Scoring Procedure

As the scorer, you must keep an accurate record of each shooter's score on the score sheet.

General scoring guidelines:

1. For a 'dead' target, mark a '/' (slash), 'x ' or l (straight line) in the shooter's score box.

2. For a 'lost' target, mark a '0' (zero).

3. For a failure to fire in the case of a gun malfunction, mark an 'F' with either a '1' for the first incident or '2' for the second incident. Mark the scored target in the same score box. In both instances, the shooter is allowed to shoot over and the result is then scored. Any additional Failures to Fire in the same sub-event are scored as "lost".

4. When there is something wrong with the target, resulting in a 'no target,' no score is entered, and you are to announce "**NO TARGET**" or "**NO BIRD**".

5. If you need to change a score, mark out the incorrect score, mark the correct score, write the word 'dead' or 'lost' for clarification of the corrected score.

Scoring is done by working down the columns. The squad leader shoots at his target (or target pair) first. Then each shooter on the squad shoots in turn according to their number. Score each shooter in their numbered row in the appropriate target column.

If there are less than 5 shooters on the squad, draw a line through the row(s) that have no shooters after assuring that there are no late shows.

After all shooters have shot at their 5 targets (or pair), announce "**CHANGE**", then announce **station** score in order from the lead shooter down, the squad unloads and rotates to the next position right in the trap. When the squad leader shoots again, go back to the top and score in the next column.

After the last shooter has shot the last target, announce "**SQUAD (or ALL) OUT**", then announce **station** score in order from the lead shooter down. Total the scores after all squad members have completed their sub-event. **The squad leader initials or signs the score sheet** and carries it to the next trap. When the event is completed, the score sheets are to be handed to the gun club personnel.