

HOLBROOK SPORTSMENS CLUB TRAP SCORING PROCEDURE

We will be using two banks this weekend. A bank is two fields next to each other.

Bank one is fields one and two Bank two is fields three and four

A squad is the name of the group of people shooting which is given a number. Squad 1, or 2 and so on...

1) **YOU MUST** WRITE THE SQUAD NUMBER ON THE SCORESHEETS

2) **YOU MUST** INITIAL THE SCRESHEET WHEN YOU SCORE EVERY SQAUD

SCORING

Make sure you start the scores on the front of the two sided sheets.

As each shooter attempts to break a target you record the results on the score sheet by;

Mark a \ (slash) or a line if the shooter breaks the clay. No call out is needed for a broken target. Just the score on the sheet is needed.

Pushing a clay or dust comes off is not a broken target. There must be a piece broken.

Mark a 0 if the shooter misses it and **call out “lost or loss” LOUD!**

The score sheet is set up to score going down. After the fifth (or last) shooter in the squad shoots You go back up to the top. SEE EXAMPLE.

When changing a 0 score to \, you cannot simply draw a \ through the 0.

You **MUST** also write DEAD. And vice-versa,

When changing a \ score to 0, you cannot simply draw a 0 over the \. You **MUST** also write LOST. SEE EXAMPLE.

After each shooter has shot at his or her 5 targets at that position, the shooters will rotate. As they rotate you will call out their scores (How many each shooter broke out of five).

After each shooter has finished all 25 targets (5 at each position), you are to total each shooter's Score and write the number of targets he or she broke. (It is easier to count the number they missed by counting backwards 25 for each miss.)

Do Not allow any shooter to make changes to scores on the sheet. Call a line chairman.

Have the squad leader sign or initial it when finished shooting.

CONTROLLING YOUR SQUAD

You will have the ***button at the scorer's chair*** that allows the trap to throw targets. ***Turn it off*** when no one is shooting or when there is a problem and people need to discuss an issue.

When a trap line is ready to start shooting usually the squad leader will ask if the squad and you the scorer are ready to start.

At that point you will turn on the switch and say yes. Then the squad leader will be allowed to call to see **one** bird and then they will begin the line of trap. If they want the targets set higher or lower you will call on the line chairmen.

You record a score in the wrong place and get the scores all mixed up. Do everything you can to avoid this, but if it happens, stop the shooting by turning off machine button and take a minute to get yourself back on track. The shooters will appreciate this much more than if you tried to fix the score sheet and pull at the same time.

To avoid making errors keeping score you could ***place your finger at the box where the next score is to be recorded*** and slide it down to the next box and so on.

If there are any blank positions in the squad it's best to ***put a line through the blank space*** so you won't get confused. SEE EXAMPLE SCORESHEET

LOADERS

When you have a loader enter the trap house while a line is shooting take the painted safety stick and keep it with you at your chair. This will remind you that there is a loader in the house. And to remove him/her when it is safe after the squad is done shooting their targets.

NOTE: there should be a safety (no fire) flag in each house. Wave the flag if there is an emergency and you need to be relieved.

DO NOT wave ANY part of your body out side of the safety of the trap house.

