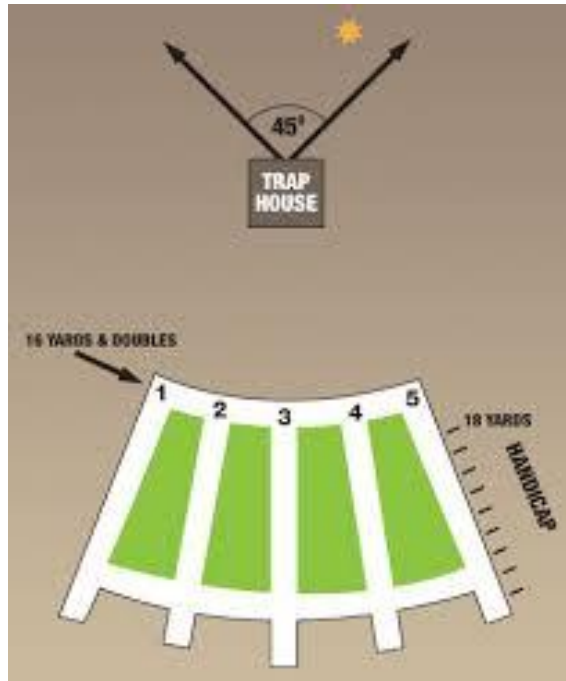




Trap Line Training Manual

THE TRAP FIELD



Above: A trap field with 5 firing positions, yard lines, and trap house.

**Singles and Doubles events are shot from the 16-yard line.
Handicap events are shot from distances of 18 to 27 yards.**

There is to be no more than 2 yards difference between adjacent shooters in a squad, and no more than a total difference of 3 yards in a squad.

For 18, 19 & 20 yard shooters, this is modified to 1 yard between adjacent positions, and 2 yards total in a squad.

Each shooter must keep their feet behind the designated yard line.

There are 5 firing positions, numbered 1 to 5, left to right, spaced about 3 yards apart. Each shooter shoots 5 shots from each firing position in a round, or sub-event of trap for a total of 25 shots.

For handicap shooting, the scorer's chair should be placed behind the greatest distance being shot in a squad. In singles and doubles, the scorer's chair should be placed in the middle of the trap, 3 yards behind the firing line.

In handicap events, the scorer may have to move the chair for every squad. Check with each squad as they are preparing to shoot and ask the greatest distance being shot in their squad. Move the chair accordingly.

SCORE SHEETS

Let's take a close look at the score sheet you will be using. For more detailed information on scoring read Section VII in the ATA rulebook. Ask your instructor for a score sheet. Individual gunclub score sheets may vary.

Score Sheet Overview

The official score is the record kept on the score sheet furnished by the gun club or the ATA. The score sheet gives an account of the ruling for each scored target in the event. The official score sheet must be available for shooter inspection at all times.

The score sheet is generally about 12" high by 24" wide. It is divided into four (4) sub-events, which are numbered 1st trap – 4th trap. There are two (2) sub-event sections on each side of the score sheet. The same score sheets are used for handicap, singles and doubles events.

Each sub-event section has a place to record the scorekeeper's name, the total score for that sub-event, the shooter's name (only recorded on the first sub-event), the class or yardage, the results of each shot or doubles pair and the squad leader's initials.

SQUAD No. _____ DATE _____		EVENT No. _____ STARTING TRAP _____										
No.	Total	NAMES	Class Hdcp.	1	2	3	20	21	22	23	24	25
1st TRAP	1		Class Hdcp.									
	2		Class Hdcp.									
	3		Class Hdcp.									
	4		Class Hdcp.									
	5		Class Hdcp.									
2nd TRAP	1		Class Hdcp.									
	2		Class Hdcp.									
	3		Class Hdcp.									
	4		Class Hdcp.									
	5		Class Hdcp.									

Scoring Area - The scoring area of each sub-event section is divided into 5 rows and 28 columns.

Rows - There are 5 rows, one for each squad member's scores. The rows have a horizontal line in the center for scoring doubles.

Columns - There are 28 columns. The first column is the shooter's score for that sub event, next is the name block for the shooter followed by the class or yardage of the shooter. Leave this column blank for singles and doubles.

Next are 25 numbered columns to record the result of each shot or doubles pair. The 25 columns are grouped into five (5) columns by a heavy vertical line to indicate the five (5) targets shot from each trap position in the sub-event.

The number of targets a shooter shoots at each trap position depends on whether the sub-event is a 25 or 50 target sub-event.

Each squad member shoots at 5 or 10 targets in singles and handicap and five (5) pairs of targets in doubles at a trap position before moving to the next position.

After each shooter shoots at their targets (or pairs) for the sub-event, the squad moves to the next trap.

For doubles events, write the result of the first shot in the top of the score box and the result of the second shot in the bottom of the score box.

In singles and handicap, write the result of the target in the entire score box.

Upon completion of each sub-event, write each shooter's total score in the Total column.

The highest possible score in a 25-target sub-event for singles and handicap is 25.

This is five (5) shots at each of the five (5) positions in a trap.

The possible score for a 50-target sub-event is 50, with ten shots at each of the five positions.

The highest possible score in a sub-event for doubles is 50. This is 10 targets (5 pairs) shot at each of the five (5) positions in a trap.

You may find scoring to be quicker by counting the number of targets missed and subtracting from the total targets shot at during the sub-event.

The No. column is the position at which each shooter starts shooting, and also indicates the shooting order. The squad leader is #1 and shoots first.

Scoring Procedure

As the scorer, you must keep an accurate record of each shooter's score on the score sheet.

General scoring guidelines:

1. For a 'dead' target, mark a '/' (slash), 'x' or 'I' (straight line) in the shooter's score box.
2. For a 'lost' target, mark a 'O' (zero).
3. For a failure to fire in the case of a gun malfunction, mark an 'F' with either a '1' for the first incident or '2' for the second incident. Mark the scored target in the same score box. In both instances, the shooter is allowed to shoot over and the result is then scored. Any additional Failures to Fire in the same sub-event are scored as "lost".
4. When there is something wrong with the target, resulting in a 'no target,' no score is entered, and you are to announce "NO TARGET".
5. If you need to change a score, mark out the incorrect score, mark the correct score, write the word 'dead' or 'lost' for clarification of the corrected score.

Scoring is done by working down the columns. The squad leader shoots at his target (or target pair) first. Then each shooter on the squad shoots in turn according to their number.

Score each shooter in their numbered row in the appropriate target column. If there are less than 5 shooters on the squad, draw a line through the row(s) that have no shooters after assuring that there are no late shows.

After all shooters have shot at their target (or pair), the squad unloads and rotates to the next position in the trap.

When the squad leader shoots again, go back to the top and score in the next column.

Total the scores after all squad members have completed their sub-event. The squad leader initials or signs the score sheet and carries it to the next trap. When the event is completed, the score sheets are left at the last trap to be handled by the gun club personnel.



The remainder of this manual covers the following topics:

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Read through each topic thoroughly .There are many safety instructions as well as procedures and rules to follow.

A. Loader Introduction

Trapshooting is a sport in which an individual shooting a shotgun attempts to break clay targets thrown by a machine. In trapshooting, two valuable people are needed: the loader and the scorer. The loader loads targets on the machine that throws the target. The scorer releases the target and records the result when the shooter attempts to break it. The quality of any trapshooting event depends on the abilities and teamwork of the loader and scorer.

As a loader, you have critical duties and responsibilities.

- Carefully place good, whole targets on the machine.
- Keep activity around the trap house to a minimum.
- Be safety conscious. If you need assistance, put up your safety flag or cone and the scorer will come out to the trap house.

In preparation for learning how to become a loader, first read the Equipment & Terminology section. You must be familiar with the trapshooting surroundings.

Thoroughly study Loading Instructions.

A Typical Day details your daily routine, additional responsibilities and a summary of safety rules.

B. Safety for the Loader

The scorer and loader are a team working together to get the targets in the air for the shooters. There are some precautions you must exercise to keep you and the loader safe.

1. If there is a problem or the loader has raised the 'no fire' sign, leave the chair and investigate.
 - Make sure all shooters on the line know you are going forward, and they have unloaded and opened their guns before you approach the traphouse.
 - Walk, don't run, and always approach the traphouse from the right (control box) side as you are looking at it from the firing line.
 - If you find it necessary to talk to the loader keep your body away from the front of the traphouse until the loader releases the trap arm.
 - Keep movement around the traphouse to a minimum.
2. Be considerate of the loader.
 - Inform your loader of breaks but otherwise keep travel to the traphouse to a minimum.
 - No one should stay around the traphouse area during breaks or at the end of the day. It is distracting to shooters on adjacent traps.

C. Reporting For Work

- You are to report to the assigned place at the time assigned your supervisor. Be sure you are present when the supervisor checks roll. If for any reason you are unable to report, be sure to call the A.T.A. office first thing in the morning.
- Dress for your job, look neat. Your appearance is essential in commanding respect from the shooters. You should wear appropriate clothing to protect yourself from the elements and yet present a good appearance. Rain gear should be considered as stand-by equipment. **SHOES MOST BE WORN AT ALL TIMES --- AS WELL AS EYE AND EAR PROTECTION!**
- You should bring your food for the entire day in a cooler if at all possible. Also, bring bottles of water to drink throughout the day.
- KNOW THE RULES; Keep your rule book with you. **POSITIVELY NO SCORES WILL BE CHANGED AFTER THE SHOOTER HAS SHOT AT THE FIRST TARGET AT THE NEXT POSITION.** Assure that the shooter can see the board so he can check his scores during each change.
- You will be assigned to a trap each morning where you will find all the equipment you will need. (scoresheets, etc.)
- Report to your assigned trap and make sure everything you need is there and working.
- There will be a team of one scorer and one loader assigned per trap, with a relief team to every four traps.
- Stay in your trap area except when being relieved. Do not trade jobs with anyone unless told to do so by the supervisor in charge.
- You are to return to your post when your relief time is up. **DO NOT BE LATE** or the relief will be thrown off schedule.
- Do not go out to the trap house except in the performance of your duties as scorer/referee, and do not stay in the trap house area longer than necessary.
- Communicate with the loader and take some responsibility for each other. Watch out for safety in every way, both for yourselves and the shooters.

D. Starting a Squad and Event:

- Be sure that you have the right sheet and right event for each squad. Ask each squad what number it is. Also be sure to write your name in the space provided. Make sure the squad on your trap is the same as the scoresheet is marked.
- Protect score sheets and squad number boxes at all times. In case of rain fold the umbrella.
- Do not let shooters walk from one station to another with the gun closed or with a shell in the gun even if the gun is open. The shooter from station #5 is not to walk in front of the other shooters when walking to station #1.
- If a shooter fails to report to the firing line when called, the Bank Supervisor may direct you to start the shooters who are there. When you are sure a position is empty, run a line through it on the scoresheet. If the missing shooter arrives during or immediately following the first position's shooting let him fire his five shots after the remainder of the squad has completed their initial five. Do not let a shooter join his squad after the first rotation. Tell him to report to the practice trap supervisor after he has completed the remainder of the event with his squad. A shooter cannot join his squad after the start of the 3rd sub-event.
- Be careful and accurate. Identify the lead-off man in the squad (Squad Leader) and keep track of him. Stop the shooting if you get mixed up. Call targets quickly after the shot is fired so as not to interfere with the next shooter. Call changes after number five shooter has fired his last targets. ("Change please" or "Squad out" or "Please rotate").
- When scoring, do not talk to anyone. Do not allow anyone to talk to you. Do not allow anyone to stand near you and talk. You will be blamed for the poor scoring, not them. Ask them to please move away. Be respectful but firm. If they still interfere so that you cannot perform your duties without interruption, the best thing to do is to stop

the squad and tell the offender they must clear the area so the squad may progress. Spot your lead-off shooter each time he shoots to check on the correct order.

- Call all lost targets. Be sure the "lost" is said distinctly but not yelled out so loud that it startles the next shooter or causes the release of extra targets.
- Call scores after the number five shooter has shot his last target (example: "5,4,3,4,5" or if all shooters have broken the same number, call "all" and the number).
- If you have a disputed target that must be changed, be sure to make the change and write the word "dead" or "lost" in the space. When a shooter must withdraw because of a broken gun, etc., run a line through his remaining squares and write in the reason so the score board can keep the correct information.
- The lead-off man should sign the scoresheet when the squad has completed shooting on your trap. Add the scores on the sheet.
- When calling for a Line Supervisor or Trap Mechanic, wait for an acknowledgment before leaving.
- If you believe that shooters are claiming targets for each other, or if there is any other questionable behavior, at your first opportunity you should call for a Line or Field Supervisor to take care of the matter. Make as little fuss as possible. At least make the Supervisor aware of your suspicions so that the squad can be monitored on the rest of the traps.
- Inform any shooter who has to shoot make-up targets to report to the Make-up traps, which are located next to the Practice Traps at the west end of the trapline.
- Give completed sheets only to the persons collecting them. Put your completed sheets in the box immediately. Roll the sheets properly before you place them in the box. Please do not crumble, crunch, tear, or mutilate them.
- Scoring Doubles: It is easier if you do not try to guess from a shooter's gun position which target he is going to shoot first. Score doubles targets in the order they are shot at: 0/or /0. All doubles shots are called: "dead-lost," "lost-dead," "dead-a-pair," or "lost-a-pair."

E. Voice Release Systems

One of your duties as a scorer is to be responsible for the voice release system. Carefully read the following instructions to become familiar with its operation. These instructions are specifically for operating a CVR. If your gun club uses a different voice release system, ask them for instructions.

1. Always be safety conscious. Your safety and that of your loader are most important.
2. The red button on the voice release system will always throw a target.
3. Always turn off the voice release system when the squad is changing positions or when you leave your chair.
4. Always turn off the voice release system between squads.
5. The system will shut down automatically after two (2) minutes of non-use. Toggle the on/off switch to reactivate the system.
6. Turn the voice release system off between post changes. This allows the shooters to talk or move the mikes without throwing a target. Turn the mikes back on when the squad leader (#1 shooter) is on his post.
7. The best position for microphones is pointing straight toward the shooter at a upward 45 degree angle. Some shooters will adjust them to their preference. However, if you get a lot of false target releases due to calls from adjacent fields, turn them back to a 45 degree angle.
8. The red light on the hand control indicates when the voice system is on.
9. The red light will blink when a shooter calls for a target.
10. **Never Never** "Jerk" on the handset cord or any of the microphone cords. This will separate the wire connections inside the cord.
11. If the shooter calls and he doesn't get a target, either the trap is empty, the machine is broken or the system is turned off. Call the bank supervisor.
12. At the end of the day, lay the microphones down. **Bell Down** completely on the concrete walkways.
13. Some calls that stretch out or are not loud enough will result in a 'no target.'
14. There is a built in 1.8-second delay between firings to allow time for the trap machine to reset. If the shooter calls too fast after the last shooter, he might get a slow pull or a 'no target.'
15. It is possible to get a 'slow pull' from voice activated systems. While rare, it does happen. If the shooter turns it down, he should be allowed to call again. If he persists by claiming three (3) or four (4) pulls as too slow, call the line supervisor.
16. It is also possible for a shooter to get what he perceives as a 'fast pull.' This is also very rare and is usually caused by another shooter making a noise that sets off a target accidentally. In this case the shooter is allowed to repeat his call. If this issue persists, call the bank supervisor.
17. Do not move control boxes by pulling the wires. Move the box first and then adjust the wires accordingly. Do not move microphone stands by the microphones. Pick them up by the metal pole.
18. Lay out the cables carefully and try to get any twists out before plugging them in. It will make your job easier switching from singles to handicap and back to doubles.

F. Before Leaving Each Day

- See that your trap area is cleaned up back to the sidewalk. Tip your scoring bench on its front support to protect it from the birds.
- Do not lay charis down that have scoresheets in their tubes.
- Empty hulls should be picked up at the end of the day or during the day if possible and placed on top of the traphouse. Relief crews will assist in the cleaning of trap areas. Do not pick up hulls while shooters are shooting on the trap. Also, be attentive to the shooters on adjacent traps when securing your area. Keep the noise levels down, which means only quiet talking and no tossing of hulls into the boxes. Do not mix the trash with the empty hulls. Keep empty hulls as clean as possible from dirt, grass, and other debris.
- At the conclusion of shooting, put the scoreboard in the trap house.
- Release the trap arm before trap is turned off for the day.

G. Scorer's Safety Rules Summary

Above all other responsibilities of your job, safety is the most important.

1. EAR AND EAR POTECTION IS REQUIRED FOR SCORERS AT ALL TIMES.

2. Be safety conscious at all times. Watch out for yourself, the loader, and the shooters.
3. No smoking is permitted while you are scoring.
4. When the shooters move to the next post, call "Rotate please." It is your responsibility to see that the guns are unloaded and open before allowing the shooters to rotate to their next position.
5. Insist that the trap area is quiet -no talking -when you are pulling and scoring.
6. If you go to the traphouse, make sure all shooters have their guns unloaded and open.
7. In handicap sub-events, keep you chair behind the greatest distance being shot in the squad.
8. In singles and doubles, keep your chair 3 yards behind the firing line.

H. Scorer's Notes

If you get lost, confused, or make a mistake, turn off the voice release system, **STOP** the shooting and clear it up - **NOW!**

TARGETS (Page 45-47)

Legal Targets-Scored as "DEAD" if shot & hit/Scored as "LOST" if shot & missed

Broken Targets-A target thrown broken , even if shot at, is never scored

Illegal Targets-Only scored if shot at-if not shot at, ruled as "NO TARGET"

- Targets are scored or called as "DEAD," "LOST" or "NO TARGET"
- Make your calls of "LOST" & "NO TARGET" loud enough for the shooters to hear

LOST TARGETS (Page 26-31)

No Visible piece broken from it (VII.C.1)

Missed shots fired at Illegal Targets (VII.C.3)

Soft load when shot cup/wad clears the barrel (VII.C.7)

Two shots at the same target in Doubles (VII.C.6)

Voluntary withdraw or DQ after shooting at least one shot-all remaining targets "LOST" (VII.C.4)

FAILURE TO FIRE (Page 29)

Marked as "F1" or "F2" in box with shot score on score sheet

Ruled as a "NO TARGET" and "do over" for the shooter

Third, or more, FTF in a sub event-scored a "LOST" target(s)

Two allowed per sub-event (VII.D.1)

Gun/Ammunition malfunction (soft load: when wad does not clear the barrel) (VII.C.7 & VII.D.3)

Doubles-No shot at first target or first target "DEAD" & second target FTF-"NO TARGET" (VII.D.2)

Doubles-If shoot at first target-and miss-no FTF allowed on pair (VII.D.2)

NO TARGETS (Singles & Handicap) (Page 29-31)

Allowable Failure to Fire (VII.E.1)

Target thrown broken (VII.E.2)

Legal Target thrown with pieces of another broken target (VII.E.3)

Shoot out of turn (VII.E.4)

Two Shooters at the same target (VII.E.5)

Fast/slow pull (VII.E.6)

Two targets thrown in Singles or Handicap (VII.E.7)

Illegal Targets-if not shot at (VII.E.8)

NO TARGET (DOUBLES) (Page 29-31)

Only one target thrown (VII.E.11.a)

More than two targets thrown (VII.E.11.b)

Either target thrown broken-whether either target is shot at, or not (VII.E.11.d)

Either target thrown is illegal (if no shot is fired at first target) (VII.E.11.f)

(If shot is fired at first target and missed, score the pair as shot) (VII.E.11.f)

Targets scored which a shooter contests/questions must be contested before shooter leaves the shooting post, or before the shooter leaves the trap.

Squad Leader (the shooter on the first shooting position, to the scorer's left while facing the traphouse) may be called to help with scoring problems. Squad Leader must confirm scores for the squad and sign or initial the score sheet, before the squad leaves the trap.

IF YOU HAVE A PROBLEM, CALL A SUPERVISOR!

I. Gun Safety Guidelines

Safety is always the primary concern when handling firearms, whether the guns are located in the home, at the range, or in the field. Our gun safety outline is based on NRA guidelines.

This document discusses the following topics:

Major Causes of Gun Accidents

Basic Elements of Gun Safety

Fundamental Gun Safety Rules & Other Important Safety Rules For Using/Storing Guns

Major Causes of Gun Accidents

The primary causes of gun accidents are ignorance and carelessness.

1. Ignorance of firearm safety or operation
2. Carelessness when handling guns

Basic Elements of Gun Safety

There are three (3) basic elements of gun safety:

1. Knowledge-knowing and understanding the gun safety rules. Know how guns and ammunition operate and how to handle them safely.
2. Skill -handling firearms safely by applying the gun safety rules. Skill is perfected through practice.
3. Positive attitude-always use your knowledge and skills every time you handle a gun. Safety is always the first and foremost principle when handling firearms.

Fundamental Gun Safety Rules

The following three (3) rules are the primary gun safety rules:

1. Always keep the gun pointed in a safe direction.
 - A safe direction means that if it were to go off, it would not cause injury or damage. The key to this rule is to control where the end of the barrel is pointed at all times.

2. Always keep your finger off the trigger until ready to shoot.
 - Rest your finger outside and above the trigger guard alongside the frame or stock. This prevents inadvertent action of the trigger.
3. Always keep the gun unloaded until ready to use.
 - Whenever you pick up a gun, immediately engage the safety, remove the ammunition source, open the action and look into the chamber(s) and magazine area which should be clear of ammunition.
 - Some guns require the safety to be disengaged to work the action to unload.
 - If you do not know how to open the action or inspect the action for ammunition, leave the gun alone and get help from someone who does.

Other Important Safety Rules When Using or Storing Guns

Besides the three fundamental rules, there are other safety rules that apply when using and storing guns.

1. Treat every gun as a loaded gun.
2. Know if the gun is loaded.
3. Be sure the gun is safe to operate.
4. Know how to use the gun safely.
5. Use only the correct ammunition for your gun.
6. Be sure the gun barrel is clear of obstruction.
7. Don't alter or modify your gun.
8. If the gun fails to fire, handle it with care.
9. Don't rely on your gun's safety.
10. Wear eye and hearing protection as appropriate.
11. Know your target and what is beyond.
12. Walk behind other shooters -never in front of them.
13. When moving, keep your gun unloaded and open.
14. Be aware when the safety flag is raised from the traphouse.
15. Never use alcohol or drugs before or while shooting.
16. Store guns so they are not accessible to children and other unauthorized persons.
17. Be aware that certain types of guns and many shooting activities require additional safety precautions.

If you have any questions at all about gun safety, ask your range or gun club.

J. Shooter Safety Rules

As a shooter, you are responsible not only for your safety, but the safety of others. This section lists important safety precautions and other rules to follow during shooting events. For additional information, see rule book pages 15-17.

1. Movement and exposure on adjacent traps should be kept to a minimum.
2. The practice of tracking targets behind a shooting squad is unsafe, disconcerting to the shooter, and is not permitted.
3. Alcohol and drugs impair judgment and the A.T.A. rules pertaining to alcohol and/or drugs, must be enforced by club management. This rule shall be strictly complied with and shall apply to practice shooting as well as regular events.
4. In handicap there shall be no more than two yards difference between adjacent shooters in the squad and no more than a total difference of three yards in a squad.
5. A gun, which for any reason fails to fire as intended, must be promptly opened without any determination by the referee of the cause of the failure to fire.
6. All guns must have the action opened and contain no live shell or empty shell at any time, except while the shooter is on the firing line.
 - The gun's action may be closed when it is in a gun rack, but it shall not contain a live shell or empty shell.
 - Repeat violators of these rules will be given a 30-day suspension upon a second violation of these rules; a third violation of these rules will result in a 90-day suspension; and further violation will be reviewed by the Committee for further disciplinary action.
7. As a safety precaution, test shots will not be permitted.
8. A contestant shall place a live shell in his gun only when at a firing point facing the traps.
 - In singles shooting, he may place only one live shell in his gun at a time and must remove it or the empty shell(s) before moving from one position to another.
 - In doubles shooting, he may place two live shells in his gun at a time and must remove both live shells or the empty shells before moving from one position to another.

- In changing from one position to another, the shooter shall not walk in front of the other competitors.
9. Snap caps or recoil reduction devices may be excluded from the above only if colored a safety orange as to permanently identify them as not being a live shell or empty shell.
10. All guns used by contestants must be so equipped and so used as not to eject empty shells in a manner to substantially disturb or interfere with other contestants.

The management may disqualify a contestant for violation of these rules.

K. Equipment & Terminology

Ammunition- shells; rulebook, page 48

A.T.A. - Amateur Trapshooting Association; governing body for the sport of American-style trapshooting

Bank - a group of four (4) trap fields

Broken Target – target comes out of the house with either a small piece broken off or the entire target is shattered, and is considered a “No Target”

Chair - where the scorer sits during the event; position is behind greatest shooting distance of squad

Dead Target - broken target; target shot at and hit; marked as a “I” or “/”, rulebook, page 27

Doubles -shot from 16-yard line; shooter shoots at two (2) targets on each pull; score both targets; rulebook, page 18

Event - the total targets of a specific type, such as 16 yard, handicap, or doubles; rulebook, page 18

Failure to Fire Rule - gun malfunction; also used in cases of misfire, broken gun, flinching. Two failures to fire are allowed per sub event (No matter how many target per sub event) all subsequent failures to fire are scored as “Lost “target. rulebook, pages 28-29

Field Supervisor - person in charge of an area of designated traps; during large shoots, there may be several supervisors responsible for their trap line assistants

Flights & Angles - a singles target is thrown a distance of 48 - 52 yards long; a doubles target is thrown a distance of 44 - 52 yards; targets, whether singles or doubles, are thrown between 8 - 10 feet high at 10 yards from the trap; a target is ruled illegal if thrown 27° outside the prescribed limits; rulebook, page 46-47

Handicap - shot from 18 to 27 yards; distance depends on the shooters handicap; 27-yard line is for the most skilled shooter; rulebook, page 20-21

Hulls - shells that have been fired

Illegal Target - target thrown 27° outside the prescribed limits; see rule book, pages 45-47

Legal Target - target qualified to be shot at and scored; see rule book, pages 45-47. For a diagram of flight and angles, see rule book pages 53-55

Line Supervisor - line official; all questions/concerns are to be directed to the line supervisor for official scoring decisions

Lost Target - target shot at and missed; marked as a 'O'; rulebook, pages 26-31

No Target - target not scored; new target is thrown; rulebook, pages 29-31

Practice Trap - designated traps for practice shooting, targets shot at the practice traps are not counted toward the competition score

Pull Cord - the hand control the scorer uses to activate the voice release system.

Scoreboard - where the squad scores are displayed during the shoot

Score Sheets - sheets used to record the shooters' scores; rulebook, page 26-28

Shoot-off - tying shooters in an event shoot to break the tie; rulebook, page 14-15

Shotgun - gun used by the shooters; rulebook, page 48

Singles - shot from 16-yard line; also called 16-yard event; shooter shoots at a single target on each pull; rulebook, pages 18

Squad - usually a group of five (5) shooters; rulebook, pages 13-14

Squad Leader - leadoff shooter in each squad; scorers use the squad leader to keep track of shooting order

Squad Numbers - numbers assigned to each squad for identification; these numbers are used to schedule their shooting times and trap locations

Sub-event - any number of targets shot on any one trap field at one time, with one full rotation on all five stations by each shooter; rulebook, pages 12-13

Targets - clay disks thrown in the air for shooters to shoot at; rulebook, pages 45-47

Trap Field - five (5) shooting positions on a single trap

Traphouse - dugout-type building where the targets are loaded and thrown. Trap machine, targets and loader are in the trap house; rulebook, page 45

Trap Machine - the machine that throws the targets into the air for the shooters; located in the traphouse; rulebook, page 45

Umbrella - attached to scorer's chair for protection from sun and rain; also protects the score sheets from rain

L. Quiz

1. A shooter flinches and does not shoot after the target is released. The scorer will call ____.
2. A shooter calls for his target and the gun fires at the same time, even though there is not target thrown. The scorer shall call ____.
3. A shooter shoots out of turn. The scorer will call ____.
4. The shooter fails to put a shell in his gun and calls for the target. The scorer will call ____.
5. A broken target is thrown, and the shooter shoots and breaks the target. The scorer will call ____.
6. A trap is sprung, and target appears without a call by the shooter. The shooter shoots at it and misses. The scorer will call ____.
7. A trap is sprung, and a target appears without a call by the shooter. The shooter shoots at it and hits it. The scorer will call ____.
8. Two shooters shoot at the same target. The scorer will call ____.
9. A target is thrown whose color is markedly different from the others. The shooter shoots at it and hits it. The scorer will call ____.
10. A target is thrown whose color is markedly different from the others. The shooter shoots at it and misses. The scorer will call ____.

Doubles Shooting Questions 11-19

11. A shooter shoots at a broken target, misses it, and then refuses to shoot at the whole target. The scorer will call ____.
12. The shooter breaks both targets. The scorer will call ____.
13. The shooter misses both targets. The scorer will call ____.
14. On his first pair, a shooter misses the 1st target and his gun misfires on the 2nd. The scorer will call ____.
15. A shooter misses the first target of his first pair but cannot operate his pump gun for the second shot because the primer fell out of the first shell and jammed the gun. The scorer will call ____.
16. A shooter breaks the first target of a pair but his automatic fails for the second time to eject the empty shell. The second target was thrown broken. The scorer will ____.
17. The first target of a pair is thrown broken. The shooter shoots at a piece, his gun doubles, and he misses the piece. The scorer shall call ____.
18. A shooter calls for a pair of targets and does not shoot because the safety is on. The scorer will call ____ unless the shooter already has two in that sub-event.
19. A shooter has gun malfunction on the first pair which is rule 'no target' under the failure to fire rule. On his next pair, he breaks the first target and the gun misfires on the second. The scorer will call ____.

(End of doubles questions)

20. It is permissible for a shooter to join his squad if he is late provided the rest of the squad has not shot more than ____ targets each.
21. In handicap shooting, a shooter is required to stand behind his assigned ____.
22. Define a 'dead' target.
23. What are the duties of a scorer at the end of the day, when all shooting is completed?
 1. ____
 2. ____
 3. ____
 4. ____
24. List three situations in which a shooter may have another pair of targets in doubles shooting.
 1. ____
 2. ____
 3. ____
25. List three situations in which a scorer will call a "no target."
 1. ____
 2. ____
 3. ____

True (T) or False (F)

26. ____ If a shooter challenges the scorer on a target and the rest of the squad indicates that they did not see the target, the scorer will call it a lost target.
27. ____ It is only permissible for the scorer to give the squad leader one free target, even if it is broken.
28. ____ A shooter may challenge his score if he has not fired the first shot at the succeeding position or has not left the trap.



NOTES