

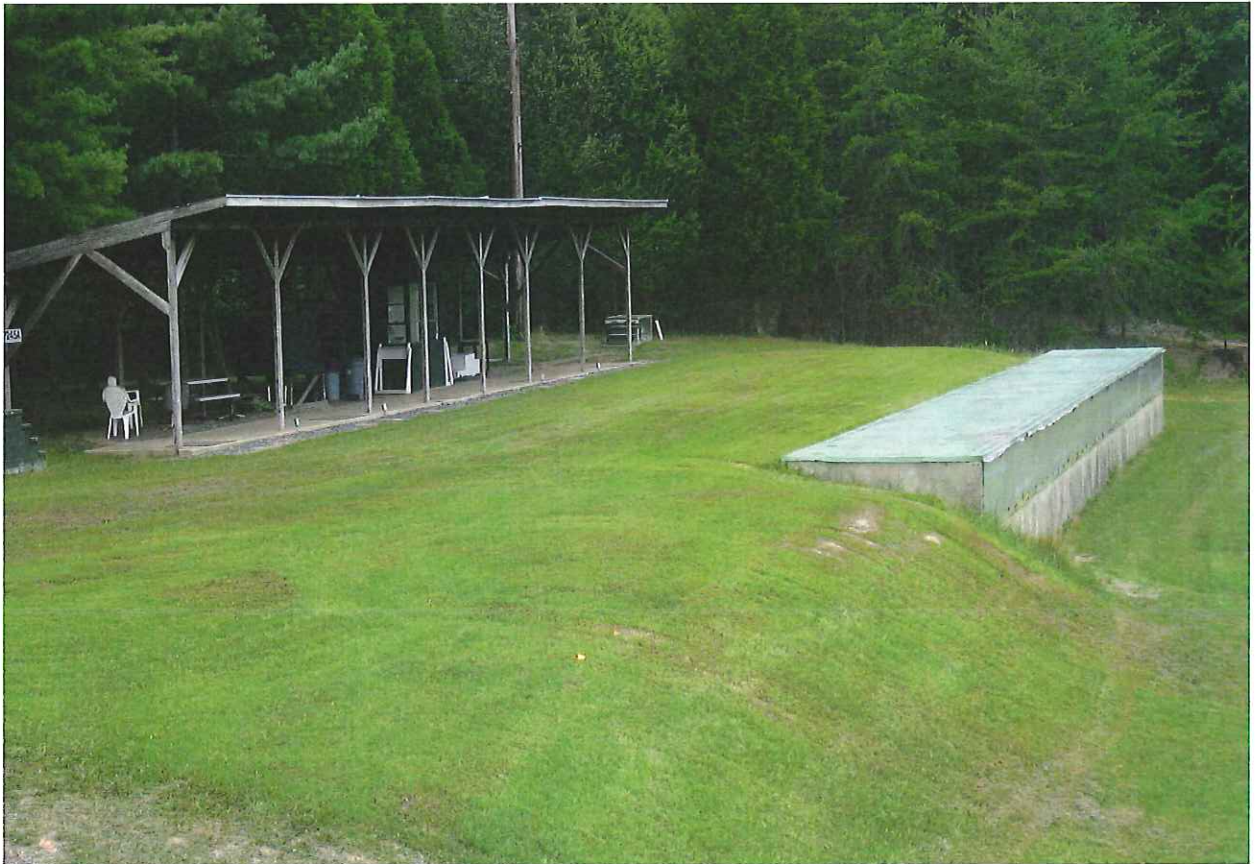
WTBN SHOTGUN RANGE

RANGE SOP

INFORMATION

Description: Shotgun Range  
Status: Active  
Location: 8840567467  
Number Firing Points: 42 points over 6 fields (4 Skeet, 2 Trap)







**RANGE USES**

Primary Use: Skeet and Trap Shooting  
Alternate Uses: 3-Gun Shotgun Training

**WEAPONS ACCOMMODATED**

-Shotgun  
-Shotgun revolvers

**AMMUNITION AUTHORIZED**

-Shotgun (Birdshot only, 7 ½, 8 and 9 shot, see chart below.)

TARGETS/SIMULATORS/DEVICES. Paper, plastic, wood, ballistic steel or clay pigeons only.

PRIMARY DIRECTION OF FIRE. Northwest

RANGE USE RESTRICTIONS/COMMENTS.

1. Shotgun birdshot no larger than #7 ½ is the only ammunition allowed on the range. Maximum loads are:

Gauge	Ounces Lead	Grains Standard	Grains Maximum
12	1.125	492.2	507
20	.875	382.8	394
28	.75	328.1	338
.410	.5	218.8	229

2. The only weapons and ammunition approved for use on this range are listed in this SOP. There shall be no deviations from or modification to the approved weapons and ammunition.

3. Using unit will check-in with WTBn S-3 and receive range brief and radios prior to occupying the range.

4. Red range flag is placed on the pole next to MCB-4.

5. The only weapons and ammunition approved for use on this range are listed in this certification and SOP. There shall be no deviations from or modification to the approved weapons and ammunition.

6. The Officer-in-Charge (OIC) shall be the rank of Staff Sergeant or above and will be certified in accordance with MCB Range Regulations. The Range Safety Officer (RSO) shall be the rank of Sergeant or above and will be qualified in accordance with MCB Range Regulations.

7. The RSO shall be physically present on the range at all times during live fire. The OIC can be in the WTBn cantonment area.

8. The Shotgun Range will only support static engagements. Fire and Movement or Fire and Maneuver are not authorized. The only exception is firing on the move with the following procedures:

-Movement will be restricted to walking straight forward, to the rear and simple button-hook techniques. (No fire team/individual rushes)

-There will be no more than two shooters per instructor/safety supervisor moving at a time. (Example: 7 shooters = 4 instructor/safety supervisors).

-There will be at least one target width separation between shooters.

-Targets will be no farther than 50m.

-Targets will be constructed from paper, plastic, wood, approved ballistic steel, or clay pigeons.

9. When engaging steel targets, shooters will only engage targets to their direct front, not in a sweeping arc as with clay targets.

10. Placement of steel targets on the Trap portion of the range is limited to the area forward of the first three throwing bays. Targets may not be engaged on anything less than an azimuth of 14 degree magnetic.

11. The single firing point for steel targets placed forward of the throwing bays on the Trap portion of the range is center of the first two lanes and at the leading edge of the throwing house.

12. Steel targets on any of the Skeet bays must be engaged from station 8 of the Skeet Field. Steel targets must be placed to the direct front of the position.

13. Physical barriers with signage will be emplaced in the open area between the Shotgun Range and Willis Road.

**FACILITIES (Number of Each)**

Towers: 5  
Sheds: 1, covered  
Ammo Breakdown: 1  
Parking: Yes  
Description of Other Structures: None

**UTILITIES AVAILABLE**

Electricity: No  
Lights: No  
Water System: None

**INSTALLED COMMUNICATIONS.** PA

**LASERS AUTHORIZED.** None

**AVAILABLE DAYS/HOURS.** 350/All

**AREA SUITABILITY**

**GEOGRAPHICAL DATA**

Access Routes: MCB 4  
Soil Type: Dirt  
Terrain Type: Small rolling hills  
Vegetation: Grass

## RULES OF CONDUCT FOR Trap and Skeet at the WTBN Shotgun Range

1. The games of Trap and Skeet shall be played according to the rules illustrated in the official rules and regulations of the appropriate governing authority for the varying disciplines of each sport. (I.E. American Skeet, American Trap, International Trap, etc.)
2. The game shall be played with Shotguns only. No shooters with Revolvers will be allowed to share a field with shooters employing Shotguns.
3. All weapons must be out of battery with the chambers clearly visible to the RSO until the shooter is on the shooting station and preparing to load rounds and call for the target(s).
4. The shooter must clear the weapon, removing any expended or unexpended rounds from the chamber(s), and leaving it out of battery prior to stepping off of the shooting station.
5. Only one shooter may occupy a shooting station at any moment in time. If instruction is being given to the shooter, the instructor cannot be in possession of a weapon.
6. In shooting Skeet, only one shooting station on each field may be occupied at any moment in time. All five Trap shooting stations may be occupied, but only one shooter is permitted to fire at one time.
7. One (1) RSO is required for all 4 skeet fields, which includes the American Trap field when any of the other 3 skeet fields are in use. An additional RSO is required when the International Trap field is used concurrently with any of the other fields.
8. The OIC may or may not be present on the Skeet Range, but must be present within the Calvin A. Lloyd Complex. The OIC must be different from and in addition to the OIC that may be present on any other range.
9. Any Shooter or observer can call a Cease Fire at anytime. The RSO can remove the Cease Fire Status at his/her discretion.
10. Only the RSO and Range Control can call a Check Fire, which will cause Cease Fire to occur throughout the Range. If the Range RSO initiates the Check Fire Status, he/she must notify Range Control of the Check Fire status and the reason for same. The Range will then remain in Check Fire Status until the RSO receives permission from Range Control to again put the range into HOT status.
11. In the case of a stoppage, malfunction, squib round or misfire; immediately notify the RSO, call a Cease Fire for the field, and allow the RSO to supervise the inspection, correction, or unloading of the weapon.
12. No more than 5 shooters can occupy a trap field, and no more than 6 shooters can occupy a skeet field when shotgun firing is in progress.

## RULES OF CONDUCT FOR .410 REVOLVER SKEET

1. The game shall be fired in accordance with the rules illustrated in the National Skeet Shooting Association (NSSA) Official Rules and Regulations, revised 2009, with the exceptions listed below.

2. The game shall be fired with Revolvers only. No shooters with Shotguns will be allowed to share a field with shooters employing Revolvers.
3. All weapons must be out of battery with the chambers clearly visible to the RSO until the shooter is on the shooting station and preparing to load rounds and call for the target(s). The cylinders of the Revolvers must be disengaged from the frame and clearly unloaded and visible to the RSO.
4. No holsters or other revolver "containers" will be allowed on the field of fire. The Revolvers cannot be loaded, put into battery, and then "stowed" in any fashion. They must remain clearly visible and gripped with one or two hands once in battery.
5. The shooter may use a one-hand or two-handed grip when discharging the weapon. The Revolver may be at "raise pistol" or in a fully extended firing position prior to calling for the target(s). The shooter may employ double action or single action firing procedures.
6. The shooter must clear the weapon, removing any expended or unexpended rounds from the chamber(s), and leaving it out of battery prior to stepping off of the shooting station. The revolver is considered safe & out of battery if the cylinder is disengaged from the frame and at least three fingers can be inserted between the frame and the cylinder.
7. Only one shooter may occupy a shooting station at any moment in time. If instruction is being given to the shooter, the instructor cannot be in possession of a weapon.
8. Only one shooting station on each field may be occupied at any moment in time.
9. One (1) RSO is required for all 4 skeet fields. In addition, each squad of .410 Skeet shooters must have a dedicated Position Safety Officer (PSO) accompany them throughout the game. Each field of play must have a dedicated PSO. Therefore, if all four fields are occupied with .410 shooters (a maximum of 24 shooters), there must be one (1) RSO and four (4) PSOs present on the Skeet Range.
10. The OIC may or may not be present on the Skeet Range, but must be present within the Calvin A. Lloyd Complex. The OIC must be different from and in addition to the OIC that may be present on any other range.
11. Any Shooter or observer can call a Cease Fire at anytime. The RSO can remove the Cease Fire Status at his/her discretion.
12. Only the RSO and Range Control can call a Check Fire, which will cause Cease fire to occur throughout the Range. If the Range RSO initiates the Check Fire Status, he/she must notify Range Control of the Check Fire status and the reason for same. The Range will then remain in Check Fire Status until the RSO receives permission from Range Control to again put the range into HOT status.
13. In the case of a stoppage, malfunction, squib round or misfire, immediately notify the RSO, call a Cease Fire for the field, and allow the RSO to supervise the inspection, correction or unloading of the weapon.
14. No more than 6 shooters can occupy a field for purposes of firing a game of .410 Skeet with Revolvers.

## RANGE OPENING PROCEDURES

1. There are four (4) electrical boxes that contain two (2) circuit breakers each. The box closest to the clubhouse, behind station 4 on Field 2, provides electricity to the Field 1 traps and house lights, while the box next to it provides electricity to the Field 2 traps & house lights. The electrical box behind station 4, Field 3 provides electricity to the Field 3 traps and house lights, and the box behind station 4, Field 4, provides electricity to the Field 4 traps and house lights. The circuit breakers in each box must be turned on for each field to become operational.

2. Once the outside circuit breakers have been turned on, the circuit breakers and light switches in each house must be turned on. In order to activate the Traps, the switch on top of the Trap housing behind the magazine must be switched on (switch position for "on" is forward toward the magazine).

3. The magazine should then be checked to make sure enough targets are loaded so that a squad of six (6) players can shoot one game without running out of targets. Each Trap magazine will hold 77 targets when the throwing arm is in the de-cocked position.

4. Open the door in front of each Trap. The door must be secured in the open position in order to avoid an accidental closing in the middle of a game.

5. The Remote Triggering Device, or "pickle," and its extension cord, is located on a reel inside the High House for each field. Place the pickle at the High House, un-reel the extension cord, and insert the male plug in the receptacle behind station 4. Return to the pickle and push the "doubles" button to assure that the traps are throwing the targets correctly.

## RANGE CLOSING PROCEDURES

1. In general, the closing process is the reverse of the opening process with two exceptions:

- a. Once the Trap machine is turned off, and prior to closing the Trap door, the trap needs to be de-cocked (unloaded) so that the throwing arm spring becomes relaxed. The procedure is to stand behind the Trap machine and pull the lever on the left side of the Trap machine back and up.
- b. Reload the magazine for each trap and police the range, picking up all trash and expended casings.

2. All light switches and circuit breakers must be in the "off" position, circuit breaker boxes and Trap house doors closed, and pad locks secured.

Nearest MEDEVAC Landing  
Zones (LZ)

MILES  
.2 8820067720 (Range 4 700 yd line)



Directions: Exit Shotgun Range, turn right on MCB-4, turn right on Willis Rd, turn left on Garand Road (next gate) and go approx 200 yds. Turn left onto Range 4. LZ is open grassy area.

If Range 4 is hot, it will go cold for the medevac. Alternate LZ will be on the Shotgun Range itself.

**COMMUNICATION REQUIREMENTS:**

1. A radio check is required immediately upon occupying any portion of the RTA, every 30 minutes in a live fire status and every 3 hours in a non-live fire status.
2. The Range Control Facility (RCF) Fire Desk Net Control call sign is "Range Control". Your call sign is Shotgun Range.
3. The primary RCF Fire Desk Net Control frequencies are: ELMR talk group "RC Safety" (ground) and 323.7 AM UHF (air).
4. The secondary RCF Fire Desk Net Control is telephone, numbers: 703-784-5321 or 5322.
5. OIC/RSO will monitor the RCF primary and secondary Safety Nets at all times. Instant communication is required.
6. Any unit with organic ELMR radios will have their ELMR radios programed with the "RC Safety" talk group and use those radios as their primary means of communication within the RTA.
7. Units without organic ELMR assets will be issued ELMR radios from WTBn S-3 upon check-in.
8. Approved Non-ELMR radios are only authorized for internal communication (ground).
9. If the RCF cannot reach a unit within the RTA via primary communication, the unit will be contacted via the secondary means of communication.
10. Upon loss of primary communication the OIC/RSO will initiate a "check fire"/cease training status and will contact the RCF via secondary communication. This communication will be maintained while primary communication is being restored. Units may only resume firing/training once primary communication has been re-established and clearance is granted by the RCF.

## INJURY CLASSIFICATIONS:

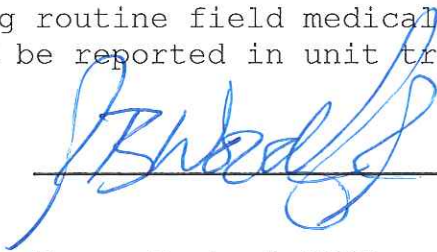
Injuries are classified into the following categories in order to aid in casualty evacuation from the RTA.

1. ROUTINE. Routine injuries are those injuries that are not threatening to life, limb or eyesight; and conditions or illnesses treatable by medication or procedures available at the base medical facilities.
2. PRIORITY. Priority injuries are those injuries that require immediate medical attention but are not threatening to life, limb, or eyesight if treated promptly.
3. URGENT. Urgent injuries are severe injuries that are threatening to life, limb, or eyesight and require immediate medical attention.
4. MASS CASUALTY. A mass casualty is a series of injuries with multiple priority and urgent medical patients.

## MEDICAL EVACUATION (MEDEVAC) PROCEDURES:

1. Injury occurs.
2. Range immediately ceases-fire.
3. Range notifies S-3/OOD of injury.
4. S-3/OOD dispatches corpsman.
5. Medical support evaluates/treats injured personnel.
6. Range OIC notifies the RCF of the injury, stating briefly what happened, the extent of the injury and what type of MEDEVAC transportation needed (ground/air).
7. Maintain constant radio contact with Range Control and await further instructions.

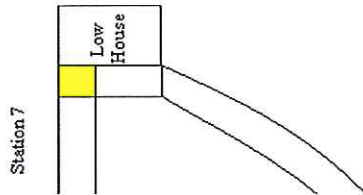
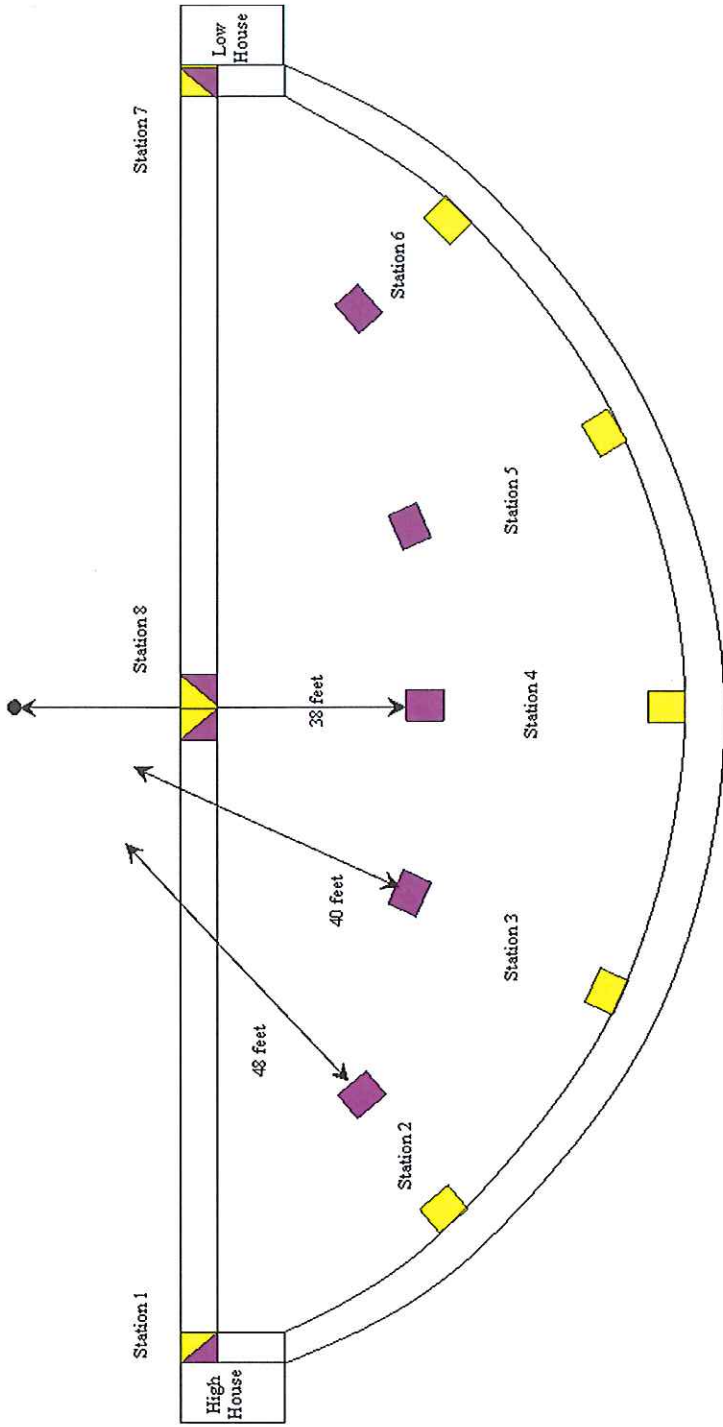
\*Minor injuries and illnesses requiring routine field medical services need not be reported to RMB but should be reported in unit training logs.



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Range Control Officer

Date: 28 FEB 2017



Standard Skeet Field layout per section 1-  
 C-1 of the National Skeet Shooting  
 Association Official Rules and Regulations,  
 revised 2009,  
 Modified to play .410 revolver Skeet Game

Appendix B

Appendix A

