## **BOY SCOUTS OF AMERICA**

# **Range Permit**

In the space below, please indicate you top 3 dates/times for range use. Please understand that what you have selected may not be available due to Council/District Events or previously received unit reservations. We will make every effort to help you if this happens. Ammunition fees are to be satisfied at camp prior to check out.

Circle Range(s) Requested: Rifle Range One / Two				One / Two	Archer	У	Shotgu	Shotgun (Skeet or Trap)		
Unit Inf	formatio	<u>n</u>								
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Begin: _	DATE	_ at _	TIME	AM,	/PM	Conclude: _	DATE	_ at _	TIME	_AM/PM
Begin: _	DATE	_ at _	TIME	AM,	/PM	Conclude: _	DATE	_ at _	TIME	_ AM/PM
Certifica	ation		In	structo	 or#	Shotgun use) pl	Type			Expiration
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Address	s/City, S1	T/Zip							Eı	mail ————————————————————————————————————
addition the rand	on, any pager at o	prob checl mati	lems w k out.	ith th	e fire	arms or amm	unition n	nust b	e docum	or to check out. In eented and reported to ees Payable at Camp
n the	space	belo	w, plea	ase pi	rovid	e a brief itin	erary of	planı	ned sho	oting activities:

## **RIFLE RANGE PROCEDURES**

Troop/Unit\_\_\_\_

Once you have checked in with the ranger, and gotten the keys please follow this checklist for opening and closing the range. At the conclusion of your program please return this form to the ranger, sign it certifying that all steps have been followed:

1. Select three rifles and enter the serial numbers below a) SN#
b) SN#
c) SN#
These are the rifles you will be responsible for cleaning.
2. Raise range flag
3. Test fire one round through each rifle. If you do not notice any defect, use these rifles. If the rifle malfunctions clean it and test fire again. If it still malfunctions, report this malfunction immediately to the Ranger and GIVE HIM THE RIFLE.
4. Note any damage to the target system. You are responsible for any damage not noted and reported to the Ranger.
5. Place shooting blocks and sandbags as needed.
6. Use the 5 bull target for normal merit badge shooting. Use the single bull (TQ-1) target for advanced qualification.
CLOSING THE RANGE:
I. Put all blocks, sandbags, unused targets back in armory.
II. Pick up all spent cartridges and place them in the plastic buckets for return to the ammunition supplier.
III. Return the target carriers to the up range position (out of the weather).
IV. Clean all firearms. If any malfunction has occurred bring firearm to the Ranger, <u>after cleaning</u> (the gunsmith charges us \$40.00 to clean a dirty gun before they repair it) and report what the firearm was doing; we provide that information to the gunsmith rather than diagnosing it ourselves.  V. Sweep the range, or wash, pick up all trash, empty trashcans in the appropriate dumpster.
VI. Lower range flag, and return to armory.
VII. Lock up, return this form, signed, with the keys to the Ranger.
Date:
Rangemaster

### SHOTGUN RANGE PROCEDURES

Once you have checked in with the Ranger, and gotten the keys please follow this checklist for opening and closing the range. After the conclusion of your program, please return this form to the Ranger, sign it certifying that all steps have been followed:

1	Select	three sh	otguns ar	nd ente	r the	serial	numbers	below,	three	are i	marked	"trap"	and
t	hree are	e marked	"skeet".	Use "s	keet"	guns	for begin	ning sho	ooters	and	merit b	adge v	vork
"	trap" fo	r trap sho	ooting										

a) SN#	
o) SN#	
c) SN#	

These are the shotguns you will be responsible for cleaning. You are not responsible for ordinary wear and tear on the equipment IF IT IS REPORTED. Abuse by any User remains the responsibility of the User.

## **OPENING RANGE**

- 1. Put up red range flag
- 2. Test fire two rounds through each gun. Load one in chamber, one in magazine. You want to test the cycling (if they are dirty they will not cycle). If you do not notice any defect, use these guns. If they fail to cycle, clean them and try again. If they still fail to function, report any malfunction immediately to the Ranger and GIVE HIM THE GUN.

### **SKEET RANGE:**

- A. Open both houses (the range will not work unless both machines are on and functioning). This means opening the sliding doors ALL the way. Check machines for broken pieces of birds, clean as necessary. DO NOT LUBRICATE MACHINES. There a different types of lubes used in various places on the machines so that dust from broken birds does not accumulate.
- B. Turn on the machines. If they do not cycle, the power may be turned off, or they may be unplugged. Check power; if they still do not cycle, contact the Ranger.
- C. Connect the skeet cord to the outlet and check machine function.
- D. Move gun racks as necessary. They are stored in the houses to keep them out of the weather.

## TRAP RANGE:

- A. Open both doors to trap house, and fasten them open with elastic. The elastic is stored on the inside of the door to prevent weathering.
- B. Clear machine of broken birds, clean with brush if necessary. DO NOT LUBRICATE.
- C. Clear area so only Rangemaster is in front of house.
- D. Reach into house, remaining clear of throwing arc, and turn on hydraulic pump. Wait 30-60 seconds, for pressure to build up (it takes longer in cold weather). Turn on machine (second toggle switch), check for cycling. If it fails to cycle with pump running STOP, call the Ranger.
- E. Connect release cord to outlet. DO NOT go down range with cord plugged in.

#### SHOTGUN RANGE PROCEDURES CONT.

#### **CLOSING THE RANGE:**

#### 1. SKEET RANGE:

- A. Disconnect release wire, enter houses turn off machines, and then release birds. Until the machines have been <u>turned off</u> and <u>birds released</u>, the range is NOT SAFE.
- B. Pick up all spent hulls and put in trash.
- C. Reload machines as necessary, brush broken birds out of machines, and sweep the floor of broken pieces.
- D. Return gun racks to appropriate shelter.
- E. Close the sliding doors and lock the exterior doors.
- F. Clean the guns. If you have had a malfunction bring the gun and an explanation of what happened to the Ranger, <u>after cleaning</u> (the gunsmith charges us \$40.00 for cleaning a gun prior to repairing it).

## TRAP RANGE:

- A. Disconnect release wire.
- B. From outside the house, clear of the arc of flight, turn off machine and release bird. Turn off pump.
- C. Clear broken birds from machine, brush the pieces off all moving surfaces.
- D. Refill machine.
- E. Sweep the floor.
- F. Close and lock doors, the elastic cord is put on the inside of the door.
- G. Pick up all hulls on range and put in trash.
- H. Clean the guns. Any firearm that has malfunctioned during use should be taken to the Ranger with an explanation as to what happened <u>after cleaning</u>.
- 1. Take trash to appropriate dumpster.
- 2. Lower range flag, return to bottom of high house, make sure all gun racks are inside out of the weather

3. Return this form, signed, with the keys, to the Ranger.							
	Date:						
Rangemaster							
Troop/Unit							