

**05/11/2020 - Update**

**Starting Monday, May 18 we will resume normal operations for our ranges. They will be open 5 days per week. The hours of operation through the end of September are: Monday, Wednesday, Thursday and Saturday 9am – 7:30pm, Sundays 10:00am-7:30pm.**

**05/08/2020 - Update**

**We would like to inform you that we will reopen the club to ALL members starting Saturday, May 9.**

**We are attempting to do this as safely as possible. We would like to be clear that we are not responsible for your safety, if you are concerned for your health please stay home. With that said we would like to welcome you back.**

**There will be a few new rules put into play. We ask that you respect social distancing in all circumstances. Please take time to read the sheets posted on doors regarding procedures we would like followed.**

**You will notice a tent has been set up at the rifle range in order for the range monitor to help you get set up. Please use the window to make your transactions, inside the office is off limits. The shotgun area is limiting the number of people inside the building. Bathrooms will be open.**

**At this point in time these are the hours we will attempt to be open:**

**Shotgun: Saturday & Sunday 10 am - 2 pm. Wednesdays 9am – noon and 6pm – 10.**

**Ranges: Saturday 9-7:30 Sunday 10-7:30 Wednesday 9-7:30. If there is not a monitor at the rifle range it is CLOSED. We are a volunteer organization so we are having staffing issues at this time, so please call for weekend afternoon range monitor availability.**

**Thanks for your patience as we attempt to operate in a safe manner.**

**At this time we ask that you keep guns and ammo in your vehicles and limit use of buildings.**

**We hope you all have a safe summer.**

05/01/2020

West Walker Sportsman's Club remains closed per the Governors Executive Order, which has been extended to May 15.

The big gun raffle ticket was drawn, the winner is #284, Nadine Willis.

Please check back after May 15 for further updates on club use.