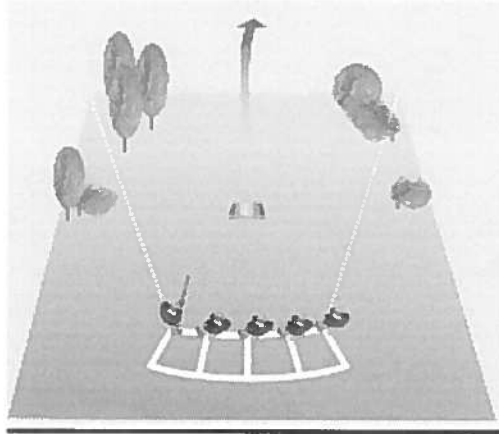


Addendum C

Birchwood Recreation Shooting Park

League Event Descriptions

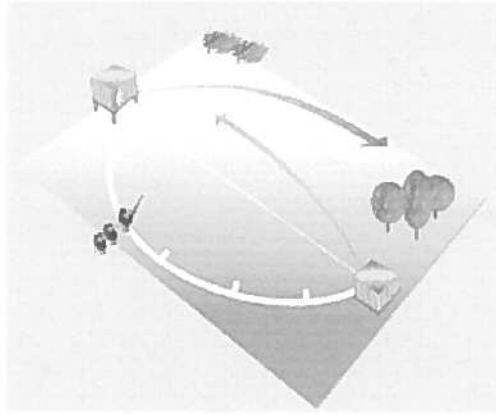


Trap – The biggest defining characteristic of trap is the fact that the targets that you are shooting at are all outgoing targets thrown from a machine that is in front of you and buried slightly in the ground. This is a 25 bird event completed by shooting five targets at each of the five stations. In trap the five shooters are spread out one on each station to shoot and they rotate after every five targets.

16 yard Trap/ Handicap Trap – In both these events the machine is set for a certain height angle which doesn't change, but the machine does oscillate left and right to give you a "random" target. The difference between 16 yard and handicap trap is how far from the machine you are standing. 16 yard is set at that; handicap is set to move you back farther the better that you get all the way to a maximum of 27 yards. In Both games you only get one shot at the target.

Wobble Trap – Wobble trap is shot like regular trap except the machine oscillates not only left and right but also up and down, and you get to take two shots at each target. Again, this event can be shot from the 17 yard line or as a handicap event where your yardage changes with your ability.

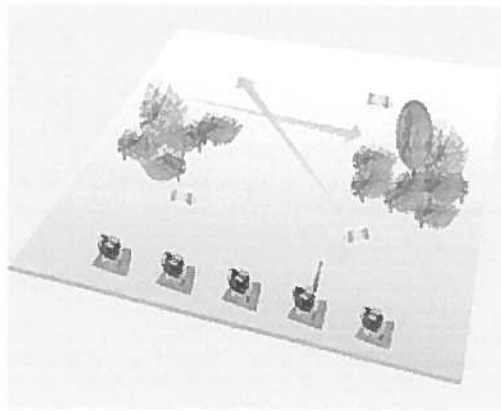
Doubles Trap – This is a 50 or 26 bird event where the machine throws two targets simultaneously at a set height and horizontal angle. This is shot from the 16 yard line and in the same fashion as a regular trap event.



Skeet – Skeet is shot on a field that has two machines throwing targets instead of just one. The machines are on the left and right sides of the field and throw crossing targets across the field. The machine on the right side is low and the machine on the left side is high. The 8 shooting stations on a skeet field are arranged in a horseshoe shape with the eighth station in the center of the field. A standard round of skeet is shot by shooting a single target from the high house, a single target from the low house, and then a target thrown simultaneously from both the high and low house. This sequence of targets is shot from shooting station 1, 2, 6, & 7. The inside three stations (3,4,5) as well as the last (8) you just shoot a single target from the high house then a single target from the low house. The 25th target is called the “option” and is the first target that you miss, or if the round is shot with no misses then the “option” becomes a single from the low house on position 8. When shooting skeet the entire squad stays together as a group while shooting the event and taking turns shooting on one station until everyone has shot at that station before the entire squad moves to the next station.

Modified Skeet – This event is shot on only the first 7 shooting stations. At the first and seventh stations you only shoot a single target from the high house then a single target from the low house. The inside five stations (2,3,4,5,&6) are shot like the first and seventh stations of regular skeet shooting a single target from the high house, a single target from the low house, and then a target thrown simultaneously from both the high and low house. The 25th or “option” bird is shot like regular skeet at the first missed bird or a second shot at the last bird if no previous targets were missed.

Super Skeet – This event is shot with two extra machines on the field that are placed on towers at the back left and back right of the field. The machines are labeled 1 through 4 going counter clockwise starting with the skeet high house. The event is shot on five shooting stations starting on two and going to station six. At each station you will shoot at five targets, one single (which you have two shots at), and then two sets of doubles which are both thrown as exact pairs (simultaneous and shot in a specific order). The order targets are shot in is set by the menus at each station. When shooting an exact pair the targets *must* be shot in the order that they appear on the menus.



5-Stand – This is also a 25 bird event. With five birds at each of 5 shooting stations; which are lined up in a single row with a squad spread out one on each of the shooting stations. There are eight machines set up randomly on the field which are numbered one through eight starting with the machine closest to the left shooter and numbered clockwise from that machine. Like super skeet at each station you will shoot one single bird, which you have two shots at, followed by to pairs of doubles, the first of which is usually a report pair (the second bird of the pair is launched at the report from the first shot), and the last pair is usually a true pair which is both birds thrown simultaneously and the shooter has the choice as to which bird of the pair is shot first. The variety and randomness of the birds thrown in this game (outgoing, incoming, along the ground, straight up in the air, ect...) makes this game more like hunting and definitely more challenging and interesting.