



Trapshooting League Rules – May 2024

The first half of the league will be shot as usual: Start at the 16-yard line for the first round of the evening and use total points divided by the number of shooters to determine the yardage for the second round. Once the first half of the league is completed, I will arrange teams into the different classes based on their scores.

This year the OSC sent around a poll requesting feedback on whether to run the second half of the season as we have in years' past or try something new. The majority of the responses came back in favor of trying something new. Accordingly, the second half will operate as follows: Each team will shoot their first round of the night at the 16-yard line. The second round of the night will be shot at the yard line designated for the class the team is competing in:

AA 23 Yards

A 21 Yards

B 19 Yards

C 17 yards

D 16 yards

Missing Teammates -

For teams with only four shooters, we will take the team's average and subtract 3 birds for the fifth (phantom) member's score. Any team with less than four will be scored based on the three shooters' scores, with no points awarded to the missing shooters.

If a shooter from a team fails to make up for a missed night, their score will be their historical average minus 3 birds. If a team has a member that can no longer shoot for the remainder of league due to circumstances outside their control (recent surgery/moving a distance away, etc.), as determined at the discretion of the club, we will average their historical scores and subtract 3 birds for the rest of the season. In other words, their average will not continue to decline each time they miss a night.

Shoot Offs -

The league is broken up into two halves. For each class if there is a different team leader in the first half than the second there will be a shoot off. If there are absences on the day of the shoot off, absent teammates will take the average score of their team on the night of the shoot off minus three birds. The goal here is to try and balance fairness concerns with the reality that this league is not a career; sometimes life gets in the way. Please do not try and game the system.

The team shoot off format will be one round of trap from the second-round yardage designated for their class during the second half of league. Top guns will be established by total score over the course of both halves. In the unlikely event we have a tie, there will be a shoot off. The Top Gun shoot off format will be one round of trap from the average of the second-round yardage designated for each shooters' class during the second half of league.



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.