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*American Trap Rules*

*for the*

*Morristown-Hamblen Target for Healthcare Trap Shoot*

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## **GENERAL**

1. Shooters will line up behind their assigned trap house field.
2. Shooters will be courteous and keep noise to a minimum on the shooting line.
3. Shooters will be loud and decisive when calling for birds.
4. Shooters will listen and respect all commands and calls of the RSO and/or scorer.
5. RSOs will not authorize the shooters to call for the clays and begin shooting until all shooters are on the line after rotation.
6. Shooters will stop immediately if the trap house light or flag appears or “Cease Fire” is called by the RSO.
7. Shooters will clean up all empty casings after all posts are completed and the trap has finished.
8. Absolutely no shooter under the influence of alcoholic beverages or drugs will be allowed on the firing line. The RSO’s word is final on this point.

## **AWARDS**

- **Adult (over 21 age group)**
  - Top Overall Shooter
  - First Place Team
  - Second Place Team
    - First will be determined by a single round shoot off between the top two scoring teams from the initial two rounds of trap.
- **Youth (Under 21 age group)**
  - Top Overall Shooter
  - First Place Team
  - Second Place Team

- First will be determined by a single round shoot off between the top two scoring teams from the initial two rounds of trap.

## **SAFETY**

The RSO may disqualify and send from the field any contestant for violation of the following rules.

### The Three Cardinal Rules of Gun Safety

1. **Always** keep your shotgun pointed in a safe direction, preferably down range.
2. **Always** keep your finger off the trigger until you have a target and are ready to shoot.
3. **Always** keep your shotgun unloaded unless it is your turn to call for a bird and shoot.

### **Site Specific Range Rules**

1. It is the shooter's responsibility and RSO's responsibility to conduct the shoot in a reasonable and safe manner.
2. It is RSO's responsibility to remove any competitor who is conducting himself/herself in an unsafe manner.
3. It is Range Management and/or the RSO's responsibility to instruct the trap personnel in the proper and safe conduct of their respective duties.
4. All trap personnel must have a flag or other warning device to warn of any person(s) exiting from the trap house.
5. Trap personnel will be thoroughly instructed by Range Management of the potential danger of the trap (particularly the target throwing arm).
6. Movement and exposure on adjacent trap fields will be kept to the minimum.
7. The practice of tracking targets directly behind a shooting squad is unsafe, disconcerting to the shooters, and is not permitted.
8. Alcohol and drugs impair judgment and NRA rules pertaining to the usage of alcohol and/or drugs will be enforced by the RSO and Range Management. This rule shall be strictly followed with no exceptions.
9. A gun which for any reason fails to fire as intended will remain oriented down range for 30 seconds then be opened without any subsequent determination by the RSO/referee/scorer of the cause of the "FAILURE TO FIRE".
10. 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. Repeat offender(s) of these rules will removed from the competition.
11. As a safety precaution, test shots will not be permitted under any circumstance.
12. A contestant shall place a live shell in his/her gun only when on the firing line facing the traps. The shooter may place only one (1) live shot shell in his/her gun at a time and must remove it or the empty shell(s) before moving from one post to another.

13. 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 or empty shell.
14. A contestant may hold his/her gun in any position. The contestant must in no manner interfere with other shooters by raising his/her gun to point or otherwise create an observable distraction. (See rule #18.)
15. 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.
16. All persons including competitors, RSOs, referees or scorers, and trap personnel must wear appropriate eye and hearing protection while on the trap field. Failure to comply may result in disqualification.
17. No shooter shall be permitted to participate in any event while seated in or otherwise using a golf cart. Single passenger conveyances such as wheelchairs, motorized or otherwise, are the appropriate means for participating should one require assistance due to permanent or temporary disability.
18. The practice of resting the muzzle of a shotgun on a shooter's toe is ill-advised and prohibited.
19. Only competitors competing on a field at that time, the RSO, referee/scorers or other shoot officials may be on an active trap field during an active shoot, unless a safety or emergency concern arises. The RSO will govern this access.

## **FIRING POSITION AND SHOOTING ORDER**

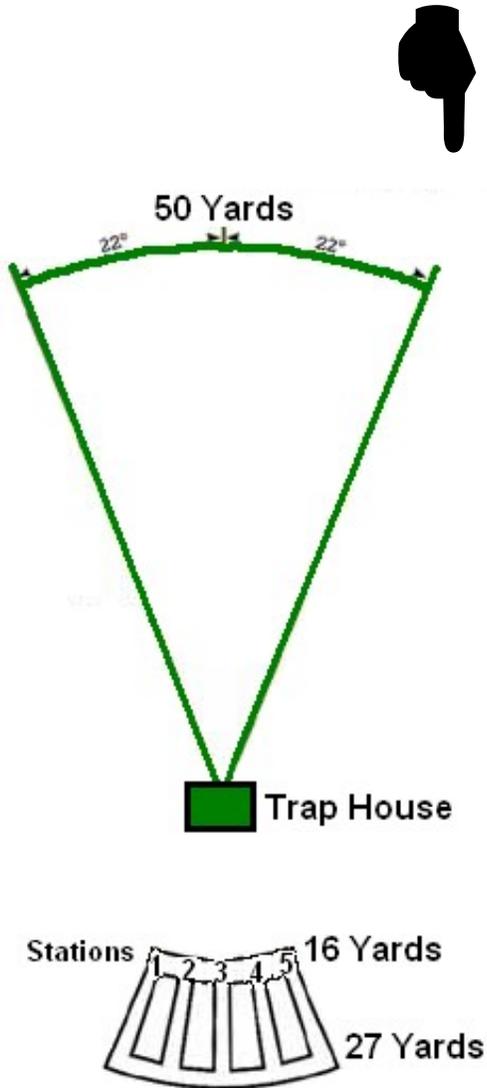
1. There shall be five (5) firing positions (posts), numbered 1 to 5, left to right, spaced three (3) yards apart, and sixteen (16) yards from the geographical center of the trap house on each trap field.
2. The RSO/referee/scorer shall not authorize shooters to call for clays to be thrown unless all contestants are in the correct positions on the firing line.
3. No person shall be permitted to enter and take part in any completed or partially completed event or events after Squad No. 1 has completed its trap.

## **SQUADDING, SQUAD LEADER RESPONSIBILITIES AND TARGET OBSERVATION**

1. In all events contestants will shoot in squads of five (5) except:
  - a. When there are less than five (5) contestants available for the squad.
  - b. When there are withdrawals from a squad after the competition has begun and squads scheduled.
  - c. When in the opinion of shoot management, the harmony of the shoot may be enhanced by squadding less than five (5) contestants.
2. It is unsafe and therefor illegal for more than five (5) shooters to be in a squad.

3. For each squad, the shooter who has been assigned to start on post 1 is designated the “Squad Leader”. If post 1 is empty, the role of the Squad Leader passes to the shooter assigned to start on post 2, and so on. The Squad Leader has the following duties:
  - a. After all squad members are present at their assigned positions on the trap field, the Squad Leader will ascertain that all squad members are ready to begin the sub-event and notify the RSO.
  - b. The Squad Leader or RSO may check the score sheet at the completion of the round.

## The Way the Game is Played



This event will consist of a shooter shooting 5 shots at each post or station from 16 yards with each shooter in order shooting at one target until all squad members have shot 5 times, and then rotating in a clockwise manner to the next post. The shooters will rotate one station to the right with the shooter at station #5 moving to station #1. The process continues until all shooters have fired 5 rounds at each station (each shooting 25 rounds on clays launched from that trap house).

Shooting will proceed as follows:

## Round 1

RSO: Instructs the squad to call when ready.  
Shooter on Station #1: Say or speak loudly **“Pull”** - a clay is launched  
Shooter on Station #1: Fires, taking the 1st shot from this station or post  
Scorer: Marks the score on the shooter’s score card  
RSO: Show clear- shooter ejects the empty shot shell leaving the action open

Shooter on Station #2: Say or speak loudly **“Pull”** - a clay is launched  
Shooter on Station #2: Fires, taking the 1st shot from this station or post  
Scorer: Marks the score on the shooter’s score card  
RSO: Show clear- shooter ejects the empty shotshell leaving the action open

Shooter on Station #3: Say or speak loudly **“Pull”** - a clay is launched  
Shooter on Station #3: Fires, taking the 1st shot from this station or post  
Scorer: Marks the score on the shooter’s score card  
RSO: Show clear- shooter ejects the empty shotshell leaving the action open

Shooter on Station #4: Say or speak loudly **“Pull”** - a clay is launched  
Shooter on Station #4: Fires, taking the 1st shot from this station or post  
Scorer: Marks the score on the shooter’s score card  
RSO: Show clear- shooter ejects the empty shotshell leaving the action open

Shooter on Station #5: Say or speak loudly **“Pull”** - a clay is launched  
Shooter on Station #5: Fires, taking the 1st shot from this station or post  
Scorer: Marks the score on the shooter’s score card  
RSO: Show clear- shooter ejects the empty shotshell leaving the action open

## Round 2

RSO: Instructs the squad to call when ready.  
Shooter on Station #1: Say or speak loudly **“Pull”** - a clay is launched  
Shooter on Station #1: Fires, taking the 2<sup>nd</sup> shot from this station or post  
Scorer: Marks the score on the shooter’s score card  
RSO: Show clear- shooter ejects the empty shotshell leaving the action open

RSO: Instructs the squad to call when ready.  
Shooter on Station #2: Say or speak loudly **“Pull”** - a clay is launched  
Shooter on Station #2: Fires, taking the 2<sup>nd</sup> shot from this station or post  
Scorer: Marks the score on the shooter’s score card

RSO: Show clear- shooter ejects the empty shotshell leaving the action open

Etc. until five targets have been fired upon from the shooter at each station or post. Then the shooters will rotate one station to the right with the shooter at station #5 moving to station #1. The process continues until all shooters have fired 5 rounds at each station (each shooting 25 rounds on clays launched from that trap house).

## **PROCEDURE**

1. The official score is the record kept by the referee/scorer on a sheet furnished him/her by shoot management. The referee/scorer or RSO will determine whether a target is "DEAD" or "LOST". The score sheet shall show the scores earned in the event.
2. The referee/scorer shall keep an accurate record of each score of each contestant. If he/she rules "DEAD" or "LOST", the referee/scorer shall promptly mark X for "DEAD" and 0 for "LOST" on the score sheet. Any target scored other than clearly with X or 0, or which appears to be scored, with both an X and 0, shall be "LOST", unless the word "DEAD" is clearly printed beside it. The scores of the competition shall be official and govern all awards and records of the competition.
3. The referee/scorer shall distinctly announce "LOST" when the target is missed and "NO TARGET" when no target is thrown or a target is thrown broken. The referee/scorer shall call the result of all targets "DEAD" or "LOST".
4. When the referee/scorer calls "NO TARGET" for any contestant, the next contestant shall not shoot until the first shooter has shot and the referee/scorer has ruled "DEAD" or "LOST".
5. It is the duty of the referee/scorer and RSO to see that the shooters change posts at the proper time; however, any targets shot after failure to move at the proper time shall be scored "LOST".
6. Inadvertently skipped posts. A shooter is required to shoot the requisite number of targets from each post (5 as specified by shoot management). If a shooter inadvertently skips a post he/she or any member of the squad shall not be deemed to be out of turn but will be required to shoot the specified number of targets from the skipped post. All targets shot will be scored, but no more than the specified number per post will be scored.
7. To preserve the harmony of the competition, no member of a squad shall move toward the next post or leave the field until the squad member who is last has fired his/her final shot of the current post's specified number of targets.
8. The official score sheet will be available for shooter inspection at all times.
9. It is an error if the referee/scorer fails to properly mark the results of any shot in the section of the score sheet where the results should be recorded. In such cases it is the duty of that contestant to have any error corrected before he/she has fired the first shot at the next post or in the case of his/her last post before leaving the trap. If the shooter fails to have the score corrected, the recorded score(s) shall remain unchanged and no valid protest will be entertained.

10. Every contestant in a squad shall be permitted to examine his/her score before the sheet is sent to the master scorekeeper. The score sheet should be checked, confirmed, and initialed by the Squad Leader.
11. Errors in the recorded details of the official score can only be corrected in strict accordance with the aforementioned rules, but an error made in the totaling or compilation of targets shall be corrected whenever the error is discovered. Shoot management must correct scores recorded in error by field personnel as a result of misapplication of the rules.
12. Any protest concerning a score or scores must be made before or immediately after the close of the competition to which such scores relate. A valid protest may only be made by a contestant who competed in the event.

### **BROKEN OR DEAD TARGET**

A target called "DEAD" is one that is fired upon and has a visible broken piece from it, or one that is completely reduced to dust. The referee/ scorer shall record a target "DEAD" when it is broken in the air.

### **LOST TARGET**

The referee/scorer shall rule "LOST":

1. When the contestant fires and fails to break the target whether missed completely or when only dust falls from it. A Dusted Target is a target from which there is a puff of dust, but no perceptible piece is seen; it is not a "DEAD" target and does not declare a "FAILURE TO FIRE"; or
2. When a whole target appears promptly after a contestant's recognizable command and is within the legal limits of flight and the contestant voluntarily does not fire; or
3. When an illegal target, a freak target, or a target of a markedly different color is fired at and missed. A contestant may refuse illegal, freak or off-colored targets, but if he/she fires at the target the result must be scored; or
4. When a score sheet is delivered to the office with one or more targets not properly scored either "DEAD" or "LOST," they shall be scored as "LOST" targets by shoot management; or
5. When a contestant deliberately fires at the same target twice; or
6. When a commonly called "soft load" occurs, and the shot is fired but no part of the over powder wad or shot remains in the barrel and the target is missed. A soft load where the over powder wad or shot remain in the barrel shall be deemed a "FAILURE TO FIRE" and the "FAILURE TO FIRE" rules apply.

### **FAILURE TO FIRE**

The following procedure shall be followed in all tournaments:

1. A contestant shall be allowed two (2) "FAILURE TO FIRE" occurrences for any reason, including a flinch, during each event. When the first or second allowable "FAILURE TO FIRE" in any event occurs, the contestant shall be allowed to call for and fire at another target, and the result of the shot will be scored in accordance with these rules.
2. Whenever an allowable "FAILURE TO FIRE" as provided in this rule occurs, the referee/scorer shall mark a large legible F1 on the score sheet in the space where that target is scored along with the score for that target, and also place the same mark beside the total sub-event score. After F1 and F2 are in the place where individual targets are scored, any subsequent "FAILURE TO FIRE" in the same event and for any reason, when a target is called and the target appears promptly and within the legal limits of flight, shall be ruled "LOST" and shall be scored accordingly.

## **NO TARGET**

The referee/scorer shall rule "NO TARGET" and allow another target(s) in the following instances:

1. When an allowable "FAILURE TO FIRE" as described above occurs.
2. In single target events when the target is thrown broken, regardless of the result of any shot fired.
3. When a whole target appears on the call of the shooter along with target debris.
4. When a contestant shoots out of turn. All contestants must shoot in regular order or sequence according to his or her position in the squad. A contestant who does not shoot in regular order is "out of turn" and the results are not scored.
5. When two (2) contestants fire at the same target.
6. When the trap is sprung without any call of "Pull", or when it is sprung at any material interval of time before or after the call of the contestant, provided the contestant does not fire.
7. When two (2) targets are thrown at the same time in single target events regardless of whether the contestant fires.
8. When an "illegal" target is thrown, which is a target that is not within the prescribed angle or height limits for single target shooting, or what is known as a "flipper" or "freak" target is thrown, which is a target that may have slipped out of the carrier of the trap or one not properly placed on the trap, provided the contestant does not fire at it. If the contestant fires, the result must be scored.
9. When a target whose color is markedly different from that of the others is thrown, and the contestant does not fire. If the contestant fires, the result must be scored.
10. When firing, the contestant's feet must be behind the firing mark at 16-yards, or behind the mark for the Handicap yardage assigned to him/her, depending upon the event. The contestant must stand with at least one foot on an imaginary line drawn through the center of the trap and continuing through the center of the post, or have one foot on each side of the line. Exceptions to the rule contained in the second sentence of this paragraph may be granted by the referee/scorer due to inequalities in the shooting platform, and shall be granted for wheelchair contestants. Wheelchair contestants shall position their chair so that the center of mass of their body is over the place where they would stand as

required by this rule if no chair were used. If a contestant fails to follow this rule in its entirety, the referee/scorer shall rule any target fired at and broken a "NO TARGET," but if fired at and missed, the referee/scorer shall rule the target "LOST."