstop.

Shotgun Range

- Shotgun shooting from the shotgun shelter with the throwers will only take place under the supervision of a designated "Shotgun" Range Officer.
- No bigger than 7.5 shot size may be used at range 8 (the shotgun shelter with clay target throwers)
- Shotguns are to be stored in racks, unloaded, except when actually in use on the firing point and will not be loaded until the shooter is given the command to load.
- Shooters are limited to 10 rounds per turn and must provide their own clays.
- Shooters will not advance forward past the firing positions.

After Shooting

- Take down your targets and cardboard backers and put them away. Tear up worn-out backers and put them in the garbage.
- Pick up your spent cartridges. This includes rim fire, steel cases and shotgun hulls. If you don't want them, dispose of them in the brass bins or garbage.
- Take down and stow the flag(s) for the range bay you're using once shooting is finished.
- Sign out in the logbook.

Emergencies

In the Event of an Emergency, call 911. The Range Address is 2965 Old Guysborough Rd.

Violation of these standing orders will incur a review of the member's actions by the board and will likely result in suspension of privileges and / or expulsion from the club.