

1. **Practice is available before the event starts at \$5.00 per round of 25 targets, payable to the Imperial Polk County Trap and Skeet Club. Identify yourself as PSG entrant to get \$5 price.**
2. All host club rules must be observed and obeyed.
3. Shooter must provide shotgun (12 gauge maximum and no magnums).
4. Shooter must provide shells with no more than 1 1/8 ounce of shot. Only size 7 1/2 shot or smaller may be used at shotgun events.
5. Shooters, scorers, and trap personnel must provide and wear some form of eye and ear protection.
6. Equipment may be inspected, and use denied if deemed not safe. This denial is under the authority of the Event Manager.
7. Empty hulls may only be retrieved after the entire squad has finished shooting.
8. Targets will be called "lost" by the Scorekeeper. Dust from a target does not count as a broken target.
9. Shooters shall not adjust targets or repair machines. If the need arises, contact the Event Manager or club personnel.
10. All guns not in a case or gun rack must have the actions open. This includes all host club property, such as shooting areas, parking areas, and club house. Pump and auto loaders must have the action open while stored in a gun rack.
11. The use of any drug, legal or illegal and including alcohol, is prohibited to all shooters, with the exception of prescription or non-prescription over-the-counter medications that do not impair a shooter's ability to perform safely, until after the shooter is finished shooting for the day.
12. No loud talking on or behind firing line is allowed.
13. Any participant/spectator conducting themselves in an unsafe manner is subject to being disqualified from the event. Any participant/spectator conducting themselves in an unsportsmanlike manner or disrupting the harmony of the event, is subject to being disqualified from the event. Any participant/spectator demonstrating abusive or aggressive behavior is subject to being disqualified from the event. This disqualification is under the authority of the event coordinator.

Skeet

1. Each participant will shoot two standard rounds of 25 shells (50 total)
2. A tie breaker will be shooting doubles at stations 3, 4, and 5; miss and out by station.
3. No gun shall be loaded until the shooter is on the shooting station. Loaded is considered as having any part of any shell in any gun.
4. The loading of more than two shells in the gun shall not be allowed at any time.
6. Sharing of skeet guns by participants on the same squad is allowed.
7. Guns with a release-type trigger is allowed, but must be visibly marked as such. Users of such gun shall notify the referee/scorer.
8. All situations not listed above will be determined by National Skeet Shooting Association rules