

Station 2

By Ed Scherer



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High 2 takes a special skill with the tubed over-under and if you are to reach the ultimate in skeet (100x100) the tubed over-under will be in your inventory. Pay strict attention to your hold point and where your eyes are looking when this zipper comes crashing from that high house opening.

My hold point for high 2 is a spot 17 feet out from the face of the high house. Put a stack of targets out there for your practice rounds, making sure the stack of targets is also under the flight of the target. Under tournament conditions, the stack of targets must be removed, but by now you've probably found a spot in the background, such as a dead tree, that can serve as your hold point.

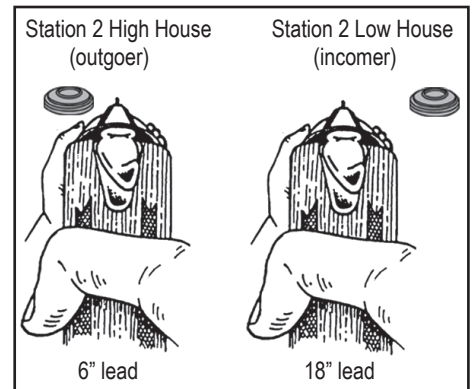
Here's another idea for the hold point idea. Draw a line parallel with the

face of the skeet house. Then, move the hold point out an extra foot from this parallel line and you'll have the perfect hold point.

South Wind Adjustment

The height of the muzzle should be even with the bottom of the high house opening. If the target is bucking a strong south wind, move the muzzle slightly higher to the top of the high house opening. Careful on too high a hold point or the target will slip under your barrel and that will cause a raised head.

Stand as far back to the right of this station as possible. The further away you are from the target, the greater your field of view and that will help to pick up the zipper. Moving to the back of the station will make it easier to look half-way back to a spot between your muzzle and the high house opening. Looking right in the high house opening for a right-handed shooter is a waste of time. My shooting school students have tried many times to peer back at that opening but the result is no better than if you looked half-way back. Worse yet, the cheek is pulled off the stock trying to look all the



way back and sometimes, in your intense desire to hit this target, the cheek is left off the stock as shot is fired and that will mess up your alignment.

Usually, high 2 is clearly outlined against the sky as one is peering backwards from the muzzle to pick up this target, thus looking all the way back is not necessary. Low 6 is a different target and we look into there.

Check the Distance Marker

Before proceeding, let's make certain the high 2 target is crossing exactly where it should at the station

8 crossing pint. If high 2 is two feet inside, it will eat your lunch and if that same

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target is two feet wider than it should be, you'll shoot ahead every time.

Before starting your match, insist on a properly thrown target. Have you checked the distance marker? A slow or fast target here can be very troublesome. Make certain the target, in still air, is landing reasonable close to the 60 feet marker for distance.

As you look back for high 2, also look up slightly as the bird will appear somewhat higher than your muzzle. Loosen up the grip on the forearm to insure a smooth start. Shoot the bird exactly at the crossing point. Hitting it before that may look great to the crowd watching you but accomplishes little. Why shoot

a target before your pattern has spread sufficiently to the 30 inch spread you will have at Station 8 crossing point? Some skeeters are afraid their swing will stop if the target is hit at the crossing point. Banish that thought, as a tubed over-under is impossible to stop.

A Small Lead Required

The lead required on high 2 is so small it will astound you. Take a careful look at my lead card reproduced for this article. Note the small lead required. If you have a miss here, and you haven't the foggiest notion as to where the errant shot went, try cutting back your lead.

Another problem is shooting under the target. I've actually had my students look a foot above this target when firing to prevent shooting under. Hopefully you'll locate a good spotter to watch your misses and tell why that shot pattern went array.

I have told you where to stand, but not how to place your feet. A left-handed shooter stands in such a way that his naval is pointed exactly at the high house opening. The right-handed shooter points the

naval at the low house opening. Since both the high and low house targets on singles are broken near Station 8 crossing point, the same foot position can be used for both the high and low house. Yes, we want you to unwind as shot is fired.

Low 2 requires 18-inches lead and should be hit half-way between Station 8 and the high house. Look into the low house opening and start muzzle moving

immediately as bird emerges. My muzzle is pointing at the hold point for the low house, which again is 17 feet out from the face of the low house, placed under the flight of the target and yeas, a stack of targets will suffice here also.

Height of the muzzle should correspond to the lower edge of the skeet opening and notice how easily that tubed over-under smoothly follows the flight of the target. As you pull the trigger and see the target explode, freeze the head on the comb for a full second after trigger is pulled. This tip will pay more dividends than any. If head can't remain on stock, you may have a recoil problem that needs to be addressed.

The advantage of shooting high 2 at Station 8 crossing point is that it's easier to pick up the low house in the doubles. Just as one fires at the high house, the low house target will appear. Slam on the breaks of your tubed over-under (or your favorite autoloader) and set up an 18 inch constant lead for the low house. It's broken further in toward the high house than the low 2 single. Did you freeze your head on the comb for both shots?

Skeeters have asked if I change foot position on doubles. At station 8, 4 and 5, we change foot position, but not on the doubles at 1, 2 6 and 7.

All teachers of skeet have a pet peeve and here is mine. A new

budding skeeter will show up on a skeet field with his gas operated autoloader minus a soft recoil pad. When queried on why no recoil pad adorns the stock, that person expressed their reluctance to cut off "that nice piece of wood to make room for the recoil pad." In the meantime the hard end of the stock is cutting a real groove into his sensitive shoulder and on doubles, the stock slips down the shoulder for the second shot—causing a nice miss. Recoil pads are great for your shoulder—use them!

Aone-eyed shooter will have problems on high 2 in that the target is picked up too late. Best the second eye be opened, even if a patch on your glasses is necessary. If the patch is small, perhaps your left eye can look to the left of the patch and in that way you'll get a jump start on that first high house. I've actually had Bud Decot shift my shooting glasses a quarter inch to the left to rid myself of the blind spot on my glasses that usually occurs when my right eye is trying to pick up the high house.

Should high 2 get the jump on you, try dry firing on this target a half dozen shots. Here is another idea I use on the rank beginners. Put your skeet gun in the rack, and point at the target with an extended left arm, making certain you are starting the swing smoothly just as target emerges. Careful now to be certain swing is started when target appears, not on the call. Using the left arm only for six simulated shots will train your eyes and your body to start precisely when target emerges. This method works, so give it a try. Eyes half-way back and remember to start swing smoothly.

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