

Oil Capital Rod & Gun Club Skeet & Trap Machine Orientation



Introduction to Skeet & Trap Machines

Orientation

- Agenda

- Discuss machine types
- Range safety
- Field etiquette
- Machine operation for each type
- Field setup/teardown

Introduction to Skeet & Trap Machines

- Types of machines on our skeet and trap fields
 - Beomat's – Field #1, #4, #5 (Field #5 has wobble)
 - Winchester's – Field #3
 - GP Trap's – Field #2
 - Pat Trap's – Trap #1 thru #4

Range Safety

- Things you should do everytime you shoot skeet/trap
 - Have a safety briefing with your group
 - Make sure everyone has the proper personal safety equipment. ie; eye and ear protection
 - Check to see if everyone has the proper shells
 - Make sure everyone understands the importance of open and empty chambers.
 - Doubles, over and unders, or single shot break barrels should be open and over the shoulder or resting on toe of shoe
 - Pumps and automatics that are side eject should be pointing up with open receiver exposed.
 - Bottom eject pumps and autos should be pointed up with bottom of receiver exposed.
 - Do not let shooter on or off of a station with a loaded gun with a live or empty shell. Gun must be empty.
 - If shooter drops a live shell on the ground, have them draw another shell out of their bag. Once the station is complete, and their gun is clear, it is OK to pick the live shell up and put back in their bag.
 - Do not pick up empty hulls during the round, wait until you are through shooting for the day and then have a hull picking party. Put your hulls in the trash or take them home.
 - REFILL THE SKEET/TRAP MACHINES AND PAY FOR YOUR ROUNDS.

Field Etiquette

- Do's and don'ts on any field
 - DO Pick up after yourself. Put empty hulls, boxes and other trash in the blue trash cans.
 - DON'T put target boxes in the blue trash cans. Put them in the burn pit.
 - DO load the machines either before or after you shoot. Just because you opened up a field with empty machines doesn't mean you have to be like the other guy, do the right thing. Besides your name is on the log sheet and I'm sure you don't want a reputation.
 - DO bring more targets from the long houses than needed if the houses are empty. (there is a red wagon to use in field #2 long house)
 - DON'T just get what you think you will shoot.
 - DO invite the member who is by himself and does not have a key to shoot with your squad. Who knows you might make a new friend.
 - DO coil up the control cord in large loops so it is easy to use for the next guy.
 - DON'T coil up the control cord around your elbow so the cord will take a set and knot itself up when you try to uncoil it.
 - Final note, when opening up the high house on the skeet fields, do not let the doors just drop on their chains, let them down easy. The door frames are old starting to show their age.

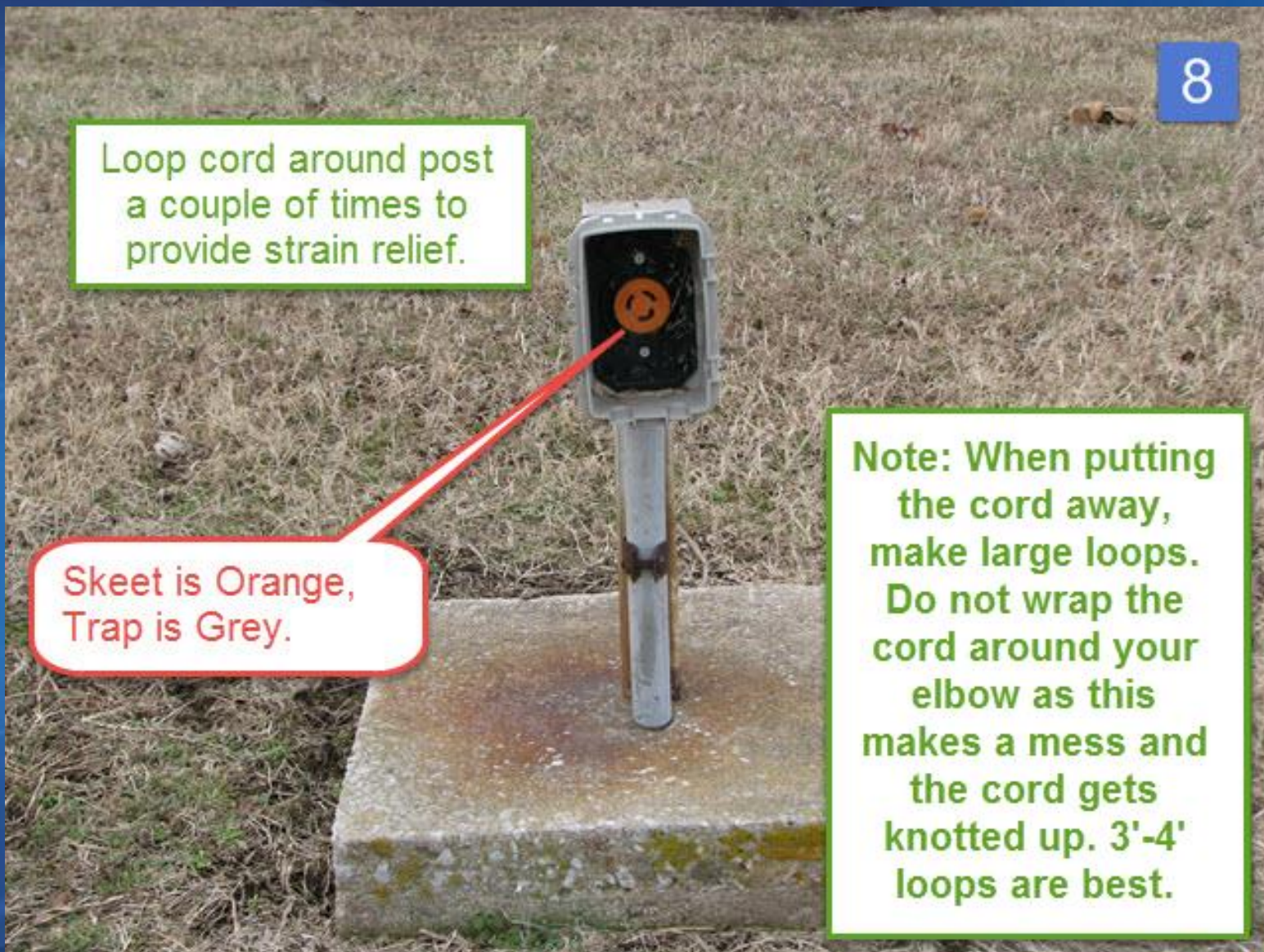
Skeet / Trap Field Setup

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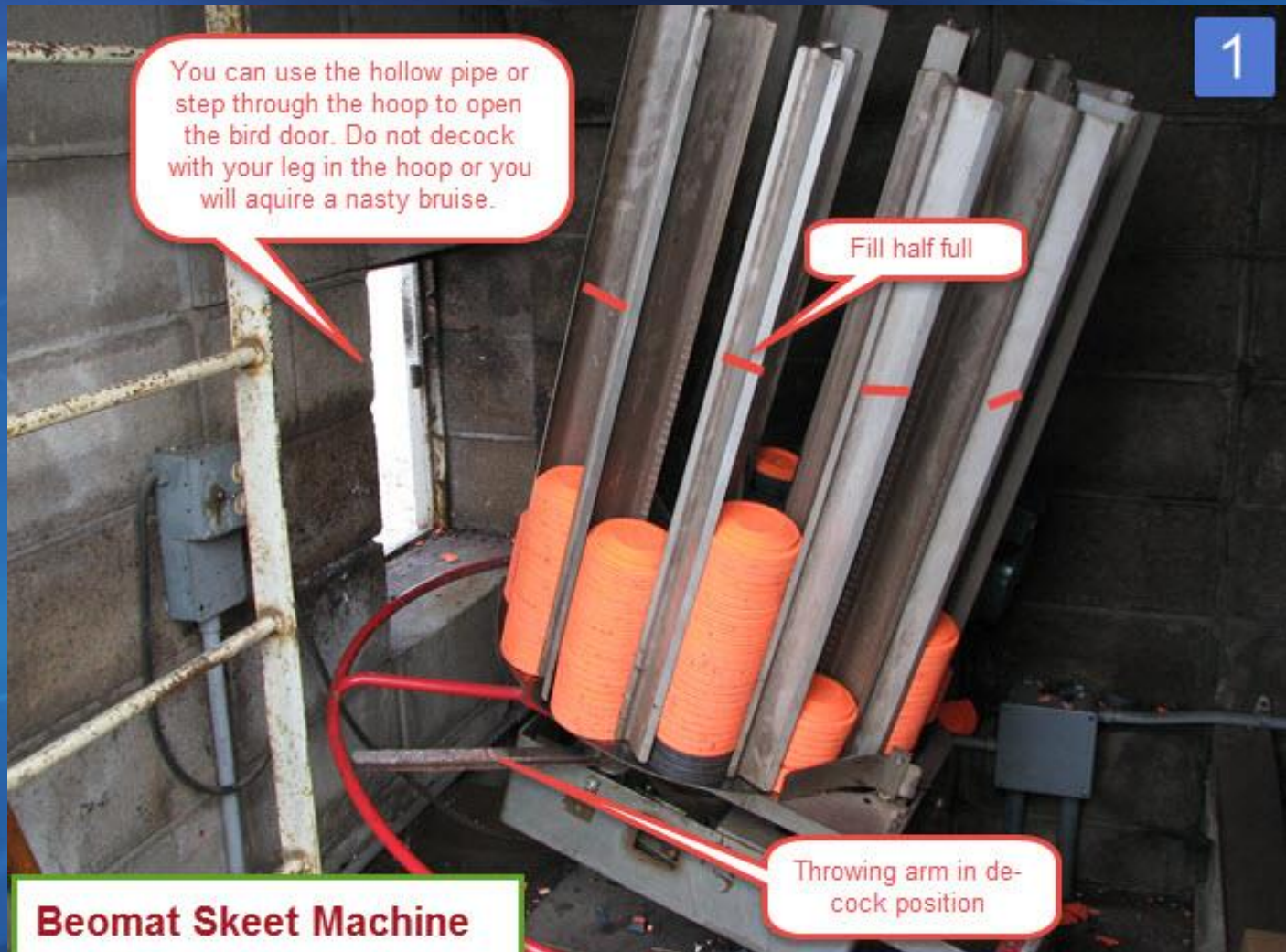
Loop cord around post a couple of times to provide strain relief.

Skeet is Orange,
Trap is Grey.

Note: When putting the cord away, make large loops. Do not wrap the cord around your elbow as this makes a mess and the cord gets knotted up. 3'-4' loops are best.



Beomat Skeet Machine



Beomat Skeet Machine



Skeet Field Low House Door

Do not let anyone
in front of this
open door while
the machine is
running.

There are 4 ways
that a machine can
throw a target
unintentionally..
1. A short in the cord
at the pedestal.
2. A short in the cord
at the pushbutton.
3. Bad limit switch
on the machine.
4. loose nut between
the ears of the
person holding the
controller.

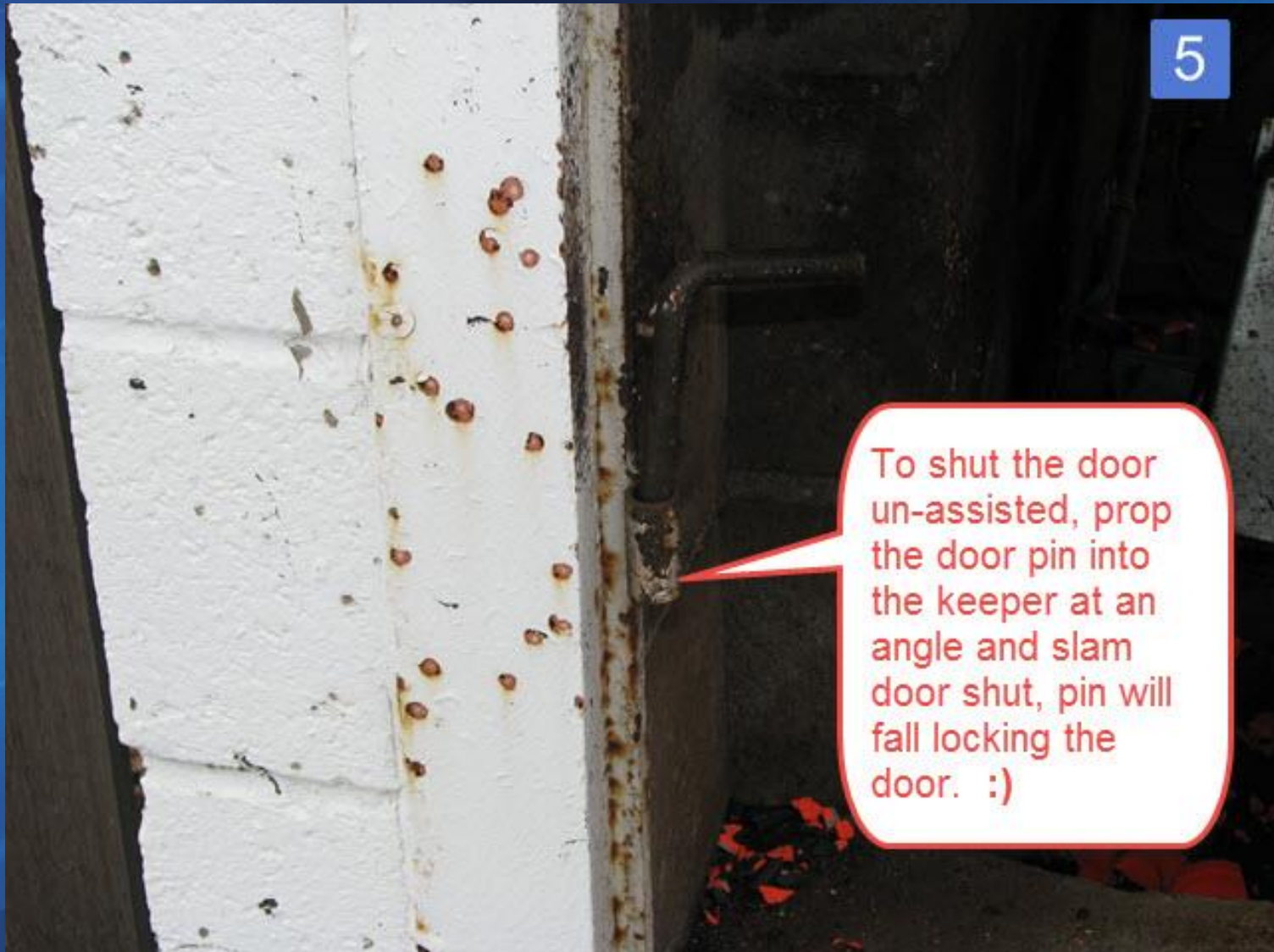
Released targets fly
between 45 and 55mph.
Stay behind the open door.
If you get hit, you will heal,
if your gun gets hit, it
won't. \$\$

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Skeet Field Low House Door

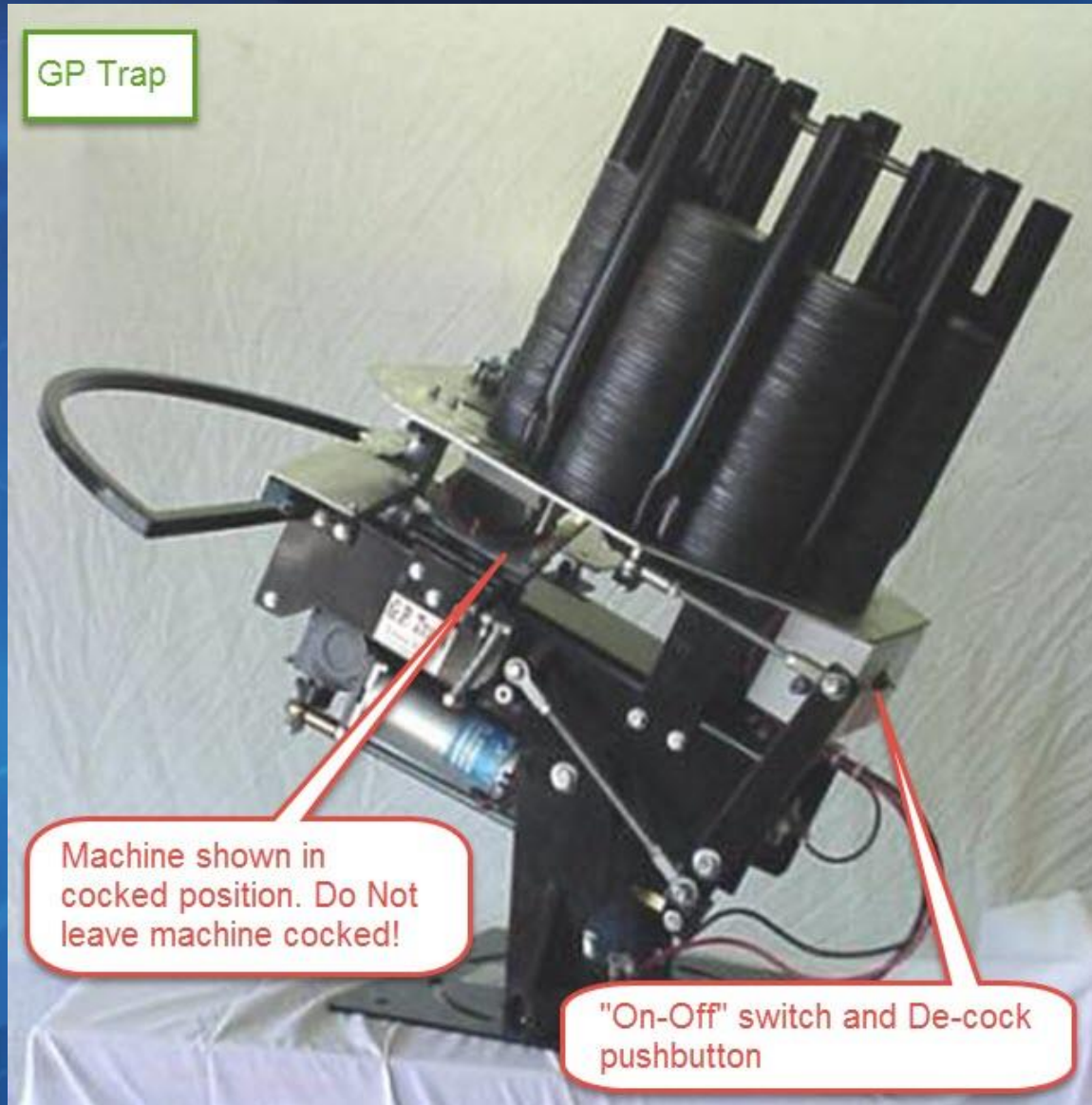


Skeet Field Low House Door

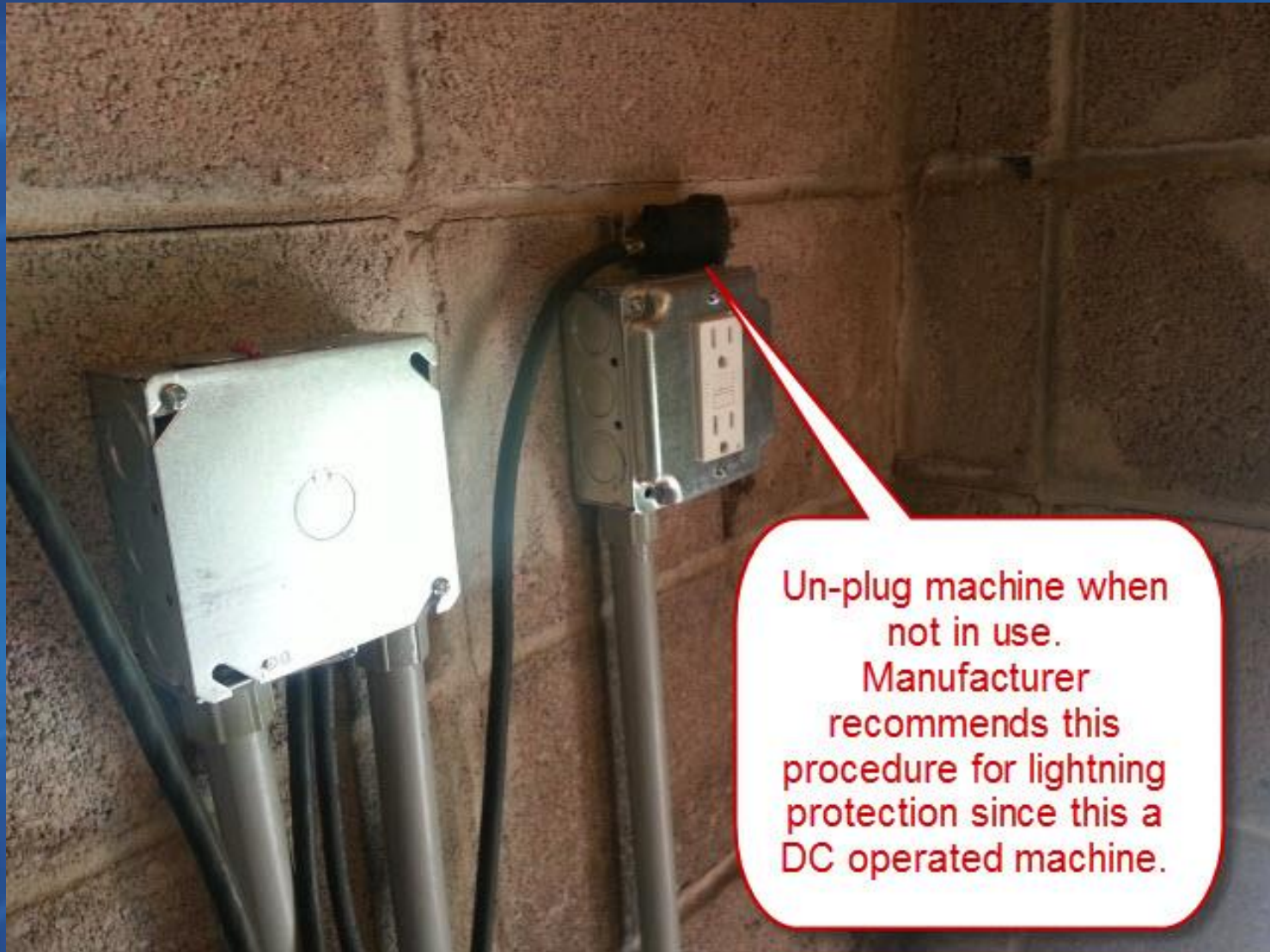


To shut the door un-assisted, prop the door pin into the keeper at an angle and slam door shut, pin will fall locking the door. :)

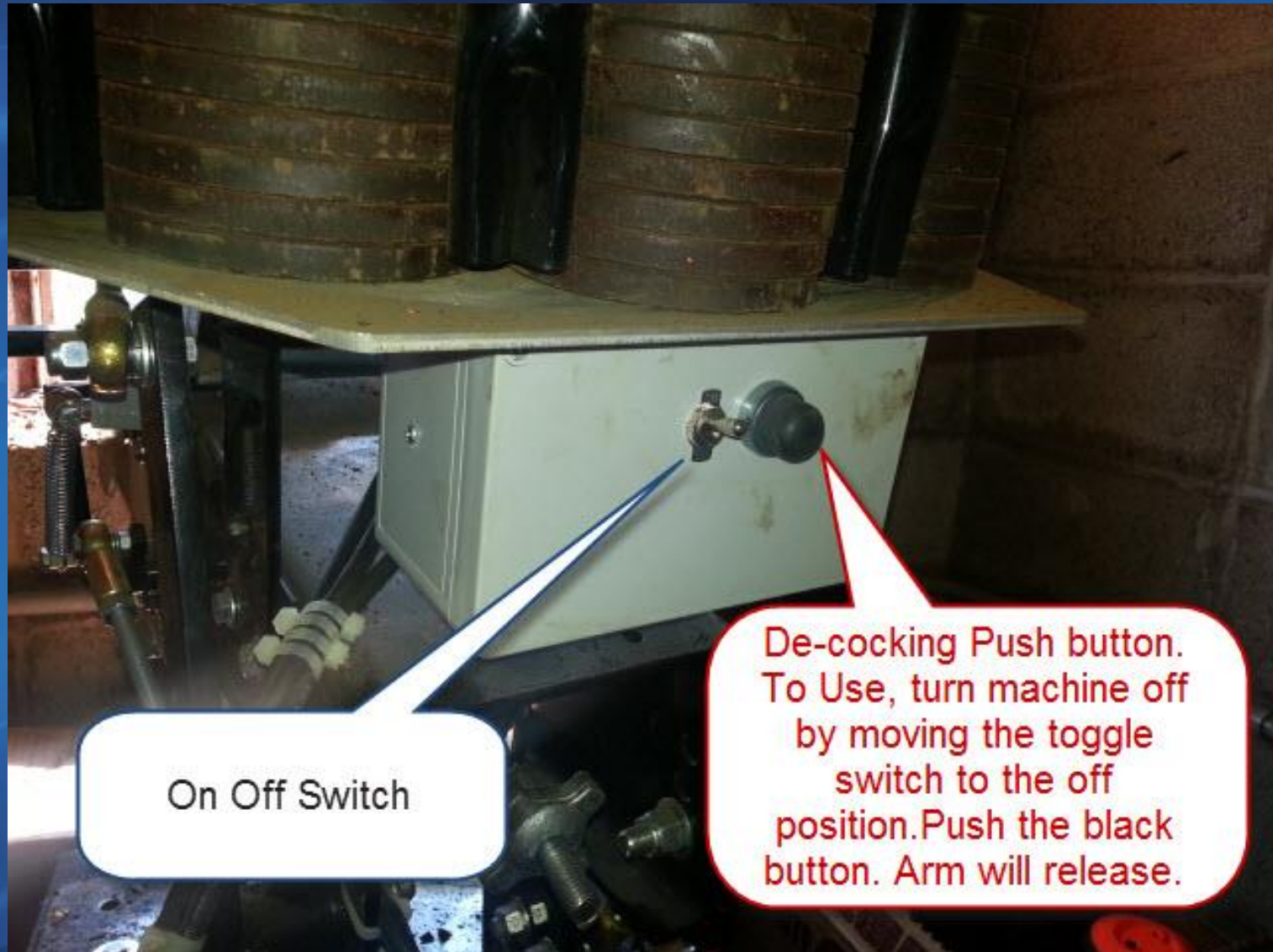
GP Traps – Field #2



GP Traps – Field #2



GP Traps – Field #2



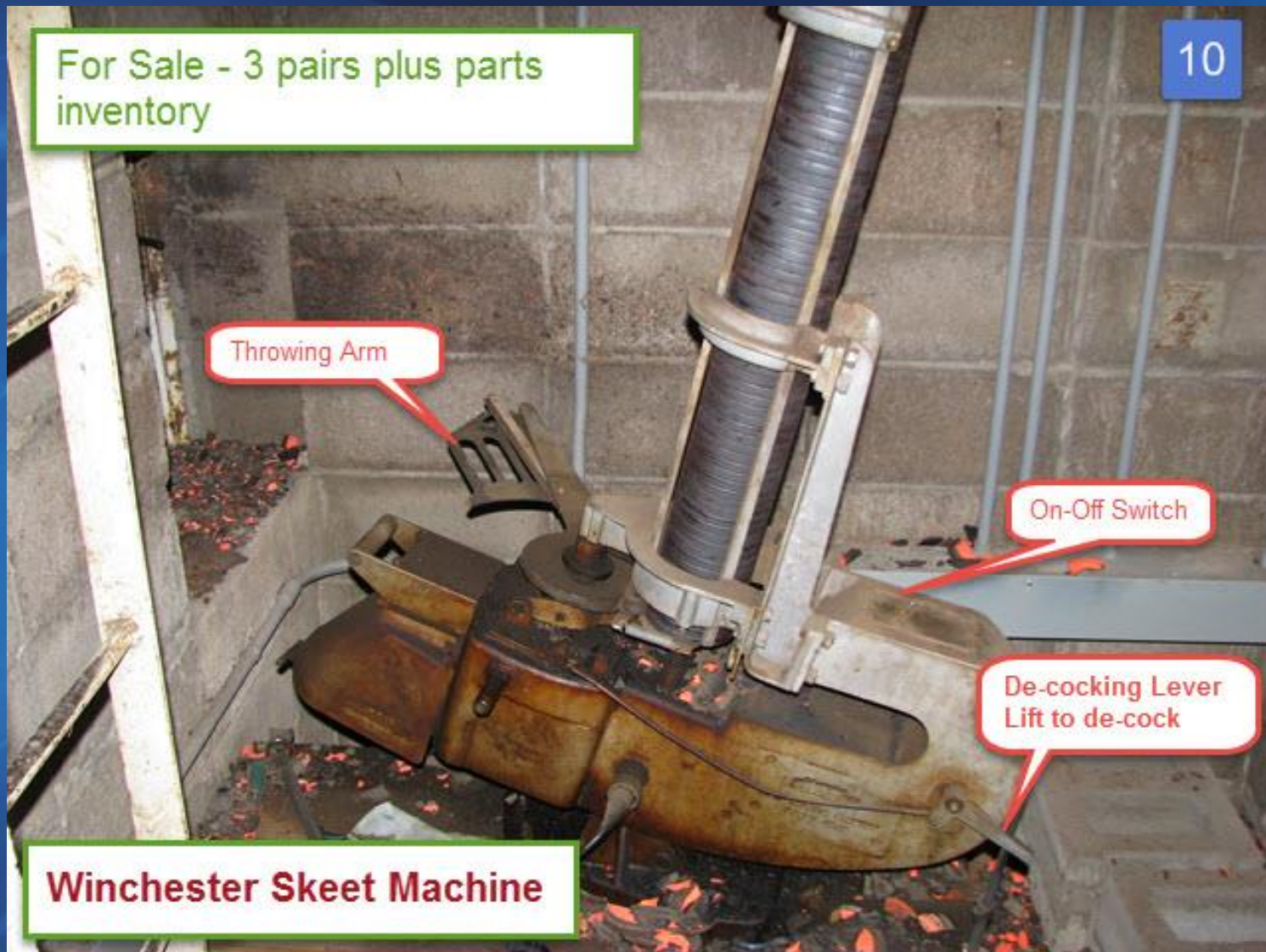
GP Traps – Field #2



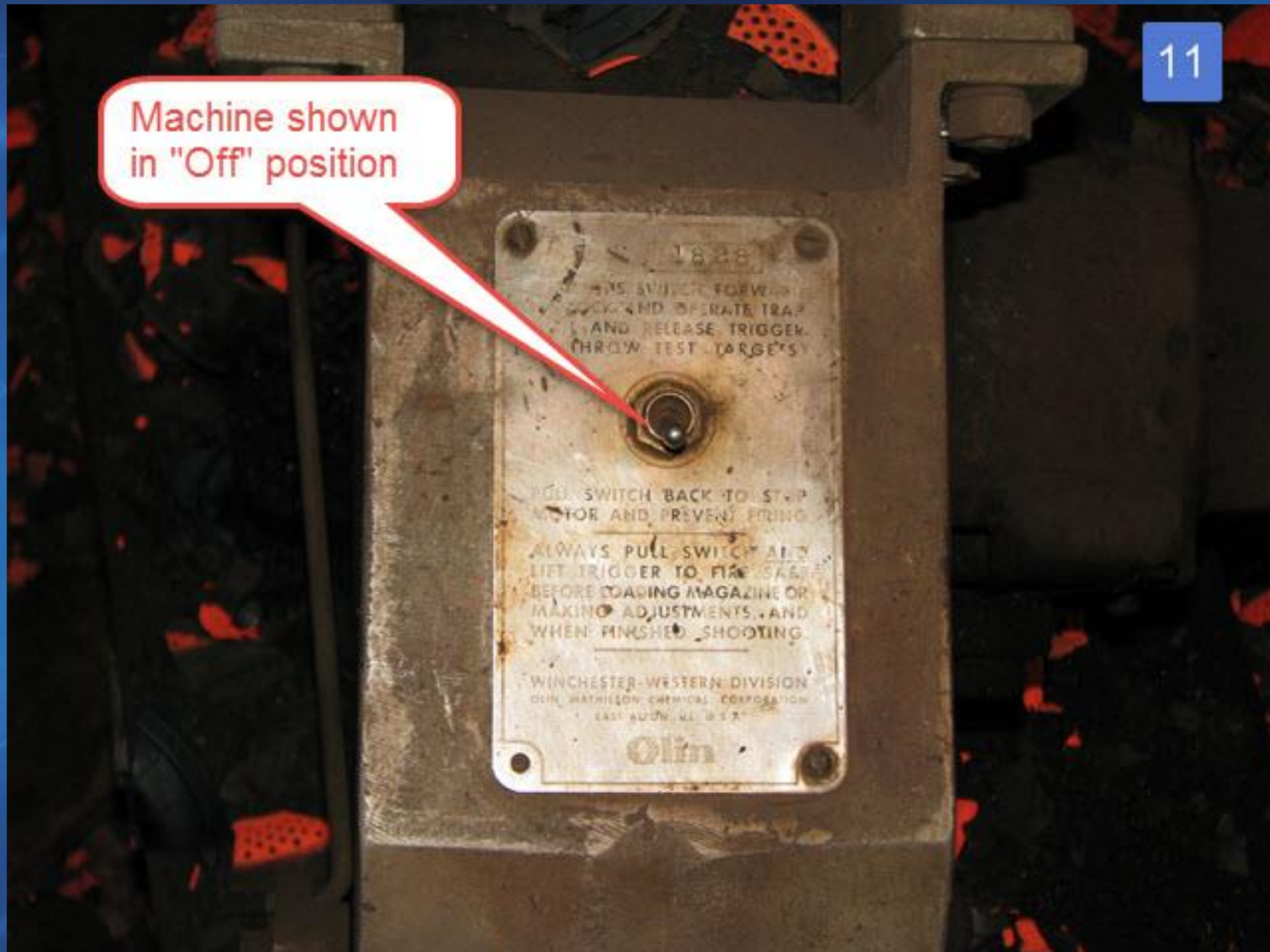
GP Traps – Field #2



Winchester Traps - Field #3



Winchester Traps - Field #3



Pat Traps – Trap Fields #1 thru #4



Pat Traps – Trap Fields #1 thru #4

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Single Button Cord Set Plug.

Use this black plug if you want to use the cord set.



Pat Traps – Trap Fields #1 thru #4



Pat Traps – Trap Fields #1 thru #4



Canterbury voice release cable reel. Take reel to station #3 and plug end into amplifier.

Pat Traps – Trap Fields #1 thru #4

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Control is similar to Beomat with exception of the hydraulic pump motor switch. Turn pump on first. When done, de-cock machine, turn pump off.



Pat Traps – Trap Fields #1 thru #4

Full wobble control. Machine must be running to adjust. Some fields on have oscillation only.

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Pat Traps – De-Cocking

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Pat Trap machine controller. Stand to the right of the open window when actuating these switches. If oscillation has been activated, put in manual mode and jog to release target away from controls.



Pat Traps – Canterbury Voice Release Operation

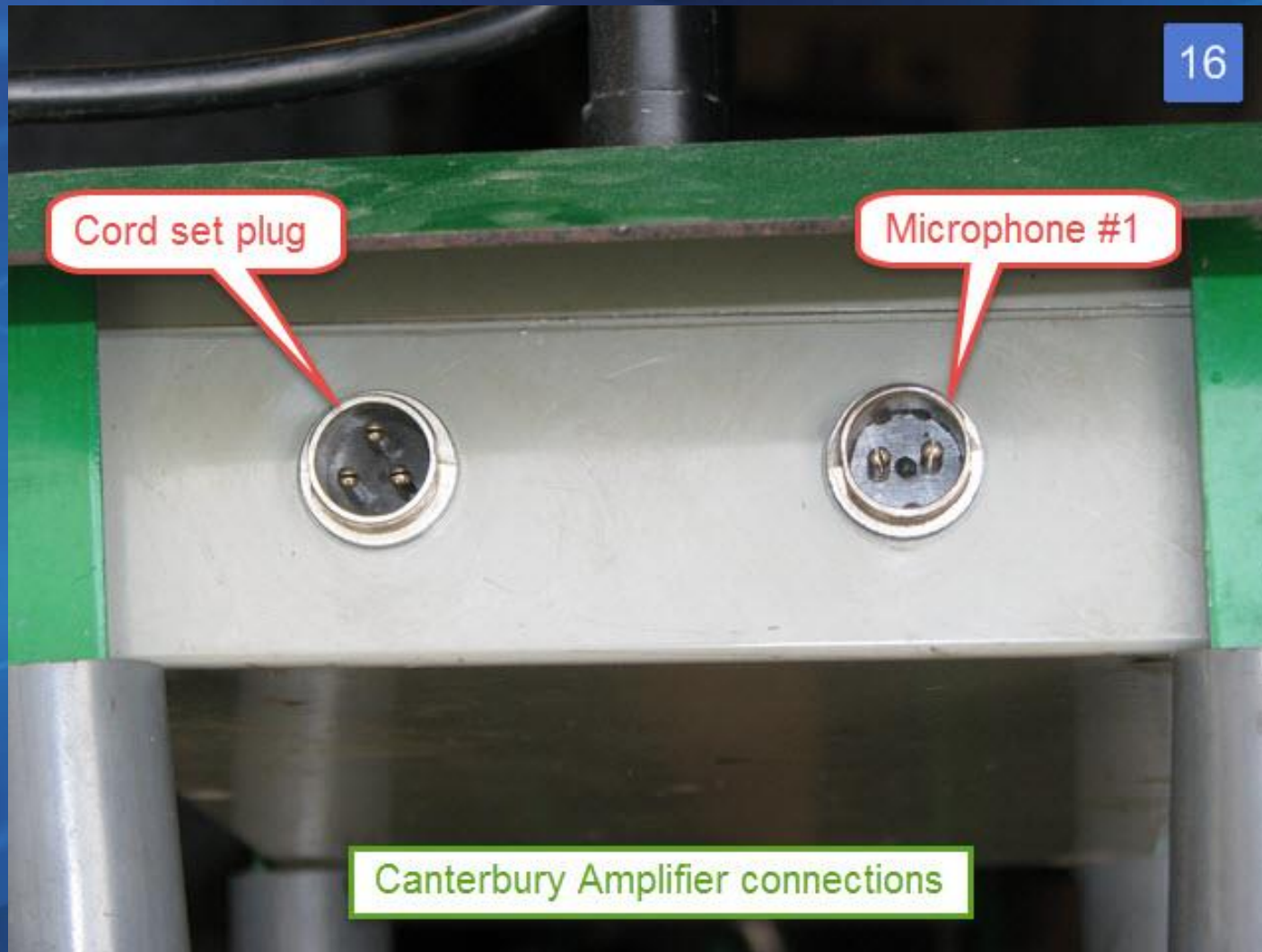
Amplifier and Microphone

Grab 1 amplifier and 5 microphones and setup at each station. Hint, if you are shooting by yourself, just grab an amplifier and one microphone. Just move it from station to station.

Gear is stored in Field #4 Long House



Pat Traps – Canterbury Voice Release Operation



Pat Traps – Canterbury Voice Release Operation



Canterbury microphone connections #2 thru #5

Pat Traps – Canterbury Voice Release Operation



Conclusion to Skeet/Trap Machines

- Log and pay for trap rounds in Trap Building. The Log book is on the counter and the drop box is on the floor at the end of the counter. Drop your money in top and spin the handle.
- If you encounter a machine or cord failure, there is a wipe off board in the skeet ops and trap building to describe the problem. If you have a bad cord set, coil up the bad cord and put it on the folding table in the trap building.
- Read and Understand the Range rules.
- Safety is everybodys business
- Questions?
- Thank You – Now go and have fun!