

ALL GUNS MUST BE UNLOADED BEFORE BEING PLACED IN THE RACKS.

- **UNCASE** your gun before bringing it to the Trapper's Inn
- Break-opens **MUST** be checked before putting in the racks
- Pump guns – action **OPEN**
- Semi-automatic – action **OPEN**
- Guns must be **UNLOADED** when moving
- **ONLY ONE SHELL** in gun unless shooting doubles

**Any unsafe activity may result in
you being asked to leave the
property!**