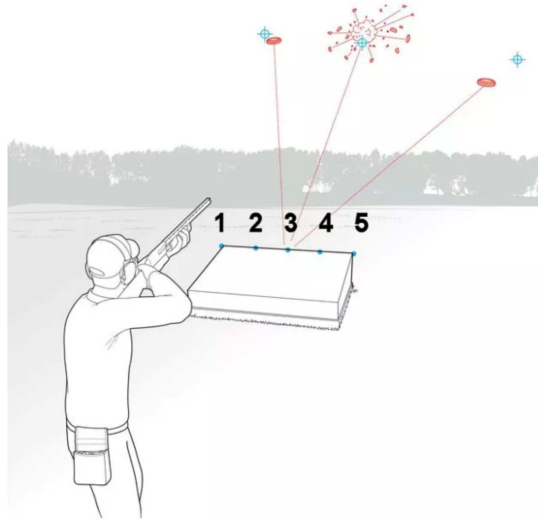
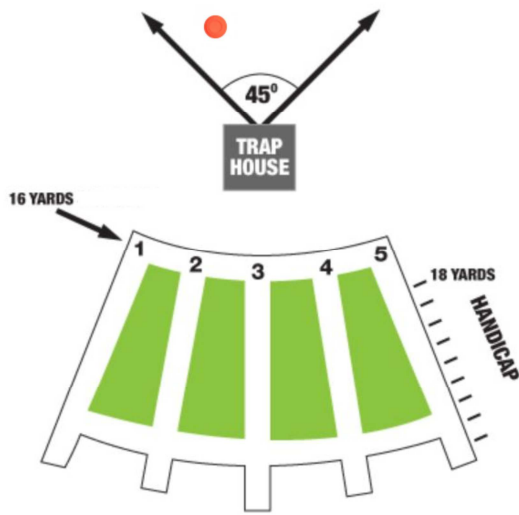


How to Shoot a Round of Trap

WAYNE COUNTY SPORTSMAN'S CLUB
www.waynecountysportsmansclub.org



American Trap singles. A round of trap includes 25 targets, where each shooter in squad shoots at 5 targets from each of 5 shooting positions. A full squad is 5 shooters, although there is nothing wrong with shooting a round with one, two, three or four shooters. Each person fires at one target from their position, then the next shooter, then the next. When all shooters have fired once from their station, the process repeats four more times. If you're keeping track of the math, you'll see that each shooter has fired 5 shots from their starting position.

After the last shooter fires their fifth shot, the squad rotates positions with each shooter moving one position to the right. The shooter on the far right circles back to the first, and now vacant, position on the far left.

The cycle repeats until all shooters have fired at five targets from each of the five shooting positions. When finished, every shooter will have attempted shots at 25 targets.

Hold Points

Post 1: One foot above the far left front corner of the top of the house.

Post 2: One foot above and halfway between the far left corner and the far center front of the house.

Post 3: One foot above the center of the far front edge of the house.

Post 4: One foot above the halfway point between the center and the far front right corner.

Post 5: One foot above and just right of the far front right corner of the house.

Let's Shoot

Load ONLY 1 shell; Mount the gun to your station's hold point, keep your cheek on the stock, then look out over the trap house. Call "PULL." See the bird and read its angle before moving the gun to the target. Think about shooting the bottom edge of straightaways, the leading edge of quartering shots, and a foot ahead of hard angles. Shoot as the bird is rising or as it levels off. Keep your cheek on the stock until after the bird breaks.

Here are a couple of etiquette tips to make you a good trap neighbor.

- **Do not load your gun until it's your turn to shoot.** Shooters will only load their gun as the previous shooter finishes. Some shooters will drop a shell into place, but wait to close the action until the person to their left fires (this will prevent the microphones from throwing extra birds).
- **Whenever you're not at a shooting position, you want your gun to be visibly clear and unloaded.** With a break open like an over / under, keep your action opened so others can see the gun is not able to fire. If you have a pump, keep the slide to the rear, so the action is visibly open. If you have a semi-auto, lock the action open, so the chamber is visible. With any gun, keep your muzzle pointed at the ground. When you step up to the shooting line to start a round, be sure you have a full box of shells and a couple of spares, along with eye and ear protection.
- When you move from position five to position one (they're called posts) be very aware of your gun muzzle, so it doesn't ever point at the other shooters or scorekeeper. Circle around, away from the trap, and then walk behind the other shooters back to post one.
- When your turn is coming up, be aware of the shooter to your left. Avoid making noises with your gun action when that person is about to shoot. I load my shell just after they fire their shot, so there is no interference with the other shooter's concentration.
- If you're using a semi-automatic gun, invest in a shell catcher, so your shells don't fly over at the person to your right. A shell catcher is a couple dollar piece of plastic that traps the empty shell in the action.
- If you're using a pump gun, be gentle with the pump action when ejecting your empty shell. You should be able to control the ejection, so your empty doesn't hit the person next to you.