



## Five-Stand

### The short version:

Sporting Clays with less walking.

### The detailed version:

Five-Stand is a shotgun shooting game using sporting clays, which can be designed to fit into an exiting skeet and/or trap field or any shooting range with a limited amount of space. This game offers shooters of all abilities some of the most exciting target combinations available in the world today.

The Five-Stand layouts utilize 6 or 8 automatic traps to simulate game birds such as teal, dove, quail, pheasant and even a bolting rabbit. Specialty targets such as battues and midis add even more interest for the shooter. Targets can be released in a predetermined set sequence that is clearly marked on each stand or in a sequence unknown to the shooter, where the element of surprise recreates conditions in the field while hunting.

Exciting events consist of 25/50/75 or even 100 targets, shot from 5 stands, 5 shots from each stand, with each shooter simply rotating from station to station. Depending on the skill level selected, a squad of five can shoot a round of 25 clays each in about 20 minutes.

There are endless combinations of target flights. Each time you shoot a Five-Stand event, the trap location, target elevation, target speed and target direction will be different. That's the exciting and fun challenge of shooting Five-Stand.

The shooter will be face with three types of releases:

**Singles** – A single target is released on the shooter command. The shooter is allowed to take a second shot if his first shot misses.

**Report Double** – The second target is released when the puller hears the report from the first shot.

**True Doubles** – Two targets are released at the same time.

## Safety Rules

Please review these safety rules and make certain you and your guests are in compliance.

**SAFETY IS PRIORITY ONE** at the Nashville Gun Club.

1. All guns must be kept UNLOADED with ACTION OPEN at all times.
2. All Shooters must sign in and receive field assignments BEFORE shooting.
3. NO ALCOHOLIC BEVERAGES prior to or during shooting.
4. Always keep the gun pointed downrange.
5. Ear and eye protection is REQUIRED for all shooters and personnel on the field.
6. Be alert to trap boys leaving the trap house while the round is in progress.
7. Guns must be unloaded and action open BEFORE leaving station.
8. No more than TWO shells (One for Trap singles and handicap) may be loaded at a time.
9. Load guns ONLY when on the shooting station and ready to shoot.
10. No shot larger than #7½ allowed.
11. For safety reasons, hulls on the ground become property of the Club.
12. Maximum vehicle speed on Club property is 13 MPH.

First time shooters are required to sign the [Liability Release Form](#).