

LOCKHEED MARTIN TRAP & SKEET CLUB

TRAP AND SKEET SAFETY RULES AND PRECAUTIONS

1. When not at shooting stations, all guns shall have their breech open. The only exception is when the gun is in a rack.
2. No shell may be in any part of the gun unless on shooting station, regardless of the breech position. When changing positions, the action shall be open with no shell or empty shell in the breech.
3. When shooting trap, only one shell may be loaded at a time. The shell may be inserted in the gun, but the action shall not be closed until your turn to shoot.
4. When shooting skeet, two shells may be loaded for either singles or doubles, except at Station Eight, where only one shell maybe loaded.
5. All guns shall be kept pointed in a direction that will not endanger life or property. In case of failure to fire, a scorer/puller is needed to determine lost or no target; shooters must remain in position with the gun pointed toward the target area and the scorer/puller must go to the shooter.
6. When at a station and a delay occurs, the shell or shells shall be removed from the gun.
7. Any shooter whose gun accidentally discharges for mechanical reasons twice within one round shall be required to change guns.
8. Shooters shall remain at their stations until team shooting is completed. Shooters shall not pick up empty hulls until all members of the squad are finished shooting the entire round of twenty-five shots. When allowed by the shooting facility, you may then pick up your OWN hulls only.
9. No shooters will be allowed to participate in any event under the influence of alcohol or drugs.
10. No alcoholic beverages shall be allowed at the shooting stations or fields.
11. As a safety precaution, test shots will not be permitted.
12. The practice of tracking targets behind a shooting squad is unsafe, disconcerting to the shooters, and is not permitted.
13. Unsafe conditions or practices on the shooting field shall be immediately reported to the shooting club management and shooting shall stop until corrected.