

BEND TRAP CLUB-FALL LEAGUE

GENERAL INFORMATION

- League will run for six weeks starting Thursday September 9th and end on October 14th.
- Shooting will consist of 50 targets each week. 25 – 16 yard targets and 25 handicap targets.
- Team and individual awards.
- Sign up as a team or individual. Individual shooters who do not have a team are placed on teams at the discretion of BTC and league management.
- Official team score is 100 targets. Full Squads will discard lowest score.
- Teams will have assigned shooting times each week.
- Teams will assign one person as a captain
- Rules subject to change
- All OHA COVID protocols to be followed
- Ammo available for purchase
- Guns available for rent on a limited basis
- All members of the team will shoot from the same yardage. Yardage may vary week to week.
- Teams and individuals may shoot ahead. Make ups allowed for prior week only.
- Scores will be handicapped as follows:
 - For the first two weeks only, handicap yardage will be determined by scores shot during the 16 yard event that day using the table below. Starting week 3, all of your previous scores average will be used.

95-100%	23.75-25	27 yard line
90-94.99%	22.5-23.74	26 yard line
85-59.995	21.25-22.49	25 yard line
80-84.99%	20-21.24	24 yard line
75-79.99%	18.75-19.99	23 yard line
70-74.99%	17.5-18.74	22 yard line
65-69.99%	16.25-17.49	21 yard line
60-64.99%	15.00-16.24	20 yard line
0-59.99%	0-14.9	19 yard line

-The baseline number from which the actual number of targets broken out of a round of 25 is 24. The average number of targets hit for two rounds (on a per round basis) is subtracted from 24 and then multiplied by 70% to arrive at a shooter's handicap.

For example, a shooter breaks 40 targets out of a two round total of 50 targets (two rounds of 25 targets). Their handicap is calculated as follows: $24 - 20$ (average of the two rounds) targets broken times 70% or $4 \times .7 = a 2.8$ bird handicap. This 2.8 bird handicap is added to their raw score for each round. The maximum score with handicap is 24.

-”Dog Scores”

-“Team Dog Score”. Teams will be allowed one team “dog score”. The team dog score is the average score of all teams as of the day of the shoot, using the raw shooting scores and valid banked scores (no handicap added) minus 2 birds.

-”Individual Dog Score”. Shooters will be allowed one individual “dog Score” for individual scores (shooters individual net average minus 2 targets) if they miss a shoot and do not have targets banked. The shooter will score a zero if they have taken their one time dog score and have no banked scores. The shooters average for the league will be calculated based on only the shot scores and the one time dog score. Zero days will not be averaged in.

-League average score: If a team is short a member due to not having full team at sign-up, a league average score will be calculated from that week's scores and used without penalty.

OUR RULES AND TRAPSHOOTING ETIQUETTE:

- Eye and ear protection are required.
 - No shot size larger than 7½ will be permitted.
 - No consumption of alcohol or drugs is allowed prior to shooting.
 - 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.
 - As a safety precaution, test shots will not be permitted under any circumstance.
 - Do not point your gun at another shooter at any time, even if you think it is unloaded.
 - On the firing line, always keep your gun pointed toward the ground and down range.
 - Off the firing line, keep your action open.
 - Always keep your muzzle pointed in a safe direction and treat every gun as if it is loaded at all times.
 - The chamber is to be empty at all times, except when at the firing line and preparing to fire.
 - Shooters are almost always happy to have you look at their guns if you ask for permission first. Do not pick up another shooters gun from the gun rack and handle it without first asking for his or her permission.
 - A contestant shall place a live shell in his or her gun only when on a post facing the traps.
 - 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.
 - 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.
 - All persons, including competitors, referees, scorers, and trap personnel, must wear appropriate eye and hearing protection while on the trap field.
 - Be ready when your squad is called and when it is your turn to shoot.
 - Do not lean over after each shot to pick a shell out of a box on the ground or to retrieve empties.
 - 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.
 - Do not raise your gun until the shooter ahead of you has fired.
 - Avoid any unnecessary movement on your post that may interfere with or distract other shooters.
 - Remain on your post, standing facing the trap quietly, until the fifth shooter has fired and then move to the next post.
 - At the end of the round, remain still on your last post facing the trap until the last man has fired the last shot.
 - If you are the lead off, 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.
 - 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.
 - When moving from post five to post one, always walk behind the other shooters.
 - Load only one shell at a time. If a delay occurs, remove the shell(s) from the chamber.
 - 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.
 - Do not allow ejected shells from your gun to hit or annoy the other shooters.
 - 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.
 - 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.
- Time your shooting to establish a rhythm in the squad.
 - 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 18 yards and a maximum of 27 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.