

## SCORER'S INSTRUCTIONS

The 3 most important things you can do as a scorer are:

**BE RESPECTFUL TO THE SHOOTERS.** They will be tolerant and respectful of you if they see that you are trying to do a good job.

**KNOW THE RULES.** Official scoring rules can be found in [ATA rulebook](#).

**BE SITTING IN THE CHAIR AND READY TO GO** before the shooters approach the line.

## SCORING PROCEDURE

1. Scoring is done manually on a score sheet that is filled out and delivered to the first trap of each bank. (The squad leader for each squad will carry the sheet to the other traps and the scorer on the last trap of each bank will then keep the sheet.) Never let shooter take score sheet to practice trap or make up trap, or allow them to make changes. Practice has score sheets for them.
2. The first trap of each bank has all the score sheets when an event starts.
3. Score sheets are set up to score all 100 targets. (singles, handicap or doubles).
4. As each shooter attempts to break a target you record the results on the score sheet –  
Mark 1 or / (slash) if the shooter breaks it  
Mark 0 if the shooter misses it and call out “lost or loss”
5. Scoring is quick but once you develop the hand-eye coordination, it is easy.
6. The score sheet is set up to score going down. After the fifth (or last) shooter in the squad shoots you go back to the top.
7. After each shooter has shot at his or her 5 targets at that position, the shooters will rotate. You announce “Change”. As they rotate you will call out their scores (how many each broke out of five).
8. After each shooter has finished all 25 targets (5 at each position), you are to total each shooter's score and write the number of targets he or she broke at the end of each row. (It is easier to count the number they missed and subtract that number from 25).
9. Make sure the score sheet is visible to the shooters so they can check their scores. Have the squad leader sign or initial it.
10. In singles and handicap, each shooter shoots at 25 targets per trap. They travel to 4 traps for a total of 100 targets. If the event calls for 200 singles the shooters will shoot the first 100 and come back later to shoot the second 100.
11. In doubles, each shooter will shoot at 50 targets (or 25 pairs) on the first and second trap of the bank (5 pairs at each position before they rotate). This adds up to 50 pairs, or 100 targets total, for the event.
12. In doubles, you have to score both targets that are thrown. You score them in the order they are shot at (not always left-to-right). As in singles and handicap, 1 or / means dead (broken) and 0 means lost/loss.
13. Scoring is again done by working down the score sheet. When scoring doubles you call out the result every time: dead-a-pair, lost-a-pair/loss pair, dead-lost/loss, or lost/loss-dead..
14. Scoring failure to fire is covered on the “Failure To Fire Rule” sheet. Scoring problems are covered in the next section.

## SOME POSSIBLE SCORING PROBLEMS

1. When a broken target is thrown you call out “NO TARGET”, if the shooter shoots at the target, regardless if they missed or hit it, no score is recorded, they shoot again.
2. If a contestant shoots out of turn or if two (2) contestants fire at the same target, you call out “NO TARGET”. Continue in the proper shooting order.

3. You call lost and two or more shooters felt it was dead (broken) and you have already marked the score sheet. You may, but you are not required to change your judgment. If you do, write out the correct word “dead” or “lost” and initial the correction.
4. As you call out scores and shooters are rotating, there is a problem with the scores (a shooter does not agree with his or her score). If you ever have a problem you can't solve, you may call a line supervisor to settle it.
5. You record a score in the wrong place and get the scores all mixed up. Do everything you can to avoid this, but if it happens, stop the shooting, and take a minute to get yourself back on track.
6. **FAILURE TO FIRE-** A contestant shall be allowed two failures to fire during the sub event. A third (and all subsequent) failures to fire shall be scored as LOST. When an allowable failure to fire occurs, the score keeper shall mark a large legible F1 on the score sheet in the space where the target is scored along with the score for the target. The second failure to fire shall be marked, in a similar fashion, F2. Any subsequent failure to fire shall be ruled “LOST”.

## SAFETY

If there is a problem with the throwing machine, you must leave the chair and investigate. Make sure any shooters on the line know you are going forward and have them UNLOADED or OPEN their guns BEFORE you approach the trap house. Always approach the house from the right side (right as you are looking at it from the firing line).

Once there, you may stick your head in to talk to the loader, if there is a loader, otherwise turn off the machine before you enter the trap house.

Keep movement around the house to a minimum, and do not stand outside of the trap house any longer than is necessary.

Keep travel out to the trap house to a minimum. No one should stay out around the trap house area during breaks or at the end of the day, as this can be distracting to shooters on adjacent traps.