

How to Improve

Are you happy with your shooting? If you are a game shooter were you happy with your past season shots to kill ratio? Clay shooters are you happy with your average percentage of hits? Maybe a better question, and one I guess you would most likely answer yes to is, would you like your ratio and/or percentage of hits to be better?

Clay shooters, depending on how long you have been shooting and how much regular shooting you do will dictate what you need to address first. If you have not been shooting long or have not shot regularly then it may be that your basic approach may require a little attention. Your stance, pickup point, kill point, hold point and method choice are all key to successful and consistent scoring. If you have been shooting a while and you appear to have peaked at around 65 to 75% then it is most likely if the above is all ok it is your individual shot preparation techniques that require attention or formulating.

Game shooters, unlike clay shooting birds fly pretty much differently. You do not necessarily know exactly where its coming from, where it is going or how fast or slow it will achieve the journey and the inevitable speed change along the flight path. Footwork and method are so important as is what cartridge for what quarry and your gun and choke choice.

Break your path to improvement into sections:

1. Basics: Stance, Mount and Swing.
2. Target Approach: View Point, Kill Point, Hold Point and Method.
3. Understanding Lead .
4. The Mental Game: Work to be done before entering the stand.
5. Understanding what might go wrong.

Whatever level you are and whatever your shooting desires a few sessions with an instructor could make all the difference. When the lockdown is over why not give me a call and let's discuss your strengths and weaknesses. We will go to the shooting ground and take look at your shooting then formulate a plan that we can work with together to improve your shooting.



This document and more can be found at:
www.clayandgamecoach.co.uk/Resources