

Archery Range Rules

1. Safety is the number one rule to be practiced.
2. All archers must present Range Staff with a proof of payment from the front desk.
3. All archers are required to read and sign a liability waiver before shooting privileges are granted.
4. Absolutely no horseplay on the range.
5. Archers under the age of 16 must be accompanied by an adult.
6. Archers may not use broad heads or cross bows at any time.
7. Alcoholic beverages and drugs may not be consumed prior or during shooting on the archery range. Shooters who are suspected to be under the influence of alcohol or drugs will not be allowed to shoot and will be removed from the premises.
8. Treat State Technical College of Missouri property with respect. Theft and vandalism will be prosecuted.
9. Check your equipment on a regular basis. If in doubt, have it checked by a professional before shooting it anymore.
10. Be considerate of fellow shooters. No shooting across lanes, shooting other targets, distracting other archers at the shooting line or intentionally damaging other archers equipment.
11. Always practice good sportsmanship and use common sense.
12. STC is not responsible for damage to or loss of personal equipment used at the range.
13. The archery range staff reserves the right to refuse service to any patron who violates any rule or regulation, or engages in any verbal and/or physical abuse of State Technical College of Missouri staff or patrons. Refunds will not be given.

Archery Range Procedures

1. Know and obey all range commands.
2. Persons waiting for time on the range services will be permitted a round on a first come-first serve basis.
3. All rounds will last approximately fifteen minutes. Archers will shoot three interval rounds; each consisting of five minutes and six arrows.
4. Wait for verbal command from the Range Master before starting to nock arrows and shoot.
5. Absolutely no sky-drawing. Bows are only to be drawn at the shooting line and in the direction of targets.
6. Archers are not to proceed down range to retrieve arrows until they are acknowledged by the Range Master and the red light is turned on.
7. When pulling arrows out of a target, stand to one side and insure no one is directly behind you.
8. Do not remove or move targets.
9. Safety is the number one rule to be practiced.