

NO CELL PHONES DURING SHOOTING!! NO TEXTING DURING SHOOTING!!

All scorers must wear appropriate eye and hearing protection while on the trap field.

SPECTATORS OR PARENTS DO NOT HAVE A SAY IN SCORING

YOU are the official on the field.

If you have a rules question or there is a dispute – STOP – call Field Supervisor or KTL Director!!

DEAD TARGET

Mark with “/”

There must be a VISIBLE piece off a WHOLE target to count as dead.

Dust or the wad does not count!

LOST TARGET

Mark with “0”

Do not be afraid to call a lost target. This is a competition with money and trophy at stake – we need a level playing field.

- 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 – LOST TARGET
- 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
- When a “soft load” or “blooper” occurs, and the shot is fired but no part of the wad or shot remains in the barrel and the target is missed – LOST TARGET. If the wad or shot remain in the barrel shall be deemed a “**Failure to Fire**” and the “Failure to Fire” Rules apply (see below)

The decision to call DEAD or LOST is in your hands. The only person that can override you is shoot management. **HOWEVER**, if two or more shooters ON THE SQUAD indicate the target was broken, you can correct it. We can all make mistakes, take input, but do not be pressured – especially if it is a recurring situation with the squad.

NO TARGET / BROKEN TARGET

- Broken target
- More than one target
- A whole target along with target debris
- Shooting out of turn - “out of turn” shots are NOT scored
- When two shooters fire at the same target

Scorer calls “NO TARGET”

For the above, results are NOT scored (regardless of hit/miss), shooter **MUST** reshoot that target.

ILLEGAL TARGET

When an illegal target, a freak target, or a target of a markedly different color appears – a contestant may **REFUSE** and it becomes a “**NO TARGET**”, **HOWEVER** if he/she **FIRES AT THE TARGET**, the results **MUST** be scored

FAILURE TO FIRE (FTF)

Shooters are allowed 2 FTF per subevent (generally 25 Singles/Handicap or 50 Doubles for Ky State) for any reason including a flinch, safety on, or mechanical failure

Scorer marks a large legible **F1** on the score sheet in the space where that target is scored along with the score for that target

SPECIAL RULE FOR DOUBLES FTF

- If FTF is on the **FIRST SHOT** and the shooter **DOES NOT SHOOT** at the second target – nothing is established for either target, **SHOOT THE PAIR OVER**.
- If FTF is on the **SECOND TARGET** – first target is **established** as shot – **SHOOT THE PAIR OVER TO ESTABLISH SECOND TARGET ONLY** (regardless if shooters hits/misses first target)
- Machine gunning or doubling only occurs in doubles events.... The referee/scorer shall rule this occurrence a “failure to fire”, the results shall **NOT** be scored. The contestant shall be required to shoot the pair again and the results scored accordingly.

CORRECTING A SCORE

Must be done before shooters move to the next post (ergo the reason to speak clear and loud – especially when calling our scores!)

Scoresheet correction **MUST** write “**LOST**” or “**DEAD**” and initialed. If not, the target will count as **LOST!**

RESETTING TARGETS

If shooter ask to reset targets – call Field Supervisor or KTL Director

Squad Leader signs the scoresheet after every 25 targets

Once shooting has started on the next post, there cannot be any corrections

Speak loud enough that your deaf Grandma with earmuffs can hear you, but not so loud to throw targets from the voice calls!

OFFICIAL SCORING (partial list of rules)

YOU are the official on the field.

If you have a rules question, Find your Field Supervisor or a KTL Director

- 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.
- 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." (if the next contestant DOES shoot, he is considered "out of turn" and results are not scored)
- A shooter that misses the first post in any event may make up that post only and continue with the squad. Squad members should move off the line during the shoot up function
- It is the duty of the referee/scorer 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.
- Inadvertently skipped posts. A shooter is required to shoot the requisite number of targets from each post (5 or 10 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.
- A contestant that inadvertently shoots ONE post at the incorrect yardage shall be allowed to move to the correct yardage and reshoot only those targets scored "DEAD" on that post. Any targets shot at the incorrect yardage and scored "LOST" shall remain "LOST". Reshooting the targets at the correct yardage must be completed before the shooter leaves the field on that sub-event. Targets shot at the incorrect yardage on more than one post in that sub-event shall be LOST. Shooters that shoot from the incorrect yardage in more than one sub-event shall have their entire event score disqualified
- 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.
- The official score sheet must be available for shooter inspection at all times.
- Every contestant in a squad shall be permitted to examine his/her score before the sheet is sent to the bulletin board or to the cashier's office. The score sheet should be checked, confirmed, and initialed by the Squad Leader. The Squad Leader is encouraged to verify that any targets changed during a sub event are correctly noted as either dead or lost. After the completion of the last sub-event the score sheet will be handled as directed by shoot management.

EXAMPLE – SCORERS 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. _____ 14

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