

Trap Games Saturday June 22nd

TRPC Trapshooters will have some fun and games the fourth Saturday of June!

All TRPC members are invited to attend and guests are welcome. The trap will be open at 8:00 AM for practice. Games begin around 10:00. **ENTRY FEE FOR THIS EVENT IS \$20** and includes lunch and drinks.

PROGRAM

2 Man Protection – Three 10 bird races from the 25 yard line. Entry: \$10 per team. Purse paid 60/40 to top 2 scores each game.

One Tie / All Tie – 10 targets from the 25 yard line. Entry \$2 per shooter. Winner takes all.

Annie Oakley – (2 or more guns up - shooter's choice). Entry \$5 per shooter. Cash points system (5 points to winner 3 to second and 2 to third). (1) buy back will be available.

More games as desired by the Shooters!

Start time: **10:00 AM**. Registration and squadding will be available as soon as the range opens.

Lunch and drinks will be provided. Lunch will be available starting at 11:30.

If you would like more information send your questions to kfleming@earthlink.net

Trapshooting Games Format

2-Man Protection – 2 shooters/1 team per post, determined by random draw. Teams will shoot at 2 targets per post, alternating calling for the bird. If the wrong shooter calls for a target it will be scored lost. Shooting at a target already broken will be scored lost. This will be a true race. Winning and runner up teams will be determined by 1st and second team to 10. Ties split the purse.

One Tie / All Tie - 1 shooter per post, determined by random draw. Shooters will shoot at 2 targets per post. Ties will shoot off. Minimum squad size will be 5 shooters.

Annie Oakley will start on the Post #1 area at the 25 yard line. All shooters will ready their guns, shooters must shoot in rotation from left to right. The #1 shooter will call for the target. If he/she breaks it, other shooters do not shoot. The original #2 shooter now becomes #1 (and so on). If the #1 shooter fires and misses, then #2 must shoot at the target. If #2 misses then #3 has to shoot and so on down the line. Shooters may shoot as long as the target is in the air. If the shooter breaks the target, all preceding shooters are "out". This will continue until there are only 3 shooters remaining who will shoot off for the points. If a shooter fires at a broken target, or shoots out of turn then that target is deemed lost and the shooter is knocked out.

Basic Rules

TRPC Range G rules are in effect. **"Special" loads are not allowed!**

Annie Oakley will be played with a "knock-out" format, not miss and out (except for penalty as stated above). Shoot offs WILL be miss and out (sudden death).

Buy Back Option: shooters that are knocked out may buy back into the game ONE time.

Failure to fire: Each shooter can receive (1) FTF due to gun or ammo malfunction. No flinches or perceived illegal targets, slow pulls, etc. will be deemed failure to fire. Broken targets will be shot over.

Point System Payout: the point system will be based on 10 points per game. All points will be paid.

Practice targets are normal member/non-member rates or punch card.

As usual Shoot Management (Kevin Fleming or his designee) is the final authority for all things and any changes to anything can be done anytime for any reason. Fairness will be in play at all times.