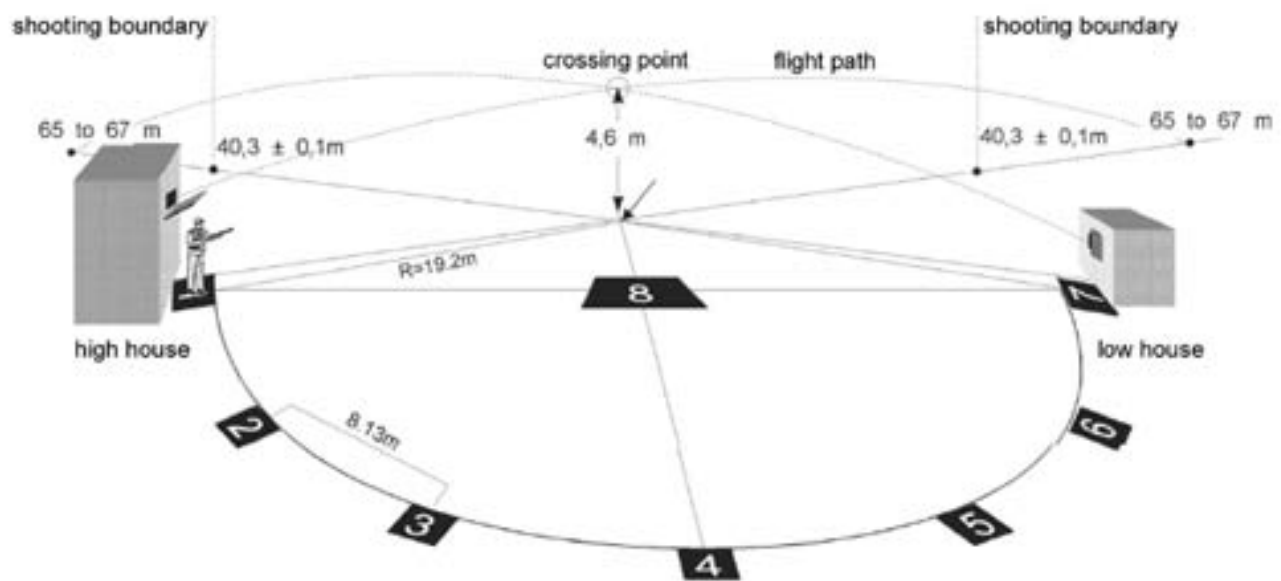


HIGH AND LOW HOUSE LEADS AND SHOTS PER STATION							
1	2	3	4	5	6	7	8
High: None	High: 1' - 2-1/2'	High: 4' - 4-1/2'	High: 4' - 4-1/2'	High: 4' - 4-1/2'	High: 2' - 2-1/2'	High: 10" - 12"	None: Cover each target and shoot
Low: 10"-12"	Low: 2' - 2-1/2'	Low: 4 - 4-1/2'	Low: 4' - 4-1/2'	Low: 4' - 4-1/2'	Low: 1 - 1-1/2'	Low: None	
Hi single Lo single Hi/Lo Double	Hi single Lo single Hi/Lo Double	Hi single Lo single	Hi single Lo single	Hi single Lo single	Hi single Lo single Lo/Hi Double	Hi single Lo single Lo/Hi Double	Hi single Lo single Lo single (if none missed)



**Skeet Station Layout**

## Skeet Tips

### Safety

- Always have your action open unless you are at the shooting station readying to shoot.
- After shooting, open the action before moving from the station.
- When shooting at station 8, load only one shell at a time as the bird is typically shot from the side of the pad opposite the house from where the bird is launched. Simple rule to remember: if your feet are moving, the gun is unloaded and action open.

## **Skeet Rules**

- The first miss in a round can optionally be shot again immediately after. Otherwise, it can be deferred to station 8.
- The double shot can be called to be singles, on report or a double at the shooter's discretion.

## **Shooting Techniques**

- Shooting stance should be more open than shooting a rifle, facing where you intend to break the bird.
- Lean slightly forward when readying to shoot.
- Follow through after making the shot, sweeping the sky with your barrel.
- Face where you intend to break the bird, then rotate your body toward the house where the bird is coming from to set up for the launch.
- On simultaneous doubles, shoot high house bird first from stations 1 and 2. Shoot low house bird first at stations 6 and 7.

## **Procedures**

- Always sign in before shooting (goes for rifle range also).
- If you eject the shells on the ground, pick them up after the round is complete.
- When shooting is complete, turn off the machines, release the throwing arm, load more birds in the turret, close the window, lock the house door and flip the power switch in the clubhouse. Pay either the attending skeet person or place money in an envelope in the high house.