

The following rules are excerpts from the Amateur Trapshooting Association (ATA) official rule book. Park Sportsmen's Club will adhere to these rules for league and practice events. If a situation arises in which the following rules do not address it, the complete ATA rule book will be inquired upon to resolve the issue.

SAFETY

Shoot Management may disqualify a contestant for violation of these Rules, and violations may also result in further disciplinary action.

1. It is the shooter's responsibility and shoot management's responsibility to conduct a shoot in a reasonable and safe manner.
2. It is Shoot Management's responsibility to remove any competitor who is conducting himself/herself in an unsafe manner.
3. It is Shoot Management's responsibility to instruct the trap help in the proper and safe conduct of their respective duties.
4. All trap help must have a flag or other warning device to warn of any person(s) exiting from the trap house.
5. Trap personnel should be thoroughly instructed of the potential danger of the trap (particularly the target throwing arm).
6. Movement and exposure on adjacent traps should be kept to the minimum.
7. The practice of tracking targets behind a shooting squad is unsafe, disconcerting to the shooters, and is not permitted.
8. Alcohol and drugs impair judgment and the rules pertaining the usage of alcohol and/or drugs must be enforced by Shoot Management. It is the responsibility and the required duty of Shoot Management to immediately remove and disqualify any contestant:
 - a. who is under the obvious influence of alcohol or drugs before starting or during any event or who consumes any alcoholic beverage or drugs during participation in any event or between events. For purposes of this rule, "drugs" shall mean any illegal, or recreational drug, and shall also mean any prescription medication if that prescription medication affects the judgement or conduct of the contestant to a degree that renders the contestant incapable of safely participating in the sport of trapshooting, whether during a registered event and/or tournament or practice; or
 - b. who handles a gun dangerously on or off the firing line, or
 - c. who deliberately or carelessly violates gun safety precautions, Official Rules regarding safety, or in any manner endangers contestants, spectators, or gun club personnel.
9. A gun, which for any reason fails to fire as intended, must be promptly opened without any subsequent determination by the referee/scorer of the cause of the Failure to Fire.
10. All guns must have the action opened and contain no live or empty shells at any time, except while the shooter is on the firing line. A break open gun's action may be closed when it is in a gun rack but it shall not contain a live or empty shell.
11. As a safety precaution, test shots will not be permitted under any circumstance.

12. A contestant shall place a live shell in his/her gun only when on a post facing the traps. In Singles and Handicap shooting, he/she may place only one (1) live shell in his/her gun at a time and must remove it or the empty shell(s) before moving from one post to another. In Doubles shooting, he/she may place two (2) live shells in his/her gun at a time and must remove both live or empty shells before moving from one (1) post to another. In changing from one (1) post to another, it is highly recommended that the shooter shall not walk in front of the other competitors.
13. Snap caps or recoil reduction devices may be excluded from the above only if colored a safety orange as to permanently identify them as not being a live or empty shell.
14. A contestant may hold his/her gun in any position. The contestant must in no manner interfere with other shooters by raising his/her gun to point or otherwise create an observable distraction.
15. All guns used by contestants must be equipped, fitted and utilized so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.
16. All persons including competitors, referee/scorers, and trap personnel must wear appropriate eye and hearing protection while on the trap field. Failure to comply may result in disqualification.
17. While not prohibited, the practice of resting the muzzle of a shotgun on a shooter's toe is ill-advised and is discouraged.

GUNS AND AMMUNITION

A contestant cannot use:

1. A gun with a chamber larger than 12 gauge. Guns of smaller gauges are permissible in registered and tournament shooting, but no competitive consideration shall be given in recognition of that fact for handicap and classification purposes. A contestant may not use a gun capable of chambering more than one gauge of shells at the same time. For example, chambering 12 gauge and 20 gauge shells in the same gun at the same time is prohibited.
2. Loads that contain nickel or copper coated shot or tracer loads. However, the use of lead, steel, bismuth, or other composite non-toxic shot materials shall be allowed. Any gun club allowing shot materials described in this Rule, other than lead, shall be required to cover or shield all hard surfaces on trap fields which are known, or reasonably believed, to cause pellet ricochet with material which will prevent the shot pellets from rebounding and/or ricocheting.
3. Any load with a velocity greater than 1290 FPS (Feet Per Second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in any individual shotshell. These velocities are maximum and no individual shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 1/2 can be used. Shot charges are maximum and no charge may exceed the charge amount by more than 3%. Steel shot in Number 7 will be acceptable as long as velocity criteria are the same as for lead shot shells.
4. Any shell loaded with black powder.

TARGET SETTING

Singles targets shall be thrown not less than 49 yards nor more than 51 yards. Distance measurements are on level ground in still air. Targets shall be between 8 feet and 10 feet high, when 10 yards from Point B. The recommended height is 9 or 9 1/2 feet. The height at a point 10 yards from Point B is to be understood to mean height above an imaginary horizontal straight line drawn through the post and Point B. (See Diagram II) (See also the alternative to setting by distance - setting by speed - in Section F, following.) Target height may also be set based on the height of the target at ten yards as measured above the level of the trap arm in the house rather than the height as measured from the number 3 shooting station. This is the recommended procedure at facilities where the installation of traps in the houses is inconsistent as to height.

RULES FOR THE USE OF RADAR GUNS AND CHRONOGRAPHS TO SET TARGET SPEED There are two types of radar guns, high-power and low-power. The practical difference between them is that high-power guns work reliably from the 16-yard line and low-power guns do not. High-power guns (Decatur, Stalker, most "police radar guns" and similar) may be used at the 16-yard line. The trap oscillation is stopped, and the target measured is a straightaway. The gun is pointed horizontally. The correct speed for a singles or handicap target is a minimum of 42 MPH, maximum 44 MPH. The correct speed for the right target of a doubles pair must be a minimum of 39 MPH, maximum of 41 MPH. Low-power guns (SportRadar, Bushnell, and similar) are to be used at the back of the traphouse and at the level of the top of the traphouse. (Holding the gun higher than that will lead to a target which is too fast.) The trap oscillation is stopped, and the target measured is a straightaway. The gun is pointed horizontally. The correct speed for a singles or handicap target must be a minimum of 42 MPH, maximum of 44 MPH. The correct speed for the right target of a doubles pair must be a minimum of 39 MPH, maximum of 41 MPH. When a radar gun is used from inside the house, the correct speed for a singles or handicap target must be a minimum of 44 MPH, maximum of 46 MPH. The correct speed for the right target of a doubles pair must be a minimum of 41 MPH, maximum of 42 MPH. A chronograph is to be used as close to the trap as practical and tipped up at approximately the same angle as the height of the target. The correct speed for a singles or handicap target is 67 ft/sec minimum, maximum of 70 ft/sec. To set doubles with a chronograph, set a singles target to 76 ft/sec minimum, maximum 79 ft/sec. and then switch the trap to throw doubles without changing the spring tension. 49 Note: target speed may be set by distance as above or by speed as determined by a radar gun or chronograph. Target must be set by measured speed or distance.

Diagram II
Legal Target Area for Single and
Doubles Shooting

- 1 TO 5: FIRING POINTS 3 YARDS APART
- POINT B: 16 YARDS FROM FIRING STATIONS
- DEFGH: FIFTY YARDS FROM TRAP
- BDEFGHB: AREA OF LEGITIMATE TARGET
- BEFGB: MOST DESIRABLE AREA IS WHICH TO THROW
TARGET
- 3BF: IMAGINARY STRAIGHT LINE THROUGH POINT B
AND NO. 3 FIRING STATION
- EF, FG: THE DISTANCE BETWEEN THESE POINTS
SHALL BE A STRAIGHT LINE 45 FEET LONG
- TARGET ELEVATION: TARGET ELEVATION SHOULD BE 8-0 TO 10-0 FEET
FOR SINGLES, HANDICAP AND DOUBLES

