

TCGC Rules



Introduction

These rules were created to help ensure a safe and enjoyable shooting environment for everyone at Tri-City Gun Club (TCGC). While on TCGC property, everyone has the responsibility to handle firearms in a safe manner. They are based on the principles of safe gun handling and shooting as prescribed by the NRA, various shooting discipline governing bodies, Oklahoma Hunter Education and Tri-City Gun Club. This includes the following:

- A. ALWAYS keep your firearm / muzzle pointed in a SAFE direction, never at another person.
- B. Keep your finger off the trigger until you are ready to shoot.
- C. Keep firearms unloaded until you are ready to shoot.
- D. Know your target and what's beyond, make sure your bullet hits the Backstop / Berm.

Additions at current version are highlighted with underlining.

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QR Code links to online version of these rules

(useful if printed)



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Administrative Rules

1. **Range Etiquette:** Members are expected to conduct themselves in a pleasant professional manner at all times while on the range, know the safety rules and wear your TCGC ID Badge. Members without their badges may be asked to leave. Violations of range rules and inappropriate behavior reported to the Board will be investigated. Members involved in inappropriate behavior and safety violations may be called to appear before the Board to address these issues. Violations should be reported to the Member at Large or the Chief Range Safety Officer.
2. **Club Publications:** I acknowledge the Hangfire whether it be delivered via USPS or e-mail, is an official publication per the TCGC Bylaws. The TCGC Website contains copies of the current and past Hangfire publications as well as other policy-related information. I am expected to review them on a routine basis to remain knowledgeable of club activities and policy updates / changes.
3. **Stat House:** The Stat House is available to all members. The door code is the same as the gate code. The Stat House is heated and air-conditioned, with drinking water available.
4. **Hours of Operation:** The official hours of operation for the TCGC ranges are from fifteen (15) minutes after official sunrise to fifteen (15) minutes before official sunset, with the following exceptions:
 - [Trap & Skeet Range](#) will be operable until 9:30 each night, the light switch is in the Stat House. This does not include the [Informal Shotgun Range](#) located on the northeast corner of the Trap & Skeet Range.
 - [Airgun Range](#) will be operable until 10:00 each night, the light switch is on south side wall near roof
 - [Archery Range](#) may be used until 10:00 each night, the light switch is on the pole to the rear.

The Range complex will be closed to all members from 11:00PM – 6:00AM unless a special event is scheduled and approved by the Board.

5. **Entry / Exit Gate:** When you arrive at the TCGC gate to enter, with the gate fully closed, enter the monthly gate code slowly by pushing the numbers firmly, followed by the # key. Give the gate time to open. The gate is open for 20 seconds, do not tailgate. Never push the gate open or closed. The speed limit on the Range is 10 MPH. When leaving the Range, approach the gate slowly, the automatic opening sensor will activate the gate to open, wait to hear the gate opening signal, and wait for the gate to fully open. Once open, proceed quickly through the gate. If the Gate is locked open for an event a sign will be posted outside the gate that reads "Gate Open for Event Traffic. Never enter the gate code while the gate is open, this will command it to close.

Never share gate code with guests nor other members.



6. **Accidents or Injuries:** Report all accidents or injuries immediately to a Range Safety Officer or Executive Committee Member. (Phone numbers posted on the range and in the Red Range SOP Books). We have three first aid boxes at TCGC: one in the Stat house, one in the men's restroom, and one in the women's restroom. There is an Automated External Defibrillator (AED) in the Stat House north wall. The emergency 911 phone is located in the Red cabinet, outside, on the south side of the Stat House. All information needed is located inside the door of the phone. See [Emergency Procedures](#) for more details.
7. **Hunting:** Hunting is prohibited on TCGC property. Do not take pot shots at varmints.
8. **Range Closures:** Range closures will occur during club events such as Sportsfest, Women on Target, Hunter Education Clinic, YHEC, scheduled matches, and on work days. For shooting information, check the range schedule in the Hangfire or on the website before driving to TCGC.
9. **Water:** Potable water is available from the blue faucets and in the main restrooms. Red faucets are non-potable water and not safe to drink. Clean drinking water is available from a cooler in the Stat House.
10. **Security of Firearms and Equipment:** Members are responsible for the security of their firearms and shooting equipment. Shooting equipment, gun cases etc. should be clearly marked with the member's contact information. If a member finds a firearm left unattended, they should contact a member of the Executive Committee or the Maintenance Manager immediately, who will take possession of the firearm and secure it, then initiate action to find the owner. An audit trail / chain of custody must be maintained. Equipment may be placed in the Stat House with a note explaining the time and location it was found.
11. **Pick Up After Yourself:** Be proud of your range and pick up your trash. Gray cans are for trash, small red buckets are for smokers. Black brass recycle cans on the range are for brass only. When you depart the range you are expected to pick up your expended brass / shotgun shells and put them in the trash or recycle bin.
12. **Video Surveillance:** All areas on the Range are subject to video surveillance to include the gate.
13. **Guests:** There are four requirements for bringing guests onto TCGC property:
 - A. All guests and non-members must complete the online insurance waiver form (at [link](#)) on their first visit to the range, each calendar year, even if they are not shooting. It's your responsibility to make sure it's filled out correctly.
 - B. The TCGC member needs to directly supervise guests and remain with them on the range where they are shooting. Children under the age of 14 must be in direct control of the member. Direct control is defined as within an arm's reach of the member.
 - C. All TCGC members are required to review the Range Safety Rules and the Range Specific Rules listed below and located on the range with guests, prior to shooting, to ensure they understand and comply.
 - D. If you have a group of more than 6 guests, contact the CRSO to coordinate support.



14. **Commercial Use of Ranges by Members:** TCGC facilities are for use by members and guests only. Members always have priority over commercial activities on the ranges. Members who wish to use the range for commercial activities of any type are required to: 1) request approval through CRSO, and 2) provide a certificate of liability coverage for \$1 million dollars that names TCGC as an additional insured. The club does not endorse any particular commercial enterprise. Commercial enterprises may advertise in the Hangfire.
15. **Alcohol and Drugs:** Alcohol and drugs are PROHIBITED on TCGC property. If your medication affects your behavior, do not participate in shooting activities.
16. **Non Smoking Areas:** Smoking is not allowed under the covered range areas, down range nor on the Trap & Skeet Complexes. Red cans for cigarette butts designate a smoking area.
17. **Matches and Special Events:** Match Directors, Event Coordinators and Instructors are responsible for the coordination and conduct of their match / shooting discipline and have the final word on how matches are to be conducted and ensure safe shooting practices are followed. Matches should be conducted per the governing body of the match.
18. **Shooting from Non-TCGC Property:** If you hear shooting coming from anywhere but TCGC, please call the Norman Police Dept. at 321-1444.



General Safety Rules

1. **Specific Range Rules:** Each range as listed below (with links) has a set of Range Specific Rules posted at the Range that provides specific guidance for that range. In case of conflict or discrepancy between those signs and these online rules, online will take precedence.
 - [Long Range](#)
 - [Short Range](#)
 - [Pistol Range](#)
 - [Trap & Skeet Range](#)
 - [Informal Shotgun Range](#)
 - [Airgun Range](#)
 - [Archery Range](#)
 - [Tomahawk Range](#)
2. **Eye and Ear Protection:** Eye and ear protection are mandatory for everyone on all ranges except for the [Archery Range](#). Eye protection is required on the [Airgun Range](#), ear protection is optional but is recommended (especially for youngsters, particularly when loud calibers are being shot from near end of the Long Range).
3. **Range Safety Lighting:** When the Red Lights are on, the Range is "COLD". If you are the last to leave the range, please turn the lights off.
4. **Range Marking Lines:**
 - Firing Line / Red Line is the Firing Line. Shooters are not allowed to go forward of the Firing Line / Red Line unless the Range is 'Cold'.
 - Ready Line / Yellow Line. Shooters must remain behind the Ready Line / Yellow Line when the Range is cold except to go down range to set or replace targets.

While the range is "COLD", firearms are NOT to be handled. Shooters are not allowed at the shooting bench for any reason.

5. **Hot and Cold Range:** To make a range "HOT" or "COLD", communication is required on the firing line.
 - When the range is "HOT", you may transport UNLOADED firearms to and from your vehicle, load, unload, adjust firearms, and shoot at designated targets. All firearms must be placed on the shooting bench, uncased, made safe with an open chamber indicator inserted in the chamber and the muzzles pointing down range. Do not case, uncage or place firearms on tables or benches that are behind the "Yellow / Ready Line".
 - Calling the Range Cold is a coordinated event by all shooters on the line: All firearms must be made safe with an open chamber indicator inserted into the chamber. Targets & staple gun should be placed behind the yellow line before range is declared cold. All individuals must be behind the Yellow / Ready Line and all have agreed the Range is cold. The Red Lights will be turned on and remain on until the range is made Hot again. When the range is cold, you may go down range to place or retrieve targets.



6. Making Your Firearms Safe:

- Rifles, Shotguns, and Semi-Automatic Pistols:
 1. Safety is activated at first step possible, if firearm is so equipped
 2. The Magazine / all ammunition must be removed
 3. Semi-Automatic: The bolt is locked to the rear. If the bolt will not lock to the rear, the open chamber indicator must be inserted at this time
 4. Pump Action: The slide / bolt is to the rear with the chamber visible
 5. Bolt Action and Lever Action Rifles: The bolt is open and to the rear
 6. The chamber is inspected and is empty
 7. Open chamber indicator has been inserted into the chamber
 8. Safety to remain activated
 9. The firearm is placed on its side or in a rest with the port up so the chamber can be easily seen
 10. The muzzle pointed down range or placed in the rifle rack
 11. Break over shotguns the breach is opened, checked, closed, safety on and placed in a rack
- Revolvers & Break Over Pistols:
 1. Cylinder / breach open and all ammunition removed
 2. The hammer forward
 3. Revolver / Pistol placed on its side with the cylinder up and visible
 4. Open chamber indicator placed in the cylinder to prevent it from closing
- Revolvers with Loading Gates:
 1. Loading gate open with all ammunition / shell casings removed
 2. Hammer forward or half cocked
 3. Placed on its side with the loading gate up and open
 4. Open chamber indicator placed in the cylinder to prevent it from closing
- Primitive Firearms / Black Powder Rifles:
 1. Caps / Primers / Powder and Balls removed
 2. Rifles checked with the ram rod to make sure no ball or powder is loaded. If the rifle is loaded the range may not be declared Cold until the ball and powder are removed or fired.
 3. Primitive rifles are placed in the half-cock position to expose the nibble or powder tray. In-Line Rifles are to have their bolts to the rear or breach open to expose the primer hole.
 4. Once cleared all black powder rifles are to be placed in the rifle racks.

7. **Cease Fire:** Anyone may call a "CEASE FIRE" for any reason. Upon hearing the "CEASE FIRE" command, STOP shooting immediately, take your finger off the trigger, place the firearm on safe, keep the muzzle pointed in a safe direction and remain in control of your firearm. Wait until you hear the next command. The person who calls the cease fire or Range Safety Officer must also give the all clear. In a match, when a cease fire is called all commands will be given by the Match Director or Match RSO.



8. **Firearms Malfunctions:** In the event of a firearms malfunction, apply the appropriate immediate action making sure the muzzle of the firearm is pointed down range toward the backstop at all times.
9. **Oklahoma Self Defense Act (SDA) and Constitutional Carry (HB2597):** SDA and Constitutional Carry concealed carry and open carry laws are applicable and honored at TCGC. Individuals on our range who are carrying a firearm, pursuant to the Constitutional Carry law, will be required to follow the same rules currently listed in [these Range Safety Rules](#) for SDA carry, and only carry the types of firearms listed in the Oklahoma Self Defense Act. All firearms / handguns carried must have the muzzle pointed down range or at the ground at TCGC. Shoulder holsters that point the muzzle to the rear are prohibited. If you decide to shoot your open carry or concealed handgun, deliberate care and control must be taken when you remove your firearm from the holster to ensure the muzzle remains pointed at the ground or down range. Once removed from the holster, place it on the shooting bench before shooting it. When it's removed from the holster to shoot, it must remain on the bench until you are through shooting and falls under the same rules for any firearm involved in a shooting activity. When you have completed your shooting activities you may reload and re-holster your firearm at the shooting bench, then leave the range. Again, care must be taken to ensure the muzzle remains pointed in a safe direction and that it does not sweep the firing line or other shooters.
10. **Prohibited Firearms and Ammunition:** Fully automatic firearms are prohibited. [Firearms with modifications that increase the rate of fire beyond the factory specifications are prohibited](#). All kinds of tracer, armor piercing and incendiary ammunition are prohibited.
11. **Gong and Steel Plate Type Targets:** Only club-provided steel targets may be used. Gongs and Plates must be engaged from designated firing points **only** on the [Long Range](#) and [Pistol Range](#) (see details for each at links).
12. **Approved Targets:** Paper targets (mounted to club-provided or member provided wooden target frames), plastic bottles, soda cans, self-sealing rubber spinner / gong type targets and clay targets placed at the base or center of the berm may be shot on the [Long Range](#) and [Pistol Range](#) - cleanup is required. Members are not allowed to bring and shoot any target that could cause a ricochet, such as steel targets and bowling pins. Glass, exploding, pressurized plastic bottle type targets and concrete targets, as well as, golf balls are also prohibited. Targets with faces of real people and political figures are prohibited. Do not move target stands from range to range.
13. **Drawing Handguns:** Members drawing and shooting handguns from a holster are only allowed on the [Pistol Range](#) (see link for details and procedures).



Individual Range Specific Rules

Long Range

Open Sunrise +15min to Sunset -15min

1. Eye and ear protection required while under the range cover.
2. Rifles, pistols and shotguns are allowed.
3. Bullets must impact directly into a berm to prevent ricochets.
4. All firearms must be placed on the Shooting Bench or in the Rack.
5. When the Red Light is on the Range is Cold
6. When the range is Cold, all firearms must be made safe and have an open chamber indicator placed in the chamber with the muzzle pointed down range or placed in the rack. Black powder rifles must be placed in the rifle rack.
7. When the Red Range Flag is displayed at the 100 or 150 yard Berm, the range is Cold.
8. No aerial shooting.
9. 50 BMG may only be fired from the designated position using paper targets only
10. Glass, exploding, concrete, bowling pins, golf balls and any other target that could cause a ricochet is prohibited. Member provided steel gongs are prohibited. Beer can and liquor bottle targets are prohibited.
11. Plastic bottles, soda/tin cans, self-sealing rubber spinner, gong type targets, and clay targets placed at the base or center of a berm are allowed.
12. Only club-provided steel targets may be used. Gongs may only be engaged from designated firing points. Bullet velocity must be less than 3000 FPS at the point of impact. Gongs may be shot with handgun or rifle cartridges, EXCEPT for 50 BMG.
13. Patterning a shotgun is permitted, but only at member provided cardboard targets placed in front of the 25 yard berm.
14. Buckshot and shot larger than # 7 may be fired **ONLY** at member provided cardboard targets mounted on member provided wooden target frames only. Slugs may be fired at Club provided targets, hitting centers, not frames.
15. Target Placement: Short targets (member provided wooden frames) must be placed immediately in front of a 25, 50 or 75 yard berm. Tall targets (PVC frames) are permanently mounted in front of berms to insure the bullet impacts the berm without ricocheting.
16. Range procedures:
 - a. Opening the Range: If shooting alone, before you begin you must open the range by yelling out "IS ANYONE DOWN RANGE?" three times and making sure no one is down range. Then announce "The Long Range is Hot".
 - b. Red Flags at the 50 and 150 Yard Berms: When going down range to the 200 yard Back Stop, make sure the range is Cold, the Red Lights are turned on and raise the Red Flags behind the 50 and 150 yard berms to let members know you are down range. The Red Flag flying down range at the 50 or 150 yard berms indicates the range is COLD because someone is down range and the firing line must remain COLD.



- c. Driving Down Range: Members may drive down range to place targets. To do so the range must be cold and all shooters on the range must be informed the member is driving down range. Drive on the road on the south end of the range. When going down range, be sure to raise the 50 and 150 yard red flags so others will know you are there. Once down range, raise the red flag behind the 150 yard berm so others will know you are there. When you return, lower the flag, then make sure all shooters know you have returned before making the range HOT. Do not drive on the backstops / berms.
- 17. Strip targets, pick your brass/shell casings and clean up debris before leaving.
- 18. Deflection Limiting: Avoid shooting out of safe to the north (toward Norman) or to the south. All loaded firearms must be pointed downrange. All target engagements must be straight ahead, and bullets must impact the back stops. Do not cross fire.

[Link to web page for this range](#) to see more information and pictures.



Short Range

Open Sunrise +15min to Sunset -15min

1. Eye and ear protection required while under the range cover.
2. Bullets must impact directly into the berm to prevent ricochets.
3. Rifles only are allowed, no 50 BMGs, no shotguns.
4. All firearms must be placed on the shooting bench or in the rifle racks.
5. When the Red Light is on the Range is Cold
6. When the range is Cold, all firearms must be made safe and have an open chamber indicator placed in the chamber with the muzzle pointed down range or placed in the rack. Black powder rifles must be placed in the rifle rack.
7. Pistols/handguns may be used **ONLY** during scheduled matches or practice session with an RSO present to ensure the bullets are impacting the berm.
8. Targets:
 - a. Paper targets only, mounted to wooden target frames placed in the stands at 25, 50 & 75 meters.
 - b. The placement of any other type targets on the berm is prohibited.
 - c. Small steel animal targets are authorized for use **only** during precision air rifle matches and practice.
9. Strip targets and clean up debris before leaving.

[Link to web page for this range](#) to see more information and pictures.



Pistol Range

Open Sunrise +15min to Sunset -15min

1. Eye and ear protection required while under the range cover.
2. Adjust your Target height to make sure your bullets impact directly into the berm and not ricochet off the ground.
3. All Firearms must be placed on the Shooting Bench/Table.
4. When the Red Light is On the Range is Cold
5. When the range is Cold, all firearms must be made safe and have an open chamber indicator placed in the chamber with the muzzle pointed down range.
6. Allowed:
 - a. Handguns with handgun calibers (22, 25, 380, 38, 40, 44, 45 and 50 caliber as well as their metric equivalents).
 - b. Rifles chambered for .17 and 22 caliber rim fire.
 - c. Handguns chambered for .410 Shotgun (i.e. Governor or Judge) and may use .410 shotgun shells to include self-defense, slugs and birdshot.
 - d. Firearms with a stock (fixed, collapsible or folding) and chambered in pistol calibers .380, 9mm, 40 S&W, 10mm and 45 ACP are allowed. Examples of these firearms are Pistol Caliber Carbines (PCC's), Bull Pups, Short Barrel Rifles (SBR's), and Military Surplus Submachine guns modified to shoot only semi-automatic and modern replicas of the same.
 - e. The priority of use for the Pistol Range is for pistol shooters, consequently members shooting other firearms listed above should use another range when the Pistol Range is full.
7. Not allowed:
 - a. Shotguns
 - b. Handguns that are designed principally to fire rifle cartridges such as the AK/AR style pistols in 7.62 x 39 or .223/5.56mm.
8. Gongs and steel plates may **only** be engaged from designated benches. Bullet velocity must be less than 3000 FPS at the point of impact. Only club-provided steel targets may be used. Members are not allowed to go forward of the firing line to engage steel targets. Gongs and plates may be shot with pistol calibers and 22 Rim Fire.
9. Plastic bottles, cans, self-sealing rubber and 22 caliber spinner targets are allowed if placed directly in front of or in the middle of the berm to prevent ricochets. Only wooden target frames are allowed.
10. Steel, concrete, glass, beer can and liquor bottle targets are prohibited
11. Do not place targets in front of the Gongs or Steel Plates.
12. Drawing holstered handguns is allowed with the following procedures:
 - a. The range must be clear of all other shooters.
 - b. The shooter must be under the direct supervision of an RSO to provide support and over watch for the shooter.
 - c. Only hip holsters are allowed.
 - d. Pistols must have their mechanical safeties engaged and revolvers must have their hammers forward when the firearm is drawn from the holster.
 - e. Shooting from the hip or Cowboy shooting is not allowed.



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- f. Shooters may move forward of the firing line and must engage targets to their immediate front, movement from right to left is not permitted. Targets must be placed immediately in front of the berm. Members who want to draw from the hip and engage targets moving from left to right should participate in the Practical Pistol Matches.
 - g. Members are not allowed to draw to engage steel targets or engage them forward of the Firing Line.
- 13. 22 caliber rim fire bullet traps are allowed on the pistol range for precision marksmanship shooters. Bullet Traps are to be mounted on member provided non-metallic tables or frames.
 - 14. Strip targets, clean up debris, return wooden target frames to the rack and return steel target stands to the wall before leaving.

[Link to web page for this range](#) to see more information and pictures.



Trap & Skeet Range

Hours of Operation 6am to 9:30pm Daily

1. Eye and ear protection required.
2. Keep the action of your gun open at all times **except** when standing on the shooting station ready to shoot.
3. Never load your gun except when standing on the shooting station ready to shoot. No more than 2 shells at a time in Skeet, Sporting Clays, 5–Stand and Doubles Trap. No more than 1 shell at a time in Singles and Handicap Trap
4. When your gun is loaded the muzzle must be pointed up or downrange.
5. When handling *unloaded*, pumps and semiautomatics should be pointed up with their bolts to the rear and break overs should be on the shooter's shoulder with the action open and the muzzle pointed forward or in their hand with the muzzle pointed to the ground. Never point the muzzle to your rear.
6. **Only** lead shot size 7 ½, 8, 9 or 10 or size 7 steel is to be used.
7. Keep your muzzle pointed towards the center stake or down range if you have a misfire or malfunction.
8. Unload your gun immediately if there is any delay while shooting.
9. Make sure the ammunition in your shell bag is for your gun.
10. Never walk in front of the house windows or open trap.
11. When a Trap House is being serviced the adjoining Skeet Range must be made cold. Trap shooting may continue on the adjoining range
12. Release Triggers - shotgun shooters are permitted to shoot a shotgun with a release-type trigger with the following stipulations:
 - a. Shooters with release triggers must notify all members of the squad.
 - b. Guns with release-type triggers must be clearly marked with a NSSA approved safety stickers. Stickers are available in the Center Skeet House and Stat House.
 - c. If a member of the squad or the referee is concerned about the safety of the release trigger they may request the release trigger shooter fire the round individually.
 - d. Minimum age for release trigger shooters is 18.

[Link to web page for this range](#) to see more information and pictures.



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Informal Shotgun Range

Open Sunrise +15min to Sunset -15min

1. Eye and ear protection required within 10 yards of active shooting stations
2. Keep the action of your gun open at all times except when standing on the shooting station ready to shoot.
3. Never load your gun except when standing on the shooting station ready to shoot.
4. When your gun is loaded the muzzle must be pointed upward or down range.
5. When handling unloaded, pumps and semiautomatics should be pointed up and break overs should be on the shooter's shoulder with the action open and the muzzle pointed forward or in their hand with muzzle pointed to the ground. Never point the muzzle to your rear.
6. **Only** lead shot size 7 ½, 8, 9 or 10 or size 7 steel is to be used.
7. Clay targets only. Members must provide their own targets. Two club-owned throwers are available to use
8. Unload your gun immediately if there is any delay while shooting.
9. Feel free to bring your own thrower. Power is available.
10. Release Triggers- see procedures at [Trap & Skeet Rules](#)
11. Break down all boxes and discard in blue dumpster along with your hulls. DO NOT put your trash in Long Range trash cans.
12. Patterning board: Shot restriction as noted above. Board is to be placed directly in front of the informal range and engaged from the informal firing line.
13. Aerial target shooting with a **longbow** is permitted on this range with following requirements:
 - a. Move throwers forward to the front concrete area. Angle direction of throw slightly to north.
 - b. Archer to straddle the front edge of concrete with feet. Control arrow direction as for muzzle control noted in shotgun rules above.
 - c. Use flu flu style arrows **only** (have a short range and lowest speed).
 - d. Move downrange to retrieve arrows **only** when no active trap/skeet shooting is in progress. Coordinate with shotgun shooters if necessary.
 - e. See [Archery Rules](#) for additional details and guidance.

[Link to web page for this range](#) to see more information and pictures.



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Airgun Range

Hours of Operation 6am to 10pm Daily

1. Use .22 or smaller ammunition, flat nosed lead pellets or BBs only.
2. Eye protection is required while under the range cover. Ear protection is optional but is recommended (especially for youth, particularly when loud calibers are being shot from near end of the Long Range).
3. All Firearms must be placed on the Shooting Bench/Table.
4. Do not handle firearms or anything on the table when the range is cold. Stand behind the yellow line unless changing targets.
5. When the range is Cold, all firearms must be made safe and have an open chamber indicator placed in the chamber with the muzzle pointed down range.
6. Plastic bottles, cans, self-sealing rubber and 22 caliber spinner targets are allowed.
7. Steel, concrete, glass, beer can and liquor bottle targets are prohibited
8. Paper targets to be mounted in front of traps using club provided plastic backing or member provided cardboard.
9. Strip targets, clean up debris before leaving.

[Link to web page for this range](#) to see more information and pictures.



Archery Range

Hours of Operation 6am to 10pm Daily

1. Crossbows, Long Bows, Recurve Bows, Compound Bows, Atlatls, and as approved, other means of projecting arrows are allowed on the Archery Range. Maximum arrow/bolt velocity is 400 feet per second. Shooters must ensure no one is down range prior to making the range or field lane Hot.
2. Arrows should not be nocked while the line is cold.
3. Nocked arrows should be pointed down range at all times.
4. Archers must fire from designated shooting positions. Standing shooters must straddle the firing line. Absolutely no shooting from behind the firing line.
5. Field and target point arrows should be carried in a quiver or with points in the hand.
6. Broadhead/razor points must be carried in a quiver.
7. Broadhead/razor points may be shot at hay bales only. Target and field points may be used on all targets. Archers may bring own targets for Broad head/razor points.
8. When going down range, hang bows or case bows. On the field range, bows may be left at the shooting position or leaned against the target face. If other shooters are present, the range may not be kept cold for greater than 5-minutes to retrieve lost arrows.
9. No dry firing Tri-City Gun Club bows.
10. No running on field or practice courses.
11. No shooting into the air, lofting, or other indirect forms of fire. Note: archers may engage aerial targets on the [Informal Shotgun Range](#), see link for specific rules and procedures.
12. Cleanup the area and reset targets when you are done shooting.
13. Please leave found arrows in the arrow return container.

Practice Range: The practice range includes Yellow Jacket bag targets for target or field points only and hay bale targets. The firing line is located at the east side on the concrete pad and accommodates up to eighteen shooters. Yellow Jacket bag targets are set from ten yards to eighty yards. Five hay bale targets are set at twenty, thirty, forty, sixty and eighty yards respectively. DO NOT shoot beyond the eighty-yard target. The earth and straw backstop at the end of the practice range is there to stop missed shots and is not a target position. When the practice range is cold, bows are to be tabled, hung, or grounded.

Field Range: The field range includes twenty-one shooting lanes numbered one thru twenty-one. The field range IS NOT an NFAA range. All targets are maintained year round. I. Some lanes may periodically hold water during the wet season. There is an elevated shooting platform located at shooting lane number two. Use of the platform is at the shooter's own risk. Fixed targets on the field range are hay bale butts set from ten yards to eighty yards. On the field range, place bows in front of the shooting stake or target face when retrieving arrows.

Trail: The final portion of the field trail for archers returning to the practice range ends behind the CONEX at the practice range. This trail also leads to the restroom facility. We recommend archers and guests (especially children) use this path to get to the restroom as it avoids walking on the road and cars turning a blind corner. [Link to web page for this range](#) to see more information and pictures.



Tomahawk Range

Open Sunrise +15min to Sunset -15min

1. Maximum three targets on backboard, set at four feet high using installed pins.
2. Maximum three throwers on line defined by vertical timbers, standing between timbers.
3. One thrower at a time.
4. No side arm ("round house") throwing.
5. Wait well behind the throwing line, well beyond the thrower(s).
6. Handle hatchets safely on the throwing line and in the waiting area (heads down in buckets).
7. Extra A-frame portable stands are for organized events only.

[Link to web page for this range](#) to see more information and pictures.



Emergency Procedures

Standard steps and sequence in which performed. Reference NRA RSO Course, Lesson V.

1. **Training, Communication and Equipment:**

- a. First-aid training and CPR are highly recommended.
- b. A Direct Line to McClain County EMS is located on the south side of the Stat House in the Red Phone Box. All you have to do is pick up the phone and you are connected.
- c. Radios are issued for large events.
- d. First Aid Kits are located in the Stat House and in both restrooms.
- e. AED (Automatic External Defibrillator) is located in the Stat House.
- f. Most shooters carry small kits in range bags, some have a tourniquet.

2. **Take charge of the situation:** Stop shooting, stay in place. Evaluate the situation: Minor or major injury? If major, call for help immediately. If an injury is a result of a gunshot:

- a. Cease fire the range and bench or ground all firearms with the muzzles pointed in safe direction. Do not unload or remove from the range until told to do so by a Board Member or by Law Enforcement.
- b. Call 911 per details below, await EMS and Law Enforcement.
- c. Administer first, details below.
- d. Make a list of all members and guests on the range at the time of the incident.
- e. All members / shooters must remain on the range to provide witness statements and support as required.
- f. Reporting and calls as listed below are mandatory for this type of accident.

3. **Designate helpers if necessary:** Delegate responsibilities with clarity, use certified RSOs when available. Designate members to:

- a. Call for help if required as listed below.
- b. Render aid (within scope of training), details below.
- c. Direct and assist responders to location.
- d. Take notes for reports.

4. **Call for help if required:** Never assume a call has been completed, people tend to assume others did it. Usually a volunteer EMT is onsite with a radio for large events. Direct dial phone at Stat House as noted above. Calling 911 from your cell phone will connect you with the City of Norman EMS. Remain calm during the call. Give the dispatcher the following information:



- a. Your name.
- b. Ensure they read back your cell number in case you are disconnected.
- c. Location - **450 Jerry Black Lane, Norman Ok 73072.**
- d. State what happened. Use discretion in commentary if a gunshot wound.
- e. How many people are injured, type(s) of injury / accident / illness.
- f. Condition of injured.
- g. Location of person(s) who will direct help to the scene.
- h. Current monthly gate code.
- i. Do not hang up the phone until told to do so.

Note - If EMTs are called, cease fire range where injury occurred until EMTs have departed.

5. **Render aid within scope of training:** In Oklahoma, Good Samaritan protection only covers bystander emergency assistance related to CPR or controlling bleeding. Determine level of care (call for help or treat?). Gather information for emergency responders:
 - a. Injured name.
 - b. Your name (Deputy Sheriff if responds will usually write a police report).
 - c. If a tourniquet was applied, time applied.
6. **Direct help to location:** Position one or more persons to direct first responders.
 - a. At the gate. EMS has gate code but faster entry if open gate as they approach.
 - b. Beyond the gate at top of the hill near the intersection with paved road to indicate entry.
 - c. In the parking area if the incident location is not clear from there.
 - d. At range if necessary for further guidance.
7. **Report:** Take notes on times actions were taken. TCGC Incident Report forms are in SOP binders and on the north wall in Stat House. Have witnesses complete incident reports. Complete your Incident Report (as a covering document if multiple reports). All Incidents / Accidents that warrant a call to 911 must:
 - a. Have a TCGC Incident Report completed to document the event.
 - b. Be reported immediately to the Chief Range Safety Officer or to other members of the Board listed on the Emergency Contact List.
8. **After Action:** After all emergency procedures have been completed per above lists and after first responders have departed, assess whether restarting the event is prudent. Communicate your decision to participants. Submit Incident Reports per above list to CRSO as soon as possible.

