



MEMORANDUM FOR ALL FORT CARSON DOD ID CARD HOLDERS

SUBJECT: 2021 Fort Carson Intramural Trap Shooting League

1. **Purpose:** To provide insight for Intramural Trap Shooting League.
2. Objective of the program: To promote unit moral, Espirit de Corps, teamwork, physical fitness and to develop leadership and sportsmanship
3. Division structure: Each team will register with the Intramural sports office through email below:

Devon Foster
Recreation Assistant
Devon.e.foster.naf@mail.mil
719-526-5956 Direct
719-5267585 Intramurals Office

4. Eligibility and participation: All Military/Government ID card holders, **ages 21 and older** are eligible to participate. This includes active duty personnel, family members, retirees and DOD civilians and contractors. All members must be from the same company/battalion. All players **MUST** play with their unit. Alpha Rosters required, if requested by the Intramural Sports Office. If the unit does not have a team, players can then make a team with eligible players or can be added to the free agent roster or will be placed on a team. This league is coed male and females may play on the same team.
5. Team Rosters:
 - a. All team members must be listed on the team roster. Rosters must include first and last names and team coach/captain & alternate to include email address and phone number.
 - b. **Players will not be allowed to play for more than one team within each league.**
 - c. **All team members must have their identification card with them for each match.**
 - d. Rosters will be turned in to the Lead Recreation Assistant. Roster must be typed and include members' first and last names, and a contact phone number of the coach/captain and an alternate.
6. To Enter: Teams must submit typed roster to the Intramural Sports Office (devon.e.foster.naf@mail.mil) no later than the specific league/tournament registration deadline.
7. Free Agents: Free Agents are players that would like to join an Intramural Team, but don't have enough players to form their own team. To sign up as a Free Agent, you must follow these important steps.
 - a. Email Devon at devon.e.foster.naf@mail.mil with you name, phone number and your unit.
 - b. Intramural sports staff will place you on a team that is incomplete or make a new team of free agents.

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8. Rules of Play:

- a. Shooters will bring their own scorekeeper, score cards, clipboards, and pens will be provided by intramural sports.
- b. Postponement of competition:
 - Postponements will only be granted, if necessary, when unit duty commitments warrant. Notification must be submitted to the Lead Recreation Assistant or Intramural Sports Director 24 hours prior to scheduled game
- c. Inclement weather:
 - Postponements will be determined by the Sports Office Representative and Range Safety Officer on site. The procedure for possible rain outs shall be to call the Intramural Sports Office at 719-231-4939/posted on Facebook Mountain Post Recreation Page.
- d. Forfeits:
 - If teams do not have the minimum required three (3) individuals to participate they will be given 15 minutes to find enough shooters to begin. If in the 15 minutes they do not find enough shooters they will forfeit that match.
- e. Any device, equipment or apparel which is not specifically mentioned and may be of questionable status must be submitted to the shoot management for approval prior to its being used in the match.
- f. Shooting positions
 - Shooting stations-the shooter must stand with both feet within the boundaries of the shooting station.
- g. Calling for the target
 - When a shooter is in position and ready for the target, he or she calls crisply and clearly "Pull" or some other signal or command that clearly indicates that the target is to be thrown. Once the shooter has called for the target, he or she must remain in the ready position (see Rule 5.3) until the target emerges from the trap house. The target may be thrown any time within a three (3) second time period.
- h. American skeet and American trap
 - The target shall be thrown immediately upon the call, however slight delays are acknowledged in the rules. Only the field referee may determine a late pull.
- i. Muzzle control on the range.
 - Each shooter is responsible for proper muzzle control on the range at all times. No firearm may be pointed toward any person, live animal or portion of the shooter's own person while on or in the vicinity of the ranges. All actions must be open and firearms empty until the shooting station and in immediate preparation for the shot.
- j. Penalties

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- Warning- any shooter violating this rule for the first time in any round shall be warned by the field referee.
- Disqualification- flagrant violation of this rule or repeated violations after a warning has been issued may result in disqualification from the current round of targets and forfeiture of all targets remaining. Repeated violations in later rounds will be grounds for forfeiture of all remaining targets in the event.

Range operations and regulation

- a. Handling guns
 - All shotguns, even when empty, must be handled with the greatest of care. All shotguns must be pointed in a safe direction, empty and with the actions open except while on the shooting stations. Shooters must keep the muzzle pointed in a safe direction at all times- downrange, up or at the ground. In no event should a shotgun be pointed toward the gallery or any other individual.
- b. Loading
 - Shotguns may only be loaded when the competitor is on or in the shooting station facing the shooting area with the shotgun pointed downrange.
- c. Trap
 - The shooter may place a cartridge in the chamber or magazine of his or her firearm after they have shot, leaving the action open until the person preceding them in the firing order has fired. The firearm must be completely unloaded while moving between stations. A loader on the line will be allowed for beginners only.
- d. Cease fire
 - Any command to cease firing requires that all firing immediately ceases and that all chambers and magazines be emptied of ammunition until firing is permitted to resume.
- e. Changing guns
 - Shotguns may be changed between stations on the same round only if they are malfunctioning or disabled. In that case the referee may permit replacement of the malfunctioning parts or the entire shotgun.
- f. Regular target
 - A regular target is one that complies with the rules of the event and is released according to those rules on the call of the competition.
 - Irregular target- a target that deviates from the specifications of a regular target as determined by the referee. The referee only has the right to determine whether a target is irregular.

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- Broken target- A broken target is any target that is not whole. Results of shots at broken targets shall not be scored, and the shot will be repeated.
- g. Shooting order
- In all trap and skeet events the shooting order is determined by the order listed on the official score card. In sporting clays, either the shoot management or the shooters may determine a different order for each field, making sure that the official scorer is notified of any change.
- h. Ammunition malfunctions
- Any failure to fire when the primer has been fairly struck by the firing pin and the entire load including the wad, has not left the bore or any separation of ammunition during cycling of a magazine firearm during doubles shooting may be termed an ammunition malfunction. Shooter error (e.g. failure to load, loading the wrong barrel, using ammunition that has previously been determined to be faulty) does not constitute an ammunition or firearm malfunction and will result in a lost target or targets. A maximum of two malfunctions of either ammunition or firearm is permitted in any round. Additional malfunctions will be scored as lost targets.
 - American trap- only one (1) failure to fire due to ammunition or firearm malfunction is permitted per round. Additional failures to fire will be scored as lost targets.
- i. Disabled firearm
- Any firearm which cannot be fired safely, which doubles automatically, which fails to ignite the powder charge or fails to eject the spent cartridge due to mechanical defect or damage shall be declared disabled and may be repaired or replaced. If it cannot be repaired or replaced within three minutes, the shooter may finish the round at a time determined by the shoot management.
- j. Firearm malfunctions
- Failure of the shotgun to fire due to mechanical defect shall be considered a firearm malfunction. Shooter error in loading or operating the firearm does not constitute a malfunction. Examples of shooter error include failure to load the firearm or to load the proper barrel, failure to place the safety in the "fire" position, failure to load two cartridges when shooting doubles, failure to properly close the action or operate the slide on a pump action shotgun, loading empty shells or using improper sized ammunition.
 - A maximum of one malfunction shall be permitted per round of 25 targets, with additional failures to fire being scored as lost.

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k. Viewing targets

- Rules for viewing targets vary with the disciplines.
- American trap - The squad leader may request to see one target prior to the start of each round, after an irregular target is thrown or after a delay due to trap or other equipment failure. Any shooter who is thrown two consecutive irregular targets may request to see a legal target before calling for the next record target.

l. Number of shots

- One shot per target is permitted in American trap and skeet. In sporting clays, the shooter may fire only two shells per pair of targets, but they may both be fired at the same one if desired.

m. Advancing to the Next Station

- No shooter shall advance to the next station prior to the completion of all shooting at the current station or in such a manner as to interfere with other shooters.

n. Shouldering and Sighting

- Trap shooters may shoulder their firearms prior to calling for the target, and American skeet shooters may take a brief practice swing prior to calling for the target.

o. Dead Target

- A target is scored as dead (hit or broken) when at least one visible piece is broken from the target within the shooting boundaries. Dust is not considered a visible piece.
- Targets may be declared "no bird" or "no target" only by the referee. Handling of repeat targets is outlined below. A target declared "no bird" or "no target" by the referee must be repeated regardless of the actions of the shooter or the results of any shot.

p. Repeat Target MUST be thrown

- In the following situations, a repeat target or pair must be thrown regardless of the shooter's response to the target.
- A broken target was thrown
- The target was thrown from the wrong house or group of traps
- Two or more targets are thrown simultaneously during singles shooting

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- A target of distinctly different color is thrown
 - (except for sporting clays "poison" birds)
 - Either target in a simultaneous pair is irregular
 - A single target is thrown for a double
 - The competitor fires out of turn
 - A shooter mounts his or her shotgun prior to seeing the target in sporting clays
- q. Repeat Target MAY be thrown
- If the competitor does not fire at the target, a repeat target may be thrown under the following conditions:
 - The target was thrown before the shooter called for it
 - The target was not thrown within the allowable time limits
 - The shooter's position or shotgun position violated the rules but they had not been warned
 - The target flutters, takes an irregular course or has inadequate velocity
 - An allowable ammunition or firearm malfunction occurs
- r. Target MUST be Repeated
- A repeat target must be thrown even if the competitor has fired when:
 - The shooter was visibly disturbed
 - Another competitor fired at the same target
 - The referee cannot for some reason decide whether the target is dead, lost or no bird
 - (Consultation with flanker referees is required in the international events)
 - The shot is fired involuntarily prior to calling for the target (Note: accidental discharge may result in a penalty or disqualification!)
- s. Discipline
- The safety of all persons in the vicinity of the range requires continuous attention to the highest standards of safe firearms handling and strict self-control. Self-discipline is the key to proper range behavior and safety. Where self-discipline is inadequate, it is the responsibility of all range personnel to enforce discipline on the fields. Coaches and competitor share the duty of assisting with such enforcement.
- t. Disorderly conduct
- Disorderly conduct, including the use of controlled substances, is strictly prohibited on the range or in the gallery during matches. Anyone who fails to comply with this rule maybe expelled from the event, match or grounds, by the match director, referee or extension personnel. Such expulsion shall be referred in writing to the State Shooting Sports Coordinator for appropriate action.
 - Refusal to obey- No person shall refuse to obey the duly executed orders or instructions of any range official or match management personnel given in conduct of their official duties.

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u. Loud, Foul or Abusive Language

- The use of loud, foul or abusive language on or near the shooting fields is not permitted in any events. The first instance of such behavior may result in a warning. Repeated or severe instances will be referred to the shoot management or shooting sports coordinator and may result in forfeit of all entry fees and expulsion from the event or match.

v. Alcohol Use

- The consumption of alcoholic beverages by participants, coaches or observers during any 4-H Shooting Sports event is strictly forbidden. Violators of this rule will be asked to leave the grounds. Failure to comply will result in expulsion from the event with additional referral to the event management committee for additional sanctions of the individual or individuals involved.

w. Delaying a Match

- No shooter may delay a match or event through willful tardiness or excessive delay in preparing to fire.

x. Sighting

- Sighting is permitted only on the shooting station or in a designated safe are. Sighting or shooting at another competitor's target or at any live animal is strictly forbidden.

y. Open and Empty Requirement

- The shooter may not turn from or leave the shooting station until he or she has opened the action and removed all ammunition from the firearm. Actions will be opened and ammunition removed during any stoppage of fire. All firearms being carried to or from the fields will be open and empty.
- All firearms will be pointed in a safe direction at all times, including loading, facing away from traps being cleared and turning between shots on skeet station 8.

z. Racked or Cased Firearms

- Firearms not in transport to the fields or in active use shall be racked, cased or otherwise safely stored.

aa. Loading and Closing Trap Guns

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- Trap shooters may insert a cartridge into an open firearm after firing at a target. They may not close the shotgun until the shooter ahead of them in the rotation has fired at a regular target. The shotgun may NOT be loaded when changing stations.

bb. Misfires or Malfunctions

- Shooters must remain on the station with the shotgun pointed downrange after any misfire or malfunction. They must not touch the safety or manipulate the action until the arm is inspected by the referee.

9. Players

- A team consists of five (5) individuals.
- A team may start and play a game with as few as three (3) players.
- **Players must be 21 years of age or older**

10. Playing Field

a.

- The trap field has five shooters, the shooter at position 1 (far left then facing the trap house) followed by shooters 2, 3, 4, and 5.
- Although the international bunker is used in international trap, most events are fired using a modified or wobble trap on an American trap field. The use of a bunker is encouraged for those who wish to continue into higher levels of competition. Modified or wobble traps are acceptable alternatives. For information on international bunker set up consult the USA shooting shotgun rules of the UIT regulations for clay target shooting: Olympic Trap and Skeet.

b. American Trap Field Layout

- A. An American trap field consists of a single trap house with 5 shooting stations 16 yards behind the front center edge of the trap house. Station 3 is centered behind the center of the trap houses with stations 1 and 2 centered 6 yards and 3 yards left of station 3 on the arc of the 16 yard circle (when facing the trap house) and stations 4 and 5 centered three yards and six yards to the right of station 3 on the arc of the circle. Shooting stations are three feet apart.

c. Target Distances, angles, and elevation.

- B. Oscillating or Multi-oscillating (wobble) machines must be equipped with a device to interrupt their movement preventing the shooter from predicting the pattern of target angles.

d. American Trap

- C. Traps shall be adjusted to throw targets a minimum of 48 yards from the front of the trap house. Lateral oscillating shall be a minimum of straight away from stations 1 and 5, measured through the center of the trap house (approx.22 degrees right and left of the line drawn through the center

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of station 3 and the center of the trap house). The maximum lateral oscillation is 25 degrees wider or 47 degrees right or left of the center line, measured 15 to 20 yards from the trap house. Vertical height is a nominal 9 feet at 10 yards from the trap house, with a tolerance of 8 feet to 12 feet permissible. Stakes should be placed on the arc of a 50 yard circle centered on the center front of the trap house and in line with the point and the centers of stations 1 and 5 to assist in setting the trap angles.

D. Course of fire

E. American trap and skeet

Beginners shoot 2 rounds (50 Targets), juniors and seniors shoot 4 rounds (100 targets). Ties are only broken for placings that will receive high individual or team awards.

F. Trap shoot- offs

If all tied parties are present, there will be need for a shoot off. Otherwise, ties will be broken using the following

Score for round 1

Score for round 2

Score for round 3

Score for round 4

Longest run in any round

G. If a perfect 100 is shot by more than one individual, a shoot off of 25 targets will occur. If still tied, a sudden death format will be used until the tie is broken.

e. Course of fire in American trap

H. Shooters will compete in standard trap rounds consisting of 5 targets each from each of the 5 stations with shooters changing positions at the end of each of their 5 target sequences.

11. Equipment:

a. Eye protection

- All shooters and other persons on or in the immediate vicinity of each shooting field, including coaches, range officials and any spectators must wear adequate eye protection (glasses or goggles). The equipment must protect both eyes. Normal corrective lenses constructed of impact resistant materials may be used.

b. Ear Protection

- Adequate ear protection must be worn by all competitors, coaches, range officials and spectators on the shooting field during live firing. Both ear plugs and muffs are acceptable.

c. Guns

POC for this MOI is Devon Foster – Intramural Sports and Field Maintenance Office –
Bldg. 2031, Fort Carson, CO 80913 – Phone: 719-5267585 – devon.e.foster.naf@mail.mil

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- All current events permit the use of any shotgun 12 gauge or smaller. There are no limitations on action types. Magazines need not be plugged, but no more than two (2) shells may be placed in the firearm at any time during competitive event.

- d. Release Triggers
 - Shotguns with release triggers may not be used in this event.

- e. Choke tubes and variable choke devices
 - The use of shotguns with interchangeable choke tubes or variable choke devices is permitted. Once shooting has begun at a station, the competitor may not change chokes or barrels until all shooting has been completed at that station.

- f. Compensators and ported barrels
 - Shotguns with compensators, ported barrels or similar devices are permitted

- g. Ammunition
 - Unfired ammunition **may not exceed the standard 2 ¾ inch (70mm) length**. Ammunition is subject to inspection by the referee of the shooting management. Only factory ammunition is allowed on competitions and practices.

- h. American Skeet and Trap
 - **Shot size may be no larger than US #7 ½ fine**. Pellets must be composed of **lead or led alloy and spherical in shape**. Plated shot is not permitted. Maximum shot charge is 1 1/8 ounces of shot.

Scoring

- Make sure you start the scores on the front of the two sided sheets.
- As each shooter attempts to break a target you record the results on the score sheet by;
- Mark a \ (slash) or a line if the shooter breaks the clay. No call out is needed for a
- broken target. Just the score on the sheet is needed.
- Pushing a clay or dust comes off is not a broken target. There must be a piece broken.
- Mark a 0 if the shooter misses it and call out “lost or loss” LOUD!

Officiating: Games will be officiated by Cheyenne Mountain Shooting Complex Range Officers. Scores will be reported by email to Devon Foster to maintain standings. **Scores need to be reported within 48 hours.**

Equipment: Can be picked up at Cheyenne mountain shooting complex (rental guns, ammunition, ETC). For league inquiries email Devon Foster (devon.e.foster.naf@mail.mil) or Call 719-526-7585)

DUE TO COVID-19 THE FOLLOWING GUIDELINES WILL BE IN PLACE:

POC for this MOI is Devon Foster – Intramural Sports and Field Maintenance Office –
Bldg. 2031, Fort Carson, CO 80913 – Phone: 719-5267585 – devon.e.foster.naf@mail.mil

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Maintain social distance when possible and if unable wearing mask should be utilized.