

SKEET, TRAP, AND CLAYS CERTIFICATION PROCESS

SHOTGUN 101 (1 ½ hours)

Mandatory for Skeet, Trap, and Clays Shotgun Shooters

First Friday, 3 pm and first Saturday, 3 pm after Safety Class
(Live fire for members and **Red Card** received)

Pre-Registration is required for this class (see below)

Shotgun 101 is DCWC'S response for the need of a firearm orientation program for new members/shotgun shooters. This program is designed to provide hands-on introduction to firearm safety, safe gun handling, and shooting techniques. Shotgun 101 will outline the fundamentals to develop shooting skills where gun safety is of utmost importance.

Skeet 102 (Show Red Card) Second Sunday, 4 pm (1 hour)

Explanation of off-hours Opening/Closing
Skeet houses, setting up Skeet fields,
Signing-in/out, and gun safety.
Receives White Skeet Card

Trap 102 (Show Red Card) Schedule listed on website calendar

Explanation of off-hours Opening/Closing
Trap houses, setting-up Trap fields,
Signing-in/out, and gun safety.
Receives White Trap Card

Skeet 103 (Show White Skeet Card)

Complete 3 rounds of Skeet in a safe manner
on Field # 6 during open hours.
Safety is important-not number of targets
broken.
White card is signed by Skeet Range Officer

Trap 103 (Show White Trap Card)

Complete 3 rounds of Trap in a Safe manner
during open hours.
Safety is important-not number of targets
broken.
White card is signed by Trap Range Officer.

You present signed White Card to Shop Manager during open hours for Skeet and/or Trap Sticker.
Skeet and/or Trap Certifications are now complete.

Present your Skeet and/or Trap Certification Badge to a Clay's Officer for Clays Certification.

Certification schedule is listed on the website calendar

The club has certified instructors that can enhance the skills of new shooters. Certified instructors can offer instruction before or after Shotgun 101. Remember Shotgun 101 is mandatory for obtaining Skeet, Trap, and Clays Certifications.

Email the following information to Wyatt Currin (wlcurren@nc.rr.com) no later than Thursday of this week to reserve a class space. (919-435-8110)

Name; Address; Phone #, Email address and identify the 101 class to attend:

Friday, 3 pm or Saturday, 3 pm (Space must be Reserved for one of these days)

REMEMBER LET WYATT KNOW YOUR CHOICE OF FRIDAY OR SATURDAY BY NO LATER THAN THURSDAY.

WELCOME TO SHOTGUN 101 (SAFETY FIRST)

Shotgun 101 is DCWC's response for the need of a firearm orientation program for new shooters. This program is designed to provide hands-on introduction to firearm safety and safe gun handling. Shotgun 101 will outline the fundamentals to develop shooting skills where gun safety is of utmost importance.

The three fundamental rules of Safe gun handling:

1. Always keep the gun muzzle pointed in a safe direction.
2. Always keep finger off trigger until ready to shoot.
3. Always keep gun unloaded until ready to shoot.

Safety Guidelines:

1. Wear eye and ear protection inside the ropes at all times.
2. Gun actions must be open when not on a shooting station.
3. Break open guns may be closed when in gun rack.
4. Load shells only when on the shooting station.
5. Unload empty hulls prior to leaving the station.
6. All guns must be pointed down range.
7. A maximum of 2 shells may be loaded on all stations (Low #8 exception).
8. Largest shot size is 7 ½ (shot size 8 or 9's recommended for skeet).
9. Recommended choke size for skeet (skeet and/or improved cylinder).
10. Never point or sweep gun muzzle at someone even if gun is unloaded.
11. Shotguns can only be mounted while on a shooting station.
12. Place finger on trigger just before saying "pull".
13. Pick up empty hulls only after round of skeet or trap is completed.
14. While shooting during open hours do not go outward of skeet houses.
15. Do not step in front of low house window when machine is under power.
16. Club members are responsible for their guest and must remain with them.
17. Pride in ownership – a properly maintained gun is safe and accurate.

Demonstration of gun handling with Semi-auto, Pump, and Break open shotguns.

Discussion of shotgun shooting fundamentals.

1. Cheek on gun stock with eye on target.
2. Eyes focused on target, not on gun barrel.
3. Move gun only when see the first flash of target exiting the house.
4. Use lower body movement to track targets. (Hips and knees)
5. Maintain level shoulders and keep both feet flat on shooting pad.
6. Keep head on stock even after pulling the trigger and follow thru.
7. Shotguns are pointed, not aimed. Eye is rear sight of shotgun.

Key terminology to setting up a shot:

1. Break point: Where you intend to break the target – at the center stake and/or on the side of the field the shooter is standing.
2. Hold point: where the shooter holds the gun in preparation to shoot: (Both horizontal and vertical – 1/3 distance from houses to center stake)
3. Look point: where the shooter places eyes prior to calling pull.
4. Foot position: where shooter places feet prior to shooting.

(left hand shooter – belly button to high house window – most stations; Right hand shooters- belly button to low house window – most stations).

Gun Fit: In shotgun shooting, unlike pistol or rifle shooting, there is no rear sight. Your shooting eye is the rear sight.

Live Fire on Stations 7 and 1: (During Shotgun 101)

1. All students shoot stations 7 and 1 no less than 2 highs, 2 lows, and 2 doubles.
2. Students use finger to point at flying target prior to shooting at target.
3. Instruct “dead gun” with doubles on stations 7 and 1.
4. **Instructors will demonstrate live fire on stations 2, 3, 4, 5, 6, and 8.**
5. **Allow one (1) student to shoot each demonstrated stations.**
6. Remember to allow shooting student to establish lead with pointing finger.

The club has certified instructors in the various shooting sports:

1. Certified instructors can enhance the skills of new shooters.
2. Instructors can offer instruction before or after completion of shotgun 101.

Good Shooting Manners for all DCWC Members:

1. Always treat shooting as a sport to guide your approach and attitude. You want to have an enjoyable day shooting.
2. Do not handle anyone else’s gun without asking their permission.
3. Introduce yourself when shooting with new members. A little friendly talk is probably one of the best ways to settle your nerves in preparing to shoot.
4. Extend professional courtesy to the puller. Thanks for a good job.
5. Skeet: do not waste time and targets on Station 1. After viewing one high, one low, and one double, you should be ready to begin.
6. And at the beginning of each successive round, observe one high single.
7. Do not call too loudly. If you call is too soft, the puller can not hear the call.
8. Do not waste time while shooting. Double loading for singles is encouraged.
9. Never shoot twice at the same target. Against rules and is unsafe.
10. Never throw a tantrum on the field. Never judge a shooter by the way he breaks a target. Judge him by the way he misses a target.
11. Do not mess around after a target is missed. Any change in your shooting style after missing a target is very poor form and can break concentration.
12. Do not pick up hulls during a round. Retrieve hulls at completion of round.
13. Do not coach your squad mates unless specifically requested.
14. Always stand out of sight of the person shooting.
15. All shooters should line up behind each station and after shooting, go to the back of the line or to some place behind that point.
16. No talking while someone is shooting. Silence observed while shot is made.
17. Carry over/under guns with barrels forward over the shoulder-Muzzle control.

Skeet Stations – procedures:

Station # 1:

High 1: Break target prior to center stake – Hold point over mid-stake. Hold eyes slightly over and past the barrel and move the gun if necessary.

Low 2: Hold gun 10 feet off bottom of low house window, shift eyes off barrel towards low house. Move gun when observe target and break target 10 feet on high house side of mid-stake.

Doubles: Two singles close together. Dead gun and look for second target.

Station # 2:

- High 1: Hold point is 1/3 distance from high house. Look toward high house window. Gun level to bottom of high window. Break prior to mid-stake.
Low 2: Hold 10 feet from bottom of low window and look towards low window. Break target at mid-stake or 10 feet on high house side of mid-stake.
Doubles: Break high house target first and look for second target – no rush.
Remember to keep cheek on stock and follow thru – keep swinging.

Stations 3, 4, and 5 are considered mid-stations. High and low houses hold point is 1/3 distance from houses. View flash of target and move gun to target.

Station # 3:

- High 3: Hold point is 1/3 distance from high house level with bottom of window. Look point is off barrel towards high window. Break point is 10 feet prior to mid-stake or at mid-stake.
Low # 3: Hold point is 1/3 distance from low house. Look point is off barrel to low window. Break point is mid-stake to 10 feet after mid-stake.

Station # 4:

- High 4: Hold point is 1/3 distance from bottom of window and look point is off barrel towards high window. Break point is mid-stake. Quick gun movement is very important and remember to stay in the gun.
Low 4: Hold point is 1/3 distance from bottom of window and look point is off barrel to low window. Break point is mid-stake - quick gun movement.

Station # 5:

- High 5: Hold point is 1/3 distance from high house. Look point is off barrel towards window. Break point is mid-stake to 10 feet after stake.
Keep eyes on target – not the gun barrel.
Low 5: Hold point is 1/3 distance from top of low house window. Look point is off barrel to low window. Break point prior to mid-stake. Quick shot.

Station # 6:

- High 6: Hold 1/3 distance from bottom of window and shift eyes towards high house. Break point is 10 feet after mid-stake with follow thru.
Low 6: Hold point is 1/3 distance from low house with eyes toward low window. Break point is 10 feet prior to mid-stake or mid-stake.
Doubles: Same as singles. Look at target not the gun barrel.

Station # 7:

- High 7: Hold point is 10 feet out from high house window. Look toward window. Break point is 10 feet after mid-stake.
Low 7: Eyes down barrel. Break target prior to mid-stake with little gun movement. Hold point over mid-stake.
Doubles: Shoot low target first with dead gun, use eyes to look for high target.

Station # 8:

- High 8: Hold point is level with top of window about 2 feet out. Look into window, cover target, and fire. Break point before station 8 not after.
Low 8: Same fundamentals as High # 8.