

# Cedar City Gun Club Member Handbook



## OVERVIEW

We have no paid employees here at Cedar City Gun Club. Therefore, we ask that all members during each visit take a few minutes to inspect items that need attention (trash, shell buckets emptied, sweeping, rest rooms, target restocking, drinks refilled, water cooler, water pump and tank filled, windows clean, supplies restocking (coffee, paper plates, utensils, etc.). **Your annual membership only covers access to the club--you must pay for each round (25 targets) shot per Skeet, Trap, or 5 Stand.**

## SAFETY

1. All shooters must sign in before shooting.
2. All guns must be unloaded with action open at all times.
3. No alcoholic beverages may be consumed on premises.
4. Ear and eye protection is required for all shooters.
5. No more than two (2) shells may be loaded at a time.
6. Load guns only when on shooting stations and ready to shoot.
7. Guns must be unloaded and actions open before leaving station.
8. No shot size larger than #7.5 allowed.

## CLEANLINESS

1. We pay for dumpster service, so if a trashcan or shell buckets need emptying, please take the time to do so. We pay extra if the lid cannot close, so be sure to always crush and break down boxes properly.

## **SKEET**

### **1. Setup Procedures**

When setting up a SKEET field for play, the first step is to open both the lower skeet house and upper skeet house. The procedure is the same for both, but must be done before plugging in the main cord located near Station 4. Open each of the windows to both houses so that the targets can fly and plug the power cord for each machine into the 110 volt electrical plug located on the wall. Do not disarm skeet machines (by flipping toggle switch). If machines are less than 50% full, then refill the machines. Once both lower and upper fields have been opened, then you can plug the controller into the plug (located near Station 4). If you are using a cord to drag around the field (which are hanging up in the SAFE room where you pay), you are ready. If you are using the wireless remotes, make sure you have the wireless remote and controllers labeled 1 and 1 or 2 and 2. The controllers and wireless remotes are paired differently to allow shooting on separate fields. You must turn the wireless remote on by pressing and holding the top left button (upper house trap) until both lights stop blinking. To turn the remote off, you do the same procedure of holding the top left button until both lights stop flashing.



### **2. Storage Procedures**

When finished shooting SKEET, you should:

- disconnect the main controller located near station 4 and wind cord (if used) neatly and hang back in safe room. If using wireless controllers, turn off by pressing and holding top left button (upper house trap) until both lights stop

blinking and stow the controller and wireless remote in the bottom left desk drawer in safe room.

- Unplug machines in upper and lower houses and close windows.
- Fill the machines if less than 50%

## TRAP

### 1. Setup Procedures

Before approaching the TRAP house, please ensure no other shooters are on the skeet fields shooting. Place the orange cone (located inside the Trap House) on top of the trap house signalling to other shooters your presence in the trap house. Before working on or filling the trap machine, ensure that both the pump switch and the trap arm switch (located on the inner trap house wall) are in the **OFF** position. After loading the machine, you can turn the TRAP machine on by flipping the PUMP switch to ON then the trap arm switch to ON.

The Canterbury voice activated controller cable is hanging on the inside of the TRAP house. Unwind this cable and connect it to the Canterbury controller box where each of the Canterbury Voice activated units will also connect. The Canterbury On/Off switch will also connect to the Controller. Once the machine, canterburys, and switch are all connected, the field is ready.

Singles vs Doubles- The TRAP machine can easily be changed from throwing Singles to Doubles and vice-versa. Be sure that the TRAP machine is DIS-ARMED and both pump and Trap Arm are in the OFF position.

When standing on the outside of the Trap house looking at the trap machine, there is a lever that controls Singles/Doubles located on the right side of the machine.



SINGLES POSITION	DOUBLES POSITION
	

## 2. Storage Procedures

When finished shooting TRAP, you should:

- disconnect canterburys, winding cords neatly and store in lower skeet house with Canterbury controller.
- Wind the main cord neatly to hang inside trap house.
- Flip the TRAP arm switch to DISARM, then OFF as well as the PUMP switch to OFF.
- Fill the machine if less than 50%

## 5 STAND

### 1. Setup Procedures



The 5 Stand remote can be found under the shed in a toolbox on the picnic table. You turn the remote on by pressing the “ON” button and you will see the Power light turn red.

The 5 Stand field targets begin on your left with Station 1 clockwise to Station 6 on your right. The instruction manual for the T-8



remote can be found [here](#).

### 2. The 5 Stand Game

The 5 Stand game consists of 25 targets with any combination of Single Targets, Report Pairs (meaning first target is pulled, then upon the report of the shotgun, the second target is pulled), or True Pairs (meaning two targets launched at the same time). For single or Report Pair targets, just simply press the Station(s) desired individually when the shooter calls pull. To fire 2 or more traps simultaneously, press multiple trap buttons at the same time. You may also press the True Pair/Enter button. Then, press any combination of trap buttons that you would like to fire, up to 8. To fire the selected traps, press True Pair/Enter again.

### 3. Loading Promatic Harrier Target Machines

Before working on a machine or filling a machine, **ALWAYS** disarm the machine. Disarming the machine involves flipping the toggle switch (**located on the underside of the machine**) to the **DIS-ARM** position. The arm that launches the targets will then be in a safe position. After you are finished working on a machine or filling the machine, you must then flip the switch to **ARM/LOAD** position in order for the machine to respond to the T-8 remote control. Each of the 5 Stand Promatic machines has a battery with a solar panel to ensure batteries remain charged. If problems arise with a machine not firing, you may need to check these connections.



When loading these machines, always use the **BIO-DEGRADABLE** targets on the 5 Stand Field. You will see "BIO" on the target cases. If the machines are less than 50% full, you should re-stock them after shooting.



Each machine has a bucket (protecting targets from weather) that should be removed and replaced after



filling the Promatic machines. Before refilling the machines, be sure to disarm the machine.

### 2. Storage Procedures

When finished shooting 5 Stand, please fill any machines that are less than 50% full. Turn off the remote and place back into the tool box on the picnic table under the shed.

## **FEE SCHEDULE**

The following schedule reflects current pricing for each round of Skeet, Trap, and 5 Stand. Please be sure to pay for all rounds by dropping cash or check into the floor safe. Also remember to record your name and the number of rounds for each game on the shooting log located on the table top above the safe.

Per Round (1 box of 25 shells)

<b>Game</b>	<b>Member Rate</b>	<b>Child Rate</b>	<b>Non-Member Rate</b>
Skeet	\$5.00	\$4.00	\$10.00
Trap	\$5.00	\$4.00	\$10.00
5 Stand	\$6.50	\$6.00	\$7.50