



## Arizona Scholastic Clay Target Program (SCTP)

### Trap Specific Rules

We will be abiding by the Amateur Trapshooting Association rules as stated in their 2009 rule book. Below are outlined some basic rules and procedures.

- No bird
  - Any illegal target, freak target, or a target of a markedly different color.
    - If fired at above targets will be marked as results of shot.
  - Any allowable failure to fire.
  - Any target thrown broken, regardless of the result of any shot fired.
  - When any whole target appears along with target debris.
  - When a contestant shoots out of turn.
  - When two contestants fire at the same target.
- Malfunctions
  - Competitors are allowed two (2) failures to fire per round at any legal target that appears promptly, for any reason.
  - Failures to fire will be marked on the score sheet as F1, F2 respectively.
  - The third failure to fire and any additional failures to fire during a round shall be marked as loss.
- View birds
  - After all squad members are present on their assigned positions the Squad Leader (shooter at post one) may ask for one (1) target only.
    - If target thrown for observation is broken, irregular or illegal the squad leader may ask to see another target.
  - If there is a delay due to trap or gun malfunction the contestant in turn may ask to see a target before resuming shooting.
- Scoring
  - At the end of every round each competitor is responsible for checking their score.
    - The Squad Leader must verify the scores by initialing the score sheet before proceeding to the next trap.
  - The score keeper will call out all no targets as “No Target” and all lost targets as “LOSS” and will score each target as an “X” for dead and “O” for loss.
    - If the shooter disagrees with the score keepers call he/she must protest before another shot is fired.
    - The score keeper/referee has final say.
  - It is the duty of the score keeper to ensure that shooters change posts at the proper time.
    - Any targets shot after failure to move will be scored.
- Squad rotation
  - No member of a squad shall move toward the next post or leave the field until the squad member who is last has fired his/her final shot of the current post’s specified number of targets.
- Shoot offs
  - If there is a tie between squads for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place in the same division, or for individual in 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> in the same division a shoot off will be held to determine the place of finish.
  - Team shoot-offs will be conducted in accordance with SSSF National SCTP rules. (Rule 12-C)
  - Individual shoot-offs will be from the 16-yard line, “miss-and-out by post.”
    - If still tied, individuals move to post two and so on until a winner is determined.
    - If still tied after the first shoot off round, a subsequent “miss-and-out by post” shoot off rounds will be shot from the 22-yard line until a winner is determined.
    - If still tied after the second shoot off round “miss-and-out by post” continues from the 27 yard line.