

STANDARD OPERATING PROCEDURE

Trap

See the Target, Break the Target,

Repeat 25 Times.

Ed Rawson, Match Director

Revised 12/11/2013

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Trap

Overview/Description of Discipline

- 16 Yard Trap MATCH: Shooting at single clay targets that are thrown at random angles to a maximum of 27 degrees right and left of center. The match will consist of Two 25 target rounds. Each 25 target round is shot from 5 stations (5 clays from each station), at 16 yards, for a 50 target match. Shooter furnishes own ammunition and Soledad gun club furnishes the clays. Beginners are very welcome and lots of help from the regulars is offered.
- OPTIONAL Handicap Trap MATCH: (19-27 yards) modified ATA rules (at this time all start at 19 yards) (1/2 yard added per win) (example, after 4 wins the shooters HANDICAP will be 21 yards): Shooting at single clay targets that are thrown at random angles to a maximum of 27 degrees to the right or left of center. The match will consist of Two 25 target rounds. Each 25 target round is shot from 5 stations (5 clays from each station) for a 50 target match. Shooter furnishes own ammunition and Soledad Gun Club furnishes the clays.
- OPTIONAL Doubles Trap MATCH: Shooting doubles, clay targets come out at known angles. Match is shot from 5 stations (10 clays from each station) at 16 yards for a 50 target round. Shooter furnishes ammunition (2 boxes) and Soledad gun club furnishes the clays.
- 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 duty: After all squad members are present at their assigned positions on the trap field, the Squad Leader should ascertain that all squad members are ready to begin the sub-event. After doing so, the Squad Leader only may ask that a target be thrown for the squad's observation.

Equipment Required

Weapon

- One safe shotgun of 12 gauge and smaller (no special recognition for gauges smaller than 12 gauge). Semi-automatic, pump, or over/under, single barrel trap gun, etc... Tactical shotguns are not recommended.

Ammunition

- Sporting loads only. No pellets larger than 7 ½, (7 ½, 8 or 9 suggested). No steel shot, No high base, and No magnum loads.

Target

- Clay targets single or double.

Eye and ear protection

- Must be worn at all time when shooting is in progress.

Clothing

- Divided Shotgun Shell Pouch -w- belt, highly recommended.

Special local rules

- All Soledad Gun Club Range Rules will be observed
- The match Director may appoint a Range Safety Officer for each match. The Match Director may act as the RSO if he/she so chooses.

Overall safety rules

- Before Match Begins: The Trap Match Director will appoint First Aid (responder), and who calls 911, first aid kit location, someone to tend main gate, someone to take notes.
- Spectators must wear eye and ear protection and must remain clear of the firing line while the range is "hot".
- Do not pick up empty or loaded shot shells that have fallen on the ground while shooting match, (when range is cold, one may retrieve their cases).
- Loading clays, adjusting machine, turning electric switches on or off. One must understand the potential DANGER of the trap throwing arm, (make sure the spring tension has been released) (keep fingers, hands, arms, elbows, out of the machine and clear of the trap throwing arm) when inside the trap house!!! Will be accomplished with supervision: by someone with knowledge of loading clays in the machine in use! Do Not Enter The Trap House Unless Told To Do So.

Firearm handling

- Firearms are to remain unloaded with breaches or actions open and muzzles in safe direction when moving between stations (unload your gun of live or empty shells before moving) (do not walk in front of other shooters) and while transporting to or from vehicles or gun rack. ONLY while at the shooting stations may guns be loaded! (One and only one shell at singles)! When shooting doubles only two shells may be loaded! Muzzles will be pointed in the direction of the trap house (where trap machine is located). If trap machine (it shall have a red flag over house) is being loaded with clays all guns to be racked at back of 27 yard shooting stations. (Firearms will be ONLY loaded at the shooting stations.) Actions to remain open until your turn to call for a target. If you are the squad leader than after you have determined all squad members are ready to shoot.
- Firearms will be unloaded before leaving the shooting stations.
- Hang fire: Misfire: Squib: Keep muzzle pointed down range. Don't open the action!!! Wait 30 seconds before opening action!!!
- I repeat, if you have a dud, make sure the muzzle stays pointed safely down range!!! Then wait at least 30 seconds before opening the action, (the primer May be cooking, and go off at any time). Make sure you have a safe zone, in front of muzzle and behind the action!!!
- Make sure Bore is clear before reloading!

Firearm storage

- When not in use, firearms will be on the vertical racks back of 27 yard shooting stations.

Contestants Rules of Conduct

- The contestant must in no manner interfere with the preceding shooter by raising his/her gun to point or otherwise create an observable distraction by moving arms or legs.
- **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 cause interference to other contestants. Or bumping them or their gun.
- No alcohol, or illegal drugs allowed on GUN CLUB PROPERTY.
- No handling guns of others: Without express permission of owner!
- No interrupting flow of the match:

2012 Tie's Shoot-off's (Only if the Match Director determines one is needed)

- 10 clay minimum:
- 2 shooters #2 and #4 starting stations:
- 3 shooters #2,#3,#4 starting stations:
- 4 Shooters #2,#3,#4,#5 starting stations:
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- 16yd 2 shots each of the 5 stations:
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- Still tied, rotate shooting order:
- 21yd 2 shots each of the 5 stations: (Starting stations for HANDICAP ties:)
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- Still tied, rotate shooting order:
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- Sudden Death:
- 27yd 1 shot Station 1 (all shooters)
- Still tied, rotate shooting order:
- 27yd 1 shot Station 2
- Still tied, rotate shooting order:
- 27yd 1 shot Station 3
- Still tied, rotate shooting order:
- 27yd 1 shot Station 4
- Still tied, rotate shooting order:
- 27yd 1 shot Station 5
- Still tied, rotate shooting order:
- Repeat if still tied:

"Safearea"

- The Match Director will assign an area where any gun malfunction or repair may be dealt with ((this area will normally be at the 16 yard station) If the trap machine is not being loaded.) Firearms handling rules will be observed when transporting to and from the safe area.

Match Information

Prerequisite training required

- All new shooters will have basic safety rules explained to them before the match begins.

Match Director

- Is in charge and has the final word regarding issues of safety and competition.

Schedule

- Is posted on the LSSSA.org website.

Shooting categories

- All shooters shoot in the same category.

Shooting commands

- "Cold Range" -Range officer indicates that entire firing line is cold No guns may be touched and actions remain open, (break barrel guns can remain closed standing muzzle up in the gun rack). No live or empty shell in any guns!!!
- "Hot Range" -Range officer indicates that the firing line is "hot" and shooting may begin.
- "Pull" –Shooter is at the station and has called for a clay target.
- "Cease fire" -Can be called by ANY shooter. All guns will be unloaded with breaches or actions open.
- STOP: anyone that observes a unsafe situation (in progress or developing) may use the STOP command. All shooters will freeze in place until situation is resolved.

Scoring procedures

- Total clays hit are tabulated for the match

Awards

- 1st, 2nd and 3rd place points are given. 1st=3 points, 2nd= 2 points 3rd=1 point.
- 1 participation point for the day.

Safety Violations

Major

- Accidental discharge may result in match disqualification.

Minor

- Handling of firearms while range is "Cold" may result in disqualification.
- Spectators are not allowed at the stations when shooting is in progress.
- The Match Director will have Final Say of the above.

Incident reports

- Will be filed on the club provided form for all injuries.

Fees and Sign-in

- At this time \$32.00 per 16 yard match, handicap match and doubles match, (approximately 150 clay targets. (Practice targets not included.))
- Anyone wanting to shoot the optional matches, bring more ammo.

Emergency Procedures

- Match Director will appoint someone with a cell phone to call 911. There is a Trauma Kit in the lower shed. In the event of an emergency requiring police, fire equipment, or an ambulance the Match Director or assistant will designate someone to tend the main gate and direct emergency vehicles. **If air flight is required, give the following.**
- We are located: Dirt road is on left 2.4 miles north on San Vicente Road, Soledad Ca. (0.1 miles before a dead-end). Someone will be at the gate to direct emergency crews.
- Lat.: 36.47064 N
- Lon.: 121.33666 W
- An Incident report will be completed and filed for all injuries.
- A copy of the Emergency Procedures and LOCATION will be inside on the lid of the Trauma Kit.

Trap Match Rules, any competitor that displays disruptive behavior or is abusive (verbal or otherwise) towards the Match Director, Range Officers, another competitor or spectator is subject to immediate disqualification. The match director will evaluate the situation at the time and take appropriate action.

Ed Rawson/Match Director

End of year Awards: Brass name plates on Perpetual Trophy for: (1st at 16 yd.) (1st at handicap). (1st at doubles). Overall Trap Champion (based on total clays broken in all Trap Matches for the year).

Fees:

LSSSA	\$8.00	
16 Yard	\$8.00	\$16.00
Handicap	\$8.00	\$24.00
Doubles	\$8.00	\$32.00
Skeet	\$8.00	\$40.00 + Practice Round
Practice Round	\$4.00	