

## CLUB RULES - 2008

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## Section 1 General Rules

### 1.1 Safety First

Safety is top priority. Safety is the responsibility of each member at all times. It is the obligation of each member to report any unsafe condition or activity, violation of Club Rules, or damage of Club property to a Range Officer, the Club Shop, or a Board Member (if the offender is a Range Officer, report this to a Board Member or the Committee Chairman); if possible, report the name of the person observed or the license plate number or description of the person's vehicle. Eye and ear protection are required when on or near any shooting range. The taking of any controlled substances or medications, either before or during shooting, that may alter the shooter's ability to ensure the safety of him/her self and others, is prohibited. No fully automatic firearms or devices which simulate fully automatic fire are allowed on Club property; but silencers are allowed on Club property. All firearms must be unloaded prior to being brought onto Club property, except those which are licensed concealed. Once on Club property, all firearms must have their action open and be pointed in a safe direction unless in a gun rack. A firearm must always be pointed in a safe direction when it is being loaded or fired. A healthy respect for firearms requires that all firearms be treated as if they were loaded. In the event of an emergency, anyone may give the command to stop shooting. An emergency phone for calling 911 is located in the breezeway.

### 1.2 Membership

Membership requires payment of the annual Club dues and being approved for membership by the Board of Directors. The Board of Directors reserves the right to deny or revoke membership. Memberships are family memberships, meaning they include a spouse and children who are legal dependents residing with the member. *Not your mother, brother or in-laws*. Membership alone does not grant shooting privileges. In addition to membership, shooting privileges require the taking of the Club Safety Class on an annual basis and, for youths, the meeting of the appropriate age minimums contained in the Club Rules.

### 1.3 Youths and Age Requirements

While youths can be Club members under a family membership, and can be guests hosted by members, special rules apply to them. Youths under the age of 10 must be under the direct supervision of an adult at all times, and may not be allowed to roam the grounds unattended.

A .22 rim fire rifle shooter must be at least 8 years old and must be accompanied by an adult 21 years of age or older who is either a parent or is *in loco parentis* who stands beside the shooter and does not shoot. A .22 rim fire rifle shooter must be at least 18 years of age to shoot alone.

A shotgun shooter must be at least 8 years old and must be accompanied by an adult 21 years of age or older who is either a parent or is *in loco parentis* who stands beside the shooter and does not shoot. A shotgun shooter must be at least 18 years of age to shoot alone.

A pistol shooter must be at least 16 years old and must be accompanied by an adult 21 years of age or older who is either a parent or is *in loco parentis* who stands beside the shooter and does not shoot. A pistol shooter must be at least 21 years of age to shoot alone.

**ANY** family member on the pistol range during off-hours **must** have an appropriate privilege badge.

#### 1.4 The Club Safety Class

The purpose of the Club Safety Class is to advise members of the Club Rules, familiarize members with some of the shooting equipment at the Club, provide members with a forum to make suggestions or voice concerns to be passed onto the Board of Directors, obtain shooting privileges for the year, and meet the requirements for having white, or appropriate color badge privileges. It is not the purpose of the Safety Class to teach the safe operation of any specific firearm. Each individual operating a firearm on Club property is personally responsible for having the knowledge of, and following the procedures for, the safe handling and operation of the specific firearm he or she is using. In addition, the Board of Directors reserves the right to require any individual to demonstrate his or her ability to safely use the firearm that he or she is intending to use on Club property.

The Club Safety Class is not responsible for providing information about specific events; that information will be contained from time to time in the Club Newsletter and on the Club web site ([www.dwc.net](http://www.dwc.net)). A calendar of known events **may** be provided at the Safety Class.

At the time of taking the Safety Class, current members will have to pay the renewal fee at the class or show evidence of having renewed their club membership for the coming year (if the Safety Class is being taken at the end of a year for application to the following year). New members will pay at the class. Members who have not renewed membership by January 01, will be dropped from membership, must reapply and pay another initiation fee. A current membership list will be available at the class.

#### 1.5 Pistol Test

The pistol range test immediately follows the safety class. In order to become a pistol range officer or obtain a pistol privilege badge, a member must take and pass the pistol range test. Failure to pass will result in a retry, if desired, at the next available safety class. No ammunition, magazines or clips (empty or loaded) will be allowed at the pistol test. Failure to comply will result in immediate failure of the test for the entire year. With the exception of truly catastrophic weather conditions or weather-related damage, the safety class schedule is always the first Sunday of each month at 1:00 PM, and the following Wednesday at 7:00 PM.

1.6 Badges {GREEN = SHOTGUN, ORANGE = PISTOL,  
ORANGE STRIPE = SUPERVISED PISTOL}

Members must wear their Club badge at all times while on Club property. Attending the Club Safety Class on an annual basis is a requirement for receiving any type of badge. Club badges for 2008 are either white, green, orange, or white with orange stripe.

**WHITE Badge** - A member with a white badge may shoot on the shotgun ranges during the Club's open hours and may bring a guest to shoot on the shotgun ranges during open hours. The member may not shoot at other times unless as a guest of a member with an off-hour privilege badge. A white badge member may shoot on the pistol range, during open hours only, if hosted and coached by an orange badge member, but the orange badge member may not shoot at the same time. The orange badge member must stand over the shoulder of the white badge member at all times to insure that the white badge member is shooting properly and observing all of our safety requirements. The orange badge member is responsible for the actions of the white badge member.

**GREEN Badge** - A member with a green badge has volunteered to serve on one of the Club's committees and has thereby earned off-hours shooting privileges. This member may shoot on the shotgun ranges during open hours as well as during off-hours and may bring guests to this range during open hours and off-hours. A green badge member may shoot on the pistol range, during open hours only, if hosted and coached by an orange badge member, but the orange badge member may not shoot at the same time. The orange badge member must stand over the shoulder of the green badge member at all times to insure that the green badge member is shooting properly and observing all of our safety requirements. The orange badge member is responsible for the actions of the green badge member.

**ORANGE Badge** - A member with an orange badge has, in addition to the Club's general safety course, taken and passed the Club's pistol safety course and has volunteered for a committee. This member has the same shotgun privileges as a green badge member. In addition, the orange badge member may shoot on the pistol range during open hours and off-hours, and this member may also host a white or green badge member or a non-member guest on the pistol range during open hours only. *NO WHITE OR GREEN BADGE MEMBERS OR GUESTS MAY BE HOSTED ON THE PISTOL RANGE DURING OFF-HOURS, EXCEPT BY AN NRA CERTIFIED PISTOL OR RIFLE INSTRUCTOR WHO HAS PRIOR BOARD APPROVAL!* The orange badge member must not shoot on the pistol range while hosting a white or green badge member or a guest, but must stand over the shoulder of the member or guest at all times to insure that said person is shooting safely and observing the Club's rules. The orange badge member is responsible for all actions of the person being hosted.

**WHITE Badge With ORANGE Stripe** - This special badge is reserved for those members who have passed the Club's general safety course and the Club's pistol safety course but have not volunteered for a committee. Dependent children under the age of 18 who have volunteered for a committee will receive a stripe badge and may not shoot without direct supervision. Other stripe badge holders may use the pistol range during open hours without having an orange badge member standing over their shoulder provided there is an orange badge committee volunteer acting as the pistol range officer. During off-hours, they may not use the pistol range unless hosted by an

orange badge member, and when the orange badge member leaves the range, so must the stripe badge member. They will not be given the combination to the pistol range gate. Since they are not a committee volunteer, they do not have off-hours privileges on a shotgun range unless hosted by a member with off-hour privileges, who must be present at all times.

### 1.7 Club Hours

Club **open hours** are 11:00 a.m. to 3:00 p.m. on Saturdays and 1:00 p.m. to 5:00 p.m. on Sundays. Open hours are subject to change by the Board of Directors. **Club off-hours**, for off-hours shooting by orange and green badge members, are 7:00 a.m. to 10:00 p.m. All or any portion of the Club may be closed with the approval of a Committee Chairman, such as for work days, grass cutting, contractors, and for special shooting events.

### 1.8 Safety Violations, Rules Violations, and Damage to Club Property

Safety violations will not be tolerated. A member will be notified of any alleged safety violations and other Club Rules violations or damage to Club property, and the matter will be brought before the Board of Directors for disposition. If the Board finds that a violation of these rules or other negligent action or omission occurred, temporary or permanent loss of shooting privileges, hosting privileges, or Club membership, or any or all of the above, may result. In the event of injury to persons or damage to property, other legal action may also occur. Any member notified of a violation must report to the next Board of Directors meeting or automatically forfeit all Club privileges. Committee members may be removed from their assigned committee by the Committee Chairman for safety or other rules violation. A member may appeal such action by a Committee Chairman to the Board of Directors at their next meeting.

## Section 2 Lake and Club Grounds (Other Than Shotgun Ranges)

### 2.1 Lake and Club Grounds

All members may use the Club grounds, in accordance with the Club Rules. Members may have four guests at the lake. Park only in the parking lot beside the lake when using the lake. If launching a boat, the vehicle and trailer must be moved to the parking lot immediately after launch. Do not leave boats or canoes overnight at the lake. Take them home with you. Do not drive around the lake. Swimming is not allowed in the lake and life preservers are required in all boats. No gas motors are allowed on boats. If fishing, do not fish with minnows; keep no bass under 15 inches; keep all bream and crappie. Fishing takes precedence over dog training; do not throw items into the lake for dogs to retrieve if persons are fishing nearby. Fires are allowed only in the grills near the lake unless camping. Badges are required at all times on Club property. WEAR YOUR BADGE.

### 2.2 Archery Range

All members wishing to use the Archery Range must be certified. Please see any member of the Archery Committee for certification.

## Section 3 Rules for the Shotgun Ranges

### 3.1 Arrival at the Shotgun Ranges and Check In

The shotgun ranges are the trap range (fields 1 and 2), the skeet range (fields 3 through 6), and the sporting clays range (field 7). All firearms must be unloaded, have their actions open, and be pointed in a safe direction until the shooter is standing on one of the stations and is ready to shoot; except that break action shotguns may be placed closed and unloaded in gun racks. Shotguns may only be mounted when the shooter is ready to shoot. The muzzle must always be pointed in a safe direction. During open hours shooters must check in with a *range officer at trap, skeet, clays*, before shooting each round. During open hours only regulation rounds may be shot (for skeet, doubles is considered a regulation round). Do not take extra shots, if you want more practice - Pay For Another Round.

**During off-hours, shooters must sign the sign-up sheet in the Clubhouse or breezeway before shooting. Then put the fee for the rounds shot in an envelope and deposit the envelope in the slot in the Shop door after you have finished shooting.**

Effective January 1 2004, members must be certified to shoot trap, skeet or clays off-hours. Members may not shoot off-hours without certification even if a certified member is present. Shooting off-hours without certification or violation of any off-hour procedure may result in loss of privileges. Wear Your Badge.

### 3.2 Shotgun Ammunition Allowed

The use of shot sizes larger than #7 1/2 is prohibited. Black powder shotguns may be fired only during off-hours, after insuring that all persons around understand the unloading procedures. No pistol or rifle shells are allowed on the shotgun ranges.

### 3.3 Shotgun Loading

Shotguns are not to be loaded until the shooter is on a station and is preparing to shoot. For trap: only one shell may be loaded at a time; for trap doubles: no more than 2 shells may be loaded at a time; for skeet: no more than 2 shells may be loaded at a time except at station 8 high when only 1 shell may be loaded; and for clays: no more than 2 shells may be loaded at a time. All loading is done **ONLY** when on a station. No “dry firing” is allowed.

### 3.4 Shotgun Range Commands

The commands for shotgun shooting are: pull or some similar signal for the release of the target, and cease fire or stop firing.

### 3.5 Clean-Up

Shooters must pick up empty hulls after the round is complete; however, if shooting during open hours, shooters are prohibited from going outward of the skeet houses to pick up hulls (if shooting during off-hours, only go outward of the skeet houses to pick up hulls if no one else is shooting on adjacent fields).

### 3.6 Loading of Skeet, Trap and Clays Houses

When the trap house on any of the trap fields is being loaded, there will be no skeet shooting on field 3, and in addition, there will be no shooting of targets from stations 7 or high 8 on skeet fields 4, 5, or 6. A horn, flashing light and a red flag will precede the loading of a house. One long blast of 2 or 3 seconds will sound to signal that loading is about to begin and that shooting as designated above must stop. Two blasts of the horn will signal that loading has been completed and that shooting may resume. Anyone loading the houses needs to remember to carry the red flag. During Club open hours, shooters are not required to load any of the houses, however, the help of shooters who have been trained in how to load the houses would be appreciated. During off-hours, shooters are required to completely reload the houses, turn off and de-cock the machines, rewind the cords in long loops, **not around your arm!** Skeet cords are kept in the high house for each field. Close the windows, and lock the doors. **Only** shooters who have been trained should reload the houses.

### 3.7 Shotgun Range Costs

Shooting fees for shotgun sports are posted in the Club Shop. Separate fees apply to non-committee members, committee members, and guests. *No one shoots for free.*

### 3.8 Additional Rules for Sporting Clays

Note: further information about Sporting Clays may be obtained only from the Clays Chairman or the Safety Chairman; no other individual is authorized to provide more information than what is contained in this section of the Club Rules. During open hours, shooters must check in with a member of the Clays committee prior to shooting and shooters will be assisted by a member of the Clays committee upon arrival at the Clays field. During off-hours, only members with green or orange badges who have been certified are allowed to shoot. These members are allowed to host guests at Clays during off-hours. All shooters who have not been trained must stay out of the Clays houses and it is the responsibility of all members to challenge any person seen in the Clays houses who do not have a green or orange badge with certification. When shooting, stay completely in the shooting cage. Do not step out of the cage unless authorized to do so by a puller.

Clays range procedures: Trappers will have sole control of the collection of tokens, calling the squad to the firing line, throwing the targets, moving the squad members from station to station, and ending the shooting. Anyone may call a cease fire. One range officer will be the trapper and the other will be the line safety officer.

Clays range commands: Shooters to the cages / Trapper is ready, you may load /Unload and walk / Unload and game over.

Clays Safety Rules: Trapper is in **COMMAND**

Eye and ear protection will be worn by all on the clays field

Shooters shall remain in the cage until Trapper's command is given

No shells in shotgun until trapper gives command; **Trapper is ready, you may load**

Load no more than two (2) shells

Shooters will stay completely in their cages and not lean out forward

All shotguns shall be empty before anyone walks in front of the line  
No loaded firearm muzzle shall be placed on the ground, rubber pad, or foot  
No shouldering of firearms behind the firing line  
Do not pick up hulls between stations, only at end of round  
Shoot only a regulation round of clays / **NO** shots outside a cage  
Shooters shall stand  
Shotguns shall be discharged from the shoulder only

## **Section 4 Range Officer Duties**

### **4.1 Duty**

Committee duty at DCWC is work performed by you for the privilege of shooting off hours. DCWC can never guarantee a certain committee assignment. Workers are placed where most needed. Choices are given whenever possible. Once on a committee the work may be varied. On or about May almost every new member is assigned to grounds maintenance due to all Saturday/Sunday (roster) committees being full. Failure to do the work will result in your being a no-show. This could involve a \$25 fine, removal, or expulsion.

With your badge you will receive notification of your committee assignment and the appropriate club combinations. You can then go to the website, check the newsletter, and ascertain who your committee chairman is. All names are listed at the top of page one of the newsletter. A committee chair list may also be provided with your badge. Open-hours (Saturday & Sunday) committee members (Pistol, Safety, Skeet, Trap, Clays and Shop) will have their assignments posted in the duty roster. Others will be contacted by their committee chairperson.

### **4.2 General Rules for Range Officers**

Members who have volunteered for Club committees will be assigned Range Officer duties. Duties are assigned by committee chairs and/or the Board of Directors. Range Officers are required to work a minimum of one day (4 hours) per calendar quarter. In addition to regular committee assignments, all members are encouraged to participate in at least one Club workday. Range Officers who cannot perform their duties on the date assigned are responsible for finding their replacement, advising the Committee Chairman, and changing the duty roster in the Shop as appropriate. If a Range Officer does not show up for his or her assigned duty, he or she will be listed as a "No Show". If a replacement does not show up, the Range Officer who originally had the duty will be listed as a "No Show". All "No Shows" will be notified of such, and will be required to attend the next Board of Directors meeting for the Board to determine what additional action should be taken. This will result in a \$25 fine for the determined no-show. A "No Show" who does not attend the Board of Directors' meeting may lose all Club privileges for the remainder of the year and for the following year, and may be banned from future Club membership. Additional information, clarification, and/or requirements for Range Officer duties may be obtained by contacting Committee chairs. **BE SURE YOU UNDERSTAND THE REQUIREMENTS BEFORE YOU VOLUNTEER.**

### **4.3 Scheduled Range Officers (Saturday/Sunday)**

Additional instructions to Pistol, Skeet, Trap, Safety, and Clays Range Officers. A Range Officer assigned to duty should arrive at least 5 minutes early (30 minutes early for Clays) and go first to the Shop and introduce him or herself to the Shop Manager so as not to be listed as a "No Show". If you arrive prior to the Shop Manager, return to the Shop when it is open. The Shop Manager has authority over all Range Officers. Range Officers take instructions from the Shop Manager and should introduce themselves to the other Range Officers. Range Officers are responsible to be on duty for the full length of the assigned period, meaning on Saturday from 11:00 a.m. to 3:00 p.m. or on Sunday from 1:00 p.m. to 5:00 p.m. Only the Shop Manager can shorten the assigned period (due to weather, etc.); a Range Officer must not leave without the Shop Manager's approval. The Roving Relief Officer may temporarily relieve a Range Officer, and other members who are Range Officers may relieve the Range Officer on duty. The assigned Range Officer has the responsibility for ensuring the safety of shooters and others on the range and in the area of the range, and must watch all persons entering and leaving the range area. The assigned Range Officer has authority over all other members who are also Range Officers but who are not currently on duty. In exercising his or her authority, the Range Officer should be firm but never abusive to others. The assigned Range Officer has the authority to shut down all or part of a range, but may have to explain this decision to the Committee Chairman. In an emergency, the authorized Range Officer should shut down the range and go to the Shop for help. At the end of the assigned period, the Range Officer should reload houses (where appropriate), shut off all lights, wind all cords, close all windows, lock all doors and return items to the Shop as necessary. Range Officers are not allowed to shoot on duty, except for Pistol Range Officers (See specific Pistol rules).

#### 4.4 Shotgun Range Officers

Additional instructions to Shotgun Range Officers: Take instructions from the Shop Manager. The Skeet Chair, Trap Chair, Clays Chair and Skeet/Safety Chair may also direct your duties. Introduce yourself to the Roving Safety Officers. Trap officers, Clays officers and Skeet officers are not allowed to shoot while on duty. If, AND ONLY IF, there are NO members shooting on the Clays range, one Clays officer may shoot while the other pulls. Under no circumstances may a Clays volunteer officer shoot with a squad.

#### 4.5 Roving Relief (Range) Officers

Additional instructions to Roving Relief Officers: Take instructions from the Shop Manager and Chairs as above. Introduce yourself to the Pistol Range Officer and the Shotgun Range Officers. Check back with them every hour or so and relieve them for short 10 minute breaks. Walk around the Club grounds and look for and help eliminate safety problems. Be an additional set of eyes and ears for the Pistol Range Officer and the Shotgun Range Officers, and you may also be required to monitor the skeet fields when they become very crowded. Greet visitors and help new members. You are not allowed to shoot while on duty.

## **Section 5    Hosting of Guests**

### **5.1    General Hosting Rules**

Members who have taken the Club Safety Class for the current year are allowed to host guests, subject to the Club Rules. The privilege of hosting a guest (meaning an individual who is not a Club member, or who is a Club member but has not taken the Club Safety Class) should not be abused by allowing it to be a substitute for the guest becoming a member of the Club or for a member taking the Club Safety Class. All Club Rules apply to all guests and it is the host's responsibility to inform the guest of this and to make available a copy of the Club Rules to the guest. The host is responsible for the safety of the guest and is liable for the actions of the guest as it relates to the safety of others, the following of the Club Rules, and the guest's damage of Club property. The host is required to stop the shooting activity of the guest if safety or property damage becomes an issue. When hosting during off-hours, the host is responsible for turning off all lights, locking all doors, closing all windows, putting back all equipment used, cleaning up all brass, picking up all hulls, and reloading the machines. Make it a goal to leave the Range in better condition than you found it.

### **5.2    Shotgun Range Hosting**

The guest must check in at the Shop if shooting during open hours. The guest must sign the Club waiver form before shooting at all times. When hosting during open hours, every squad must have at least one Club member on it. When hosting during off-hours, a member with a green or orange badge may host up to 4 guests.

## **Section 6    Miscellaneous**

### **6.1    Concealed Firearms**

Concealed firearms are allowed on Club property, in accordance with North Carolina's concealed carry law.

### **6.2    Recreational Vehicles**

Recreational vehicles may park only in the grass field or where electrical hook-ups are provided. No fluids may be discharged from RVs on Club property. If electricity is used, a \$10.00 per day electrical hook-up fee will be owed to the Club. Put the money in an envelope and deposit the envelope in the slot in the Shop door.

### **6.3    Range Lights**

If range lights are used during off-hours, a \$1.00 fee will be owed to the Club, to be paid by depositing the money in an envelope and putting the envelope in the slot in the Shop door.

### **6.4    Club Rental**

Any rental of the Clubhouse or any other part of the Club property must be approved in advance by the Board of Directors. The lake is not available for rental. Club rental is not available for Saturdays or Sundays.

## 6.5 Special Shooting Events

Special shooting events are subject to the Club Rules or special amendments to the Rules by the Board of Directors. Rules for each event must be discussed with the appropriate Club Committee prior to the event.

## 6.6 Dogs

No dogs will be allowed in the clubhouse or the shop at any time with the exception of service animals. All dogs must be on a leash while on other club property. Aggressive dogs will not be allowed on Club grounds.

## 6.7 Driving on Club Grounds

Drive slowly on Club grounds. LOOK BACK. Do not make a dust cloud.

## 6.8 Board of Directors Meetings

The Board of Directors meets in the Clubhouse on the second Sunday of the month at 1:30 p.m. All members are invited to attend.

## 6.9 Patterning Boards

The Shotgun Patterning Range is immediately to the right of the Sporting Clays range. The patterning range is for OFF HOURS use ONLY. Instructions are posted. Yardages are 21 yards for skeet and 35 yards for trap. Maximum shot size is 7 ½ **anywhere** at DCWC. Inform everyone on the Sporting Clays range that you will be firing on the Patterning Range.

## Section 7 Final Words

7.1 *All firearms are deadly. All firearms are unthinking and unforgiving. Once a bullet exits the barrel it stands a good chance of destroying whatever is in its path and all the sorrow in the world will not put the bullet back in the barrel. Prevent unauthorized access to your firearms.*

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