

TRAP SHOOTING BASICS & RULES



Basic Firearms Safety Rules Apply at All Times:

(There are penalties up to disqualification if these rules are broken)

- ❖ Each Shooter provides their own firearm & ammo (**must** meet tournament requirements)
- ❖ No firearms are to be left unattended at any time.
- ❖ Firearms **MUST** be cased at all times until your team is up.
- ❖ Eye & Ear protection required while on the line.
- ❖ Keep the muzzle pointed down in a safe direction.
- ❖ Keep your finger off the trigger until ready to shoot.
- ❖ Keep the gun unloaded until it is your turn to shoot.
- ❖ Action must remain open at all times except when it is your turn to shoot.
- ❖ Release safety only prior to calling out “pull” to take your shot.
- ❖ Only one shell loaded at a time for singles; two for doubles.
- ❖ Know your target and what is beyond.

Team (Squad):

A full team is 5 individual shooters.

Layout:

- In a game of trap, there is a single launcher 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 launcher throws clays at the same speed & height.

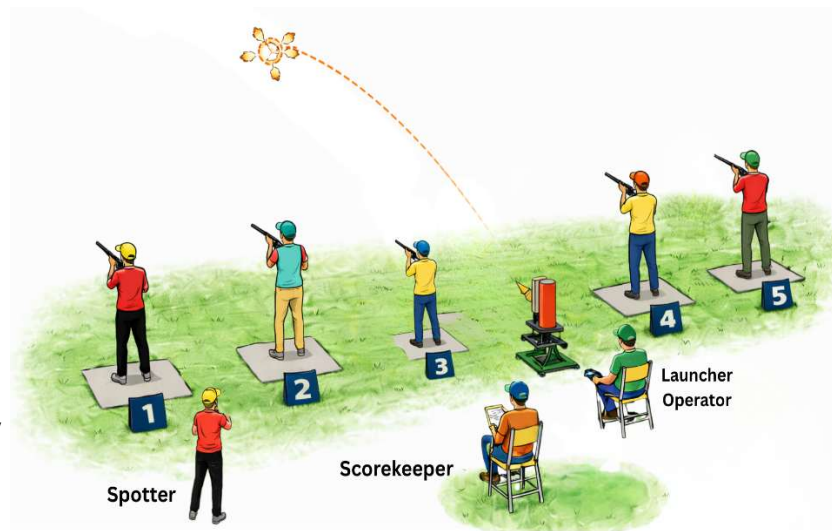
- All clay targets will be launched via a pedal/button by the Launcher Operator.

- When the shooter is ready, he/she simply calls out “pull” to signal to the Launcher Operator.

- The Operator will launch a target w/ minimal delay from the moment you call “pull”.

- Launcher Operator will verbally announce the start of shooting when everyone appears ready by saying “Line is Hot”.

- SPOTTER watches all shots taken, looking for any penalties made by shooter and to confirm target hits that are questioned (Ex: clay gets chipped vs. shattered)



- If shooters have any questions or concerns, they should raise their hand keeping their body and firearm facing the field and SPOTTER will notify a time out if needed to address the shooter and will walk over to the shooter. Shooters are never permitted to leave their station except when station rotation is happening.

Order of Shooting:

- The shooter must have **at least one foot in contact with the paver at the time of the shot.**
- 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 5th 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 with firearm facing down and unloaded.
- 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.

End of Play:

- After all, 25 shots have been taken, shooters will place firearms on stand and collect all spent shells from their game and throw them in trash located by scorekeeper.
- Shooters then retrieve their firearms, facing down and immediately case their firearm for safe keeping.
- After all shooting is done; the SCOREKEEPER should tabulate final scores and verbally share with shooters.
- Once shooters are told their scores, they will leave the field and the next team will be called

Gun & Ammo Requirements:

- **Action Types:** Break-action (single or over/under), pump and semi-automatic shotguns are allowed.
- **Gauge:** 12-gauge is standard, though 20-gauge is acceptable.
- **Barrel Length:** Barrels must be a **minimum of 16"**
- **Ammo:** Target loads only; no magnum loads. All games require #8 shot. Ammo will be inspected prior to each game to confirm it meets the tournament requirements

Team Awards:

- All completed event scores are added to determine the standings based on the highest number of points earned.
- The team that ends the tournament with the highest number of points earned wins.
- Ties will be broken either by a knockout round or by another 10-round game by tied teams.
- **Be prepared to enter a knockout round or 10 round game by having sufficient ammo with you!****
- Tournament High Score – 1st & 2nd place

Individual Awards:

- Individual awards will be recognized by the Highest Shooter score.
- Ties for awards are broken by knockout round or doubles.
- **Be prepared to enter a knockout round or doubles by having sufficient ammo with you!****
- Tournament Highest Score – Single highest score.
- Tournament Highest Score by Age (Adult & Jr.) – Adult is 18+ and Jr. is 12-17yrs old
- Tournament by Age – 1st- 3rd place

Safety Requirements:

****Failure to comply with all Safety requirements warrants immediate Disqualification!**

- All Shooters must submit the required Liability Waiver
- Shooters 12-17yrs must have a signed permissions waiver submitted by the Parent/Guardian who is attending the event with their minor
- Shooters are required to bring their firearm CAsED to the Check-In table for inspection as soon as they arrive. Once firearm passes inspection it will be tagged and put back in its case until shooter's game
- Do not get out of your vehicle with your firearm uncased as you will not be permitted to leave the parking area past your vehicle with any open-carry firearm
- No firearm is to be left unattended or removed from its case at ANYTIME before/after shooters game
- No Heckling or conversation between shooters while on the line
- No Alcohol permitted on property.
- No consumption of alcohol before or during participation.
- Any participant appearing impaired will be removed from the event.