2027 OREGON WINTER LEAGUE
BEND TRAP CLUB

GENERAL INFORMATION

- League will run for 10 weeks starting **Sunday's January 31st and end on Saturday April 3rd with 198 Target Event ($500 added Money)**
- Club will open at 9:00 am. Official league scores to be shot from 10:00 am – 2:00 pm
- Shooting will consist of 25 targets each in four events
    - 25 16 yard targets
    - 25 handicap targets*
    - 12 pair doubles targets (24 targets total, shot in pairs, per post 2,3,2,3,2)
    - 25 continental/wobble targets shot from the 17 yd line. Two shots per target allowed.

(*Handicap yardage determined by PITA rules. 20 yard minimum)

- Shoot any or all events each week as desired. Shooters are not required to shoot all events.
- No entry fee. Standard Membership Target fees per 25 targets.
- A shooter who records six scores in an event will be eligible for HOA trophies provided by BTC, but you must shoot at the Winter League Finale to qualify.
- "Final score" is the best six scores a shooter records in each event.
- Shooting Weeks Start on Monday and closes Sunday of each week, Saturday for Finale.
- If a shooter is scored more than once in an event on the same day, the first score will be the official score.
- Must be a current annual member of the Bend Trap Club to compete.
- Handicap yardage determined by PITA rules. 20 yard minimum. No slide.
- Squads may contain both shooters shooting "for score" and those just shooting practice.
- O.W.L. scoring can be used in conjunction with Multiplex Targets.
- Rules subject to change.
- Kitchen will have snacks/drinks for purchase and Potluck's (TBD)
- Ammo available for purchase
- Trophies to Hi score in each event for entire league (Top six scores used to determine final score in ea. event)
- Additional trophies for Rookie (Best 6 Singles) and Junior (Best 6 Singles/HDCP Combined)
- Top five scores (in each event, each week) will represent Bend Trap Club in state league for traveling trophy.
- Awards Ceremony and Pot Luck/shoot offs to be held Saturday afternoon, April 3rd.

BEND TRAP WINTER LEAGUE GRAND FINALE

April 3rd 9AM

- Week 10 and additional "bonus" Week 11 (combined for events)
- Unregistered targets, $8 per round (25)
- Pot luck Lunch
- Both Week 10 and 11 will count for WL HOA Trophy's
- Winners of Each event and HOA trophy's for Winter League to be presented
- In Spirit of the Winter League $1 Random Draw per Event (anyone can win)
- Tournament Membership of $1 to be charged at sign in
- $500 in Added Money $100 added to each event and HOA

Event #1 50 Singles (Targets $16)

- Lewis Class 3 Classes 100% $10
- Random Draw Option $1

Event #2 50 Handicap (Targets $16)

- Payouts---Hi Gun (40/30/20/10) $10
- 25 Options (Front and Back) 100% $10/Each
- Random Draw Option $1

Event #3 24 Pairs of Doubles (Targets $16)

- Lewis Class 3 Classes 100% $10
- Random Draw Option $1

Event #4 50 Continental (Targets $16)

- Lewis Class 3 Classes 100% $10
- Random Draw Option $1

HOA Prize Week 10 and 11 Combined 198 Bird HOA $100

HOA Ties Shoot-off- 10-Singles, 10- HDCP, 5 pair Doubles, 10-Cont.

Questions and pre-squad Call Chad 541-675-5122, chad_lilze@hotmail.com

RULES AND TRAPSHOOTING ETIQUETTE

- Eye and ear protection are required.
- No shot size larger than 7½ will be permitted.
- No consumption of alcohol or drugs is allowed prior to shooting.
- 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.
- As a safety precaution, test shots will not be permitted under any circumstance.
- Do not point your gun at another shooter at any time, even if you think it is unloaded.
- On the firing line, always keep your gun pointed toward the ground and down range.
- Off the firing line, keep your action open.
- Always keep your muzzle pointed in a safe direction and treat every gun as if it is loaded.
- The chamber is to be empty at all times, except when at the firing line and preparing to fire.
- Shooters are almost always happy to have you look at their guns if you ask for permission first. Do not pick up another shooters gun from the gun rack without first asking for permission.
- A contestant shall place a live shell in his or her gun only when on a post facing the traps.
- A contestant may hold his or her gun in any position when it is his or her turn to shoot. The contestant must in no manner interfere with the preceding shooter by raising his or her gun to point or otherwise create an observable distraction.
- 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.
- All persons, including competitors, referees, scorers, and trap personnel, must wear appropriate eye and hearing protection while on the trap field.
- Be ready when your squad is called and when it is your turn to shoot.
- Do not lean over after each shot to pick a shell out of a box on the ground or to retrieve empties.
- Keep your shells in an easily accessible location on your person. Do not place shells where you need to stoop over to retrieve them. It is distracting to other shooters on the squad.
- Do not raise your gun until the shooter ahead of you has fired.
- Avoid any unnecessary movement on your post that may interfere with or distract other shooters.
- Remain on your post, standing facing the trap quietly, until the fifth shooter has fired and then move to the next post.
- At the end of the round, remain still on your last post facing the trap until the last man has fired the last shot.
- If you are the lead off, do not fire until you have checked and ensured that all the members of the squad are on their post and are ready to fire after each change of post.
- Never load your gun before changing positions. When moving from post five to post one, turn to the right to avoid bumping guns with the shooter coming from post four.
- When moving from post five to post one, always walk behind the other shooters.
- Load only one shell at a time. If a delay occurs, remove the shell(s) from the chamber.
- Close your gun only when you are on the post and facing the trap. Close it only when you are preparing to shoot and avoid distracting other shooters when doing so.
- Do not allow ejected shells from your gun to hit or annoy the other shooters.
- Unnecessary talking on the firing line is prohibited. A cell phone is not required to call for targets. If you have a cell phone, place it in silent mode or, even better, leave it in your bag.
- When not on the firing line, keep your voice down when you are near other squads who are shooting. Remember other shooters on the squad and adjacent traps deserve to shoot undisturbed.
- Time your shooting to establish a rhythm in the squad.
- Above all, have fun, and treat every shooter the way you would like to be treated.

TRAPSHOOTING TERMINOLOGY

- **Average** – The percentage of targets a shooter hits divided by the total number of shots taken
- **Broken Target** – a) A target that flies from the traphouse in pieces. It is declared a “no target” whether the shooter shoots at it or not, and another bird is thrown. Even if the shooter hits the no target, it will not count. b) A whole target which the shooter hits and is scored as “dead.”
- **No Bird** - the call given by the referee when the shooter does not have to fire at a target. Ex. A target that is thrown from the trap broken.
- **Call** – A signal given by the shooter for the release of the target. Usually the word “pull,” but any sound may be used.
- **Pull** - command usually used by shooters to call for the target. Term pull stuck from the days when the trapshooting machines where not electric. Usually a man operated a long lever from behind the shooters. The lever was connected to the machine in the traphouse using an inner and outer pipe. When he cocked the long lever forward and backward it cocked the throwing arm and selected a new angle at random. Pulling the lever back to a detent or hard spot would mean it was ready to throw another target. Shooter yelled pull, man pulled lever.
- **Fast/Slow pull** - a target released before or after the shooter calls. Shooter is not required to shoot, but result is scored if a shot is fired.
- **Puller** - the person who releases the target from the trap. Often also are the scorer/re.
- **Dead** – The term used for a target broken by the shooter.
- **Field** – The trap field. Refers to the entire layout of the trap and shooting positions.
- **Classification** - a system of dividing shooters into classes or groups based on previous shooting ability, so the shooters may compete more equally.
- **Singles** – Targets that are shot at by shooters standing 16 yards from the trap. One shot is fired at each target.
- **Handicap** - one of the three events in trapshooting. Singles targets are shot at by shooters standing a minimum of 18 yards and a maximum of 27 yards from the trap.
- **Doubles** - one of the three events in trapshooting. The shooter stands 16 yards from the trap and fires twice, once at each target that are fired simultaneously.
- **Continental** - Targets that are shot at by shooters standing 17 yards from the trap. Two shots are allowed at each target. Target presentation is faster with wider angles.
- **Lost** – The term for a target missed completely or only “dusted.”
- **No-Bird** – The call given by the referee when the shooter does not have to fire at a target. Ex. A target thrown from the trap that was already broken.
- **Pigeon** – A clay pigeon or the target.
- **Squad** – A group of shooters (five persons or less) who shoot together at one trap in rotation.
- **Straight** – The breaking of all targets in an event.
- **Trap** – The device used to propel the target.
- **Traphouse** – A structure 2 ½ feet below the ground 16 yards in front of the station that houses the trap and a supply of targets.
- **Junior** - Junior is a person who has not attained their 18th birthday.
- **Veteran** - is a person who has attained their 65th birthday but who has not attained their 70th birthday.
- **Senior** - is a person who has attained their 70th birthday but who has not attained their 75th birthday.