

Oklahoma Scholastic Shooting Sports Program Handbook
2024 Edition



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Daniel Griffith

General Requirements

Statement of Purpose

The Oklahoma Department of Wildlife Conservation recognizes that today's youth will be tomorrow's sportsmen. Shooting sports, like many outdoor activities, are great sources of fun and relaxation when practiced safely and responsibly. The Oklahoma Scholastic Shooting Sports Program (OKSSSP) is focused on providing a fun, safe environment for participating in shooting sports and reconnecting kids with the joy of being outdoors. The OKSSSP will raise awareness of conservation-related sports, promote safety and responsibility, and raise self-esteem.

Sanctioned Shooting Activities

Unless otherwise specified, trap shooting is the officially sanctioned shooting sport of the OKSSSP. Sanctioned competitions in the OKSSSP will be based exclusively on trap shooting.

The Department of Wildlife is the final arbiter of all decisions relating to the interpretation of these rules. Decisions of the Department of Wildlife are final, binding and non-appealable. Registering with the OKSSSP as an individual or coach constitutes acknowledgement and acceptance of these rules.

Participant Conduct

1. All participants, coaches, parents, and spectators are expected to conduct themselves in an exemplary manner at all times by displaying courtesy, consideration, and good sportsmanship to all team members, coaches, competitors and shoot officials at all times. Any participant, coach or spectator not acting as such may be disqualified from that day's event and/or further participation, and may be asked to leave the premises.
2. Participants who, in the opinion of the scorer, judge or event coordinator, engage in unsafe behavior or violate any safety rule may be disqualified from that day's event and/or further participation.

Divisions

1. The OKSSSP has two divisions, junior and senior.
2. The Junior Division is comprised of participants currently enrolled in grades 7-8.
3. The Senior Division is comprised of participants currently enrolled in grades 9-12.
4. Participants competing in one division on a team may not switch to a team in a different division during the course of a competition.
5. Home-schooled students compete in the division in which they would compete if they were currently enrolled in public school. Home-schooled students 15 years of age or older must compete in the Senior Division.

Applicability of Rules

All OKSSSP activities shall be conducted in accordance with these rules.

Exceptions

The Department may, in extraordinary circumstances, grant a waiver or allow a special exception to the rules. Such waivers or exceptions shall be made only when doing so is in the best interest of the OKSSSP.



Teams

Team Composition

All participants must be members of an OKSSSP team.

Competing on Multiple Teams

1. Competing on multiple teams is prohibited. Once an individual is registered with a team, the decision is final and irrevocable unless the team dissolves prior to the state shoot.
2. If multiple registration forms are received for a participant, the Department will contact the parent, guardian or coach of the participant to determine team placement.
3. Shooters in grades 7-8 can “shoot up” on the Senior Division team, but they must compete with that senior team throughout the competition. Shooters cannot start on a Junior Division team and move to a Senior Division team later in the competition.

Coaches

1. Each team must have a coach aged 21 years or older that is employed with the school they are coaching for.
2. Each coach’s primary responsibility is to ensure the safety of all participants by emphasizing the safe handling and use of firearms.
3. Coaches who engage in unsafe practices, or who do not meet the conduct requirements of these rules, may be suspended or expelled.
4. Coaches must be currently certified through the ODWC shooting sports safety training program and approved by the State Coordinator.
5. Coaches should maintain a ratio of one adult for each five participants during practices or competitions.

Minimum Team Requirements

Teams must contain 1-15 shooters, summation of the highest 10 individual scores, of which at least three of both genders, will comprise the team score.

Squads

1. Teams will compete by squads, each of which shall be comprised of five participants unless the team has less than 15 members. Then a squad may be comprised of 1-5 participants.
2. Teams may have up to 3 squads.
3. Participants may only shoot in one squad per competition.
4. Coaches may bring substitutions to a state event. Substitutions may not be made once the match begins. Participants who begin a match must remain through the end of the round. Participants who were substituted may return in subsequent matches.

Regular Practices

1. Coaches must schedule a minimum of five team practices.
2. Each practice must be held on a separate day; at least one per month is suggested.
3. Each participant must shoot a minimum of 25 targets at each practice.
4. Participants must participate in at least five team practices in order to be eligible to participate in the state championship.
5. Regional and state competitions cannot be counted as practices.

Registration

1. All teams must register with the Department.
2. Only coaches or their designee may register teams, and all teams and participants must register with the Department by the deadlines established by the Department each season.
3. The Department will not be involved in obtaining or storing parental consent forms if required by the school administration. The Department assumes that by registering a team for competition, the team has met any

school requirements to participate.

4. All participants must hold a hunter education certification prior to competing in regional or state events.
5. Each individual, by registering as a team member or coach, agrees to abide by the rules of the OKSSSP and acknowledges that the decisions of OKSSSP officials are final.

Eye and Ear Protection

All OKSSSP participants and coaches must wear appropriate eye and ear protection during all practices and competitions while standing within the competition field.

Foot Protection

1. The use of toe pads or the resting of firearm barrels on any part of the foot is strictly prohibited and could result in disqualification.
2. All competitors must wear closed-toe footwear while in the competition field. The wearing of sandals, flip-flops, or other open-toed footwear during competition is prohibited and could result in disqualification.



Competition

Range Safety

1. During regional and state competitions, the ODWC will furnish ammunition to each participant. All participants will be required to use the furnished ammunition.
2. Ammunition will be given to participants by a range official as participants enter the competition field. Under no circumstances will participants keep live ammunition on their person beyond the competition field. Anyone found to be in possession of any ammo other than what is furnished or away from the competition field could be disqualified.
3. Except while on the firing line, all participants must keep firearms unloaded with actions open.
4. At no time will anyone load ammunition into a firearm at any location other than the firing line. Loading a firearm at any location other than the firing line will result in immediate disqualification.
5. All participants, coaches and spectators will follow the instructions of the judges, scorers or event coordinator.

Shoots and Regional Meets

1. A shoot is a competition between two or more teams.
2. A regional meet is a shoot in which the teams from a defined geographic region attempt to qualify for the state meet.
3. The Department shall determine the boundaries of all regions.
4. If a school is not able to shoot during their assigned regional shoot they can participate in another regional shoot if there is space available, but they will not be eligible for any regional team or individual awards. They will only be competing to qualify for state competition.
5. The number of teams advancing from a regional meet will be determined by the Department prior to any regional shoot.

Teams: We will invite a total of 16 Sr and eight Jr. teams to the State Shoot. The top eight Sr and top four Jr teams from each regional shoot will automatically earn an invite to the state shoot. Seeding at State will be decided by the team score from regional.

Individuals:

The top 10 individuals in each region, gender and division are invited to compete at state competition. If an individual is on a team that is invited to the state shoot, only the first scoring round will count toward top shooter and overall champion. If an individual is not on a team invited to the state shoot, they will be assigned a time to shoot with other individuals toward the end of the state shoot as fields become available. Approximately 20 boys and 20 girls in each division will compete for individual state titles at the state shoot.

6. A standard bracket-play format approved by the Department will be used at the state championship.
7. All matches in bracket play will be head-to-head. Losing teams in the first round of the state shoot will be eliminated from the shoot. Winning teams will continue to Round 2 in head-to-head matches. Losing teams from Round 2 will move to a losers bracket and compete until 5th Place Team in Senior Division and 3rd Place Team in Junior Division are decided. When the bracket contains only four teams in Senior Division, the winners of those matches will advance to the championship match. The two losing teams will compete head-to-head for third and fourth places. (See attached brackets for explanation of above)

Plan for Cancellation of Regional Shoot

Regional Shoots will have a rainout date pre-set when possible. If the regional shoot and the rainout dates are cancelled, the following rules will take effect:

1. Each team must schedule a time with at least one other OKSSSP school to shoot at least one round of trap while keeping score. Scoresheets must be signed by at least one coach from another OKSSSP school once the

- round is complete and all scores figured. Scoresheets must indicate shooter's gender and grade level.
2. There is no limit to the number of rounds of trap the team shoots, but only one scoresheet for the team can be returned to ODWC.
 3. All scores for the team must have been shot in the same round. Teams cannot shoot several times and take best scores from multiple rounds and individuals to create the best team score.
 4. Scores will be accepted until a predetermined date. Scores received after that date will not be accepted.
 5. Scores submitted by teams will be used to determine the Regional winners and also the State qualifiers.

Event Coordinators

Event coordinators are those persons designated by the Department to be in charge of a shoot, regional competition, or state competition.

Judges and Scorers

1. Each shoot and meet must have at least one judge and one scorer for each competition field.
2. All judges and scorers must be familiar with the OKSSSP rules, adequately trained to call targets, and, with regard to scorers, to correctly record scores.
3. All judges and scorers must be provided an unobstructed view of the participants and competition field.
4. Schools are required to provide an individual to serve as a "puller"- the one responsible for sending the target on each shooter's call of "pull." The puller can be anyone other than the coach. Coaches will remain out of the competition field. Pullers provided by the school will not serve as a tiebreaker vote in the event of a disputed target.

Other Memberships

No participant shall be required to be a member of any club or facility in order to participate in an OKSSSP competition.

Eligibility

Only schools and students registered in OKSSSP are eligible to compete in competitions.

Sub-Events

A sub-event consists of 25 targets shot on any one field at one time, with one full rotation of five shots at all five posts by each participant.

Competition Field

1. The competition field begins at a line 10 yards behind post 3 unless otherwise posted by competition officials.
2. During an event, only judges, scorers, pullers and participants are allowed within the competition field. Unauthorized entry by participants, coaches or spectators into the competition field may be grounds for disqualification.

Trap Field Midpoint

The trap field midpoint is a point 16 yards directly in front of post 3.

Firing Positions

1. There shall be five firing positions, or posts, numbered 1 to 5, left to right, spaced three yards apart with each post 16 yards behind the trap field midpoint.
2. Firing begins with the participant at Post 1, known as the first shooter. The other participants will fire in post order after the first shooter. After all five participants have fired five times from each post, the judge will command the participants to move to the next post. The first shooter will then proceed to Post 2, the second shooter to Post 3, and so on with the fifth shooter proceeding to Post 1. The process will be repeated until all participants have fired five shots from each post.

3. During each round, the first shooter will always fire first regardless of the numerical order of his post. For example, when the first shooter moves to Post 2 after the first round is complete, he will shoot first from Post 2 to begin the next round. No other shooter than the first shooter should begin a round.

Course of Fire

1. The course of fire for a Senior Division competition shall include a total of 25 targets consisting of five rounds from each of the five posts.
2. The course of fire for a Junior Division competition shall include a total of 25 targets consisting of five rounds from each of the five posts.
3. Unless otherwise directed by the Department, all divisions will fire 25 targets in bracket-style play.

Firing Line

1. When firing, the participant's feet must be behind the firing line with both feet inside the designated area for that post.
2. Exceptions may be granted by the judge due to inequalities in the shooting platform.
3. Wheelchair participants shall position their chairs so that the centers of mass of their bodies are over the place where they would stand as required if no chairs were used.

Timeliness

1. All participants should be ready to enter the competition field at least 45 minutes before their scheduled firing times.
2. Each squad has 20 minutes to complete its course of fire.
3. During non-bracket play, teams could be disqualified if not present and prepared to fire 10 minutes after their scheduled firing times.
4. During bracket play, shooting times are approximate and actual firing times are affected by the progress of the bracket. Teams should proceed as quickly as possible to the next assigned shooting field. Disqualifications for timeliness during bracket play can only be made by the State Coordinator or their designate.

Firing

1. All participants will fire in an expeditious manner, avoiding unnecessary delay.
2. It is the responsibility of the judge to see that the participants change posts at the proper time. If a shooter shoots more than 5 targets at a post before changing posts, all other participants will continue to shoot that post one more target. Once all shooters have shot an equal amount of targets at the current post, they will change posts and shoot the remaining targets for that round at the next post.
3. No member of a squad shall move toward the next post or leave the field until the squad member who is last has fired his or her final shot of the current post's specified number of targets.
4. A participant's muzzle must remain on the provided barrel rest pad until it is his or her turn to shoot. Once it is a shooter's turn to shoot, the muzzle is then brought off the pad and pointed downrange prior to the action being closed. This ensures the muzzle is pointed in a safe direction at all times.



Coaching

Coaching by either coaches or spectators is not permitted while participants are on the field and may serve as the basis for disqualification. Coaching is only permitted before and after rounds are completed and may not cause any delay in the competition. Calling shots or advising on distance or shot placement during a sub-event is

prohibited.

Shotguns

1. Only shotguns in a safe and serviceable condition with bore sizes of 12 or 20 gauges in any action are allowed.
2. Shotguns with release triggers are prohibited.
3. With the exception of a malfunction, participants may only use one shotgun throughout an event. If a malfunction occurs, the participant is allowed a maximum of two (2) minutes to either fix the shotgun or exchange it.
4. Choke tubes or shotgun barrels may not be changed during any sub-event.
5. Lenses, optics or other shooting scopes are prohibited.
6. We urge teams to bring their own firearms to competition, but ODWC will provide firearms at each regional and state competition for use if a team needs to borrow them. They will be in both 20 and 12 gauge. Participants who use said firearms should keep in mind that sight beads may or may not be present on all shotguns. The absence of a “bead” once shooting begins does not constitute a malfunction. The shooter must finish the round with that firearm.



Shotshells

1. Shotshell loads will not exceed a shot charge greater than 1 1/8 ounces, a velocity of 1,350 ft/s or contain shot larger than #7 1/2 lead or #6 steel.
2. Shotshells must be factory lead or steel loads; reloads are not recommended during practices. Reloads are prohibited during competitions.

Trap Machines

Trap machines which throw targets at unknown angles shall be used. The Department may specify particular models of trap machines to be used in OKSSSP events. Trap machines shall be adjusted that, within the normal distribution of angles as thrown by the trap machine, the angle shall be approximately 17 degrees measured to the right of center, and approximately 17 degrees to the left of center, with a total angle between outside target limits of approximately 34 degrees.

Targets

1. Targets should not measure more than 4 5/16 inches in diameter, 11/8 inches in height, and will weigh between 95 and 105 grams.
2. Unless otherwise specified by the Department or event coordinator, targets used during competitions shall be targets with at least an orange dome.

Target Flight

1. Targets shall be thrown approximately 50 yards in calm conditions.
2. Targets shall be approximately 8-10 feet high when 10 yards from the trap field midpoint in calm conditions.
3. Evaluation of target flight during a competition is the sole discretion of the Department and is not subject to review or protest.

Inclement Weather

Events may be canceled or postponed due to inclement weather if, in the opinion of range officials, the inclement weather poses a safety risk or has caused the range site to be non-traversable.

Scoring

General Scoring

1. The official score is kept by the scorer on an official scoresheet.
2. The judge's decision on whether a target is dead or lost is subject only to the review of the scorer or through protest by the shooter immediately following the judge's decision.
3. The scoresheet shall show the scores earned in each event or sub-event.
4. The scoresheet of the competition shall be official and shall solely govern all scores, standings, awards and records of the competition.

Scoring Marks

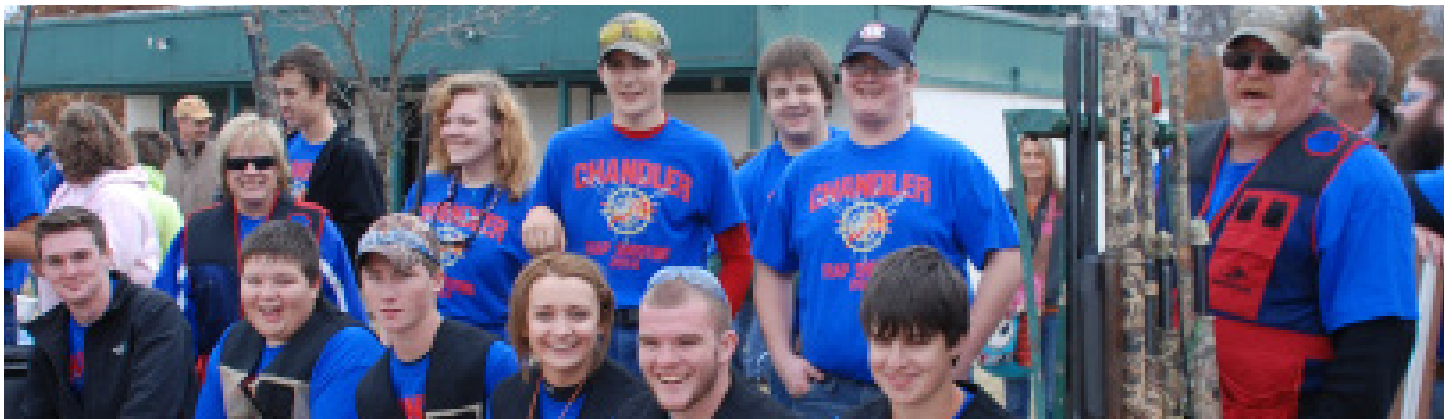
1. If a judge or scorer rules a target dead or lost, the scorer will promptly mark "X" for dead and "O" for lost on the scoresheet.
2. Any target scored other than clearly with X or O, or which appears to be scored with both an X and O, shall be scored in favor of the participant.

Calling Scores and Pulls

1. All targets are presumed dead unless the judge verbally announces the target as lost. The judge should also clearly raise his or her hand while calling the target lost.
2. If a target is called as lost, and the shooter wishes to protest that call, the shooter should immediately raise his or her hand. At that time, the judge and scorer will confer to make a final decision.
3. Once the next shooter on the firing line has called for pull, no protest from the previous shooter(s) will be allowed.
4. After the previous shooter has fired and the outcome of their shot is decided, the next shooter on the firing line may raise his or her shotgun from the barrel pad, close the action, and call for a target.
5. The official score will be kept on the scoresheet and will be open to examination by the participant.
6. No participant, coach, parent or spectator may enter the official calculation area. Any protest, information gathering or discussion regarding the competition, management of competition or scoring will be addressed to the Department.

Dead Targets

A dead or "hit" target, is a target that is fired upon and has at least a visible piece broken from it. "Dust" does not count as a hit.



Illegal Targets

An illegal target is a target that, in the sole opinion of the judge, is not within the prescribed angle or height limits, is broken or is off-color.

Lost Targets

A target shall be considered lost when:

1. A participant fires and fails to break the target by either missing the target completely or causing only dust to fall from it without breaking any perceptible piece of the target;
2. A whole target appears promptly after a participant's recognizable command and the participant voluntarily does not fire;
3. A participant fires from in front of the firing line; or,
4. An illegal target is fired at and missed.
5. If a participant withdraws or is otherwise disqualified before or during a competition, the scorer shall rule all subsequent targets as lost and they shall be scored and reported accordingly.

Failure to Fire

1. Participants will be allowed two failures to fire for any reason other than that stated under "Lost Targets" during each sub-event.
2. When the first or second allowable failure to fire in any sub-event occurs, the participant shall be allowed to call for and fire at another target and the result of the shot will be scored accordingly.
3. Whenever an allowable failure to fire occurs, the scorer shall mark "F1" or "F2" on the score sheet in the space where that target is scored along with the score for that target. After two allowable failures to fire, any subsequent failures to fire at called, legal targets in the same sub-event shall be scored as lost.

No Target

The judge shall rule "no target" and allow another target when:

1. An allowable failure to fire occurs;
2. An illegal target is thrown, unless fired upon;
3. A whole target appears on the call of the participant along with target debris;
4. A participant shoots out of turn;
5. Two participants fire at the same target;
6. The trap machine is activated without any call of pull, or when it is activated at any material interval of time before or after the call of the participant, provided that the participant does not fire. If the participant fires, the result must be scored;
7. The judge shall immediately call "no target" as quickly as possible after he or she determines that any of the foregoing conditions apply.

TEAM TIES:

1. In the event of a tie between or among teams, the highest individual scores from the teams will be compared. The team with the highest individual score will be declared the winner; if the tie involves multiple teams, the highest individual scores will be compared to break any remaining ties if necessary. If a tie remains after comparing the highest individual scores, the second highest individual scores will be compared and so on until the tie is broken.
2. If a tie remains after comparing all of the individual scores for the tied teams, a shoot-off round will proceed as follows:
 - Each team will choose a 5 member squad from their team members with at least one opposite gender on that squad to shoot one full round.
 - The squad with the most targets scored dead is the winner.
 - If a tie still exists, 5 more representatives from each team, meeting the above parameters, will shoot a full round. (No team members may shoot again in the shoot-off rounds until all the other team members have shot at least one round with a squad.
 -

If the tie remains after all 15 members of the teams have shot the shoot-off round, all shooters will move to the 18 yard line. The shoot-off procedure will be repeated again until a winner is determined. (If both teams are not present, the ODWC event coordinator will determine the tie.)

INDIVIDUAL TIES:

First Tiebreaker: The first tiebreaker will be the total of consecutive breaks for the individual before his or her first miss, starting at target 1 for each shooter. If there is still a tie, look at the next set of consecutive breaks, beginning with the next shot. Use this method again if possible.

Example: (Four individuals tied with the same score)

Shooter	Targets 1-5	Targets 6-10	Targets 11-15	Targets 16-20	Targets 21-25	Score	Tiebreaker
A.	XXXOX	XXXXX	XOXXX	OXXXX	XXXXX	21	3-7-0
B.	OXXXX	XXXOX	XXXXX	XOXXX	XXXXX	21	0
C.	XOXXX	XXXXX	XXXXX	OXXXX	XXXXX	21	1
D.	XXXOX	XXXXX	XOXXX	XXXOO	XXXXX	21	3-7-6

In the above example, the individuals would rank as follows:

First-Place Shooter- D

Second-Place Shooter- A

Third-Place Shooter- C

Fourth-Place Shooter- B

Second Tiebreaker:

Regional Contest: Coin toss, names in a hat or shoot-off as determined by Event Coordinator.

State Contest: If individual ties cannot be broken by consecutive breaks, then those shooters will compete in a shoot-off as follows:

Each shooter will shoot 5 shots from Post #1 at the 20 yard mark. This is a continuation of the “consecutive breaks” tie-breaker. (Shooter order will be determined by number draw before the shoot-off begins.)

If a winner is not determined from results at Post #1 the shooters will move to Post #2 and shoot again. They will continue this until a winner is determined.

If a winner cannot be determined at 20 yards after shooting at all 5 Posts, the remaining shooters will move to the 24 yard line and repeat the process until a winner is determined.

Protests

1. Protests concerning shot results shall be made immediately by the participant raising his or her hand to stop the shooting sequence. The judge will render a decision on the score at that time. The judge’s decision is final. The judge may consult with the scorer in making a decision, and if necessary, the puller may serve as a tie-breaking vote. The puller, however, will serve as a tiebreaking vote only if the individual is not affiliated with any team (i.e. an ODWC employee or other volunteer).
2. Protests concerning tabulation errors of the total score must be made immediately after the close of the event to which such scores relate.
3. Appeals may be made to the Department or event coordinator concerning tabulation errors, but not shot scoring. The Department’s or event coordinator’s decision is final.
4. Protests on shot results may only be made by the shooter who took the shot, immediately after the shot during the round. Coaches, parents, spectators and other participants may not make protests on behalf of another shooter.
5. In the event the Event coordinator is called to a competition field, the Event Coordinator will confer with the

scorer and/or the judge prior to any conversations with participants and coaches.

Disqualification

1. Any participant, as well as coaches, parents and spectators, may be disqualified at any time by the judge, scorer or event coordinator whenever the following prohibited conduct is brought to his or her attention:
 - (1) If, in the opinion of the judge, scorer or event coordinator, the individual disrupts the event, including, but not limited to, unauthorized entry into the competition field;
 - (2) Participants fail to timely report for competition;
 - (3) A participant loads or discharges a firearm at any place other than the regular firing line;
 - (4) If, in the opinion of the judge, scorer or event coordinator, the individual behaves in other than a sportsmanlike manner such as physical abuse, verbal abuse or threats of any type directed to any person;
 - (5) If, in the opinion of the judge, scorer or event coordinator, the individual interferes with the management of the event;
 - (6) If a participant, coach, parent or spectator continues to argue or protest after a final decision is made;
 - (7) If, in the opinion of the judge, scorer or event coordinator, the individual is under the influence of alcohol or drugs; or,
 - (8) Any other conduct which, in the opinion of the scorer, judge or event coordinator, casts the OKSSSP in disrepute.
2. Disqualified participants must immediately leave the competition field, and all disqualified individuals- including coaches, parents and spectators- may be escorted from the premises by ODWC Law Enforcement.
3. All disqualifications shall be reported to the Department. The Department may expel or suspend an individual or team from the OKSSSP on the basis of the disqualification or other conduct which, in ODWC's opinion, casts the OKSSSP into disrepute or constitutes a disruption to the OKSSSP, whether or not the activity occurs during a competitive event.



Competition Protocol

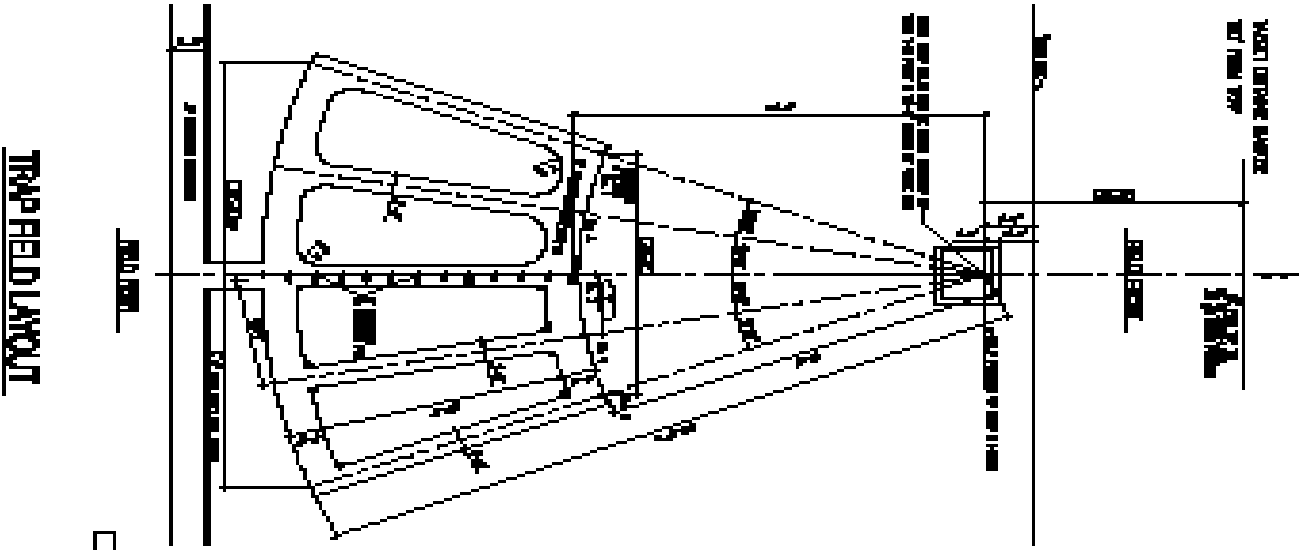
Appendix A

The following protocol will be used by range officials to conduct a sub-event:

1. Range officials will ensure that range equipment is operating in a safe condition and that the trap machine is loaded with sufficient conforming targets to complete the sub-event, if possible.
2. The judge will say, "Squad One (insert applicable squad name) please enter the competition field. Set all shotguns to the safety position, open all actions, and place your shotguns in the holding rack." The squad members will enter the competition field.
3. The judge will introduce himself and the scorer and briefly describe their responsibilities. The judge will then go over range procedures and safety rules. The judge will remind the coaches that no coaching is permitted during the sub-event. Judge or scorer will give each shooter their ammunition they will be using, safety equipment or other equipment they may need for the match if needed.
4. The coaches will introduce the squad members to the scorer along with the desired shooting posts.
5. The judge will ask if there are any questions. Seeing none or answering those that are asked, the judge will ask coaches to leave the competition field.
6. The judge will tell squad members to pick up their shotguns from the holding rack and move to their respective positions on the firing line with actions open.
7. Once all participants have assumed the correct posts on the firing line, the judge will instruct all shooters to load their firearms.
8. The puller will signal the judge when all participants are ready to fire.
9. The judge will begin the sub-event by saying, "Shooter One, begin when ready."
10. The competition will begin.
11. After each participant has fired five shots from his or her respective post, the judge will instruct the squad to change positions. (All firearms will be unloaded and actions open while changing positions.)
12. A loud sounding device, such as an air horn or whistle, will be administered if the competition needs to stop for safety, scoring or any other problem which demands the attention of the range officials. The sub-event will be restarted at the point at which it was interrupted.
13. At the end of the sub-event, the judge will ask the participants to return their shotguns to the safety position, open all actions, unload firearms and exit the competition field.
14. The scorer will tabulate the scores, which may then be disclosed to participants and coaches. Scores will be forwarded at the close of the competition to the appropriate official.

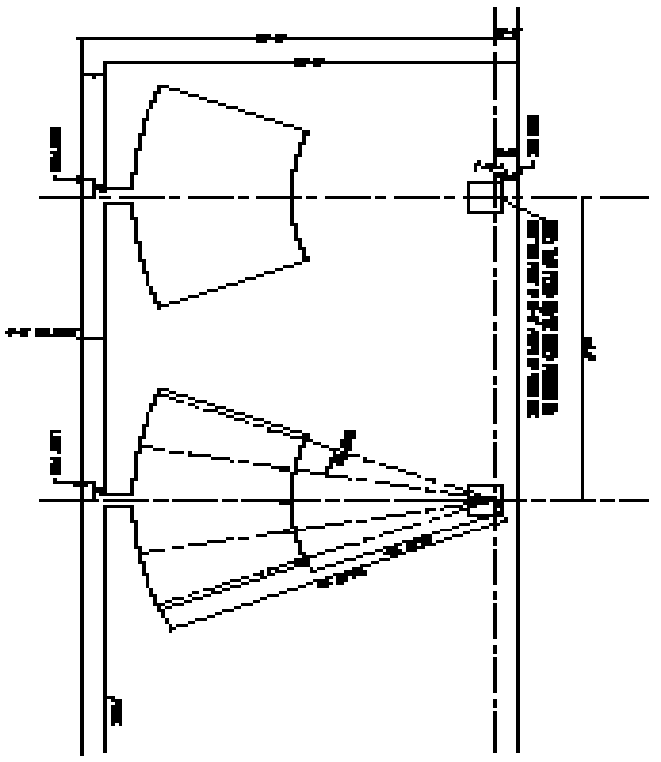
Appendix B

Trap Field Layout

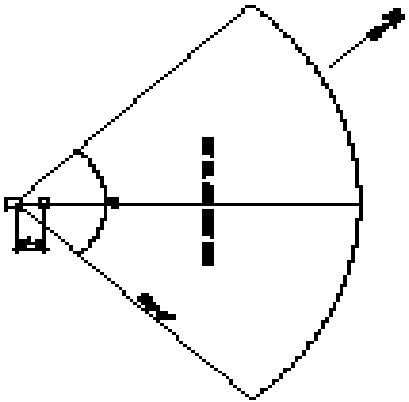


TRAP FIELD LAYOUT

100' TRAP LINE
10' BAIT STATION
10' END OF FIELD

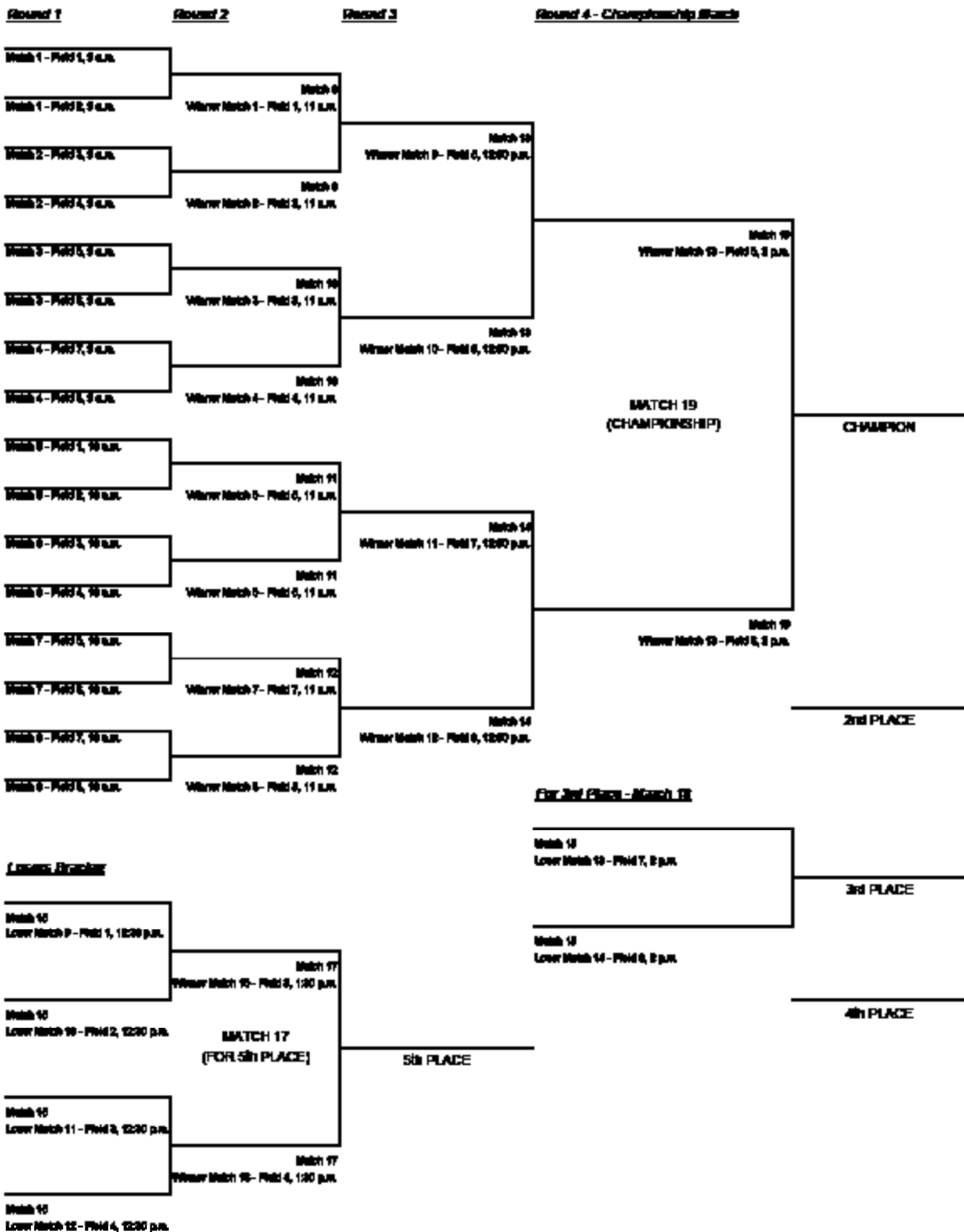


SHOT FALL AREA FOR TRAP FIELD



GOLDEN WEST INDUSTRIES
TRAP BOXES

OKSSSP STATE SHOOT - SENIOR DIVISION BRACKET



OKSSSP State Shoot - Junior Division Bracket

Round 1

Match 1 - Field 9, 9 a.m.

Match 1 - Field 10, 9 a.m.

Match 2 - Field 11, 9 a.m.

Match 2 - Field 12, 9 a.m.

Match 3 - Field 9, 10 a.m.

Match 3 - Field 10, 10 a.m.

Match 4 - Field 11, 10 a.m.

Match 4 - Field 12, 10 a.m.

Round 2

Match 5
Winner Match 1 - Field 9, 11 a.m.

Match 5
Winner Match 2 - Field 10, 11 a.m.

Match 5
Winner Match 3 - Field 11, 11 a.m.

Match 5
Winner Match 4 - Field 12, 11 a.m.

Round 3 - Championship

Match 7
Winner Match 5 - Field 9, 12:30 p.m.

MATCH 7
(CHAMPIONSHIP)

Match 7
Winner Match 6 - Field 10, 12:30 p.m.

CHAMPION

2nd PLACE

For 3rd Place - Match 8

Match 8
Winner Match 5 - Field 9, 12:30 p.m.

3rd PLACE

Match 8
Winner Match 6 - Field 12, 12:30 p.m.

NOTES: