

Rules of the Game

In a game of trap, there is a single trap house and five different shooting stations. The shooting stations are numbered 1 through 5, from left to right. The clay targets that are launched are all outgoing targets, and the trap machine throws clays at a slightly different angle each time. That means you never know which way the target will fly: straight away or at any angle to the left or right. All clay targets will be launched manually. When the shooter is ready, they simply call out "pull" to signal an individual to launch a target. Call for your target in a clear voice.

The shooter who starts at Station #1 is the Lead Shooter – If you are on post 1, do not fire until you have checked and ensured that all team members are ready. He or she is always the first to shoot. The Lead Shooter fires at one target from their position, then the next shooter, then the next...and so on. When all five shooters have fired once from their station, the process repeats four more times – with each shooter having fired a total of 5 shots from their starting position.

The Rotation: After the last shooter fires their fifth shot, the team rotates positions with each shooter moving one position to the right; with the shooter that started at station 5 moving to station 1. The SCOREKEEPER will advise shooters when it's time (and safe) to rotate positions. The shooter at Position #5 is to walk behind everyone else to get to Position #1. The original Lead Shooter remains the lead shooter throughout and is always the first person to shoot throughout each rotation. The shooting continues until every shooter has shot a round of 25 targets – 5 at each station.

After the first set of 25 shots have been taken, shooters will take a short break to restock ammunition. There are multiple trap houses at Kingsburg Gun Club. Team(s) will be assigned to a trap house to keep pace of play. The next team will then have a chance to shoot their game of trap. After all shooting is done; the SCOREKEEPER should tabulate the final scores for each team.

