

Range Waiver & Rules

Name:	_ ID#	_ DOB:
Street address:	City:	Zip:
Your phone:	_Email:	
Emergency contact name:	Phone:	

I desire the use of Shooter's Nashville (aka Shooter's Guns, Ammo & Range) firing range entirely upon my own initiative, risk and responsibility. In consideration for the permission extended to me by Shooter's Nashville through its agents or employees, I do hereby for myself, my heirs, assigns, and personal representatives release and forever discharge Shooter's Nashville and its owner(s), agents, representatives, and employees from any claim, demand or cause of action on my death or account of any injury to me which may occur from any cause during the time I am using Shooter's firing range, or on their premises.

Range Rules, No Exceptions!

- This is a pistol range. No rifles, shotguns, or rifle caliber handguns allowed.
- No rapid firing.
- Must be 21 years old with valid photo ID, or over 12 years old and accompanied by a parent.
- Children under 12 years old will not be permitted in the range area.
- Shooter's reserves the right to prohibit anyone in the range area who may be under the influence of alcohol or drugs.
- All fired rounds must impact the bullet trap area. No impact into floor, roof, or side walls.
- No more than two people allowed per lane.
- All firearms must be in good working condition.
- All firearms unloaded or loaded, must be kept pointed down range at all times.
- No person may go down range at any time for any reason. If there is a problem, immediately seek a Shooter's employee.
- Only targets approved by Shooter's may be used on firing range.
- NO RELOADED AMMUNITION, FACTORY MANUFACTURED ONLY.
- All persons enter the firing range must at all times wear hearing and eye protection.
- You are responsible for cleaning up the lane you used by picking up all spent casings, brooms and dust pans provided, clearing trash, boxes, and targets.
- There is a \$5.00 fee for shooting target holder or cable. All other damage will be charged accordingly.

Signature:

Date: