

Georgia Police & Fire Games 2021

Clay Shoot Description:

Target clays will be shot from a 4 stand using 5 traps and a Huntsman set-up over water.

All shooters will take turns shooting from each stand, shooting several combinations and will then rotate to the next stand. Each shooter will cycle through all 4 stands twice for the first 2 rounds. Each stand will have a different combination listed on the menu at each location. There are 50 possible points available during the 4 stand rotations.

For the third round, each shooter will participate in a Huntsman shoot (rapid release station over water) where 25 targets will be released in rapid succession. There will be 25 possible total points available at the Huntsman station.

A cumulative score from all 3 stations will be calculated to determine the winner with the most shots dead out of 75 possible points.

In the event of a tie, a 10 round shoot off will take place.

Participants will need to provide their own shotguns & ammunition for at least 75 targets (plus extra for possible misfires). Any caliber is acceptable and can be an over & under, semi-auto or pump. Shot load of _____.

Safety Shoot Rules:

1. Always keep gun unloaded & actions open until shooters are in designated shooting stations and range keeper has called the range live.
2. All shooters & spectators must use hearing & eye protection while on shooting course at all times.
3. There will be 4 shooting stations in main stand and 2 shooting stations in rapid release stand. All other shooters not assigned a shooting station will remain in shooter waiting area.
4. Once loaded, gun must be pointed down range in a safe direction.
5. No more than 2 shells are allowed to be loaded at any time & ONLY while standing in the shooting station with weapon pointed downrange.
6. Targets will be scored as dead or loss, X or O, respectively.
7. A placard will be displayed at each station describing the course of fire at each station. Targets must be shot in the order listed.
8. Shooters may shoot 2 shots at a single target & if the target is broken on either shot, it is scored as dead.
9. If shooter misses first target on a double, he may shoot the second shot at the same target. Shots will be scored accordingly.
10. Once each shooter has fired the sequence in his or her station, the shooters will get an order from the score keeper to rotate positions, until all shooters have shot from all stations.

[Weapons will be unloaded with actions open while rotating stations.]