





# TRAP SHOOTING BASICS & SCOREKEEPING

### **Basic Firearms Safety Rules Apply at All Times:**

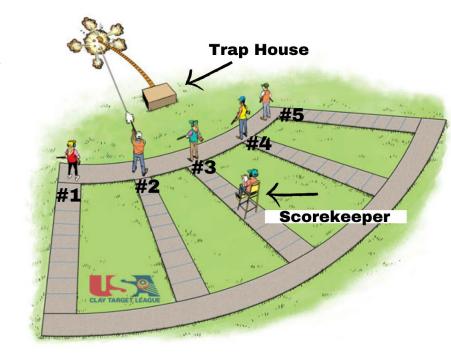
- ✓ Keep the muzzle pointed in a safe direction.
- ✓ Keep your finger off the trigger until ready to shoot.
- ✓ Keep the gun unloaded until ready to use.
- ✓ Know your target and what is beyond.

#### Team:

A full team is 5 individual shooters.

### Layout:

- In a game of trap, there is a single trap house and five different shooting stations.
- The shooting stations are numbered 1 through 5, from left to right.
- The clay targets that are launched are all outgoing targets, and the trap machine throws clays at a slightly different angle each time.
- That means you never know which way the target will fly: straight-away or at any angle to the left or right.
- All clay targets will be launched manually by the SCOREKEEPER.
- When the shooter is ready, he/she simply calls out "pull" to signal to the SCOREKEEPER.
- The SCOREKEEPER will launch a target w/minimal delay from the moment you call "pull".
- SCOREKEEPER will verbally announce the start of shooting when everyone appears ready.



## **Order of Shooting:**

- The shooter who starts at Station #1 is the **Lead Shooter** he or she is always the first to shoot.
- The Lead Shooter fires at one target from their position, then the next shooter, then the next...and so on.
- When all five shooters have fired once from their station, the process repeats four more times with each shooter having fired a total of 5 shots from their starting position.

#### The Rotation:

• After the last shooter fires their fifth shot, the team rotates positions with each shooter moving one position to the right; with the shooter that started at station 5 moving to station 1.

- The **SCOREKEEPER** will advise shooters when it's time (and safe) to rotate positions.
- SCOREKEEPER may need to remind the shooter at Position #5 to walk behind everyone else to get to Position #1.
- The original **Lead Shooter** remains the lead shooter throughout and is always the first person to shoot throughout each rotation (not the shooter who is at Station #1 after the rotation).
- The shooting continues until every shooter has shot a round of 25 targets 5 at each station.

### Short Break & End of Play

- After the first set of 25 shots have been taken, shooters will take a short break to restock ammunition.
- The SCOREKEEPER will announce the break and will verbally share results from the score sheet.
- Shooters will shoot a total of two rounds (total of 50 attempted shots per shooter).
- After all shooting is done; the SCOREKEEPER should tabulate final scores and verbally share with shooters.

### **SCOREKEEPER'S INSTRUCTIONS**

As each shooter attempts to break a target, you record the results on the scoresheet by:

- Mark a (slash) if the shooter breaks the clay. No call out is needed for a broken target.
- Simply put, the target must have a broken piece (big or small) to be considered a broken target.
- Mark a O if the shooter misses and call out "loss" or "lost" (loud enough to hear...but don't shout).

## Correcting Mistakes:

- When changing a O to \, you cannot simply draw a \ through the O...and vice versa.
- You should write DEAD (for a broken target) or LOST (for a missed target).

### Failure to Fire:

- Every so often, a shooter will call for a clay to be launched and their gun won't go off.
- You will simply call out "failure to fire"; and the shooter is allowed to try again.
- Regardless of the reason, this will be allowed <u>only twice</u>. After that, we count each failure to fire as a "LOSS" on the scorecard.

### Helpful Hints:

- Since the Lead Shooter is always the same, scoring is designed to always start at the top. If it's helpful, place your finger at the box where the next score is to be recorded...and slide it down as shooting progresses.
- If at any time you get mixed-up or lose track you can ask the shooters to pause shooting until you can get back on track. Shooters will appreciate your efforts. THANK YOU!

