

General Instructions for Operation of the Club Facility

Meeting Room, Control Booth and Vault:

Access to the Club is a key to the outside doors, then by magnetic entry card for doors inside the facility. Each member must scan his/her magnetic card to enter the facility. Any member allowing anyone to follow "Tailgate" him/her on their card will be in violation of CCGC policy.

If the door, controlled by the magnetic card, is open the member should pass their card by the Card Reader to "Log-in" to the facility.

A light switch is located, to the right just inside the East outer door. This will allow enough light for most activities in the meeting room.

The light switch for the remaining lights in the meeting room is located waist-high on the right, in the control booth.

The Control Booth light switch is located to the left, just inside the Control Booth door.

The light switch for the Vault light is located to the left just inside the Vault door.

General Range Rules:

EYE AND EAR PROTECTION MUST BE WORN ON RANGES

1. Members and their guests must follow safe firearm handling practices at all times.
2. Deliberate and/or willful violations of range policy/rules may result in **Suspension, Expulsion or Banning** as a member of the Club and will not be allowed on Club property.
3. Do not fire any shotgun, select fire, or full automatic firearm in or on any of the CCGC owned property whether inside or outside.
4. Only paper or cardboard targets are allowed within the facility; exception to this rule is allowed for specific scheduled events and purposes granted by the BOD on case by case basis.
5. Take care of your range! Leave the range as clean or cleaner than you found it. Police all brass, vacuum chaff, take down used targets, cardboard and put in proper containers. Turn off ALL lights, control switches and heat. Last one to leave Club lock the dead bolt on main door.

Pistol Ranges:

The door light switch is located just inside the doors to the left or right as you enter the respective pistol ranges. This switch operates the ventilation fans and the overhead lights at the firing line for the half of the range near the switch. The range control panels, for the lights and equipment, are located at the center of the back walls of the respective ranges. The single switch located at the top left of the control panel turns on the fluorescent overhead lights downrange. The top row of five switches controls the target carriers, the back lights behind and more fluorescent lights downrange. The next row turns on the lights at the 50 foot line. The last row turns on the lights at the 75 foot line. The 50 foot and 75 foot light switches are lane specific.

Each firing lane has its own target carrier control box. There are two toggle switches located on the bottom of the control box, one controls sending and returning of the target. The second controls automatic “stopping” of the target at 50 or 75 feet. On /Off switch is located on the side of the box. With the exception of lane 10 and 20 the control box is mounted on the wall.

The red push button activates sending or returning target. The black button will stop the target at any distance from the firing line.

Heating and cooling is activated by a toggle switch on the wall mounted grey Box. Switch must be either in the heat or cool position for safe operation of the range. Follow other instructions on the box.

Oehler chronograph sky screens are provided on swing out mounts in the west range, lane 20. The screens can be positioned in line with the magnum plate or the Ransom Rest, lane 20 only. The leads to hook your personal controller are along the west wall. The light switch for the sky screens is located on the west wall behind lane 20. Position the switch up or down for operation on either line. Center position is off.

Pistol Range Limitations:

1. Do not fire any center-fire rifle caliber cartridges on any lane of East or West pistol range. This definition includes but is not limited to, under-powered center fire rifle caliber's of which certain handguns are chambered, such as the .30 carbine, and handguns such as the Thompson

- Center chambered in a rifle caliber.
2. Magnum caliber's including but not limited to .357 magnum, .44 magnum, .454 casull, .480 ruger and like calibers are permitted to be fired **only on position 20 and or in the Tube.**
 3. All bottleneck cartridges specifically designed for pistol use are also limited to **position 20**, including but not limited to .357 Sig, .400 CorBon 9x25 Makarov and others.
 4. The handgun map below covers most of the calibers. If you are shooting a wildcat cartridge or a worked up hand-load it is up to you to determine the damage potential. No excessively fast or heavily copper-coated bullets may be fired on the pistol ranges due to potential backstop damage. The terms excessively fast and heavily copper-coated are deliberately subjective, it is incumbent upon the member to determine the feasibility of their round on the pistol range. US manufactured hardball ammunition is specifically allowed.

FOR UNTRIED ROUND FOLLOW THIS PROCEDURE

1. Fire a single round on the test plate to the right of position 20. If the test round shows damage to the test plate, **STOP.**
The round cannot be fired on the pistol ranges.
2. If and only if the test plate shows no damage, fire one round on **position 20** check to see if there is any damage. If you see damage, **STOP** testing, the round cannot be fired on the pistol ranges.
3. If and only **IF position 20** shows no damage then, **stop testing.**
If the round is considered magnum class caliber it can be fired on **Position 20 or in the Tube.**
4. If the round is not considered magnum class caliber, fire a single round on Position 19, if Position 19 shows no damage, stop testing.
The round may be fired on any pistol lane.
5. In doubt contact a board member.

HANDGUN CALIBER MAP

Unlimited: Means the caliber is allowed on any position on the pistol ranges.

Pos. 20: Means only allowed at Position 20 on the pistol ranges.

Not Allowed: Not at CCGC

ALL RIFLE CHAMBERING ROUNDS TUBE ONLY

- | | |
|---------------------------------|--------------------------------|
| 1. 50 BMG | Not Allowed |
| 2. Any Shotgun | Not Allowed |
| 3. Any Tracer Round | Not Allowed |
| 4. Any Incendiary Round | Not Allowed |
| 5. Any Armor Piercing | Not Allowed |
| 6. All Bottleneck Pistol Rounds | Not Allowed (except see 22&23) |
| 7. 17 HMR | Tube Only |

8. .22 Short	Unlimited
9. .22 Long	Unlimited
10. .22 Long Rifle	Unlimited
11. .22 Long Rifle Stinger	Unlimited
12. .22 WFR	Unlimited
13. .22 WMR	Tube Only
14. .32 Auto	Unlimited
15. .380 ACP	Unlimited
16. 8mm Nambu	Unlimited
17. 9mm Para	Unlimited
18. 9X18 Makarov	Unlimited
19. 9X19	Unlimited
20. 9X23	Unlimited
21. 9x25 Makarov	Pos. 20
22. .30 Luger	Pos. 20
23. .357 Sig	Pos. 20
24. .38 Special	Unlimited
25. .38 Super	Unlimited
26. .38 Long Colt	Unlimited
27. .357 Mag	Pos. 20
28. .40 S&W	Unlimited
29. .400 CorBon	Pos. 20
30. 10mm	Unlimited
31. .41 Mag	Pos. 20
32. .44 Mag	Pos. 20
33. .45 ACP	Unlimited
34. .45 Long Colt	Unlimited
35. .45 Win Mag	Pos. 20
36. .454 Casull	Pos. 20
37. .468	Pos. 20
38. .480 Ruger	Pos. 20
39. Any Sabots	Tube Only

PISTOL RANGE RULES

1. EYE AND EAR PROTECTION ARE MANDATORY
2. No shotguns, select fire or full automatic firearms allowed.
3. No holster work is allowed at any time.
4. Targets must be positioned so as not to allow rounds to impact floor, ceiling, walls or target carriers. See posted diagrams for target placement.
5. Bottleneck cartridges designed for pistol use; .357 Sig, .400 CorBon, 9x25 Makarov, 30 Luger must be fired on **position 20**.
6. Magnum caliber's; .357, .44, .454 Casull, .480 Ruger and like rounds must be fired on **position 20**.
7. When other Shooters are present on the Range:
 - (a) Before proceeding downrange let the other shooters know by calling "CEASE FIRE".

- (b) When ready to fire let the other shooters know by calling out “COMMENCE FIRE”.
8. Only paper or cardboard targets are allowed. Exception scheduled events.
 9. Place DUD rounds in the red bucket, located on each range.
 10. Place all unwanted brass in the blue barrel, located on each range.
 11. CLEAN you're shooting position: Police brass, vacuum chaff, take down targets and cardboard, and put in PROPER containers.
 12. TURN OFF all lights, heat or A/C, if you are last person to leave range.
 13. There will be no shot guns, shot shells, or multiple projectile loads used in the CCGC facility. No firearm will be shot with any of the above.

The Tube:

EYE AND EAR PROTECTION MUST BE WORN ON RANGES

The light switch for the tube shooting room is located just to the right of the entry door to the tube.

There are switches located on the left wall next to position #1. They operate tube walkway lights, ventilation fan and the 100 yard lights.

The shooters personal chronograph controller may be connected to the permanently installed Oehler sky screens. The leads are located at position #1 and #3. The switches are located just above shooting port #1 and #3, which activate the respective chronograph sky screens.

A timer located on the west wall controls heat in the Tube. The heater can be turned on for up to one hour, the thermostat should not be changed as it is locked in position.

Rifle Tube Limitations:

1. All members sighting in new rifle or new configurations, and all guests, must initially fire from the Crutch, located at the 25 yard position. Move to the 100 yard bench rest position only after firing from the Crutch and verifying the shots are within three (3") inches from point of aim.
2. No 50 BMG is allowed! Other very large caliber's can be problematic. If in doubt as to a certain cartridge contact one of the Tube Instructors.
3. Load one, shoot one and spot one. **Load only one round at a time in the firearm magazine.** The Tube is designed for sight-in, load development, and other activities performed on a shot-by-shot basis.
4. **SPOT every shot!** If you do not see where your round hit you may have hit the Tube wall. Tube damage must be reported immediately. Failure

to report/acknowledge Tube damage may result in **suspension or expulsion as a member of the Club by the BOD.**

RIFLE TUBE RULES

1. Use your Magnetic entry card when entering the Tube.
2. No shotguns, select-fire or full automatic firearms allowed.
3. No Tracer, Armor Piercing or Incendiary ammunition is allowed.
4. Only paper or cardboard targets are to be used.
5. Rifles are to be used as a single shot firearm, every shot must be spotted.
6. If you or anyone goes downrange all firearms must be made safe; in the rack, action open and unloaded.
7. Bench Rest shooting only, No Off-Hand Shooting unless you have prior Qualification from the Tube Instructor.
8. If you have a new Rifle/Scope, have dropped, damaged or are unsure of where your firearm shoots, you must go to the crutch and re zero your firearm to (3") three inches from your target point. You then can move back to the 100 yard bench position to shoot one round, if you cannot find the round on the target go back to the crutch.
9. If you accidentally hit the Tube record it in the logbook; Name, Time, and Location. Location is indicated as the distance from the target and the use of the clock system. ie: 30 yards @ 9:00.
10. Use the logbook to note any Damage, Lights Out, Safety or Maintenance related items.
11. If the Tube is occupied when you arrive, make your presence known to the shooters. The member present, shooting the longest, should relinquish their position within one hour.
12. Guests are the responsibility of the member bringing them. Member must remain with guest at all times, member must record their and guest's name in the log book. Member and their Guest must use the same shooting position.
13. ALL GUESTS are required to shoot from the crutch, shooting within (3") three inches of their point on the target. They can then shoot one round from the 100 yard bench position. If you cannot find the round on the target go back to the crutch.
14. Clean your shooting position: Police brass, sweep, remove targets and dispose of all items in the proper containers.
15. Turn off all heat, lights, exhaust fans and chronograph screens when you leave.

TUBE CLASS NOTES

PURPOSE OF THE CLASS

Due to the construction of the shooting tube, it is prone to damage and due to the limited number of shooting positions, member cooperation is needed. The prime intent of this class is to make members aware of the special need for safety, to limit the potential for damage and to apprise shooters of the need for member cooperation. Tube use is a privilege not a right.

FACILITY DESCRIPTION :

1. The Tube has three positions. #1 and #2 are for right hand shooters, #3 is for left hand shooters.
2. Target paper is provided at the target location. A clean piece may be attached to the target back board and your individual targets may be attached to the target paper. Use paper targets only when shooting in the Tube.
3. Permanently mounted chronograph skyscreens are installed at positions #1 and #3. Your Oehler chronograph controller (some Pact controllers) can be connected to the installed skyscreens with the jack connectors, which are located under each shooting bench.
4. A permanently mounted spotting scope is provided at each position so each shot on target can be spotted.

SAFETY:

1. All guns must be racked, unloaded, with action open anytime a shooter goes downrange.
2. All shots should be located one at a time. The gun must be used as a single shot.
 - (a) .22 Semi-autos, that are tube fed, may have a maximum of 5 rounds in the tube magazine at any one time.
 - (b) .22 Clip-fed rifles may have a maximum of 5 rounds in the clip at any one time.
3. Do not cock the firearm or close the action until you have lined up on the target.
4. It is mandatory that eye/ear protection be worn at all times while shooting.

DAMAGE CONTROL:

1. In an attempt to control any damage to the Tube and enable damage to be tracked and repaired, access to the Tube is limited to those who have completed this class.
2. Access is enabled by the use of your magnetic entry card. Each time a member enters the Tube their time of entry is recorded by the computer control system.
3. It is most important that all members use the Tube “card in” even if they are able to enter when someone else opens the door.
4. If a member detects recent damage to the Tube that has not been marked or repaired, they should note this in the logbook, the damage location and the date/time it was found. Location is determined as the distances from the target, not the firing line, and use of the clock system ie: 25 yards @ 9:00.
5. If you should happen to fire a round into the Tube wall or cause damage, report the damage by noting it in the logbook. Reported damage will not be cause for censure, but unreported damage will be.
6. When firing from the 100 yard shooting positions each shot must be spotted using the installed spotting scope or your own scope. If you are unable to account for you're fired round from the 100-yard position go back to the crutch and re-zero.

CRUTCH:

A crutch is located 25 yards from the target. When a gun is used that has not been zeroed, it must be shot from the crutch position to assure that all shots from the 100 yard position will impact the target board and will not have the potential to hit the Tube. The Tube is for testing safe loads and for checking zeros. If you are not absolutely sure of your zero take your unloaded firearm to the crutch and fire from there to adjust your point of aim and bullet impact to within (3") three inches. Further zero adjustments can then be

made from the 100 yard positions. Target backing paper is provided and we encourage you to use a clean piece to track your shots.

MEMBER COOPERATION:

1. If two members are shooting and a third member comes to use the Tube, the member who has been there the longest should relinquish their position within an hour.
2. The Club guest policy: Shooting members may bring an individual guest to the facility up to six (6) times, after which they should apply for membership in the Club. Your name and the guest's must be put in the logbook every time you bring a guest to the facility.
3. A member and their paying guest must use the same shooting position unless no other members are shooting.
4. No member will have exclusive use of the Tube. (Tube class and maintenance excepted)
5. If during your shooting session you should note damage, lights burned out or any other safety/maintenance related items, note it in the logbook.
6. Each shooter is expected to pick up all patches, brass, targets and other related cleanup items and put them in the proper containers. Do not clean your gun with the barrel sticking through the porthole, as the patches will accumulate on the ground in front of the firing line.
7. The following are **ABSOLUTELY NOT ALLOWED** in the Tube:
 - (a) No shotguns, Slug guns, Full automatic or controlled burst firearms. No multiple projectile, shot loads, or shot shells are to be fired in any firearm at the Cherry Creek Gun Club, Inc. facility.
 - (b) No timed or rapid fire.
 - (c) No tracer, armor piercing or incendiary ammunition.
 - (d) No off hand, (standing, kneeling, sitting or prone), shooting allowed unless you have been qualified for off hand shooting in the Tube. Off hand qualification, must be done by making arrangements with one of the Tube Custodians. You must use the largest caliber rifle you plan to use in the Tube.

QUALIFYING FOR POSITION SHOOTING IN TUBE

The one hundred-yard underground range is to be used primarily for shooting, from a supported position while sitting at one of the three benches. They are provided mainly for the purpose of zeroing rifles and evaluating hand loaded ammunition used for more precise shooting. Those two tasks don't normally require shooting from unsupported positions such as off-hand (standing), sitting, kneeling or prone.

Historically, however, it has been possible to qualify to do position shooting from/through the open doorway leading to the walkway by arranging a session with one of the tube qualification instructors. To become authorized to shoot off-hand, sitting, kneeling or prone from/through the doorway a member must be able to keep ten shots out of ten shots within the seven ring of an NRA official competition SR-C target, while standing without leaning against, bracing against, resting upon the door or door jam in any way. A sling, however, may be used. Having shot that "course of fire", and demonstrating safe gun handling techniques while doing so, to the satisfaction of the tube

instructor, the member will be authorized to shoot all the aforementioned positions from the doorway.

Junior Members who successfully complete the position shooting qualification “course of fire” must, of course, be individually supervised by an adult member of the club while participating in all subsequent shooting sessions in the tube.

Qualifying to do position shooting in the tube **does not** permit him/her to allow other members or guests to do the same just because he/she is there to “supervise”. **Only a MEMBER** who has successfully completed the special qualification process for doing position shooting may actually practice using the aforementioned positions. And while doing so it’s **imperative** that members ensure the muzzle of the firearm protrudes beyond the door jam into the walkway area. Remember: Load One – Shoot One - Spot One. Prior to individuals scheduling a qualification session with one of the tube instructors he/she should strive to ensure he/she can place ten shots in a twenty-four inch diameter circle from a distance of one hundred yards while shooting off-hand (standing). **It is strongly recommended** that member practice with a .22 rim fire rifle at twenty-five yards on one of our pistol ranges until ten shot groups measuring five inches in diameter can be shot consistently. That would equate mathematically to twenty inch groups at 100 hundred yards and might indicate the member could do that well with the rifle he would want to qualify and practice with in the tube. A trial run with that particular firearm at an outdoor range first, however, would be a good idea.

**FOR ANY QUESTIONS OR TO REPORT TUBE DAMAGE PLEASE
CONTACT A MEMBER OF THE BOARD OF DIRECTORS**

POINT OF CONTACT

Should a Club Member need to contact a member of the Board of Director’s, their contact information is in the newsletter.