

“5” stand procedures

“5” stand is a combination of Trap, Skeet and Sporting Clays with “5” stands on one location.

No “view” targets allowed.

All machines are numbered on the field by signage.

The shooter may have 30 shells at the start of the round. [See 4 below]

Saturday and Sunday from 9a to 2p Parking should be along the berm on the east side of our property with the exception of disabled placards can park by 5 stand keeping the path open.

Each shooter starts in a stand and will shoot the menu assigned to the stand {5 targets} then move to the next stand and so on. A round will be complete when a shooter shoots all 5 stands.

- (1) Contact the desk in the clubhouse to have a puller report to the 5 stand field.
- (2) All shooters will hand their purple key to the puller to install the targets required for a single round. The shooter will indicate which level the “group” will be shooting. IE beginner, intermediate, advanced.
- (3) Each shooter will report to a shooting stand and stand by for the directions from the puller.
- (4) The shooter will be able to load 2 shells for the single targets in each menu. A broken target by either shell fired will be counted as a “Dead” bird.
- (5) All firearms will have the action open while waiting your turn and while moving from stand to stand.
- (6) The shooters will shoot the single target assigned to their stand as called by the puller.
- (7) Round 2 the shooters will shoot 2 targets each as called by the puller.
- (8) Round 3 the shooters will shoot 2 targets each as called by the puller.
- (9) All shooters will be instructed to move to the next stand by the puller.
- (10) This process will continue until all shooters have shot all 5 stands.
- (11) The puller has the last word on calling broken targets.
- (12) At the completion of your round you must give way to the next group if any are standing by waiting to shoot.