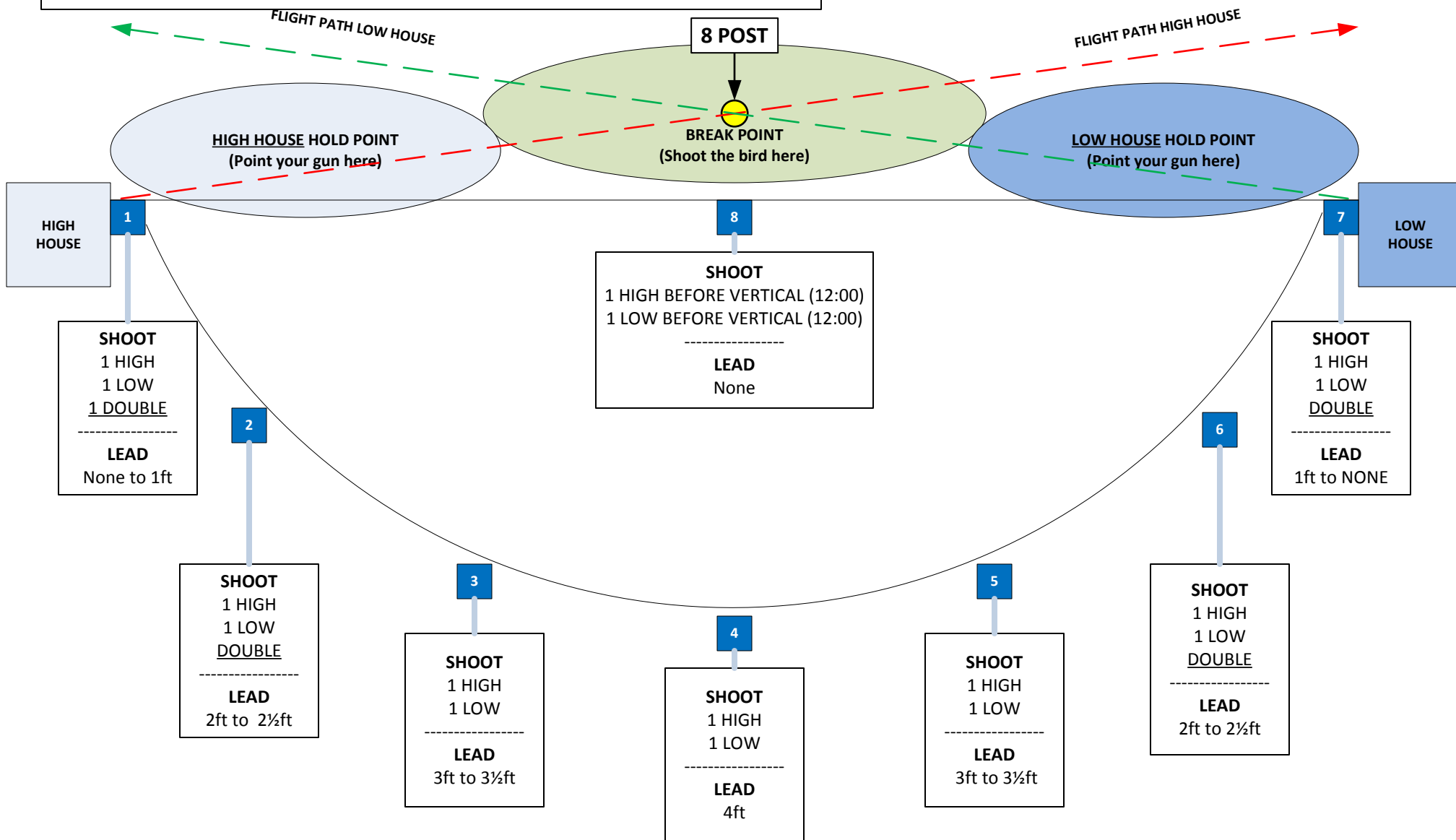
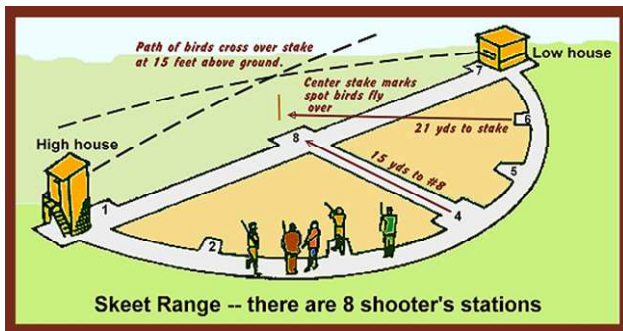


- SINGLES – SHOOT THE HIGH HOUSE FIRST, THEN THE LOW HOUSE
- DOUBLES – (BOTH HOUSES THROW AT THE SAME TIME) – SHOOT THE TARGET GOING AWAY FROM YOU FIRST
- DO NOT SHOOT AT A TARGET THAT HAS GONE PAST THE HOUSE
- YOU MAY RE-SHOOT THE FIRST TARGET YOU MISS (OPTION-SHOT/MULLIGAN)
- IF YOU SHOOT ALL STATIONS CLEAN, YOU MAY SHOOT YOUR 25<sup>TH</sup> SHELL AT STATION 8 LOW HOUSE AGAIN FOR A POSSIBLE SCORE OF 25

# WAYNE COUNTY SPORTSMAN'S CLUB SKEET CHEAT SHEET

[www.waynecountysportsmansclub.org](http://www.waynecountysportsmansclub.org)





*Keep your cheek "welded" to the stock. Keep it there as you continue to follow-through after taking the shot.*

## WAYNE COUNTY SPORTSMAN'S CLUB SKEET CHEAT SHEET

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### HOW A ROUND OF SKEET IS SHOT

A round of skeet consists of 25 shots from 8 different stations as explained below.

A Skeet field consists of eight shooting stations, the first seven of which are spaced equidistant around an arc of a circle, and the eighth is half way between Stations 1 and 7, which are located at each end of the arc.

The usual squad is composed of five shooters, but the number may be varied. Large squads (greater than 5) are to be avoided because they make for long delays between shots.

#### PROCEDURE

To shoot a round of Skeet, the number one shooter on the squad takes his position at Station 1 and shoots at single targets, first one from the high house, then one from the low house.

Then he shoots "doubles" -- a pair of targets released simultaneously from the high house and low house. When shooting doubles, always shoot the target moving away from you first, then break the incoming target.

The next shooter then takes the same shots and is followed by the other members of the squad in turn.

After the last shooter is done at Station 1, the squad moves to Station 2 and each shooter takes his turn shooting there. Then the squad goes to Station 3, etc.

Note: Doubles are shot only at stations 1, 2, 6, & 7.

When in position and ready to shoot, you call for the target by hollering "pull."

In Skeet, the path of the target is always the same. The high house target starts from a point 10-feet above the ground and the low house target from a point up to 3-feet above the ground, and the target flies over a stake a few feet outside of an imagined line between the two houses.

#### OPTIONAL OR REPEAT SHOT (Option Shot)

There are only twenty-four different shots in a round of Skeet, but there are twenty-five shells in a box. To take care of this extra shell, it is customary to repeat the first miss; but, if the shooter breaks all twenty-four targets, the twenty-fifth shot is taken at the low house at station #8.