

Skeet 2024-2025

Sagamore's skeet program is the best way to enjoy the Club during the winter.

Sagamore's game is described as skeet, but its layout and rules are different in many ways. And because the field is narrower, many people think it is more challenging than skeet. Our layout has two trap machines on the left and right sides of the field that throw crossing targets across the field. Each stand is equipped with a menu of the five targets that will be thrown for each shooter.

Our absolute highest priority is safety. Everyone (members and guests) must observe the safety rules to ensure that everyone remains safe while participating at Sagamore Yacht Club. We offer at least one safety course early each season, and any member new to our program must attend a safety course.

We are committed to creating a fun and competitive experience. We welcome members wanting to learn and develop their shooting skills with some of the best shots on Long Island. Expect an environment of collegiality at all levels that emphasizes safety.

We offer regular club matches as well as competitions against other clubs. In 2019, we bought two new top-of-the-line remote-controlled trap machines ensuring accurate throws and more time enjoying our sport.

We are a conservation-minded group committed to protecting Oyster Bay's environment and ecology. For these reasons, we use only steel shot on biodegradable clays and have developed a unique boom system to collect spent wads.

Join us at the Club for a safe and challenging experience. For all Skeet-related concerns, please email Thomas Thornton at thomasvthornton@gmail.com

Sagamore Yacht Club Skeet Committee
Tom Thornton — Chairman

Shooter Safety Course

We will again offer a skeet safety course on Saturday, November 18th. Participation in a safety course is mandatory for any members, new or existing, who have not shot before or taken a safety course. Sagamore members will not be permitted to shoot at the club without participation in a Sagamore safety course or one offered by a shooting range.

Though not mandatory, members who participated in one of the courses last year, regardless of experience, are very much encouraged to participate in one of these courses as a refresher before heading out to the range.

Waiver of Liability

To participate in skeet, Sagamore members and their guests must sign a copy of the Assumption of Risk; Waiver and Release of Liability; Indemnification, and Hold Harmless Agreement. All members must have completed a shooter safety course to shoot at the Club.

Overview of Safety Rules

100% Safe – 100% of the time – NO EXCEPTIONS!

Safety is everyone's responsibility. Everyone (members and guests) must observe the safety rules to ensure that everyone remains safe while participating at Sagamore Yacht Club.

- Be sure your shotgun gun is safe to operate. Know how to use the shotgun safely. If you cannot competently operate your shotgun, don't shoot! Use only the correct ammunition.
- The muzzle is to be controlled and pointed in a safe direction at all times. The muzzle cannot be rested on any part of the body including but not limited to the foot area, chin, hand, and arm (even if you "know" it's unloaded, treat all firearms as if they were – in a safe direction). Do not point the shotgun at anyone or anything other than the designated target.
- Actions must be open at all times when not on station and prepared to shoot. Break-open guns may be closed when placed in a gun rack but must be opened immediately upon removal.
- Know your target and what is beyond
- The use of alcohol or mood-altering drugs before or during the handling of firearms is STRICTLY PROHIBITED.
- No shotguns or ammunition may be stored on the premises of the Club. Members and guests are encouraged to store their guns securely and have a trigger or action lock attached when being placed in storage.

Safety Gear

1. Ear and eye protection are required by everyone on the course – shooters – spectators – and club personnel. No Exceptions!
2. Courtesy – 1) Be respectful to others; 2) Show good sportsmanship; 3) Pick up all used hulls from the skeet field after the round.

Range Commands

1. "RANGE HOT" – Shooters must first ensure there is no one down range; when the range is declared "HOT" by the Referee, shooters are permitted to commence firing.
2. Shout "CEASE FIRE" if you witness a safety violation. Immediately stop shooting when anyone calls "CEASE FIRE". ANYONE can call a "CEASE FIRE" if you see or believe there is something unsafe going on (i.e. muzzle not pointed in a safe direction, someone walks forward into the line of fire, etc.) Upon hearing "CEASE FIRE", stop firing immediately, unload the firearm open the action, and wait for further instructions from the person who called the "CEASE FIRE" or the Referee.
3. Shooters are not permitted to leave a station until the Referee commands, "BREAK AND ROTATE".
4. If any boat or vessel enters the range, any shooter or the designated range safety officer shall call "BOAT" and all shotguns shall unload, open the action, and be made safe. All barrels shall then go vertical and not be pointed down range.

Station Safety

1. When not on a shooting station or when moving around Club grounds, carry shotguns with the action open, unloaded, and with the muzzle pointed in a safe direction.
2. For safety reasons, members and guests not shooting may not go approach the Skeet Stations.
3. Shotguns shall not be loaded until the shooter is properly positioned on a shooting station. Loading is defined as putting a shell into any part of a firearm.
4. Loading of more than two shells is not permitted.
5. Keep your finger off the trigger until in the station, muzzle pointed in a safe direction, and ready to shoot.
6. Only one shooter may shoot at a time.
7. If you drop a shell, leave it on the ground until after you have shot your turn, your shotgun is open, and it is safe to bend over to pick it up.
8. If delays occur while shooting, the shooter shall unload the shotgun and open the action until the delay has been resolved.
9. Shooters are not permitted to leave a station until the Referee commands, "BREAK AND ROTATE".
10. When preparing to leave a station, open the action and unload the shotgun with the muzzle pointed downrange.
11. Empty shell casings shall not be retrieved until the round is completed and the skeet machines have been turned off.

Trap Machine

1. If someone must check a trap machine, each shooter needs to unload and put their shotgun into a safe (open) condition.
2. Do not walk or stand in front of any active trap machine. Targets leaving these machines travel more than 40 mph and WILL CAUSE INJURY. No one should be handling the

thrower control at the time shells are being picked up or the trap machines are being loaded or serviced.

Malfunctions

1. When a gun malfunctions there is the potential of 2 hot ends – muzzle and action. Keep the muzzle pointed down range and the action/chamber pointed down and away. Wait 30 seconds – unload the gun with both ends pointed in a safe direction. Shooting can continue after the gun is cleared and safe.
2. Hang fire refers to an unexpected delay between the triggering of the shotgun and the ignition of the propellant. Wait 30 seconds. Unload the gun with both ends pointed in a safe direction.
3. Squib loads - in which a fired projectile does not have enough force behind it to exit the barrel, and thus the wadding becomes stuck. This type of malfunction can be extremely dangerous, as failing to notice that the projectile has become stuck in the barrel may result in another round being fired directly into the obstructed barrel, resulting in a catastrophic failure of the shotgun's structural integrity. Ramrods are provided on all courses and ranges.

Rules of the Game

Sagamore's layout is described as skeet, but its layout and rules are different in many ways. Our layout has two trap machines on the left and right sides of the field that throw crossing targets across the field. The machine on the right side is the low house and the machine on the left is the high house. Five shooters shoot at once by stepping into Stations #1-5. A round of skeet is shot by each shooter shooting five targets from each station: a single from the high house and a single from the low house; a single from either the high or low house depending on your position on the field; and finally, a target thrown simultaneously from both the high and low houses.

If you have questions about the rules of our game, ask!

Price Per Round

\$8 per round for members; \$10 for guests

Days and Hours of Operation

Friday after Thanksgiving – St. Patrick's Day

Friday: 12:00 noon – 2 pm

Saturdays: 9 am-12:00 noon

Sundays: 10 am-2 pm

Guest Policy

Skeet is an activity open to Sagamore YC members and their occasional guests. Members inviting guests will be responsible for the conduct of their guests and must have completed a shooter safety course. Every guest must execute a liability waiver and be briefed on the Club's

safety and skeet rules by the Sagamore member hosting them before participating in skeet at the Club. It's recommended members require their guests to read the safety and skeet rules found on the Club's website. Guests shall bring their own ammunition or be provided ammunition by the Sagamore member hosting them. The Club will not break cases to accommodate guests. Guests shall pay a higher fee per round than Sagamore YC members. Host members must be present when their guest is participating in skeet at the Club.

Minimum Age

The minimum age to shoot skeet at Sagamore YC shall be 16 years old. Minors shall be accompanied by an adult and shall have completed a shooter safety course.

Ammunition

Only #7 steel shot or lighter is permitted. Biodegradable ammo is highly encouraged.

Factory ammunition only – No reloads allowed! No Exception! Legal ammunition for 12, 20, 28, and .410 cannot exceed shot size greater than #7 shot – #8, 8 ½, or #9 shot is legal.

Competitions

To foster friendly competition between and among Sagamore YC members and other clubs, the Skeet Committee will host:

- A monthly 'challenge' of 50 targets among Sagamore YC members, the winner receiving monthly honors. The total winner over the entire skeet season shall be the champion of the Vice-Commodore's Cup.
- An annual 'Commodore's Cup' of 50 targets among Sagamore YC members, the winner receiving the annual Commodore's Cup.
- Last, we have scheduled matches with other clubs in our area.

2024-2025 Sagamore Skeet Calendar

Saturday, November 23, 2024	Shooter's Safety Course
Friday, November 29, 2024	Opening Day
Sunday, December 8, 2024	Bayville @SYC
Sunday, December 15, 2024	Dec Sagamore VC Cup Match #1
Sunday, December 29, 2024	SYC @ Mill River
Sunday, January 5, 2025	Matinecock @SYC
Sunday, January 12, 2025	SYC @Bayville
Sunday, January 19, 2025	January Sagamore VC Cup Match #2
Sunday, January 26, 2025	SYC @Matinecock
Saturday, February 1, 2025,	SYC @ Sea Cliff
Sunday, February 2, 2025	Sea Cliff @ SYC
Sunday, February 9, 2025	February Sagamore VC Cup Match #3

Sunday, February 16, 2025

DO NOT SCHEDULE (Pres Day Wknd)

Sunday, March 2, 2025

Mill River @ SYC

Sunday, March 9, 2025

March Sagamore VC Cup Match #4

Sunday, March 16, 2025

2025 Commodore's Cup & Last Day

Saturday, April 19, 2025

Annual Awards Dinner

Email List

Most communications from the skeet committee to Sagamore members are via email. To be put on the skeet email list, email Tom Thornton at thomasvthornton@gmail.com.