



Membership Information, Safety, and Rules Manual

Updated: February 13, 2022

DISCLAIMER

These rules and safety guidelines are not all-encompassing. Each Member is responsible for their own behavior and safety as well as that of their guest(s). The Club is not liable for any other Members safety or rule violation, each Member uses the facility at their own risk and responsibility.

NOTICE

Rule violation(s) could result in suspension or revocation of your membership.

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Revision History

DATE	CHANGE(S)
03/09/2021	Initial Document
10/01/2021	Modify transporting firearm rules; modify several range rules; add reference to membership portal.

Points of Contact

President	
Vice-President	
Secretary	
Treasurer	treasurer@camillussportsmensclub.com
Archery	archery@camillussportsmensclub.com
Buildings & Grounds	grounds@camillussportsmensclub.com
Membership	membership@camillussportsmensclub.com
Pistol	pistol@camillussportsmensclub.com
Public Relations	pra@camillussportsmensclub.com
Rifle	rifle@camillussportsmensclub.com
Trap/Skeet	shotgun@camillussportsmensclub.com

Membership

General Information

- Membership meetings are held every 2nd Wednesday @ 6:30pm in February, May, August, and November. Attendance is not mandatory but encouraged.
- Monthly newsletters are emailed to each member.
- Membership is a family membership.
 - Family membership includes spouse/significant other and children under age 18.
 - Other family age 18 and over (e.g., sons, daughters) are considered guests unless they have their own membership.
 - Only the person who holds the membership in their name may vote at membership meetings.
 - You are responsible for your family's behavior and are responsible for any of their infractions.
- Membership will e-mail you a username and password for logging into the *members* section of club's web portal.
 - The *Events* calendar shows you all activities happening at the club.
- Golf carts are available to drive downrange (when safe to do so) to place targets.
- The membership deadline is December 31 each year.
- The club cannot offer instruction to members for liability reasons.
- Cameras are recording all activity for Buildings, Pavilions, Driveways, Parking Lots and Ranges. Camera footage is retained by the Club for a period of time. Camera footage may be used for reviewing infractions, as well as for use by law enforcement.

Club House

- General members have access to the Main Club House, 2nd building on the left.
 - NO handling of firearms in the Main Club House, except for the indoor range. (There is no safe direction to point the muzzle.)
- The Meeting Room Building, 1st building on the left, is open during General Meetings, League Use, and Membership/Orientation. It is closed to General Membership use at all other times.

Restrooms

- Restrooms are available in the Main Club House.
- Unisex portable toilets are available outside:
 - East end of the Rifle range.
 - Between outdoor pistol/rimfire range and last skeet house.
 - West end of building 1.

Maintenance

- There are no paid members of the Club, it is an All-Volunteers Club. Therefore, all members are obligated to assist in the routine maintenance of the facilities or other functions of the club's operations. Please contact any member of the Executive Committee (Officer or Director) for details.

- Frequently requested volunteer efforts are needed for: mowing, weed eating, snow plowing, shoveling, rebuilding target boards, trash pickup, cleaning out and reloading of Trap & Skeet houses, painting, staining, etc.
- You will be notified of other opportunities via email for larger planned projects (e.g. indoor range backwall repair).

Guests

- You may have more than one guest, however only one guest may shoot at a time.
- Members may not handle or shoot a firearm when their guests are doing so.
- Each member must pay \$2 fee for each guest, payable in the drop box in the Main Club House.
- Each guest must read the liability waiver and then sign an acknowledgement to that effect before obtaining range access or handling a firearm. Both are located in the Main Club House next to the drop box.
- Each member is responsible for their guests' behavior and is responsible for any of their infractions.
- Members must always keep their guests under direct supervision, especially when they are handling or using a firearm.

Rules

- Member ID (membership badge) must be visible to other members at all time while on the premises.
- All Federal, State, and local firearm laws must be obeyed – no exceptions.
 - All firearms and ammunition must be legal in New York State.
- All members and guests must read all safety rules posted on the premises and membership portal.
- Children under the age of 18 must always be supervised while on the premises, whether shooting or not.
- Alcohol or drugs is strictly prohibited on the premises. If you are under the influence of alcohol, drugs, or any other substance, do not operate any firearms or bows.
- Smoking and vaping are not permitted inside any building.
- All trash must be picked up and deposited in trash bins.

Rule Violations

- Every member is designated as a rule monitor and has the responsibility to inform other members or guests of rule violations and may offer them guidance to rectify the situation.
- If a shooter does not rectify the situation and continues to violate the range rules, or you are uncomfortable approaching the member or guest, contact an Executive Committee member (officers, directors) via email.

Firearm Safety

Transporting Firearms

- When transporting firearms to and from shooting stations, firearms must be Unloaded and Cased, Unloaded with Bolt Removed, Unloaded with Open Bolt Indicator (OBI) in place, or Holstered (Loaded or Unloaded).
- Unloading requires all magazines to be removed, ammunition removed from the chamber, and action must be open and visible.
- Firearms forward of the firing line must be Unloaded and Cased or Holstered (Loaded or Unloaded).

Safety Rules

- Always keep your muzzle pointed in a safe direction.
- Treat every firearm as if it was loaded.
- Always know your target, what is in front of it, and what is beyond it.
- Keep your finger off the trigger until you are pointed at your target and ready to shoot.
- Never aim a firearm at anything you are not willing to shoot.
- Unload your firearm when not in use.
- Never load or fire a firearm if there is any doubt of its ability to operate safely or you are unfamiliar with its operation.
- Never leave a loaded firearm unattended.
- Always ensure that your firearms and ammunition are compatible.

Range Rules

- Applies to all firearm ranges.
- Range rules are posted in club house and on each range.
 - Read them each time you visit a range to re-familiarize yourself and note any changes.
- You are required to wear eye and hearing protection while on the firing range.
 - This applies to shooters and non-shooters.
- Firearms on the firing line must always be pointed downrange.
- Firearms not on the firing line must be unloaded or holstered.
- Shoot at an acquired target with proper backstops only, do not shoot into the sky or into the ground.
- Rapid fire is prohibited (Minimum 1 second pause between single shots or two second pause between double shot).
- Acceptable shooting positions include firing from the bench top, seated, standing, kneeling, or prone.
- ONLY paper or cardboard targets are allowed and must be provided by the member.
 - Targets may be adhered to backer board with tape, staples, or tacks only.
 - All other targets (e.g., bottles, cans, spinners) are prohibited.
- NO targeting of wildlife.

- All casings must be picked up. Brass casings may be deposited in the *Brass Recycling* buckets located on the ranges. You may collect your own casings for reloading. Please deposit unwanted steel, aluminum, and shotshell casings in the trash.

Cease Fire

- A “Cease Fire” may be initiated at any time and for any reason by anyone.
- No person will be allowed across the firing line (i.e., go down range) at any time for any reason unless a “Cease Fire” has been initiated.
- A “Cease Fire” is performed by:
 - Consulting all other shooters that you will be turning on the safety system.
 - Confirming with all other shooters that it is safe to go down range before doing so.
 - Activating the nearest safety switch to the person initiating the “Cease Fire”.
- When the safety switch is turned on:
 - An alarm bell sounds.
 - The overhead red warning lights turn on and flash along the firing line.
 - The yellow light on the safety switch will illuminate (i.e., light up).
- If more than one person will be going down range, each person must activate the safety switch nearest him/her. The yellow light will illuminate for each safety switch turn on.
- In the event of a “Cease Fire”:
 - Immediately stop shooting your firearm.
 - Open your action and leave it open.
 - Unload your firearm (empty chamber and remove magazine)
 - Step back from your firearm and firing line.
 - Do not handle (i.e., touching or adjusting) your firearm or begin shooting again until given the “All Clear”.
- An “All Clear” is performed by:
 - Each person (including the initiator of the “Cease Fire”) that turned on a safety switch, must turn off the very same safety switch he/she turned on, once safe to do so.
 - The red warning lights will continue to flash and remain on until all illuminated safety switches have been turned off.
 - The person who requested the “Cease Fire” is responsible for giving the “All Clear” to all other shooters. He/she must:
 - ensure everyone has returned from downrange,
 - ensure all yellow lights on all safety switches are off, and
 - only then can he/she give the “All Clear”.

NOTE: The Trap/Skeet and Archery ranges have modified “Cease Fire” instructions.

Outdoor Rifle Range

General Information

- Target backer boards are placed at 50, 100, 200, and 300 yards.
- Steel targets (i.e. gongs) are at 200 and 300 yards.
- Leagues are available, consult the Membership web portal for more information.

Rules

- You may only shoot from 9am to legal sunset.
- Only club target stands and boards may be used at the 100- and 200-yard markers only. Contact the Rifle director for details.
- NO shotguns using shotshell, only slugs are permitted.
- NO Bows (longbows, recurve bows, compound bows, or crossbows).
- NO steel-core, steel shot, tracers, incendiaries, or armor-piercing ammunition.
- NO paint-based ammunition (e.g., paintballs).
- NO plastic-based ammunition (e.g., airsoft).
- NO explosive or pyrotechnic devices (e.g. Tannerite).

Outdoor Pistol/Rimfire Range

General Information

- Target backer boards are placed at 7, 10, 25, 50, 75, and 100 yards.
- Hanging steel targets are at 25, 50, 75, and 100 yards.

Rules

- NO centerfire rifles. Rimfire rifles are allowed (e.g., .17 HMR, .22).
- NO shotguns (slug or shotshell).
- NO black powder rifles of any kind. Black powder pistols are allowed.
- NO bows (longbows, recurve bows, compound bows, or crossbows).
- NO steel-core, steel shot, tracers, incendiaries, or armor-piercing ammunition.
- NO paint-based ammunition.
- NO explosive or pyrotechnic devices.
- Shoot within stations ONLY. Do not step back more than 2 feet from the bench to shoot. (Sufficient space for practicing to draw your firearm and shoot).
- NO cross-lane shooting ever.
- You may only shoot from 9am to legal sunset.

Indoor Pistol/Rimfire Range

General Information

- The indoor range is open 24x7.
- Ensure the ventilation system is turned on upon entering the shooting area.
 - There is a knob on the wall next to the door.
 - It is on a timer and may need to be turned back on depending on how long you shoot.
 - Do not force the timer to finish its cycle, let it time out.
- Turn on enough lighting to allow for safe shooting.

Rules

- NO rifles except rimfire allowed.
- NO shotguns (slug or shotshell).
- NO handguns firing shotshell (i.e., birdshot or buckshot).
- NO black powder rifles or revolvers of any kind.
- NO air rifles under 600 fps.
- NO BB guns.
- NO Bows (longbows, compound bows, or crossbows).
- NO steel-core, steel shot, tracers, incendiaries, or armor-piercing ammunition.
- NO cartridges firing shotshell (e.g., CCI Pest Control Shotshell).
- NO black powder balls or sabots.
- NO paint-based ammunition (e.g., paintballs).
- NO plastic-based ammunition (e.g., airsoft).
- NO explosive or pyrotechnic devices.
- Only shoot within stations on the firing line. Do not step back from the station to shoot.
- If you want to practice drawing and firing your firearm, remove the bench top and put it off to the side, safely out of the way.
- Do NOT shoot at moving targets (i.e., as they are moving along the overhead tracks).
- The MINIMUM shooting distance is 7 yds as indicated by the Red line on the floor in front of the firing line.
- When in Lanes 1 or 8, targets must be at the 50ft mark (i.e., full distance to block wall).
- Targets MUST be hung from the provided hangers or pinned to backstop, and in such a manner as to avoid shooting toward the ceiling or floor.
- Targets must be at the same eye level you are shooting from (e.g., shooting prone – target must be at ground level, not on hanger).
- NO cross-lane shooting ever.

Trap/Skeet Range

General Information

- Green houses are Trap (throwing the birds out away from you).
- Red houses are Skeet (throwing the birds across in front of you).
- Voice activated system are available on Trap 1&2 and Skeet 2&3.
- You need a Clays Card and orientation for loading and operating the machines.

Rules

- Shotguns Only.
- You can ONLY shoot Bird shot (shotshell) through a Shotgun, NO SLUGS.
- If the machine is throwing one clay at a time, you can ONLY load one shotshell into your shotgun at a time. If the machine is throwing two clays at a time, you can ONLY load two shotshells into your shotgun at a time.
- The patterning board may be used for bird shot and buck shot only.
- A hand thrower is available near the Skeet house, you may reuse unbroken birds for this device only.

Cease Fire

- There is no alarm and warning light system on the Trap/Skeet fields, please follow these "Cease Fire" instructions.
- A "Cease Fire" may be called at any time and for any reason by anyone.
- A "Cease Fire" is performed by:
 - Consulting all other shooters that you will be initiating a "Cease Fire".
 - Confirm with all other shooters that it is safe to go down range before doing so.
- In the event of a "Cease Fire":
 - Immediately stop shooting your firearm.
 - Open your action and leave it open.
 - Unload your firearm (empty chamber and remove magazine)
 - Keep your muzzle pointed in a safe direction with the action open.
 - Do not begin shooting again until given the "All Clear".
 - The person who initiated a "Cease Fire" is responsible for giving the "All Clear" to all other shooters.

Archery Outdoor Range

General Information

- Bag and 3D targets are positioned at varying ranges from 10 yds to 60yds.
- Do not move the targets.
- Equipment available (i.e. bows, arrows) in the Archery shed for trial use on the range (i.e. try it before you buy it). Email the Archery Directory for more information.

Rules

- Always keep your arrows pointed in a safe direction when nocked.
- Always know your target, what is in front of it, and what is beyond it.
- Never aim a bow at anything you are not willing to shoot.
- Un-nock your arrows when your bow is not in use or when leaving the shooting area.
- Never leave an arrow nocked unattended.
- You must stand along the fence, facing the berm, when shooting.
- Always ensure your bows and arrows are compatible (e.g. do not fire wooden arrows in a compound bow).
- When shooting or preparing to shoot, bows must always be pointed down range.
 - Never point an arrow at the sky when outside.
- Everyone must agree to an “All Clear” (see below) before any archer may proceed downrange.
- Shooters may straddle the shooting line but not go forward of it while shooting.
- Do not shoot at targets being used by other archers.
 - Only shoot at the target(s) in front of your position.
 - Get concurrence from other shooters as to which target you and they will be shooting at.
- Acceptable shooting positions include firing from the bench top, seated, standing, kneeling, or prone (crossbow only).
- The elevated stand is limited to 2 people at a time.
- You may shoot longbows, recurve bows, compound bows, or crossbows.
- Only bullet or field tipped arrowheads may be used on any archery range.
 - Broadheads, Barbed (fishing) arrowheads, Judo points, and Blunt arrowheads are strictly prohibited. Refer to appendix.

All Clear

There is no alarm and warning light system on the archery fields, please follow these “All Clear” instructions.

- No person will be allowed to cross the firing line (i.e. go down range) at any time for any reason unless an “All Clear” has been initiated.
- A “All Clear” may be called at any time and for any reason.
- A “All Clear” is performed by:
 - Consulting all other shooters that you will be initiating a “All Clear”.
 - Ensure all shooters have un-nocked their arrows.
- In the event of a “All Clear”:

- Immediately stop shooting your bow.
- Un-nock your arrow.
- Do not begin shooting again until given the “All Clear”.
- The person who initiated a “All Clear” is responsible for giving the “All Clear” to all other shooters.

Archery Indoor Range

General Information

- The target backstops may be moved (e.g., moved closer) to accommodate training.
- Equipment available (i.e. bows, arrows) in the Archery shed for trial use on the range (i.e. try it before you buy it). Email the Archery Directory for more information.

Rules

- No broadheads allowed.
 - Only bullet or field tipped arrowheads may be used on this archery range.
 - Refer to appendix.
- Check your equipment (e.g., Bows, Arrows, Releases) for damage prior to any use on the range.
- Always keep your arrows pointed downrange when nocked (i.e., downrange).
- Always ensure your bows and arrows are compatible (e.g., do not fire wooden arrows in a compound bow).
- Un-nock your arrows when someone is downrange or when your bow is not in use.
- Never leave a bow with a nocked arrow unattended.
- All bows must be un-nocked before exiting the shooting area.
- You must stand behind the firing line when shooting.
- Do NOT leave the firing line while any archer is at full draw.
- Do NOT purposefully distract other archers on the firing line.
- All spectators must stay in the outer chamber. Only archers or persons aiding archers are allowed on the inner range.
- You may only shoot 6 arrows maximum and then must retrieve your arrows. This allows more rotation of shooters on the firing line.
- Everyone must agree to an “All Clear” (see below) before any archer may proceed downrange.
- Shooters may straddle the shooting line but not go forward of it while shooting.
- Never go downrange with your bow.
- Never point a bow at the ceiling when inside.
 - If you cannot pull the bowstring straight back without elevating it toward the ceiling, your bow has too much draw weight for you to pull.
- Do not shoot at targets being used by other archers.
 - Only shoot at the target(s) in your lane aligned with the target.
- Acceptable shooting positions include firing from the bench top, seated, standing, kneeling, or prone (crossbow only).
- Do NOT “Dry Fire” any bow.
- ONLY paper targets are allowed.
 - Only use target pins to adhere targets to the target butt.
 - Do NOT use adhesive targets (i.e., stickers).
 - 5-spot and Single Bullseye targets will be available for sale by the club.
 - Members may provide their own paper targets:

- Animal or Human silhouette targets are allowed.
- 3D targets may be authorized for a special purpose (e.g., tournament). Contact the Archery Director.
- Crossbows may only use the dedicated target butt.
- You may shoot longbows, recurve bows, compound bows, or crossbows.
- No Food or Beverages inside the shooting area. They must remain in the outer chamber.
- Pets are not permitted on the inner range or outer chamber.

All Clear

There is no alarm and warning light system on the archery fields, please follow these “All Clear” instructions.

- No person will be allowed to cross the firing line (i.e. go downrange) at any time for any reason unless an “All Clear” has been initiated.
- A “All Clear” may be called at any time and for any reason.
- A “All Clear” is performed by:
 - Consulting all other shooters that you will be initiating a “All Clear”.
 - Ensure all shooters have un-nocked their arrows.
- In the event of a “All Clear”:
 - Immediately stop shooting your bow.
 - Un-nock your arrow.
 - All bows must be hung on bow racks or pegs.
 - Do not begin shooting again until given the “Range is Hot”.
 - The person who initiated a “All Clear” is responsible for giving the “Range is Hot” to all other shooters.

Leagues

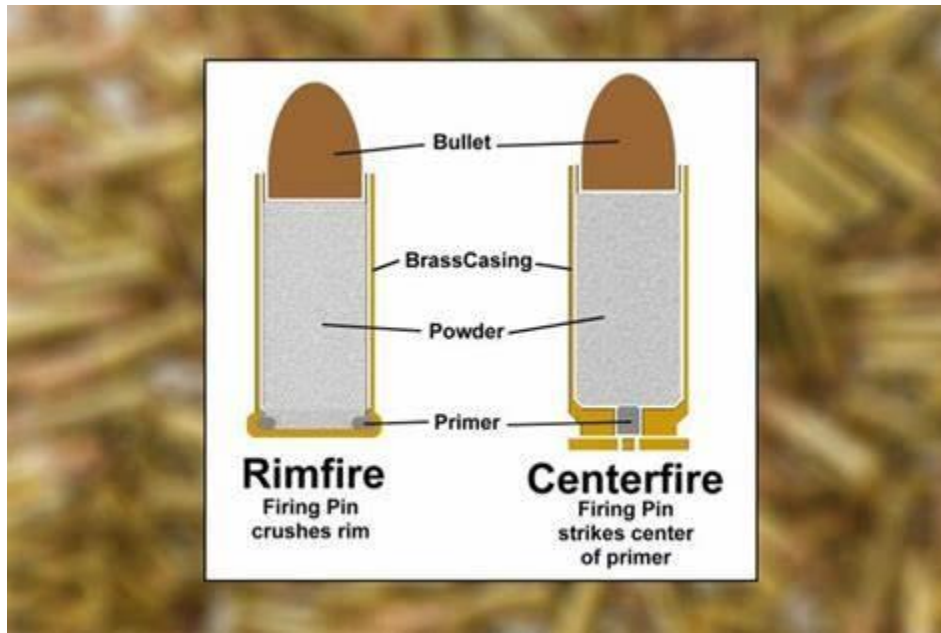
The Camillus Sportsmens Club (CSC) does allow leagues. Anyone wishing to start a league must contact the applicable Director (e.g. pistol director for pistol league) to discuss requirements and bring your proposal before the Executive Committee.

If you wish to participate in a league, please visit the membership section of the CSC website for information on available leagues and points of contact. There is no commitment to a league, all are for fun and learning.

Appendices

Centerfire vs. Rimfire Cartridges

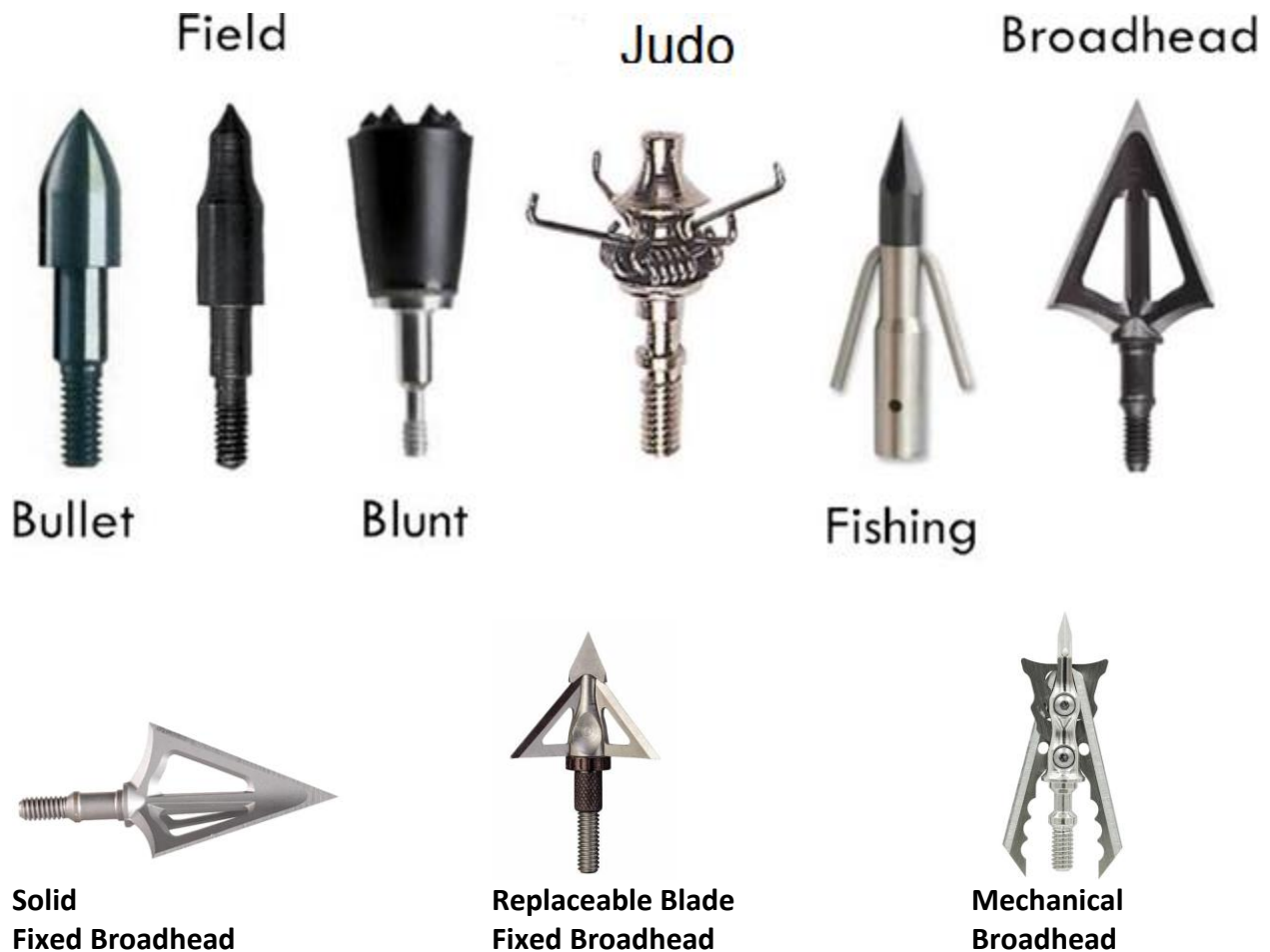
A centerfire cartridge detonates when the firing pin hits the primer that is located at the center of the base. A rim cartridge detonates when it is hit by the firing pin on its edge.



Rimfire .22 Long Rifle (left) & .22 Magnum (middle) vs. Centerfire .223 (right)

Arrowheads

Bullet and Field tips have a single solid pointed arrowhead meant for target practice (i.e. shape like a bullet). Blunt tips have a flat front edge to stunning game. Grabbing arrowheads have stiff wires for entwining hair on game. Fishing arrowheads have barbs that prevent a fish from shaking it free during retrieval. Broadheads have 2 or more cutting edges that cause hemorrhaging. Broadheads can be fixed or mechanical.



Bows



Longbow



Recurve Bow



Compound Bow



Crossbow