



Clay Target Shooting

- **DTL /TRAP**
(Down the Line)
- **5 STAND/SPORTING CLAYS**
 - **SKEET**

558 Uhlmann Road, Burpengary QLD 4505

P.O.Box 1424 Burpengary QLD 4505

www.cctc.com.au

SAFETY RULES

SHOOTERS WILL BE EXPECTED TO LEARN AND COMPLY WITH THE FOLLOWING SAFETY RULES

1. All directions from Range Officers must be complied with. Any disagreement must be dealt with via written complaint to the committee.
2. Guns must be carried unloaded, with breech open and muzzle always pointed forward .
3. Immediately upon shooting from any station the gun must be opened while still pointed in the direction of the target area.
4. No gun shall be put to the shoulder, or aimed in any way except when the shooter is located as follows:
 - a) on a shooting station upon a layout.
 - b) on the pattern board (with Range Officer's permission).
 - c) under direction of a qualified coach.
5. In the event of an apparent misfire or gun malfunction, the shooter will keep the gun pointed in the direction of the target area and call the referee's attention
6. No more than two cartridges shall be loaded at any time in any gun (including semi-auto, lever action or magazine capable guns)
7. When moving in DTL from Station 5 to 1 the gun must be unloaded with breech open. Shooters will pass behind the referee.
8. On the appearance of a red flag at the trap house, all shooters on that layout must immediately unload.
9. All cartridges on the grounds must contain shot size No. 7 or smaller.
10. No shooter will close a gun until on the correct station and it is the shooter's turn to shoot.
11. The wearing of closed in shoes is mandatory on all layouts and disciplines.
12. Persons under the influence of alcohol are not permitted to shoot. Consumption of any alcoholic beverage is deemed to be under the influence.

SHOOTING ETIQUETTE

1. Club Executive, Committee and Range Officer positions are honorary. They respect your constructive criticism and expect your assistance and co-operation.
2. It is your responsibility to ascertain your squad and layout and be prepared to shoot on time.
3. White on the layouts, respect the other shooters' rights to shoot without interference.
4. In the DTL discipline do not move from your station until the shooter on your right has completed their shooting on that station.
5. In the Skeet discipline unload before leaving the station.
6. Remain on the layout until the last shooter has completed shooting the round.
7. Dress in a clean, neat and tidy manner and all shirts must have sleeves.
8. Respect the referee's decision and do not obstruct their vision or otherwise distract the shooter or referee.

VISION AND AIMING

Ideally, shotgun sports are shot with both eyes open. This is provided that you mount the gun to the shoulder on the same side as your dominant eye.

KNOW YOUR DOMINANT EYE

Establishing your dominant eye is one of the most important aspects of becoming a good shotgun shooter. To check your eye dominance, point at a distant object (like the top of a tall tree) with both eyes open, ensuring your focus is on the object, with your finger blurry. Shut one eye. If your finger moves off the object, then you have shut your dominant eye. If eye dominance is checked at an early age, it is best to shoot from the shoulder on the same side of the body as the eye that is dominant. The majority of shooters naturally shoot this way anyway (i.e. right handers are usually right eye dominant, and vice versa).

If, on the other hand, you are one of approximately 30% of the population whose dominant hand is opposite to their dominant eye, then it becomes more difficult. In this case the shooter should either swap shoulders (which can be very difficult to do) or develop a habit of shooting with one eye closed (target shooters can tape one eye). This is the only case in which shotgun shooters should shoot with one eye closed and shooting with both eyes open is far preferable.

POINT DON'T AIM

Unlike rifle and pistol shooting where you aim the gun (meaning that you line up the sights or use the scope to shoot at the target), a shotgun shooter must 'point' to have success. This means the focus should not be on the end of the barrel. Your vision must be on the target with only a peripheral reference to the gun.

BASIC MENTAL APPROACH

Mental approach can be described in two terms, "*Concentration*" and "*Single-Mindedness*".

Concentration for the task at hand, which is being ready for the target when the command "PULL" is given and completing the shot correctly.

Single-Mindedness on shooting at the targets you call for one at a time for as many times required, letting the score and other shooters look after themselves.

Practice at these two approaches is essential to gain the confidence required to be a successful competitor.

SKEET SHOOTING PROCEDURE

Shooters may only shoot one round at any presented target and must shoot them in the order as described.

Each competitor, in a rotation, starting at Station 1...will shoot at a single high house target followed by a single low house target. To complete station 1, a simultaneous pair will then be thrown and is to be shot high house target first, then the low house target.

Station 2 is to be shot in the same manner as station 1.

Stations 3, 4 and 5 are shot as single targets only with high house first followed by a low house target.

On stations 6 and 7, the shooter will shoot at a single high house followed by a single low house target. To complete these stations, a simultaneous pair of targets will also be thrown, with the low house target to be shot at first followed by the high house (the reverse of stations 1 and 2 pair).

The shooter will then proceed to station 8 in between the 2 trap houses and will shoot at a single target from the high house followed by a single low house target. If no targets have been missed in the round, a second low house target will be thrown to finalise 25 targets.

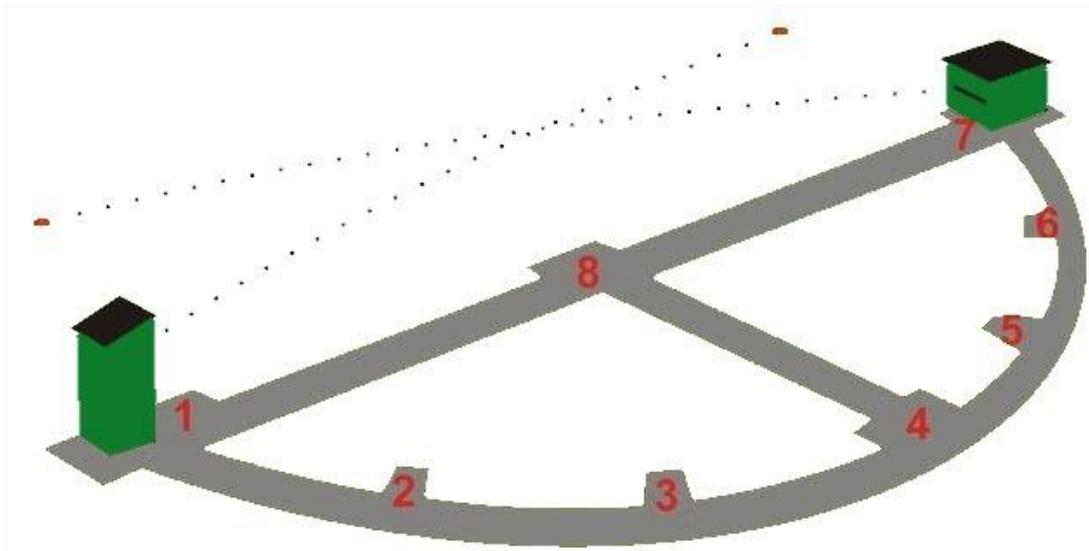
If a shooter misses any target during the round, the first lost target is to be repeated as the "option" and will be scored in the 25th target box on the score sheet. There is only a single "option" target per round of 25.

There are many rules that dictate skeet, and they are available in the ACTA rules for American Skeet.

Skeet shooting has constantly changing angles to the target as the shooter proceeds through the stations, and the competitor's ability to learn and maintain a smooth action is what make this discipline challenging and exciting.

Skeet shooting has a changing shooting range angle so new shooters should seek assistance from experienced shooters to ensure that they can compete and practice safely.

The Olympic skeet discipline (ISSF) is different as it has different target order which are thrown faster, have a random delay from the call to target presented (between 0.1 and 3.0 seconds) and the gun is to be mounted low from the shoulder (against a yellow strip attached to a shooting vest) until the target presents.



EQUIPMENT

All sports require equipment of some kind or another and as far as any shooter is concerned the main item is a gun. The purchase of a shotgun can be a big expense and it is essential that the beginner be properly advised on this matter. Guns vary widely and in many respects such as weight, barrel length, stock fit and choke sizes. Some expertise can be beneficial as individual items may be minor, but collectively they can mean the difference to becoming a competitive skeet shooter.

Hearing protection is essential and there are many different types available, but it is up to the individual preferences.

Skeet shooters must wear eye protection as broken clay pieces and dust often fall upon the shooters on the layout.

Skeet shooters benefit from using smaller shot size, usually No.9 or 9.5 shot.

POSITIONING AND HITTING TARGETS

A big part of skeet shooting is position of the shooter on each station, the “hold point” where the gun is placed prior to calling for a target, along with the eye position.

Some coaching is very helpful and there are many skeet shooters willing to assist in basic methods and positions. The club also has coaches willing to assist with higher level shooting should you wish to be more competitive.

The coach would also assist in the amount of “lead” required to shoot the targets as they travel across the layout.

TRAP SHOOTING

SHOOTING STANCE

If there is any secret about successful trap shooting is proper appreciation of body control. This is generally referred to and can be split up into three separate parts:

1. Gun position in relation to shoulders, arms and head
2. Body position.
3. Feet position.

Each of these three factors are equally important and should be given due attention by the beginner.

GUN POSITION

The gun butt should be placed inside the point of the shoulder, and not on the upper arm. The top of the butt should be approximately level with the top of the shoulder. Shooters should not have to lean their heads sideways in order to look along the rib, and if such is the case, it is due to incorrect positioning of the butt on the shoulder. A shooter who leans their head over in such a manner is liable to severe bruising of the cheek bone.

The shooter should be able to obtain the correct head and shoulder position without straining in any way. If it is apparent that if the shooter does this to achieve correct gun position, this is because the gun does not fit properly. The reason could be that the stock is improper length or cast (angle to the side). If such occasions arise, it is recommended that the shooter seek assistance from a coach to remedy the issue.

The cheek bone should be held firmly, but not excessively so, against the stock to lock the gun, head, and shoulders in one position so that they move as one unit.

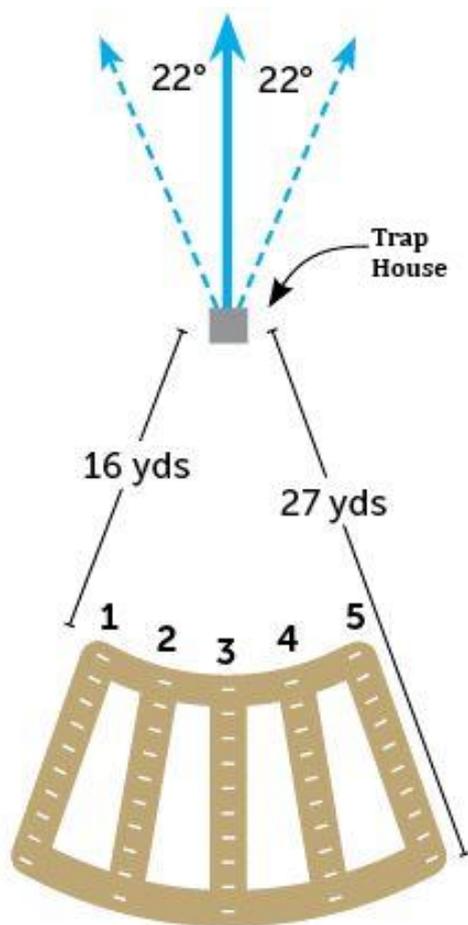
For the right-handed shooters, the right elbow in normal stance should be slightly below horizontal to give lateral control of the gun. The left hand should be neither fully extended nor cramped in against the trigger guard. The normal position is usually half to three quarters of the way along the fore-end, the elbow being kept down to give greater control of vertical movement.

BODY POSITION

Approximately two-thirds of the shooters' weight should be placed on the front foot, i.e., for right-handed shooters, the left foot and vice versa for left-handed shooters.

Shooters should not stand stiffly upright, but rather lean forward on the front leg. This relaxes the body and when the recoil comes, it will be more readily absorbed. When following an angling target, the front leg acts as the pivot and the rear leg acts as a pusher.

Remember that the gun should swing with the body and not just the arms.



DTL shooting is performed by commencing the round on one of the 5 stations (or behind if more than 5 shooters in a squad), calling for and shooting at the target.

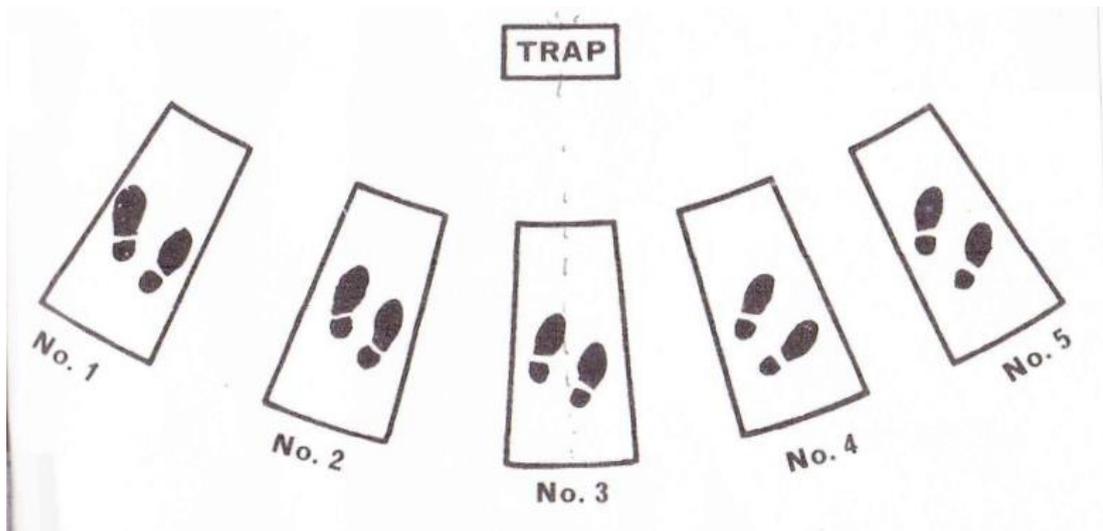
The shooter then moves one station to the right once that shooter has finished their attempt at the target.

Once finished on station 5, the shooter (after completely unloading the gun) moves behind the other shooters to take up position at station 1 again, unless there are more than 5 shooters whereby the shooter waits behind the remainder of the squad.

FEET POSITION

In all shooting positions, the feet should not be too widely separated. For instance, not more than 14" apart for a person 6 foot tall. With the feet in such position, the shooter may swing to right or left equally.

In a normal shooting stance the gun will usually be found to be pointing over the toe of the forward foot in clay target shooting, the shooter should be in a position where this normal shooting stance is so directed as to cover the most acutely angling target, When shooting on the live tracks system. therefore, it will be found necessary to alter the position of the feet on each track. The following positions are recommended—

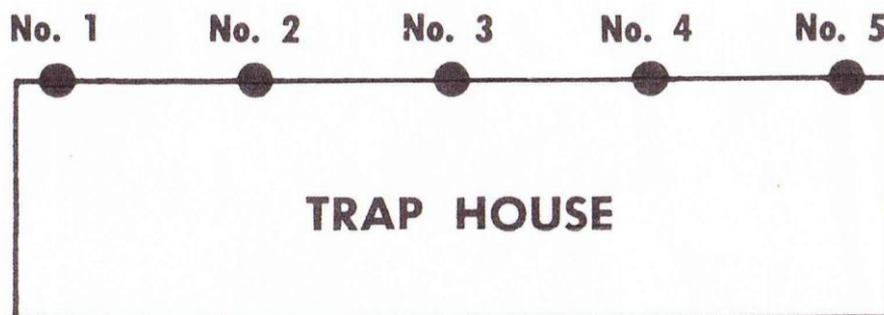


AIMING

Point of aim on Calling "PULL"

The gun should be pointed at the top of the traphouse in the positions as illustrated below the various tracks: —

As will be seen, the intention here is to assist the shooter on angling targets.



LEADING THE TARGET

We have found from experience gained in the conduct of shooting schools that the most practical method of teaching a novice shooter forward allowance (or lead as it is termed) is to ensure that his gun muzzle remains swinging as the shot is fired. The most common fault with new shooters is to stop the swing of the gun as the trigger is pulled, which results in shooting under or behind the target. This is generally termed "poking".

In a case where a shooter has difficulty in maintaining the swing at the gun, it is advisable that he swings past the target and fires at an appropriate distance ahead. This should assist in cultivating a natural swing.

It should be clear that the gun is to be aimed at the top of the traphouse, and upon calling "PULL", should not be moved until the target appears. In this matter a clear definition of the target's line of flight can be obtained, and the gun muzzle immediately set swinging along that flight line.

TYPES OF TARGETS

Every target thrown from the trap has different characteristics and a shooter needs to be able to identify the target quickly. Every fraction of a second's hesitation will make the shot more difficult.

Proper guidance and plenty of practice in the formative stages will help the beginner to avoid those embarrassing moments when the shooter fires and thinks the target is going only to find that it is still merrily flying away quite intact.

5 STAND SPORTING CLAYS

SSAA AFFILIATED

5-Stand is named for its five shooting stands that are placed in a straight line near each other. It is a sporting clays layout in a much smaller area-The five shooting stations are surrounded by up to eight traps that present a variety of clays that converge in front of the competitors.

Clays can be going away incoming, crossing, overhead, running rabbits, teal, curling battues or any other variety of target available. Targets can be presented as singles or as a variety of pairs.

A round of 5 stand is 25 targets, the target sequence is controlled by a computer and the target is released on your call of "pull".

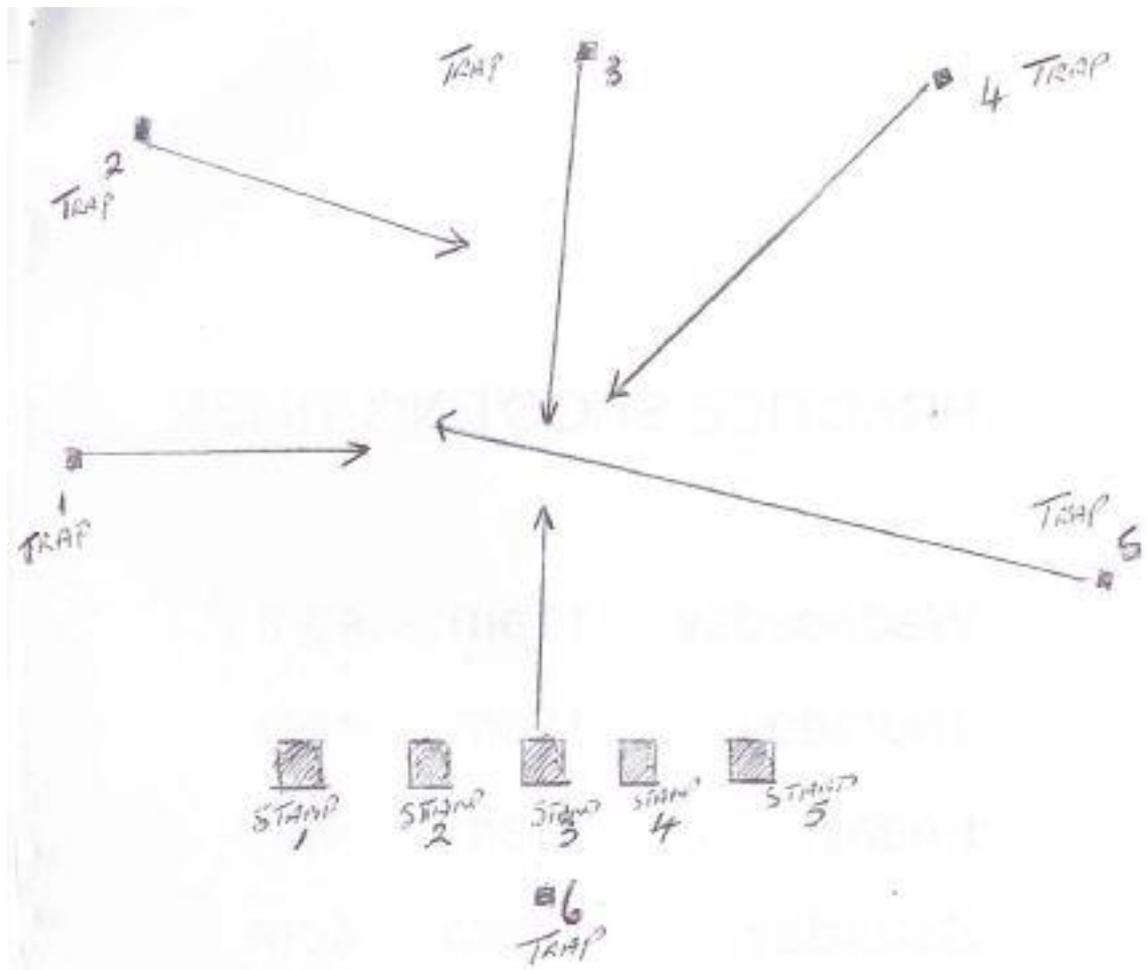
SSAA rules permit the use of shot shells up to 32 grams with no larger than No.7 shot. Most competitors now use 28 grams No 7.5 or 8.

SAFETY

Clay target traps can be very dangerous and can cause serious injuries. Should there be an issue with a trap or require reloading, do not approach them yourself, obtain the assistance of a Range Officer.

5 Stand and Sporting Clays are shot through a frame, and the gun is to remain unloaded until the muzzle has been placed through the frame in readiness for calling for the target.

5 STAND LAYOUT EXAMPLE



OPERATING HOURS

(Please note that hours may change and as much notice as possible will given)

Wednesday 11am - 4pm

DTL & Skeet only

Thursday 11am – 3.30pm

DTL & Skeet only

Friday 11am – 4pm

DTL, Skeet & 5 Stand

Saturday 11am – 4.30pm

DTL, Skeet, 5 Stand. Novice layouts by arrangement.
4.00pm close during Winter

Contact during office hours

0437 332 646