



ARTEMIS MEMBERSHIP RULES AND REGULATIONS

WHAT IS A MEMBERSHIP?

- An individual membership is for one person only. A group membership is available when the main member wishes to add an individual to their membership... The only caveat: ALL PAYMENTS must be made from one account by the main individual.
- No long term contracts or minimum membership required; HOWEVER WE DO ASK FOR A 30 DAY CANCELLATION NOTICE PLEASE.
- Credit card processing cycle will begin on the day you designate as your start date.

WHAT IS INCLUDED IN YOUR MEMBERSHIP?

- There are three different levels of Membership at Artemis.
- UNLIMITED Membership: The highest level we have includes an unlimited amount of enrollments in our group classes as well as TWO 30 minute private training sessions per month.
- ACCESS Membership: Our second level, and most popular, includes a limited enrollment in group classes (8 per month), as well as TWO 30 minute private training sessions.
- LITE Membership: Our entry level includes a limited number of enrollments in our group classes (4 per month), and NO private training. This membership is designed for those that have busy schedules and cannot make it in as often as some of our other members.
- Guest may NOT participate in Intermediate, 4M, or Transition classes without prior approval of Artemis Instructor.

VACATION HOLDS

- As a courtesy to our members we offer “HOLDS” or “VACATION HOLDS” that may be requested with at least 24 hours notice.
- An account on hold will NOT be charged for the upcoming month as a courtesy to our members. You may place a hold on your account for up to three months. The account will be processed on the next scheduled cycle.
- Your account will be grandfathered in at the rate in which you first began your membership, however, if your hold exceeds the three month limit, it may convert to the new membership rates.

CANCELLATIONS / NO SHOWS

- You may cancel your membership at any time by submitting a written notice of cancellation 30 days prior to your last intended session to prevent automatic batch processing.
- To cancel a session, please give notice 24 hours in advance to avoid a \$5 charge to your account by calling our office at 949-305-6588, NO online cancellations will be allowed within 24 hours.
- If you “no show”, a \$10 charge will be posted to your account, or a session will be deducted.

SESSIONS - PRIVATE AND GROUP SESSIONS

- 30 minute sessions are transferrable between members within the same Group membership program or between spouses on the same plan.
- 30 Minutes sessions do not roll over to the next month if they are not used. Use it, or lose it.
- Members who have received Free 30 minute voucher cards: These voucher cards are for REFERRALS only and cannot be used by a current member in addition to their two monthly 30 minutes sessions. You MAY use one of your 30 minute sessions with a guest using the free voucher card. If you want to schedule a session with a guest using one of these vouchers, please notify the office at least 24 hours prior to the start of the class.
- Member's monthly 30 minute sessions hold a \$50 value each and can be applied toward a class if the member has reached their monthly class limit, or if a member would like to enroll in a class that is not included in their membership.
- Sessions cannot be scheduled to overlap. If you are enrolled in a group class, you cannot schedule a private session during the same enrollment time.

PAYMENT METHOD

- All memberships require an active credit card on file.
- We DO accept cash payments for monthly rates. We will not charge your credit card unless you fail to make payment and fail to contact us to make other arrangements.
- All dues are required to be paid on the designated cycle date as determined by the client, or membership may be cancelled.
- If a payment fails multiple times and the client fails to contact Artemis or respond to any attempt made by Artemis to contact the client, the membership will be cancelled and any grandfathered rates will revert to the new membership rate upon reactivation.

FIREARM SAFETY RULES IN THE LAB AND ON THE LIVE RANGE

1. ALL FIREARMS ARE ALWAYS LOADED.
2. NEVER LET THE MUZZLE COVER ANYTHING YOU ARE NOT WILLING TO DESTROY.
3. KEEP YOUR FINGER OFF THE TRIGGER UNTIL YOUR SIGHTS ARE ON TARGET AND YOU HAVE MADE THE DECISION TO SHOOT.
4. KNOW YOUR TARGET AND IT'S ENVIRONMENT.

IN THE LAB

- We welcome law enforcement and CCW holders to carry their firearms into our facility. However, we ask that you ground your firearm in the lockers (located inside the lab) by notifying a staff member when you first enter our facility. They will give you clearance to enter the lab and download your firearm into one of the lockers.
- It is very easy to create negative training scars... therefore we ask that you take your training and firearms manipulations seriously at Artemis and abide by the safety rules identical to those presented at the live range.
- There may be times when you will want to test the recoil of our firearms... we ask that you use the clearing barrels located at every system to do so.
- Persons under the age of 18 must be accompanied by an adult at all times.
- Do not touch the computers located at each station unless authorized to do so.
- Do not utilize the refill stations at any time.

ON THE LIVE RANGE

- When arriving at the live range, be sure to arrive with your firearm unloaded. If the firearm is not in a case or container, the action or cylinder must be locked open. All firearms and ammunition are subject to inspection and approval by range safety officers.
- Artemis staff will remove anyone not following safety rules, or displaying unsafe firearms handling.
- Upon arriving, if you are a CCW holder and need to download your firearm, you will immediately notify an Artemis Staff Member, and proceed to the designated area to clear and store your firearm.
- Drug and alcohol use is prohibited.
- When working on a COLD range (meaning no loaded firearms unless you are on the line and shooting at targets), you must use the fumble table to handle your firearms when not on the line.
- Persons under the age of 18 must be accompanied by an adult at all times, both on and off the range.
- Everyone MUST wear eye and ear protection while on the range.
- Keep firearms pointed down range at ALL times.
- No smoking permitted around the firearms.
- When you hear the command “CEASE FIRE”, you must...
 - Stop shooting IMMEDIATELY.
 - Remove your finger from the trigger.
 - Keep the firearm pointed in a safe direction.
 - Wait for further instructions from the CRSO/RSO.
- ANYONE on the range may issue a “CEASE FIRE” command upon a safety violation or emergency.
- CLEAN UP AFTER YOURSELF.
- WASH YOUR HANDS immediately following any shooting activity.
- If you experience a malfunction, jam, or anything you are not familiar with. IMMEDIATELY take your finger off the trigger, keep your muzzle pointed in a safe direction, and raise your support hand to notify an instructor you have an issue. AT NO TIME should a malfunctioned or jammed firearm be taken off the line without an instructor clearing it first.
- Range rules may vary. Keep in mind specific range limitations for rate of fire. If the range does not allow rapid fire, there must be at MINIMUM a 1 second pause in between shots.
- DO NOT exchange firearms between shooters unless directed to do so by an Artemis Instructor. If shooting from a table or bench, and you wish to exchange firearms, remove the magazine, clear the chamber, and lock the slide to the rear. With the ejection port facing up, place the firearm on the table and step back, allowing the second shooter to step forward.
- Additional: DO NOT pick up anything from the ground while the range is live. Shooters will not bend down at any time without direct instructions from an Artemis Instructor, or until the line is called COLD, and you are directed to pick up gear from the ground.
- DO NOT exchange firearms between shooters unless directed to do so by an Artemis Instructor. If shooting from a table or bench, and you wish to exchange firearms, remove the magazine, clear the chamber, and lock the slide to the rear. With the ejection port facing up, place the Printed Name firearm on the table and step back, allowing the second shooter to step forward.

By signing this contract, you agree to the above rules and regulations and are aware of our policies and procedures as it pertains to your membership rate.

Signature

Date