

# **THIS SUNDAY!**

**5/26/24 - 9:00 to NOON**

## **FUN SHOOT & COOKOUT CASH PRIZES & GREEN BIRDS!**

**ONE ROUND OF SKEET**

25 Birds, one point each

**ONE ROUND OF SKEET DOUBLES**

30 Birds, one point each

**TWO PASSES AT QUAIL WALK**

10 Birds Total, five points each

**Total of 65 Targets**

**\$20 ENRTY - PAY AT THE DOOR (\$40 for guests)**

**CASH PRIZES FOR 1<sup>ST</sup>, 2<sup>ND</sup>, 3<sup>RD</sup>, and 4<sup>th</sup> PLACE**

**PRIZE VALUES DETERMINED BY NUMBER OF ENTRANTS**

**(\$7 of each entry goes to prize pot)**

**COOKOUT PROVIDED COURTESY OF THE SKEET LEAGUE**

**SEE YOU THERE!**

# QUAIL WALK RULES

- 1) Shot from station 4. Start with gun down, two shells loaded.  
Gun stays down, finger off trigger, safety on, until a bird is thrown.
- 2) Shooter calls "Pull" and starts walking towards center stake.
- 3) Puller throws target(s) with random delay, 0 to 3 seconds.
- 4) Shooter will get three calls. One each of a single, a report pair, and a true pair, in no particular order. Pullers choice.
- 5) Reload as needed after each shot, return safety to "On".
- 6) Starting point on subsequent calls is the point from where last shot was taken. All birds thrown before shooter gets to the baseline.
- 7) Zero allowance for errors. Any target not shot at is "Lost". Only exception is a "no bird" called by referee.
- 8) Each shooter gets two "walks" for a total of 10 birds.
- 9) Muzzle must remain pointed in a safe direction at all times.  
Towards the field and between the houses. Any unsafe handling will result in warning or disqualification from the event and no further shooting that day.
- 10) Puller and ref stay behind shooter and follow him towards center.  
Observers stay off the field.

**BE SAFE! HAVE FUN!**