

Gunfighter Pass FAQ

1. What is the Gunfighter Pass?

The Gunfighter Pass offers access to some of Mountain Home Air Force Base's finest facilities for individuals not associated with the installation. With the pass you have access to Silver Sage Golf Course, Hackers Bistro, the Gunfighters' Club, and the Trap & Skeet Range.

2. How and where do I get an application?

You can pick up an application at our Base Visitor's Center Monday thru Friday from 7 a.m. to 3:30 p.m. You can also download an application at www.mhafbfun.com.

3. Where do I turn in my application?

Your application must be turned in to our Base Visitor's Center Monday thru Friday between 7 a.m. and 3:30 p.m.

4. What are the hours of operation for the Visitor Center

Monday thru Friday from 7 a.m. to 3:30 p.m.

5. Am I authorized to use the Exchange and Commissary?

No, these facilities are only for Department of Defense employees and their dependents.

6. Am I authorized to purchase gas on base?

No, the base Shoppette is only for Department of Defense employees and their dependents.

7. Am I authorized to use the emergency room, in case of an emergency?

Yes, in case of an emergency there is a 24-hour Urgent Care Center available. However, you or your insurance company will be billed for services provided.

8. Can I have a private tour of the base?

Base tours are provided for certain interest groups. For more information please call the Public Affairs office at 208-828-6800.

9. Does my Gunfighter Pass have an expiration day?

Your pass is valid for six months from the issue date.

10. Can I sign family members on base?

The Gunfighter Pass only allows access to the individual issued the pass and their children under the age of 18. Family members over the age of 18 must apply for their own pass.

11. What facilities can I use?

With the pass you have access to Silver Sage Golf Course, Hackers Bistro, the Gunfighters' Club, and the Trap & Skeet Range.

12. How long can I stay on base?

You are allowed to be on the base during the operating hours of the authorized facilities. For up-to-date hours please visit www.mhafbfun.com.

13. Am I authorized to carry a weapon on base?

Only firearms (shotguns) used for Trap and Skeet may be brought on for that purpose only. Firearms will be cased, will not be loaded, and ammunition and firearms will be separated during transport.

14. Will I have to pass a background check or screening to receive a pass?

Yes, your background will be checked prior to being issued a pass.

15. What happens if I do not pass the background check?

You will not be issued a pass and will not be allowed access to the base.