

SULLIVAN TRAIL ROD AND GUN CLUB

SKEET FIELD OPENING/CLOSING PROCEDURE

ONLY QUALIFIED CLUB MEMBERS MAY OPEN AND OPERATE THE SKEET FIELDS! They must have a general knowledge of the safe operation of the equipment prior to use. QUALIFICATION TRAINING may be arranged by asking the Trap & Skeet Chairman or any Officer of the Club. A Club Key for the Shooter's Shack will be given following completion of proper QUALIFICATION TRAINING.

UNDER NO CIRCUMSTANCES IS ANYONE ALLOWED TO MAKE ANY MECHANICAL ADJUSTMENTS OR REPAIRS TO THE EQUIPMENT! Problems should be reported to the contact listed in the Shooter's Shack, and they will determine the proper personnel to make repairs or adjustments.

OPENING THE SKEET FIELDS:

- Open Shooter's Shack (Club Key is required).
- Turn Main Power Disconnect Switch (located by power panel) to the "ON" position (lever up).
- Get Skeet House keys (located on wall next to Disconnect Switch)
- Unlock the Low Skeet House padlock on the entry door.
- Unlatch the window and, using tag end of rope, **carefully** swing it downward.
- Top off the Skeet Machine with clays if necessary. **Do not load clays beyond the top edge of the FRONT guide brackets in each column of the turret!**
- Locate the Skeet Power Control Box and turn it "ON". **Read the "IMPORTANT" note below before turning on!**

IMPORTANT! When powering up the Skeet Houses, turning the Skeet Machine "ON" should always be the LAST activity at each Skeet House. When servicing or closing the Skeet House, turning the Skeet Machine "OFF" should always be the FIRST thing you do. Never stand in front of the Skeet House windows while the machine is being switched on or off, or while the machine is running! Always make sure the window is clear before turning the machine on. The clays come out of the machine suddenly and at a high rate of speed. If you are hit by one, SEVERE INJURY MAY RESULT.

- Unlock the High Skeet House padlock on the entry door.
- Climb up the steps to access the High House machine.
- Unlatch the window and, using tag end of rope, **carefully** swing it downward.
- Top off the Skeet Machine with clays if necessary. **Do not load clays beyond the top edge of the FRONT guide brackets in each column of the turret!**
- Locate the Skeet Power Control Box and turn it "ON". **Read the "IMPORTANT" note above before turning on!**
- Locate the Field Control Unit and its cable which is stored in the lower High House and install it on the connector in the center of the field.
- Turn the cabled Field Control Unit to the "ON" position.

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- Commence shooting.

SKEET MACHINE POWERING DOWN PROCEDURE:

- Turn the Skeet Machine Power Control Box to the "OFF" position, then push and hold the release button until the bird is released. **CAUTION! Make sure the window is clear before turning the machine off!**

CLOSING THE SKEET FIELDS:

- **NOTE: BEFORE DOING ANYTHING ELSE, POWER DOWN THE HIGH & LOW HOUSE SKEET MACHINES AS NOTED ABOVE!**
- Disconnect and stow the Field Control Unit and its cable inside the lower High Skeet House.
- Top off the Skeet Machines with clays. **REMEMBER - Do not overload!**
- Place all empty clay cartons into nearby burning receptacles.
- Swing the Skeet House windows up and secure them with their latches. **Do not close the windows on any cabling or obstructions!**
- NOTE: Turn off any lights left on in the Skeet Houses.
- Swing the Skeet House entry doors closed and secure them with their padlocks.
- Pick up any shell hulls on the field and dispose of them in trash receptacles provided.
- Return Skeet House keys to their proper location in Shooter's Shack.
- Turn power on Main Disconnect Switch to "OFF" (lever down).
- Turn off any lights in Shooter's Shack and lock the doors.