



TRAP SHOOTING BASICS & SCOREKEEPING

Basic Firearms Safety Rules Apply at All Times:

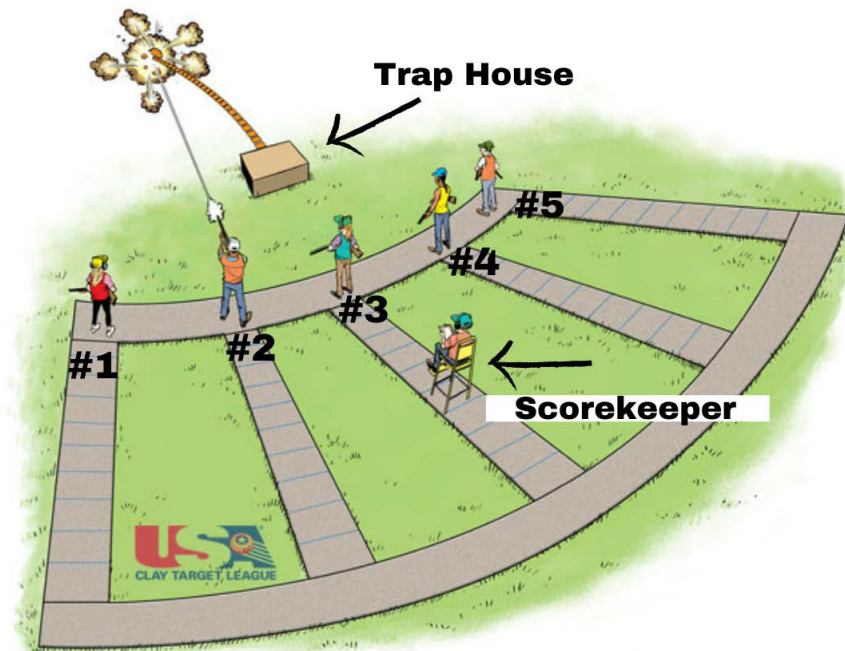
- ✓ Keep the muzzle pointed in a safe direction.
- ✓ Keep your finger off the trigger until ready to shoot.
- ✓ Keep the gun unloaded until ready to use.
- ✓ Know your target and what is beyond.

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.

