

GUN SAFETY & RANGE ETIQUETTE AT WALLA WALLA GUN CLUB

1. When arriving at the range, please be sure to remove your gun from its case and leave the case in your car. There is not a lot of room in the Shooting Shed for cases, and they are easy to forget when leaving.
2. If you have a pump action or semi-auto, **OPEN THE ACTION**, point the barrel toward the sky, and proceed to the Shooting Shed or to a trap field. Put the gun in the most convenient gun rack, with the **ACTION OPEN**, butt on the ground, and the barrel pointed up.
3. If you have a single barrel, over/under or side by side shotgun, remove it from its case, leave the case in the car, **OPEN THE ACTION**, and carry the gun with its barrel(s) pointed downward. The crook of your arm is the best place to rest the gun while walking. When you get to the nearest gun rack, close the action and place the gun butt-down in the gun rack. As you pick it up again, be sure to **OPEN THE ACTION** before walking with it.
4. **NEVER** carry any gun over your shoulder, as the barrel(s) will almost certainly whack somebody in the head eventually.
5. Do not carry a pump or semi-auto shotgun with barrel pointed down. These guns are very long, and unless you are 6 ft tall or more, you will almost certainly scrape or jam the muzzle into the tarmac before you reach your destination. Always carry these shotguns with **ACTION OPEN**, and muzzle pointing upward.
6. When you are ready to proceed to the shooting line, be sure your gun's **ACTION IS OPEN**, and walk to your assigned post (1 through 5). Unless told differently by your coach, all shooting at WWGC will be from the 16 yd line, the closest yardage to the concrete traphouse.
7. **SAFETY BUTTONS**: When you arrive at your shooting post, check your gun's safety button. Push the safety to "OFF" position (ready to fire, red line or red dot showing) and leave it there for the duration of your shooting that day. Safeties are not used when trap shooting.
8. When at the shooting line, keep the muzzle of your gun pointed toward the traphouse or upward at all times. **DO NOT TURN AROUND** with your gun pointed any direction but up or down, depending on action type.
9. **NEVER LOAD YOUR GUN** until it is your turn to shoot.
NEVER LOAD YOUR GUN unless it is your turn to shoot.
NEVER LOAD YOUR GUN if you are not ready to shoot.
NEVER WALK WITH A LOADED GUN.
NEVER LOAD MORE THAN ONE SHELL AT A TIME UNLESS SHOOTING "DOUBLES."
10. **LOADING**: When it is your turn to shoot, place a shell **OF THE PROPER GAUGE** in the loading port or the chamber, **AND WITH YOUR FINGER OFF THE TRIGGER**, close the action. Place the gun on your shoulder, assume a comfortable shooting position, place your finger on the trigger, and call "PULL!" A target will be released on your command. Shoot the target, and **OPEN YOUR ACTION IMMEDIATELY** to eject the spent shell. **LEAVE THE ACTION OPEN** until your next turn to shoot.
11. **IF YOU HAVE A MISFIRE OR HANGFIRE**: Misfires (failure to fire) and Hangfires (delayed firing) are rare, but they do occur. Should your gun fail to fire for any reason, **DO NOT TRY TO FIX THE PROBLEM YOURSELF** until you are skilled enough to do so. Instead, **KEEP THE MUZZLE POINTED TOWARD THE TRAP HOUSE** for at least 15 seconds, and take your finger off the trigger. After 15 seconds, **OPEN THE ACTION IF POSSIBLE**, and ask a coach for assistance. If your coach is not immediately available, **LAY THE GUN DOWN ON THE GROUND POINTED TOWARD THE TRAP HOUSE**, and call for a coach to come help you. All other shooters should immediately **OPEN**

THEIR ACTIONS and do not load again until the misfire is fixed or the coach tells you to resume shooting.

12. **ROTATING POSTS:** After each shooter in the squad has fired 5 shots, it will be time for you to rotate to the next post. In a regulation round of trap shooting, we always move to the next post to the shooter's right. Thus, if you start on Post 1, you would move to Post 2, etc. When shooting on Post 5, your next post is Post 1. To move to Post 1, make sure your ACTION IS OPEN, and walk smartly BEHIND THE SHOOTERS to Post 1. NEVER walk in front of shooters.
13. When the round has completed and each shooter has shot 25 shots, OPEN YOUR ACTION, point the gun either up or down, depending on action type, and proceed to a near-by gun rack.
14. NEVER LEAVE A GUN ON A TABLE, on a chair, propped up in a corner, leaning against the wall or automobile, over the hood of the car, on a car's roof, or anywhere except a GUN RACK. The reason is that these other places are sure to eventually cause the gun to fall, get scratched, bother somebody, point at somebody, or irritate your coaches. The latter is to be avoided at all costs.
15. **CELL PHONES:** Be sure you turn your cellphone OFF or put it on SILENT MODE when arriving at the Gun Club. Nothing is more bothersome to others than a ringing cellphone when you are trying to shoot. Also, NEVER ANSWER YOUR PHONE, initiate a call, or text while you are shooting. If your phone rings while you are shooting, turn it off immediately if you can do it safely while holding your gun. If you need both hands to silence your phone, LAY YOUR GUN DOWN CAREFULLY ON THE GROUND, muzzle pointed toward the trap house, silence your phone, then pick your gun back up and resume your round.
16. **TALKING WHILE SHOOTING:** It's OK to give encouragement to people on your squad when shooting, however conversations should be left till after the round unless it directly relates to the shooting at hand. DO NOT TALK TO SHOOTERS WHO ARE SHOOTING if you are not on their squad or their critique team partner. Exception: If there is a serious safety condition that needs immediate attention. In that case, you should use a calm voice so as not to startle the person you are talking to. Remember, everybody at the Gun Club wears ear plugs, is deaf, or both.
17. **SHELLS:** Shotgun shells for the day's practice will be at the shooting line. When told to do so by your coach, you should pick up a box of shells OF THE CORRECT GAUGE, open the box, and place all shells at once into your shell holder, shell pocket of your vest, or into your pocket if you do not yet have either of the above. DO NOT take a box of shells to the shooting line, place it on the ground, and take one at a time from the box as you need it. This slows everybody down, requires you to bend down each time, and is annoying to both you and others. ALWAYS CHECK THE TOP OF EACH BOX OF SHELLS BEFORE USING, TO MAKE SURE THE MARKINGS ON THE BOX AND THOSE ON THE GUN ARE IDENTICAL. Any questions or if you are unsure, ask one of your coaches. Remember, 20 gauge shells are always YELLOW, 12 gauge shells may be any color EXCEPT YELLOW. Only 20 ga. shells are yellow.
18. **VOICE PULLS:** During practices, all targets will be released with a release button, but during tournaments, targets are released with voice pulls, which are voice-activated speakers that automatically release a target when the shooter calls "PULL!" Voice pulls are not foolproof, in that they sometimes will send a target out when no sound is audible, and they sometimes won't send a target out when one is clearly heard. Shooters should refrain from talking when voice pulls are being used, so as to minimize extraneous noise and uncalled-for targets.