



Haverhill Hound Rod & Gun Club, Inc.

A NATIONAL RIFLE ASSOCIATION AFFILIATED ORGANIZATION

Hunters Pay for Conservation · Support Your Outdoor Sports

P.O. BOX 770 · HAVERHILL · MASSACHUSETTS 01831

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www.hhrg.org

Summary of Rules

(Made effective by a vote of the general membership, January 2, 2012)

GENERAL CLUB AND GROUNDS RULES

1. Outdoor range hours of operation will be as follows: 9:00am to dusk Weekdays & Saturdays, with the following *exception*: Wednesday evenings until 8pm, for Trap and Skeet. Sundays from 1pm to dusk, with the following *exceptions*: 10am, start for Trap and Skeet, or any club sponsored event.
2. A Club member must accompany all guests.
3. Club members are responsible for their guests.
4. Lock the gate after you enter Club property or if you leave the gate open, snap the lock through the eyebolt on the gatepost.
5. If you leave the gate open, you are responsible for anyone entering the Club property after you. Make sure only members/guests are using the range. When you leave, it is your responsibility to make sure anyone left on the property is a member/guest and has his/her gate key and will lock the gate when leaving.
6. Membership cards must be worn in plain sight.
7. Challenge any person not wearing his/her card for proof of membership.
8. Report rule violators, to any Club officer or Board of Director Member, if they are unwilling to obey rules after being spoken to.

GENERAL CLUB GUN RULES

1. Treat every gun as if it were loaded.
2. Range logbooks must be signed in and out with date, time, membership number and number of guests.
3. Appoint a range officer if more than one person or group is shooting at the same time.
4. The range officer has complete authority over all shooting.
5. All persons less than eighteen years of age must be accompanied by an adult or supervised by a range officer.
6. Everyone on the range is encouraged to wear eye and ear protection before shooting begins.
7. Eye and ear protection is MANDATORY for anyone under eighteen (18) years of age.
8. Before anyone goes downrange to retrieve or hang targets all firearms must be made SAFE: slide back, clips out and cylinders/actions open. Everyone is to stand behind the red line. No handling of firearms is permitted. Appointed range officer must make sure range is clear before shooting continues.
9. With the exception of shooters, all guns must be racked, cased or have actions opened while on Club grounds.
10. Bring your firearm up to target, not down to target.
11. Use approved targets only. No cans or bottles.
12. No fully automatic firearms allowed.
13. On any range, one round per second maximum rate of fire unless shooting at a Club arranged event.
14. No cross firing. Shoot only at the target lined up with your shooting position.
15. If you experience a misfire or jam, tell the range officer and the other shooters. Under the direction of the range officer all shooters shall cease firing and make their firearms safe. Wait a minimum of 10 seconds before removing a clip and before attempting to remove the jam.
16. You are responsible for safe disposal of dud ammo. Do not leave any duds on the range except in designated containers.
17. Pick up all brass and trash before leaving range.
18. Alcoholic beverages are prohibited on any range.
19. No person under the influence of drugs is allowed on any range.
20. The twenty point of gun safety (attached) will be in force at all times on Club property.
21. USE COMMON SENSE!

PISTOL RANGE RULES

1. Never point the firearm such that the aiming point is above the backstop.
2. Do not point the muzzle at the ceiling while indoors, or roof while outdoors.
3. On indoor range, use ONLY lead bullets. DO NOT use jacketed bullets.
4. On outdoor range, return all frames to building.
5. No Shotgun slug shooting or patterning is allowed on pistol ranges.

RIFLE RANGE RULES

1. No shooting from the 50 and 100-yard berms. All rounds fired must terminate at the 160-yard backstop.
2. No smoking or trash fires if black powder, PYRODEX or muzzle loading powders are being used. See separate rules for muzzle loading.
3. Biodegradable skeet, trap or sporting clays may be used as targets ONLY at the 160-yard backstop.
4. Steel spinner targets are allowed only if mounted on your own target frames, supported by a frame holder and used only with lead bullets.
5. Steel silhouette shooting will be allowed using semi-jacketed ammunition ONLY from positions one (1) and two (2), firing down the pathway.
6. Shotgun slug and buck pattern shooting allowed only from position ten (10). Use tall target frames.

TRAP & SKEET RULES

1. Range fees must be paid before shooting.
2. Bolt-action shotguns are NOT allowed any time.
3. The immediate shooter is permitted no more than one shell in his/her gun except when shooting doubles.
4. Shooters are permitted to retrieve their empty cases only after round is completed.
5. Only biodegradable clays are to be used on the trap and skeet fields.
6. Only non-toxic shot, such as steel, are to be used on the trap and skeet fields.
7. On Sunday mornings, and Wednesday evenings, the trap & skeet ranges are open to the general public. Non-members can participate without being accompanied by a club member. Non-members are restricted to the trap and skeet ranges unless escorted, by a club member, to other areas on the club grounds.

ARCHERY RANGE RULES

1. No broad heads allowed at Club butts. You must use your own target butt for broad heads.
2. Acceptable archery targets only. No plastic bottles.
3. Leave bow on firing line while searching for arrows as a caution to others that someone is down range.
4. Stand in line with each butt when shooting at that yardage.
5. Butt yardage of archery targets are to be set at 10, 20, 30 and 40-yard increments.

MUZZLE LOADING AND BLACK POWDER PISTOL RULES

1. Use only black powder, PYRODEX or other powder specifically designed for muzzleloaders.
2. Treat a misfire or failure to fire with extreme caution. Keep gun pointed in a safe direction and wait at least one full minute before re-priming.
3. Protect eyes from blowback, percussion caps and flash pans.
4. Never smoke when anyone is using a muzzleloader.
5. Do not pour powder directly from the flask or horn into barrel. Wipe it first then use a powder measure.
6. Do not bend body over the muzzle while ramming a bullet or ball into a charged barrel.
7. Follow the ten commandments (attached) of muzzle loading.

THE TEN COMMANDMENTS OF BLACK POWDER AND MUZZLE LOADING

1. Muzzle-loading firearms are not toys.
2. Use ONLY the proper granulation of black powder or black powder equivalent in your muzzleloading firearm. Such guns are not designed to withstand higher pressures developed by modern smokeless powder.
3. Never fire a muzzleloader unless the projectile or shot charge is firmly seated against the powder charge. The air space between the projectile and the powder charge will cause the barrel to be ringed or bulged, thus ruined for accurate shooting, and in some cases may cause the barrel to rupture, with attendant injury to the shooter and

- bystanders.
4. Do not exceed the manufacturer's recommended maximum loads or attempt to load multiple projectile loads. When in doubt secure information concerning proper loads from an authoritative source.
 5. When loading your muzzle-loader, do not expose your body to the muzzle. Grasp the ramrod only a short distance above where it protrudes from the barrel, pushing it down in short strokes, rather than grasping it near the outer end, where in the event the rod breaks, serious injury can be rendered by the shooter's arm coming in contact with the splintered end of broken rod.
 6. Always make sure your downrange area is a safe impact area for your projectiles. Maximum range of a firearm is obtained by firing at a 35-degree angle above the horizon. Round balls may carry as far as 800 yards and elongated projectiles well beyond that distance.
 7. Never smoke while loading, shooting or handling black powder.
 8. Do not load directly from a powder horn or flask. Use a separate powder measure. A lingering spark in the barrel can ignite the incoming charge, causing the horn or flask to explode in your hand.
 9. The half-cock notch is the safety notch in a muzzleloader. Always be sure it is functioning properly. If your lock or triggers seem to be functioning improperly, take your firearm to a competent muzzle-loading gunsmith for checking and correcting of the problem.
 10. The nature of a muzzle-loading firearm requires that you, the shooter, exercise caution and skill in the care and loading of such a firearm. Make certain that you are informed as to the proper steps in such care and use.

THE TWENTY POINTS OF GUN SAFETY

1. Treat every gun as if it were loaded.
2. Keep the muzzle pointed in a safe direction.
3. Carry guns safely.
4. Keep your gun's safety on until ready to shoot.
5. Unload guns when not in use.
6. Keep actions open when not in use.
7. Always use a case when transporting a gun.
8. Be sure the gun barrel is free of obstructions.
9. Carry only the correct ammunition for the gun you are carrying.
10. Be sure of your target before you pull the trigger.
11. Know the identifying features of the game you hunt.
12. Never point a gun at anything you do not intend to shoot.
13. Never play games or horse around with guns.
14. Never climb or jump with a loaded gun.
15. Never pull a gun towards you by the muzzle.
16. Never fire a bullet at water or other flat hard objects.
17. Make sure your backstop is safe and will stop your shot.
18. Store guns and ammunition separately in locked compartments.
19. Keep guns and ammunition out of reach of children.
20. Avoid alcohol and drugs before and during shooting.

Haverhill Hound Rod and Gun Club, Inc.

- I have read the SUMMARY OF RULES for the Haverhill Hound Rod and Gun Club, and understand them.
- I understand that disciplinary action, which may include revocation of membership, can be taken if these rules are violated.
- I possess a copy of the SUMMARY OF RULES for the Haverhill Hound Rod and Gun Club.

Print name

Signature and date
