

**While you're here,
check out our pro shop,
offering ammunition,
ear & eye protection,
shirts, hats and more.**



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Open to the public Wednesday – Sunday

Closed Mondays, Tuesdays and official state holidays
May also be closed for inclement weather, league nights and tournaments. Call ahead for availability.

Fees (including clay targets)

\$6 per person per round for skeet or trap (25-shot round)

\$5 per person per round for Jacksonville residents (ID required)

\$3 per person per round for all AYSSP students and coaches who hold a certified AYSSP practice. Must provide AYSSP Coach Certificate Card.

Note: Ammunition, hearing and eye protection sold in the pro shop. Firearms available for loan through facility manager.



sponsored by



JacksonvilleShootingComplex.com

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Arkansas Game & Fish Foundation

SHOOTING SPORTS COMPLEX

Skeet Shooting | Trapshooting | Rentals
Pro Shop | Corporate Rates | Pavilions

**Now
OPEN**



The largest of its kind in Arkansas

The Arkansas Game & Fish Foundation Shooting Sports Complex boasts the latest in technology and a clean, safe environment for the whole family.



- Fourteen trap fields
- Three skeet overlays
- Three lit fields
- Exclusively for shotguns
- Voice-activated controllers
- Certified coaches
- 5,100 sq. ft. clubhouse
- Four pavilions
- Appointments offered, not required
- Corporate discounts and rentals available



GENERAL RANGE RULES

1. NO LOADED FIREARMS OR CONCEALED CARRY ALLOWED. Violators will not be allowed to shoot for one business day and are subject to citation for a city and/or state code violation. Firearms are considered loaded if shells or cartridges are in the chamber, magazine, or cylinder. A semi-automatic pistol is considered loaded with cartridges in the magazine and the loaded magazine in the gun, even if there is no live round in the pistol's chamber.
2. Always keep your finger off and away from the trigger until you are ready to shoot.
3. No shot shell ammunition larger than 7.5, 8, or 9 etc. will be allowed.
4. Rapid fire (more than one shot per second) is prohibited.
5. No firearms allowed in the range office without approval of the Range Officer except those maintained in the office gun rack.
6. ALL shooters must register in the range office before proceeding to the firing line.
7. Shooters are responsible for the conduct of their guests (non-shooters) and any damage caused to the property.
8. Non-shooters (guests) must remain behind the firing line at all times:
 - a. Firing line is the concrete walkway just South of the shooting stations.
9. Minimum age for an unaccompanied shooter is 18.
 - a. Exception: An AYSSP team shooter who presents an AYSSP Team identification card who is 16 or older.
10. Shooters are responsible for picking up their own brass at the end of each round:
 - a. Unwanted shot shell hulls may be placed in the designated containers to be recycled by Jacksonville Parks and Recreation.
 - b. Discarded shot shell hulls will automatically become property of the AGFF shooting complex.

11. No alcoholic beverages or illegal substances (drugs) allowed on range property.
 - a. Persons under the influence, or believed to be under the influence, of alcohol or any other intoxicants will be barred from range property.
12. No smoking is allowed past the firing line.
13. Shooters must return all equipment to the range office before leaving.
14. No violent behavior or disorderly conduct will be permitted while on the range:
 - a. Unsafe actions will not be allowed at any time by any employees, instructors, or participants. Firearm misconduct endangers employees, range users, and guests alike. Any violation of this range protocol will result in disciplinary action.
 - b. No willful destruction of property.
 - c. No shooting at any animal life by guests.
15. All RVs must check-in with the range manager prior to parking or making any hook ups.

SKEET AND TRAP RANGE RULES

- Shooters must be capable of and/or accompanied by an individual capable of operating range controls.
- Firearms must remain unloaded with the action open until it is time to shoot.
- Keep action open and gun unloaded when moving between gun rack and shooting station and when rotating to new firing positions.
- Firearms may be loaded only while the shooter is on a firing station with the muzzle pointed down range.
- Only one shell may be loaded at a time. Two shells may be loaded if shooting double trap or at the skeet range.
- In the event of a weak report or misfire, always check your barrel for obstruction. (Barrel sticks are available to clear the barrel)
- Shooters must dispose of spent/empty shotgun shells in appropriate trash cans provided on the range.
- Skeet and trap ranges are subject to closure during inclement weather, including rain and thunderstorms.