

Flurry Rules

- Teams need to consist of 4 or 5 shooters
- The shooter in the #1 station will begin the flurry by calling “PULL”
- Each shooter is allowed **TWO SHELLS** in their gun at a time and allowed to shoot at two birds, or twice at one bird. Once their two shots have been fired, the next shooter in line may begin shooting. Shooters **MAY NOT** shoot out of turn. A penalty of minus 5 points will be applied for each infraction.
- Shooter #1 will be the first to shoot, ascending to #5. Once the #5 shooter has finished the order will return to #1. This rotation will continue until all 100 birds have been thrown.
- Once Pull has been called, the birds will begin being launched starting with the #1 thrower and ascending through #12. After #12, the rotation will go back to #1 and will continue until 100 shoot-able birds have been thrown.
- Once a bird has been thrown, regardless of hit or miss, the following bird will be thrown on report or once the previous bird has ceased to move. (I.e. hit the ground.)
- If a bird is thrown and not seen or not shot at by a shooter, the next bird will be thrown when the first has hit the ground or ceased to move in the case of the rabbit. The bird not seen or not shot at will count in the 100 bird total. The shooter will still shoot two shots; the missed bird will count as a loss.
- If a bird comes out broken, it will be ignored and not count in the 100 bird total. The next consecutive bird will be thrown as soon as a broken bird is identified. The shooter will continue as if the broken bird was never thrown. (Example. If #4 comes out broken, #5 will be thrown immediately and shooter will shoot at #5 instead of #4.
- Teams are allowed to shoot the flurry as many times as they like (\$50 per attempt) and high over all score wins. A team’s highest score for the day will be used, regardless of number of attempts.