SHOOTING AND SAFETY RULES

Scorekeepers are responsible for helping to enforce safety rules;

1. Hearing and Eye protection is mandatory for all shooters as well as bystanders and workers while anywhere on the shooting course. This includes all children. Everyone must supply their own equipment. A shooter will not be allowed to participate in this tournament without eye and ear protection.

2. No alcohol may be consumed on the sporting clay course.

3. Shotgun shells cannot exceed 1-1/8 oz. shot. Shells may include 7-1/2, 8, and 9 shot only. No shot larger than 7-1/2 can be used (no 4, 5 or 6 shot). No more than two (2) shells may be loaded at any time.

4. Gun actions will remain open at all times on the premises except when on post ready to fire. When the gun is loaded, keep gun pointed down range at all times. Gun actions will be open and shells removed when changing posts.

5. If a gun malfunctions (fails to fire or jams for mechanical reasons), shooters will keep muzzle down range at all times while opening action. A shooter will NOT be allowed to make gun repairs while in the post. Malfunctions will be noted on the scorecard and after three (3) malfunctions any further malfunctions will result in targets marked as LOST. The shooter may use a backup gun or a team member's gun to finish the event.

6. No choke changes will be allowed once a shooter begins shooting on post.

7. If a gun does not fire for any reason other than a gun malfunction, including safety left on, not loaded, selector on wrong barrel, etc. when a called for target is released, the target or targets will be counted as LOST. In case of "REPORT" pairs, if no shot is fired at the first target, a second target will be thrown when the first target hits the ground. Shooter may fire at the second target when ready.

8. Remind shooters to call "PULL" loudly when calling for target(s) to be released.

9. Call the club office (361-852-1212) or flag down course official if a machine has broken down or if a machine is breaking too many clay targets. DO NOT ATTEMPT TO FIX IT YOURSELF. Do not go down range or let anyone else go down range.

10. The Tournament Staff will take care of loading machines as needed. DO NOT ATTEMPT TO LOAD MACHINES YOURSELF.

11. If tournament staff has to make repairs on a thrower, have the shooter open action and remove shells while on post.

12. Each squad of individuals may be allowed to see two legal sets of targets from each shooting station (4 total targets, 2 from each machine). **Only the first shooter in a squad may view these show targets.** Only the shooter will be allowed in the shooters post while shooting. The remainder of the squad is required to not infringe upon the shooters line of fire or field of view.

13. A legal target is an unbroken clay target that is thrown from the trap in a prescribed flight pattern within the three-second time limit after the participant calls for the target. Flight patterns are not exact and may vary in windy or rainy conditions. A legal target is one that resembles the general flight pattern and is not broken.

14. If shoot staff have to fill machines or do maintenance during the shoot on your station or an adjacent station please have all shooters unload their shotguns and wait to shoot until staff is clear.

SCORING RULES

The following govern Tournament Scoring at Shooting Stations:

1. When a new squad arrives at your station ask them if the score cards are in the correct order by reading the names on the cards in the order in which handed to you.
2. After confirming the shooting order of the squad, write the shooter numbers of the squad on the **MASTER LIST** in order of shooting.
3. Only legal targets will be scored, and the scorer will be the judge of whether or not a target is broken by the machine (comes out broken when thrown).
4. If a shooter's gun malfunctions (fails to fire or jams for mechanical reasons, it will be noted on the scorecard. After three (3) malfunctions any further malfunctions will be scored as a LOST target.
5. Only targets with a visible piece broken off will be scored as dead. Birds deflected in flight or dusted (but with no visible breakage) will be scored as LOST.
6. Scoring:
   a. Each target has a box on the score sheet, only score one target per box.
   b. Use an "x" or a "/" for a hit target. A hit is when any visible piece(s) can be seen that comes off the target. Use an "0" for a lost target. Learn to recognize the difference in the "shot wad" fired from the gun and a chip off of a target.
   c. If a shooter withdraws or does not complete shooting at all targets leave blank and retain the score card at your station until the shoot management can collect. Write withdrew next to your station number. Only use "X" or "0" for targets attempted.
7. When scoring a "report pair" if the first target launches and is shot at however the second target fails to launch when button is pushed the result of the shot on the first target is scored as hit if hit and loss if missed. Then the shooter repeats shooting the pair (must shoot at first target again) to establish an outcome for the second target with the result of the shot on the first target already established.
8. When scoring a "true Pair" both targets must be in the air to establish a score for either. If the shooter fires at a target which they break with their shot then does not shoot at the second target because it was either not thrown by the machine or was launched broken then nothing is established and the shooter must repeat the pair until both targets are launched into the air. If the shooter does not attempt a shot on the second target because the shooter was too slow or did not see the second target it is a lost target and the outcome from the first target is marked as lost or hit and the second target is lost.
9. After all shooters have completed the station record their **total score of hit targets** on the **master list** next to their respective shooter numbers. Place your initials in the score keeper initial section of each individual score sheet as you do this.
10. After all shooters in the squad have finished shooting the station it is traditional to rotate the shooter who shot that station first to the bottom so they will be the last shooter on the next station.
11. KEEP the score cards for the last squad to shoot your station (the squad has no more stations to shoot). The master list and score cards from last squad need to be collected by shoot management prior to you leaving your station. Do not let shooters walk off with their score cards. It is customary for them to take a picture of their score card after the final station.

OPERATING STATION EQUIPMENT
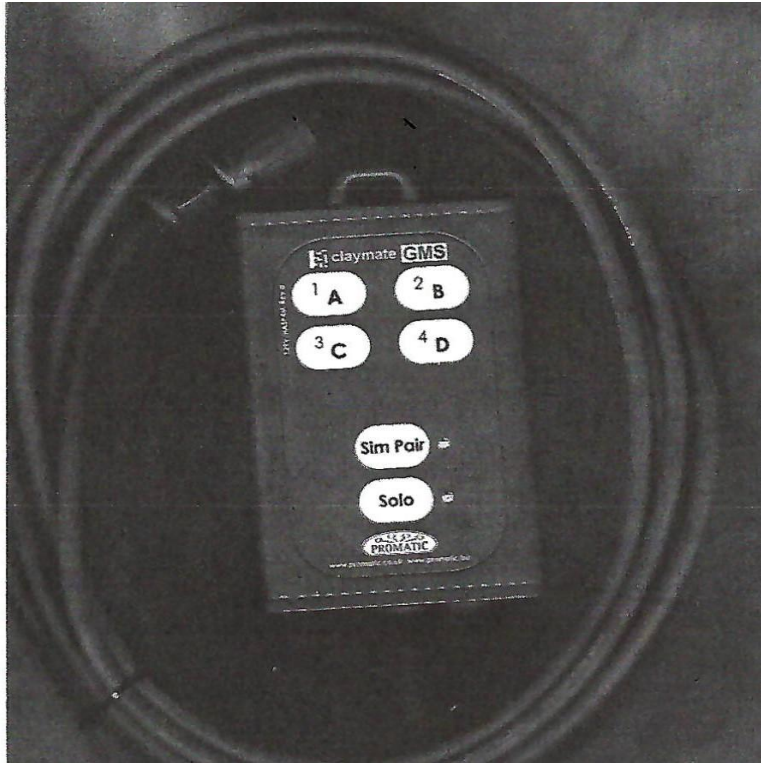
1. The picture above is of the handset controller on each station. The buttons "A,B,C & D" correspond to the target machines on the stations. The "Sim Pair" button is used when the menu reads TRUE PAIR. **NEVER, EVER** push the SOLO button during a shoot. Do not push any buttons on larger control box fixed to the wood station.

Menus:

Read the menu at your station and be familiar with it and where the targets are coming from. Each station is different and may call for targets to be launched in a different order. FOLLOW THE MENU on YOUR STATION. Menus will look like one of the following:

STATION 1	STATION 2
3 pairs B first, on report D (standard, midi)	3 pairs A-B TRUE (press SIM button, then A, then when call pull press B) (Midi, standard)

In operating the controls:

2. Please **DO NOT adjust** the length of the wires that go back to the larger control box attached to the station
3. Do not hold handset such that the wire is tight or stretched that goes back to the control box. **Make sure there is slack line between the handset and control box.**
4. Please return the handset to hang on the hook when not pulling or when finished before leaving station.
5. When pressing buttons for report pair **push <u>and hold</u> button for first target until you see target in the air** (just a tad longer then an instant), **then when gun goes off** (i.e. "**report**" of the gun) push and hold letter representing the second target shown on the menu until you see target in the air. Do not pull second target if first target not launched, <u>only</u> pull second target when gun is fired at first target.
6. For "TRUE PAIR" stations; First push the "Sim Pair" button so that red light to right of the button is "on". Then press the button that corresponds to the letter for the first target on the menu, then when the puller calls pull push the second letter called for on the menu. (remember when pushing second target to hold until you see both targets in the air. If both targets are not launched quickly call "no bird" to avoid having to repeat the pair.

HINTS to be a better puller:

- If you set up a chair it needs to be just to the side and behind station so not in the shooters peripheral view. Same with any umbrella.
- Call hits and misses in a clear voice that is loud enough that the shooter and squad can hear the call.
- The call for a hit and missed target pair is "dead and lost" or "lost and dead"
- For when both targets are missed the call is "lost pair"
- For when both are hit it is "dead pair"
- Push button for targets when you hear the "P" in "pull" from shooter, do not wait for the full word "pull" to be vocalized.
- Just prior to shooting the last pair of targets on a station it is traditional for the score keeper to announce "final pair" as the shooter is loading shells.
- On the raised platform stations 4,8 &12 ask the full squad to all go up on the platform/station with their shotguns when they arrive at the station, there is a gun rack in the corner. It will speed up the process if all up there to start. Parents are not allowed up on the platform with children.
  - o If there is a handicap shooter they may shoot from the ground in the "handicap" portion of station, they must keep muzzle of shotgun out the downrange side of the 2x4 framework of the "handicap" portion of station. Handicap is defined as someone who can not safely transition up the stairs due to being confined to a wheelchair or leg cast.