

# Outagamie Conservation Club

## PLEASE PROMOTE SAFE GUN HANDLING AND “SHOOT” FOR AN ACCIDENT-FREE SEASON

### Gun Safety:

The following are standard trap etiquette and proper gun handling procedures. We request that everyone address these points of safety with their team members.

1. There is to be only one shooter at a time on the firing line with a live round in the chamber with the action closed. A live round may be placed in the chamber, but the action must remain open until the preceding shooter has fired.
2. All chambers are to be kept open (break open guns to be unlocked) anytime the gun is not on the firing line.
3. **ALWAYS keep the muzzle pointed down range when on the firing line. Be very conscious of muzzle direction in the event of misfire or jam.**
4. All chambers are to be empty when changing stations on the firing line.

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## Shooting fees:

Club members	\$5.00
Director	\$4.50
Juniors (17 or younger)	\$4.50
Non – members	\$5.50

## Trap Committee:

Trap Manager – Sharon Allen

League secretaries: Sharon Allen, Robbin Buchholz, Holly Hoffman

Trap committee members – Mike Kohl, Wes Feitzer, team members to be determined

## Club Trap Shooting Information

1. Shooting hours are from 6:30 pm to 10:00 pm every scheduled night. All league nights are non-scheduled shooting times.
2. A Trap Committee will be formed of at least six (6) individuals who shoot on a regular basis and are active Outagamie Conservation Club members. The trap committee will be responsible for resolving trap league issues raised by participating individuals or teams. There should be two people from each shooting night along with a trap secretary and the trap manager. The individuals shall know the trap league rules well to be able to participate in issue resolution.
3. Each trap team will sign up for clubhouse clean up at the end of at least one night of shooting. Any spots not signed up for after two weeks will be filled by the trap secretary. If a team fails to perform the clean-up duties on their scheduled night without first

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notifying the trap secretary, they will lose all of their team points for that week.

4. Squad sheets are **NOT** to be submitted until **ALL** shooters are present on club grounds. Only one sheet may be turned in at a time.
5. Squads will be assigned to the first available trap in the order they are submitted starting on trap 2.
6. Squad numbers and trap numbers will be called prior to shooting. All shooters must be ready to move to the line when the previous team finishes.
7. ~~Trap machines will be filled after each round by the squad which has just finished shooting on that trap house. The team filling the trap machine will insure there are white birds placed in the machine at the appropriate spacing (see signs in trap house). For winter league, only fill machines to level marked on magazine. Empty cartons, which contained the targets, are to be removed from the trap house and placed in the recycling dumpster. All boxes are to be broken down before being placed in the dumpster. Any team caught not filling the machines or disposing of the boxes properly will forfeit their points for that week.~~  
**REMOVED 4/5/16**
8. For league rounds, we will use white birds for beer birds. **Two white birds will be thrown per round and both birds must be broken to get the pitcher of beer.** If only one bird is broken, the pitcher token will not be given. Also, single broken birds cannot be grouped from other rounds to add up to two. Only the first two white birds per round will be used to determine if the beer is won. If two white birds are not thrown during the round, the team will shake one or more dice to determine if they hit the beer bird. The

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method used for shaking the dice will be determined by the league secretary on duty that night.

9. Only five (5) shooters, the puller/marker, instructor, and the Range Captain are allowed on the field during shooting.
10. Every shooter must have a gun on the line. **NO EXCHANGING!**
11. Only trap loads will be permitted for any shooting event (7 ½ or smaller, 1 1/8 oz., 3 dram equivalent or less). This includes Hunt & Cover, Five from the Fence, Annie Oakley and sporting clays. Although the ATA allows loads of 1300 FPS, they do not have an archery range for a backstop. All loads used on O.C.C. will be **1200 FPS or less.**
12. No one is allowed to pick up spent shells while the squad is shooting. **Pick up empty shells after the round is completed.**
13. All semi-automatic guns must have a shell catcher if possible. If it is not possible to use a catcher on a shooter's gun, his team can state they are okay with them shooting without a catcher.
14. Only the range captain, members of the Trap Committee or a person appointed by the trap manager will be allowed to adjust the trap machines. The machines will be set once per week unless a machine is shown to be out of adjustment. Once the first league round is fired, the trap setting will remain the same for the remainder of the night unless there is a mechanical problem. **Any team that adjusts the trap machines without approval will forfeit all team points.**
15. Only the Trap Committee members, Trap Secretary, or Trap Manager will instruct the puller/markers.

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16. All questions regarding procedures or complaints are to be directed to the Trap Committee.
17. Guns are not permitted in the Club House. When not in use, guns shall be stored in the racks or in personal vehicles. O.C.C. is not responsible for stolen or damaged guns, personal equipment or accessories.
18. On the range, gun muzzles must be pointed down range at all times. The chamber is to be kept open until it is your turn to shoot. Remember to keep the gun muzzle pointed in a safe direction when walking to and from the shooting range.
19. Without question, **handling of firearms in an unsafe manner** will be cause for expulsion of the shooter and forfeiture of score at the discretion of the Trap Committee.

## **Club Trap League Rules**

1. Team captains are responsible for collecting shooting fees and signing up the team. Incorrect fees will result in forfeiture of the round.
2. Teams will consist of five (5) regular shooters and up to five (5) subs.
3. New shooters cannot be added to the team after the 3<sup>rd</sup> week of shooting without first getting approval from the Trap Committee.
4. All league participants shooting 3 or more times **MUST** be club members. Failure to do so will cause forfeiture of all team points and targets for that shooter. Any person known to not have their membership will be charged non-member fees.

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5. All team fees are due by the 3<sup>rd</sup> week of shooting. No refunds will be made if a team drops out.
6. Shooters and subs may shoot on only one team per league night.
7. A team may shoot with a minimum of three (3) shooters. Lower positions not filled will be lost points and no targets will be added to the team total. However, dummy birds will be added for the purpose of determining yard line.
8. The league will be run on a handicap point system. There is a possible six (6) points per night: Five (5) points on a man to man basis plus one (1) for high team total.
9. In the event of a team dropping out, all subsequent teams shooting that team will shoot against that team's established averages and the team's total average to a maximum of six points.
10. In the event a team fails to complete a league match round and drops out of the league, the team shooting against them will shoot against their own averages the same as in rule (9).
11. Team captains are responsible for signing up teams in the correct shooting order. The highest average is position 1, etc. Shooters without an average will shoot in position 5. Incorrect shooting order will result in the forfeiture of points.
12. All score sheets should be verified and signed by the team captains. Only the league secretary will approve any corrections due to addition errors. **Any errors in scoring during the round of shooting must be resolved before moving to the next station.**

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13. A visible chip must be seen to be called a broken target.
14. If you call for a bird and it is pulled within regulation time of 5 seconds and you do not shoot at it, it will be a loss bird.  
Exception: mechanical failure of your firearm to not shoot.
15. Teams may shoot up to one week ahead and one week behind. A team can shoot behind only once (1) in the summer season. In case of a real emergency, arrangements can be made with the league secretary.
16. Any out of schedule shooting must be arranged in advance with the league secretary. If you wish to shoot ahead or behind, the averages and yardage must be refigured prior to the shoot ahead or behind being scheduled.
17. If a team shoots ahead, that team cannot shoot a league round on the night for which they shot ahead.
18. Teams must shoot on a “Bye Week” if it occurs in the schedule to get their points. Teams will be shooting against their average as of the previous week.
19. **Team captains must notify the league secretary of the night that is to be missed. Failure to notify the league secretary will result in forfeiture of the match missed that night.** This will not apply to nights where shooting has been called off because of inclement weather.
20. If a team fails to shoot as scheduled or within the allowed ahead or behind time, the opposing team will shoot against that team’s averages plus a five (5) bird penalty for the team that didn’t shoot.

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21. If a team fails to finish a league round for reasons beyond their control, not including weather, the round will be re-shot the following week.
22. In the event of foul weather and the whole league does not shoot, the missed league shoot date will be moved to the end of the league schedule. If part of the league misses, the balance will be shot the next week. Where half of a league match has been completed, the team having shot has the option to keep the score shot, or re-shoot the round the next week. The team must clearly state their intent before leaving the club that night.
23. Shooters must shoot 70% of the scheduled league shoots to be eligible for league trophies. Trophy options include plaques, embroidery certificates, gift cards, picture plaques, trophies, and etched beer mugs. Additional cost beyond the standard plaque cost will be paid by the receiving team.
24. Any team that forfeits the last night of the league shooting will also forfeit any and all team and/or individual trophies.
25. During position night shooting, teams not matched with a direct opponent will shoot against the scores of the team ranked directly ahead of them in their division (i.e. #1 shoots #2, #3 shoots #4, and odd #5 will match against #4, but #4 does not gain or lose any points on this match).
26. When splitting the divisions at the half way point of the league, total targets as well as known ability will be considered in determining what division a team will be placed in.

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27. If two teams in a 1<sup>st</sup> place trophy position have the same score at the end of the regular season, these teams will be required to shoot in a shoot-off round for trophy eligibility. Team captains will arrange for the shoot-off time with the league secretary. The shoot-off round will be shot from the 27 yard line. Tie breakers will be as follows: team total score, head to head individual score from the #1 shooter on down.
28. If a trap machine continues to throw broken or non-regulation targets, the team on the line is responsible to stop shooting and ask for repairs to the trap machine, or as an alternative, a new trap house. If a team continues to shoot at non-regulation targets, they will have agreed to accept the scores as shot without recourse. If moved to another trap house, the scoring will continue as though no interruption occurred.

## **Trap Machines:**

~~The trap machine power is to be turned off prior to entering the trap house and loading the machine. The power to the trap machine is controlled by a control switch located inside the trap house. The switch is to the left side of the house as viewed from the firing line.~~

**~~Do not stand in front of the trap house when turning off the power to the trap!~~** The birds come out of the house at about 50–60 mph and they hurt. Load the targets in the target rack to the line marked on the turret. Be sure there is a white bird for each round per the spacing indicated on the sign in the trap house.

**Bring out and break down all the cardboard boxes for placement into the recycle dumpster! Boxes are not to be placed in the rubbish barrels. The barrels are for non-recyclable trash only.**

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~~When done loading the trap machine and leaving the trap house, turn the power switch to the “on” position.~~

If you are uncertain about the power switch or loading the trap machine, please ask the puller/marker or a member of the trap committee for assistance. Do not use the “trial and error” method.

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## HANDICAP SYSTEM