



The Hawg Trough, the world's largest fresh-water aquarium, will be on display and filled with a variety of fish at the Michigan Hunting & Sports Show. The Hawg Trough measures 14 feet tall by 45 feet long. It's eight feet, six inches wide.

Oil royalties to boost state, local recreation and ecology projects

Royalties from oil and gas drilling on state land will provide \$20.1 million this year for state and local recreation projects and preservation of ecologically sensitive areas throughout Michigan.

The royalties were paid to the Michigan Natural Resources Trust Fund, which will finance or all part of 60 projects chosen from among more than 300 applicants.

The largest grant, \$4 million, will help the state Department of Natural Resources' Wildlife Division buy private property within game and wildlife areas in the southern Lower Peninsula and within an hour's drive of major urban areas elsewhere in Michigan.

The smallest grant, \$7,900, will allow Burt Township in the Upper Peninsula's Alger County to buy one acre of land near Grand Marais, an area

identified as a nesting site for the piping plover.

Other trust fund grants will be used to develop marina, boat launch and pier facilities in cities as large as Detroit and as small as Coseville on Lake Huron's Saginaw Bay.

Grants also will be used to preserve about 27 acres of dunes and wetlands in Charlevoix County; to add three undeveloped lakes to the Pere Marquette Forest in Missaukee County; and to develop an urban recreation trail along the Red Cedar and Grand rivers in Lansing.

Oakland County's West Bloomfield Township will use a \$500,000 trust fund grant to help finance its \$4.3 million purchase of 162 acres of woodlands bisected by the Rouge River. The land now is owned by a local developer.

Helpful hints for better shooting

A good shooter makes good shooting look easy. But that's only because a spectator watching a skilled marksman can't feel the concentration of the person behind the trigger or be aware of the well-practiced techniques that the shooter is putting into use.

However, anyone willing to put forth a little effort can become a proficient marksman, regardless of size, weight, sex or athletic ability. And it's fun!

The following tips for better shooting are provided by Daisy Manufacturing Co., which has taught more than seven million Americans the fundamentals of shooting.

Daisy, which manufactures firearms as well as air guns, recommends learning to shoot and practicing with an air gun.

The skills necessary to shoot BB guns and pellet rifles well are the same as those used in firearms marksmanship. But air guns don't kick or make much noise; the ammunition and guns are inexpensive, and air guns may be shot safely in the backyard or the basement if the weather is unpleasant.

STABILITY IS ONE of the keys to sharp shooting. Of the four standard shooting positions — standing,

kneeling, sitting and prone — prone is the most stable because more parts of the body are in contact with the ground. Conversely, the standing, or off-hand, position is the least stable and most challenging. For greatest accuracy and stability, try resting your gun on a sturdy platform such as a table or fence post.

How a target appears through a gun's sights varies with different types of sights, but as a general rule you should focus on the front sight rather than the rear sight or the target.

The key to hitting the mark every time is consistency in shooting technique. Shoot groups of three-five shots at a paper bull's eye, then adjust your rear sight to compensate for groups hitting off center, rather than aiming off center to compensate for a gun that is shooting high or low.

Raising a rear sight will raise where the projectile hits. Moving it to the right will place the projectile further to the right.

Another key to shooting accurately is breath control. The act of breathing causes the gun to waiver, so most shooters gain stability by taking a deep breath, letting out about a third of it, then holding what's left while they squeeze the trigger.