



## Trapshooting League Rules – Version: March 2018

### OVERVIEW:

1. All shooters born after 1973 must have passed hunters safety.
2. Five shooters form a team or a squad.
3. Teams shoot on an assigned night: Monday, Tuesday, or Thursday.
4. Teams will have assigned shooting times each week which may vary by approximately 30 minutes to ensure each team experiences similar lighting conditions over the 12-week league.
5. A member of each team is responsible for scoring for the team immediately following their time slot.
6. If you are scheduled to shoot at 7:00pm someone from your team needs to arrive in time to score for the 6:30 team shooting on your schedule field.
7. All team members shoot two rounds of 25 targets for a total of 50 targets per night.
8. The first round of 25 targets is shot from the 16-yard line.
9. Each member of the team shoots five shells from each station then rotates to the right and clockwise until they have fired 25 shells.
10. At the end of the first round, scores of the five team members are averaged (totaled and divided by five). The average determines the distance the team will back up to in order to complete their second round of shooting. This is called "handicap" distance, and allows teams of all experience and skill levels to compete equally.

1st Round Scores	2nd Round Yardage
78-82 .....	16
83-87 .....	17
88-92 .....	18
93-97 .....	19
98-102 .....	20
103-107.....	21
108-112.....	22
113-117.....	23
118-122.....	24
123-125.....	25

11. Teams should arrive and be ready to shoot 15 minutes before their scheduled shooting time in order to ensure all schedules remain intact.
12. For each squad, the shooter who has been assigned to start on post one is designated the "team leader." The team leader may ask that one target be thrown for the squad's observation for each round.



13. When teams complete two rounds of shooting they are responsible for refilling the trap machine.  
To operate: Flip the release switch to throw the loaded bird before entering the traphouse. Place the orange cone on the roof to alert other shooters that a person is in the house. Once the trap machine is fully loaded, turn the release switch back on to activate the trap thrower. Place empty boxes in the fire pit for burning at the end of each night.
14. The team leader is responsible for turning in the completed score sheet to the clubhouse bar.

#### **SCORING:**

1. **There will no longer be bank scores.** The first week of league will be scheduled and there will be a makeup night at the end of the first 6 weeks and the second 6 weeks.
2. **If you are unable to shoot on your scheduled night you must make up your shooting after your scheduled night. You cannot shoot ahead.** When making up you will shoot your first round from the 16yd line and your second round from your teams average for the night you missed. **If you do not wish to shoot a make up your score will be your average -3.** All makeups from the first 6 weeks must be completed prior to the second half of the league to allow for classification of the teams. Any make ups from the second half of the season need to be made up by the assigned night to allow for second half totals and class winners or shoot offs to be determined.
3. **Class titles:** Teams will compete for one of five class titles — AA, A, B, C and D. At the completion of week six, the trapshooting director will divide teams into classes. There are generally 5–6 teams per class. The team with the highest score in each class is deemed the first half title winner. This designation guarantees them a space in the overall class championship. After the 12th week of league shooting, the trapshooting director will add up all the team scores for weeks 7 through 12. If the same team wins the 6- and 12-week title in each class, they are awarded the championship outright. If two different teams win the 6- and 12-week titles, the champion will be determined in a shoot-off. The trapshooting director will coordinate the date and time of the shoot-off, which will be held the week following the league's completion. A coin flip determines which team shoots first in the shoot-off. Both teams will then proceed to shoot two rounds of trap: the first round from the 16-yard line and the second from the team average for that class. The team that breaks the most targets wins the class championship.



### **IMPORTANT SHOOTING NOTICE:**

Shotgun shooting at the Oregon Sportsman's Club is strictly regulated by a conditional use permit jointly issued by the Dane County Zoning and Land Regulation Committee and the Town of Dunn. A list of shotgun shooting dates must be made available to the Town of Dunn and its residents after March 1 of the event calendar year. Shooting during unauthorized times will jeopardize our relationship with our neighbors and endanger the club's existence. As a result, shooting hours are restricted to the following:

- » **Monday, Tuesday, and Thursday evenings from 6 PM to 9:30 PM**
- » **Trap and skeet shooting on two designated Saturdays per month from 9:30 AM to 2:30 PM**
- » **A maximum of four single-day shooting events per year**

Failure to adhere to the posted hours could result in the loss of shotgun shooting privileges. Shooting at any time other than posted hours is strictly prohibited. Shooting on a federal holiday is prohibited. Hunter Safety courses are not restricted.

### **OUR RULES AND TRAPSHOOTING ETIQUETTE:**

1. Eye and ear protection are required.
2. No shot size larger than 7½ will be permitted.
3. No consumption of alcohol or drugs is allowed prior to shooting.
4. All guns must have the action opened and contain no live or empty shells at any time, except while the shooter is on the firing line. A break open gun's action may be closed when it is in a gun rack but it shall not contain a live or empty shell.
5. As a safety precaution, test shots will not be permitted under any circumstance.
6. Do not point your gun at another shooter at any time, even if you think it is unloaded.
7. On the firing line, always keep your gun pointed toward the ground and down range.
8. Off the firing line, keep your action open.
9. Always keep your muzzle pointed in a safe direction and treat every gun as if it is loaded at all times.
10. The chamber is to be empty at all times, except when at the firing line and preparing to fire.
11. Shooters are almost always happy to have you look at their guns if you ask for permission first. Do not pick up another shooter's gun from the gun rack and handle it without first asking for his or her permission.
12. A contestant shall place a live shell in his or her gun only when on a post facing the traps.
13. A contestant may hold his or her gun in any position when it is his or her turn to shoot. The contestant must in no manner interfere with the preceding shooter by raising his or her gun to point or otherwise create an observable distraction.
14. All guns used by contestants must be equipped, fitted, and utilized so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.



15. All persons, including competitors, referees, scorers, and trap personnel, must wear appropriate eye and hearing protection while on the trap field.
16. While not prohibited, the practice of resting the muzzle of a shotgun on a shooter's toe is ill-advised and consequently discouraged.
17. Be ready when your squad is called and when it is your turn to shoot.
18. Do not lean over after each shot to pick a shell out of a box on the ground or to retrieve empties.
19. Keep your shells in an easily accessible location on your person. Do not place shells where you need to stoop over to retrieve them. It is distracting to other shooters on the squad.
20. Do not raise your gun until the shooter ahead of you has fired.
21. Avoid any unnecessary movement on your post that may interfere with or distract other shooters.
22. Remain on your post, standing facing the trap quietly, until the fifth man has fired and then move to the next post.
23. At the end of the round, remain still on your last post facing the trap until the last man has fired the last shot.
24. If you are the leadoff, do not fire until you have checked and ensured that all the members of the squad are on their post and are ready to fire after each change of post.
25. Never load your gun before changing positions. When moving from post five to post one, turn to the right to avoid bumping guns with the shooter coming from post four.
26. When moving from post five to post one, always walk behind the other shooters.
27. Load only one shell at a time. If a delay occurs, remove the shell(s) from the chamber.
28. Close your gun only when you are on the post and facing the trap. Close it only when you are preparing to shoot and avoid distracting other shooters when doing so.
29. Do not allow ejected shells from your gun to hit or annoy the other shooters.
30. Unnecessary talking on the firing line is prohibited. A cell phone is not required to call for targets. If you have a cell phone, place it in silent mode or, even better, leave it in your bag.
31. When not on the firing line, keep your voice down when you are near other squads who are shooting. Remember other shooters on the squad and adjacent traps deserve to shoot undisturbed.
32. Coaching is not allowed at any time when shooters are on the line.
33. Time your shooting to establish a rhythm in the squad.
34. Be a Sportsman at all times. If you are shooting well, others are aware of it, and you don't need to brag. By the same token, if you are having a bad day, accept it without complaint or displays of anger. Don't behave in a manner that may interfere with the other shooters.
35. Above all, have fun, and treat every shooter the way you would like to be treated.



#### TRAPSHOOTING TERMINOLOGY:

- **Average** – The percentage of targets a shooter hits divided by the total number of shots taken.
- **Broken Target** – a) A target that flies from the traphouse in pieces. It is declared a “no target” whether the shooter shoots at it or not, and another bird is thrown. Even if the shooter hits the no target, it will not count. b) A whole target which the shooter hits and is scored as “dead.”
- **Call** – A signal given by the shooter for the release of the target. Usually the word “pull,” but any sound may be used.
- **Dead** – The term used for a target broken by the shooter.
- **Field** – The trap field. Refers to the entire layout of the trap and shooting positions.
- **Handicap** – Singles targets that are shot at by shooters standing a minimum of 16 yards and a maximum of 25 yards from the trap.
- **Lost** – The term for a target missed completely or only “dusted.”
- **No-Bird** – The call given by the referee when the shooter does not have to fire at a target. Ex. A target thrown from the trap that was already broken.
- **Pigeon** – A clay pigeon or the target.
- **Singles** – Targets that are shot at by shooters standing 16 yards from the trap. One shot is fired at each target.
- **Squad** – A group of shooters (five persons or less) who shoot together at one trap in rotation.
- **Straight** – The breaking of all targets in an event.
- **Trap** – The device used to propel the target.
- **Traphouse** – A structure 2 ½ feet below the ground 16 yards in front of the station that houses the trap and a supply of targets.



## TRAP LEAGUE SCORE SHEET

TEAM: THE AVENGERS

DATE: 6-18-2015

SCOREKEEPER: Jim Smith

SHOOTERS NAME	ROUND 1	ROUND 2	TOTAL
1 KEN DOE	20	19	39
2 BILL DOE	14	17	31
3 MIKE SMITH	24	23	47
4 JOHN DOE	23	23	46
5 BILL SMITH	25	22	47
FINAL TEAM SCORE			210

SHOOTERS NAME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	TOTAL
1 KEN DOE	/	/	/	0	/	/	/	0	0	/	/	/	/	/	/	/	/	0	/	/	0	/	/	/	/	20
2 BILL DOE	0	/	/	0	0	0	/	/	/	/	0	0	/	0	/	/	/	0	/	/	0	0	/	/	0	14
3 MIKE SMITH	/	/	/	/	/	/	/	/	/	/	/	0	/	/	/	/	/	/	/	/	/	/	/	/	/	24
4 JOHN DOE	/	/	/	/	/	0	/	/	/	/	/	/	0	/	/	/	/	/	/	/	/	/	/	/	/	23
5 BILL SMITH	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	25
ROUND ONE TOTAL																										106
Round One Total:		78-82	83-87	88-92	93-97	98-102	103-107	108-112	113-117	118-122	123-125															
HANDICAP YARDAGE:		16	17	18	19	20	21	22	23	24	25															

SHOOTERS NAME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	TOTAL
1 KEN	/	/	/	0	0	/	/	/	/	/	/	/	/	/	/	0	/	/	/	/	0	0	/	/	0	19
2 BILL	/	/	0	/	0	0	/	/	/	/	/	0	0	/	0	/	/	/	0	/	0	/	/	/	/	17
3 MIKE	/	/	/	/	/	/	/	/	/	/	0	/	/	/	/	/	/	/	/	/	/	/	/	/	0	23
4 JOHN	/	/	0	/	/	/	/	/	/	/	/	/	/	/	0	/	/	/	/	/	/	/	/	/	/	23
5 BILL	/	/	/	/	0	/	/	/	/	/	/	/	0	/	/	/	/	/	/	/	0	/	/	/	/	22
																					ROUND TWO TOTAL					104

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### EXAMPLE SCORESHEET:

The first round score of 106 means the team shoots from the 21 yard line for their second round.

X or / signifies a dead target. 0 signifies a lost or missed target.