



North Ridgeville High School

Trap Team

Ohio State High School Clay Target League

Range Safety Day
Trap Shooting Basics



- **SAFETY:** Everyone's Responsibility
- **FUN:** Encourage Each Other
Having a Blast
- **Marksmanship:** Improvement Each
Week

North Ridgeville High School Trap
Team

The Fundamental Rules for Safe Gun Handling Are:

- ALWAYS keep the gun pointed in a safe direction.
- ALWAYS keep your finger off the trigger until ready to shoot.
- ALWAYS keep the gun unloaded until ready to use.

When Using or Storing a Gun, Always Follow These Rules:

- Know your target and what is beyond.
- Know how to use the gun safely.
- Be sure the gun is safe to operate.
- Use only the correct ammunition for your gun.
- Wear eye and ear protection as appropriate.
- Never use alcohol or drugs before or while shooting.
- Store guns so they are not accessible to unauthorized persons.
- Be aware that certain types of guns and many shooting activities require additional safety precautions.

SAFETY PROCEDURES

- 1. Eyes and Ear Protections.
- 2. No Sandals, No open toed shoes, no tank tops, or obscene shirts.
- 3. No resting the gun barrel on your foot, Magnetic barrel pad only.
- 4. Guns in the rack unless working with a coach or on the firing line, Case stay in cars
- 5. Guns are carried with barrel to the sky and chamber open, facing out (pumps and semi-auto) break opens are over shoulder or arm with barrel in front
- 6. Guns are only loaded on the firing line, when it is your turn to shoot, and only one round at a time!
- 7. Guns are always pointed down range

SAFETY PROCEDURES

8. When rotating from station 5 to station 1 turn right and walk to station with gun in safe position behind other squad members. Guns are always unloaded.

- 9. If firing is stopped for any reason, everyone unload their gun and keep it pointed down range.
- 10. If there is a problem on the line, raise your hand and keep firearm pointed down range. A coach will come and assist you.
- 11. Always be safe and courteous respect other shooters.
- 12. When on the firing line your finger never touches the trigger until you are ready to fire.
- 13. **Start time is 3:00.** We will all leave together after everything is picked up and the club house is clean. **Before leaving you must clear it with the head Coach.**

League Guidelines

- Students must maintain academic standing to participate, the same as with any other school sport.

There are no individual make ups for missing a competition week. You must shoot in all competition weeks to qualify for individual league honors and the national tournament. However, EVERYONE is invited to participate in the state tournament.

At the state tournament, you will shoot in one of 3 categories (Varsity 20-25, JV 15-19.9, Novice <14.9) based on your season average. 1st, 2nd, and 3rd places are awarded in each category. Furthermore, for overall team honors, the teams top ___ scores will be used, so a Novice shooter, who scored an 89, might have that score count towards the team score. Everyone has the chance to help the team every week and at the state tournament!

- Familiarize yourself with the shooting rules for the competition, found on the ohclaytarget.com website under "policies and procedures", in particular pages 8-10.

Misfire, Hangfire, Squib Loads

Misfire

A misfire is a failure of the priming mixture to be initiated after the primer has been struck by the firing pin, or the failure of the initiated primer to ignite the powder. This term is also commonly used to refer to a failure to fire caused by an insufficient hit on the primer by the firing pin.

Hangfire

A hangfire occurs when there is a noticeable delay between the impact of the firing pin on the primer and the actual discharge of the firearm. Typically, with a hangfire, the shooter will pull the trigger, causing the firing pin to fall, but no shot is produced. Inside the case, however, the ignition process has been initiated and, after an unpredictable delay period, the gun discharges. A hangfire can be produced by the use of deteriorated ammunition, or ammunition whose primer or powder charge has become contaminated. The danger of a hangfire lies in the fact that it is often mistaken for a misfire. This, in turn, can result in two distinct types of hazards. First, a shooter who assumes that a non-firing round is a misfire may immediately open the gun's action to remove the malfunctioning cartridge. A cartridge that ignites when thus unconfined can cause damage to the gun and serious injury to the shooter.

Squib Loads

But what about when your shotgun goes "...bang...sort of?" If you hear a lighter-than-normal "bang," or feel lighter than normal recoil, it's possible that a "squib load" occurred. When this happens, the bullet becomes lodged somewhere between the chamber and the muzzle. If there is an obstruction, take a properly sized wooden dowel, and place it through the muzzle end to determine where the stuck projectile is located in the bore. Then, take the dowel through the end of the barrel that's furthest from the projectile, and gently tap the bullet out from the closest end of the barrel to it.

What Should You do if you experience a Misfire, Hangfire, Squib Load or Problem with Your Gun?

- Raise Your Hand and Call For The Range Safety Officer Or Coach For Assistance!
- Keep the Muzzle Pointed Downrange and keep a firm hold on your gun!

New Shotgun

- ☐ Read the Owners Manual
- ☐ Make sure you are familiar with the operation of everything
- ☐ Be familiar with the safety mechanism
- ☐ Learn proper gun assembly and disassembly
- ☐ Attend the NR trap team gun cleaning seminar
- ☐ Clean and Lubricate your firearm Before Shooting it For The First Time!!!
- ☐ The team owns cleaning supplies and we will put on cleaning instruction as needed

Recommended Ammunition

All ammunition used for the league needs to be factory new.

No reloads are permitted.

Target load type shell in 2 3/4" length only.

No more than 1290 fps.

Shot size is 7.5 or 8 with a load of $\frac{7}{8}$, 1 or 1 $\frac{1}{8}$ OZ.

Preferred DRAM is 2 $\frac{3}{4}$ which gives less recoil, 3 DRAM maximum.

Gun Mount

- Keep your finger off the trigger when mounting
- Mount the gun to the cheek, Not your cheek to the gun. This keeps proper alignment of the head and neck to provide a good sight down the barrel and naturally bring the gun to the shoulder in the correct position
- The beads are only used to make sure you are looking down and over the barrel during the mount and not used when shooting. If there is a center bead, this can be aligned with the front bead to ensure the barrel is not tilted, the beads should appear to be in a figure “8” pattern when looked at.
- Keep the elbow up and about parallel to the ground. This would be your right elbow if right handed and left if left handed. This allow the body to turn or rotate without restriction
- Practice this at home in front of a mirror or use a paper plates taped to a wall to simulate the hold and target paths, this should become automatic. We’ll explain this in detail.
- Sight down the top of the barrel, not to the side. Your eyeball should be directly aligned with center of barrel and the beads in figure “8” view
- Check your eye dominance. We will go over this to determine which is your dominant eye. Some people are cross eye dominant meaning they may shoot right handed but be left eye dominant.

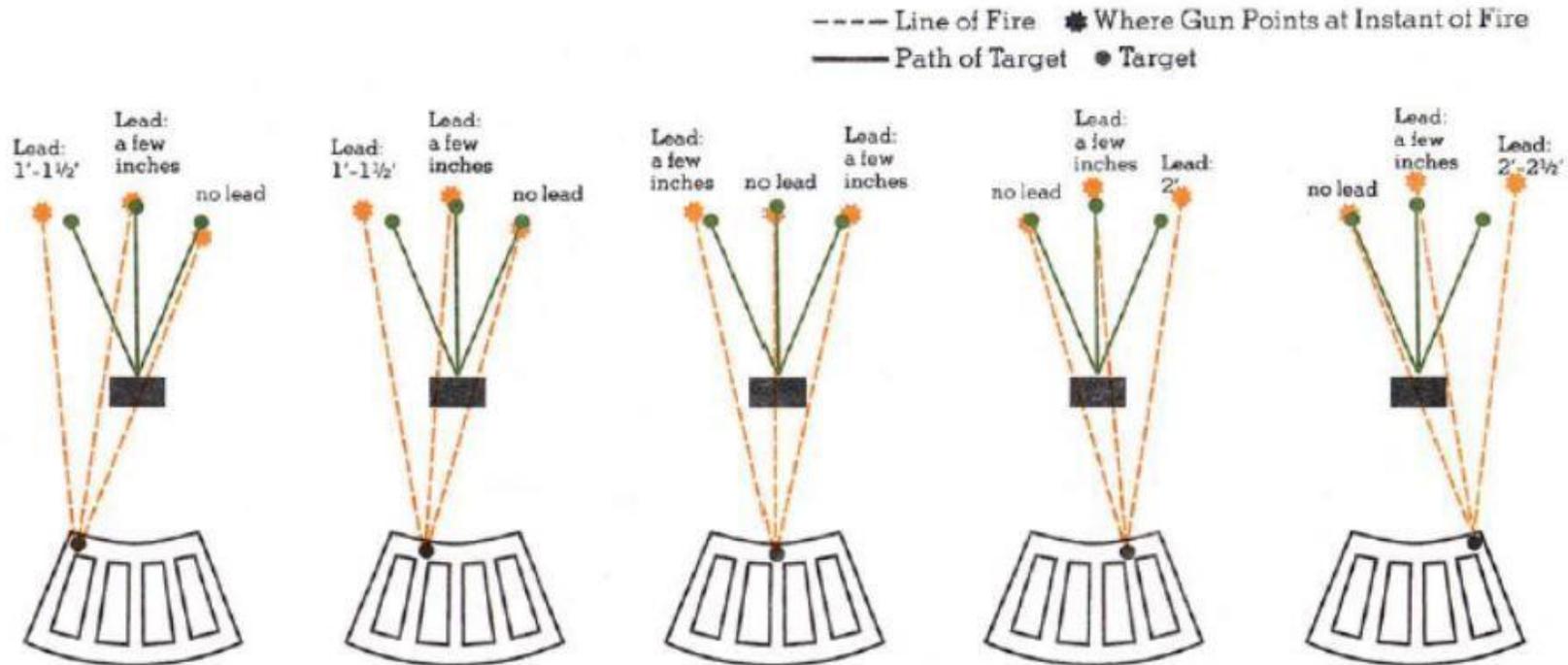
Stance

- ❑ Weight distributed about 55% to front foot 45% to back
- ❑ Front foot slightly rotated.
- ❑ Back foot slightly turned
- ❑ Front knee slightly bent
- ❑ Feet spread approximately shoulder width apart
- ❑ This is a starting point and should be comfortable and personalized to you. We will explain how this changes slightly at each station.



Trap Station Clay Target Leads

16-YARD SINGLES



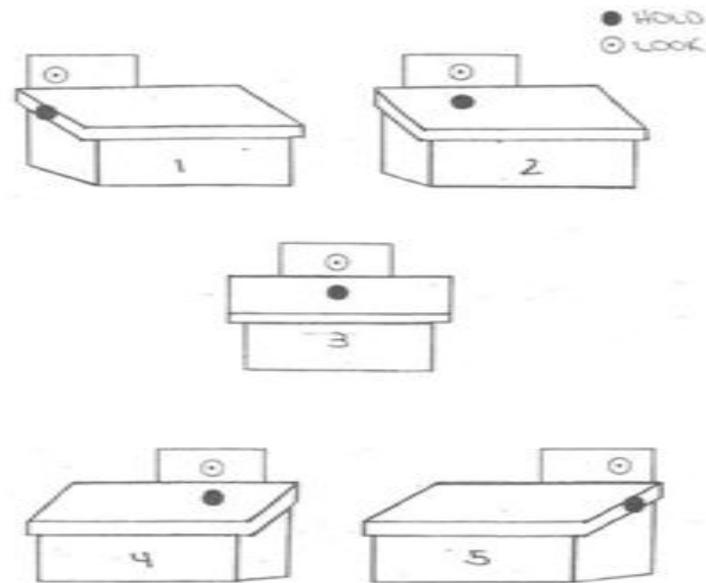
Shooting a clay target

- Clay targets travel away from the trap house at 42 MPH
- Target flight angle is 34 degrees. 17 degrees to right and 17 to left
- Target height is 8-10 feet – weather conditions will alter flight paths of targets
- We shoot from the 16 yard line which is the front of the shooting range. Stand at the front mark within the box
- There are 5 shooting stations with number 1 at the far left and 5 to the far right
- The shooter who starts at station 1 is the squad leader and always shoots first regardless of what station they are on. Each station takes one shot beginning with station 1 then to 2, 3, 4, 5. After each shooter shoots 5 shells everyone rotates to the right.
- The shooter at station 5 rotates to their right and crosses behind the other shooters and sets up at station 1
- When it is your turn to shoot relax. Don't tense up. Take a deep breathing
- Do we aim a shotgun? We'll explain this process

Shooting

- We don't aim a shotgun. We point it at the target
- Both eyes open is best if you can!
- When it is your turn to shoot, load 1 shell into the gun and mount
- Soft focus 10-15 yards beyond the leading edge of the trap house, take safety off
- When you're ready for the target call Pull
- When the clay is detected hard focus on the leading edge of the clay and move the gun to it quickly and then pull the trigger. Don't move the gun until you get a clear picture of the clay
- Follow through and keep the gun moving after the shot
- Always keep your cheek firmly against the comb and don't lift your head. Keep the butt of the gun against your shoulder.

Gun Hold Point & Sight , looking for a target



Weekly Range Fees

- We will be shooting two rounds per week (50 Shells)
- The cost per round is \$5 per round for Team members who have memberships with the club. The cost per round for non members is \$8.
- All athletes need to check in prior to shooting for the day.
- Club members are issued a card for use with the reader at the trap field. Rounds are purchased at the club and loaded onto the card. Club members need to make sure you have enough rounds loaded onto the card Prior to shooting.
- For non club members without a card, payment for rounds is made to us weekly and done at check in prior to shooting.