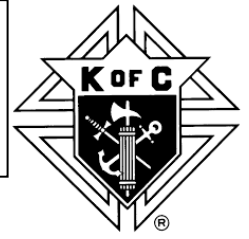




**KNIGHTS OF COLUMBUS
COUNCIL 14495
TURKEY SHOOT TRAP TOURNAMENT**



**SATURDAY, NOVEMBER 6TH, 2021
SILVER DOLLAR SHOOTERS CLUB
17202 TARGET WAY
ODESSA, FL 33556**

RULES AND OTHER INFORMATION

- 1. BECAUSE MOST REGISTRANTS IN THIS TOURNAMENT ARE NOT EXPERIENCED SHOOTERS, THE EVENT WILL NOT RUN LIKE A REGULAR TRAP TOURNAMENT. THIS IS NECESSARY TO KEEP THE SQUADS MOVING SO WE CAN END ON TIME (or at least before the Silver Dollar closes for the day).**
- 2. We will have five fields. The first five squads will take the line and start shooting at the same time (9:30 start time).**
- 3. Each squad will be limited to 25 minutes to shoot, which is further explained below. When their time to shoot is up, the squad leaves the field and the squad with a 10:00 start time takes the line to shoot. All squads will shoot their first round of targets before the first squads begin to shoot their second round. This shortens the amount of idle time (but you can be examining and determining which raffle items you want to try to win). Using this schedule will take 4 hours of shooting time for 20 squads (100 shooters) to complete the tournament.**
- 4. SAFETY**
 - Keep the gun's muzzle pointed in a safe direction, preferably up (and higher than your head or anyone near you).
 - Keep your trigger finger extended along-side receiver above the trigger until ready to shoot.
 - Keep the gun unloaded and action open until it is your turn to shoot.
- 5. GUNS**
 - All personal guns must be kept in your car or in the racks in the covered seating areas, but **NOT** on the red racks on the fields. Label/tag your gun with your name.
 - All rental guns (for use by shooters who did not bring their own gun) will be available on the red racks on the fields. Do not take a gun from a red rack more than 10 minutes before your squad is to shoot. Many shooters will need to share the same gun. **NOTE:** you might not get a gun until the squad shooting before you leaves the field.
- 6. SHOOTING EVENT #1: FLYING CLAY TRAP TARGETS**
 - A safety observer will be on each field both to assist with gun problems and to keep the shooters focused on shooting.
 - Shooting times for each squad has been pre-assigned either on the hour or on the half-hour (e.g., 9:30, 10:00, 10:30).

- Each squad has 25 minutes to shoot up to 25 targets. This allows 5 minutes for the squad to leave the field and the next squad to take the field to start shooting on time.
- When it is your turn to shoot, put a shell in the chamber, point the muzzle downfield, close the action, and mount the gun against your shoulder. Point the gun toward the front/far edge of the trap house so that the target will be just above your barrel when it comes out of the trap house, but keep your eyes looking slightly above the trap house, not on the front edge of the trap house. **DO NOT PUT YOUR FINGER ON THE TRIGGER UNTIL YOU ARE READY TO CALL “PULL.”**
- The scorer (or safety observer) will throw a target when you call “pull.” For timing on when to shoot the target, think in terms of seconds, that is, count “one,” “two,” “three” after calling pull. Shoot on two. So the timing is: pull, one, bang, but keep your head on the gun until “three” (called “staying in your gun”), which will help avoid lifting your head too early and shooting over the top of the target. Look at and shoot the front leading edge of the target. For example, if the target is moving to the left, the front leading edge is the top left side of the target (think 10 o’clock). And do not stop moving the gun when you get to the target; keep the gun moving (called “follow through”) and remember to “stay in the gun” until you count three. **SEE THE TARGET, TRACK THE TARGET, SHOOT THE TARGET.**
- Each shooter will begin by shooting at five targets at their assigned post. The “squad leader” is the person who starts at post one and takes the first shot; then the person at post two shoots; then post three, etc. After the person at post five takes their fifth shot, the scorer will call out the scores and everyone moves to the next post to their right, except the person on post five on the far right moves to post one on the far left.
- The squad leader always takes the first shot, whether on post one, two, three, etc.

7. SCORING

- Scoring is based on the percentage of broken targets compared to the number of targets thrown during the 25 minutes.
- For example, a shooter who sees 15 targets and breaks 10 has a score of 67%; a shooter who sees 20 targets and breaks 15 has a score of 75%.
- The person with the highest percentage of breaks is the winner, not necessarily the person with the highest number of breaks.
- This avoids penalizing shooters in a squad who do not have time to see all 25 targets (that is, a shooter who sees only 15 targets is not automatically charged with ten losses).
- A squad must see and shoot at a minimum of 12 targets for the score to count (that is, a shooter cannot break the first target thrown then stop and claim a score of 100%).

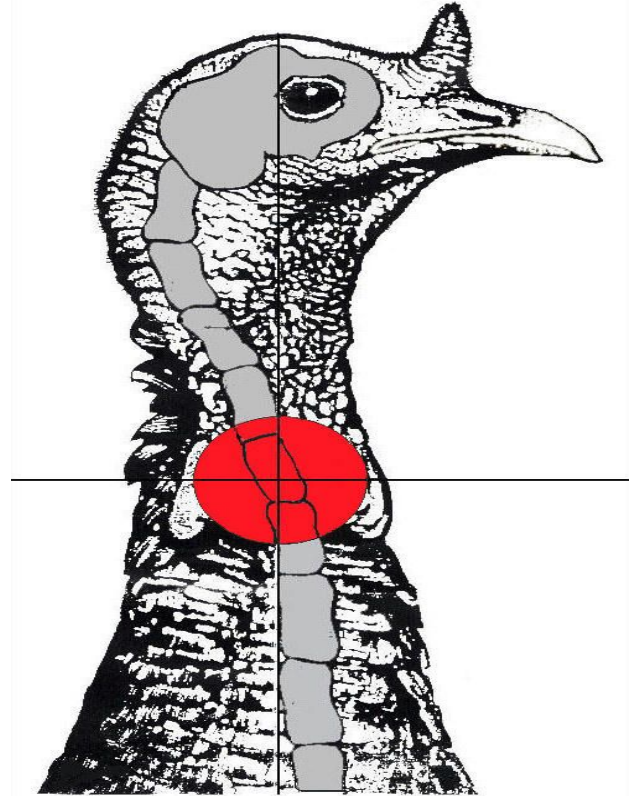
8. GET PREPARED FOR THE TOURNAMENT

- For beginners and not too experienced shooters, watch some online videos, many are available but be careful, seeing too many can be too confusing for the beginner. This is a good set of introductory videos (skip the commercial after a few seconds):
 - <https://www.youtube.com/watch?v=yOcxjSEDPmk>
 - <https://www.youtube.com/watch?v=5MS2QcgebtM>
 - https://www.youtube.com/watch?v=SRrXC_XwUQw
 - <https://www.youtube.com/watch?v=tXo0WUiCx34>
- Interested in youth shooting here in Tampa, go to <http://www.tampabayclays.com>

9. EVERYONE IN THE FAMILY GETS TO HAVE A “BLAST,” whether it is shooting flying targets, participating in the various drawings, or “giving it a shot” in the TURKEY SHOOT.

10. SHOOTING EVENT #2: SHOOT TURKEY SILHOUETTE PAPER TARGETS

- This event will start sometime after 12:00.....after most shooters have shot their second round. The Turkey Silhouette Targets will be set-up on target stands between trap houses 4 and 5 (the last two trap houses that we will be using that are closest to the club house, but listen for announcements as this may change).
- Take one shot at the turkey head silhouette using our gun and our ammo.
- The winner is more lucky than skilled because the person who has a pellet perforate the target closest to the cross-hairs wins a Publix gift card.
- \$5 per shot; 2 groups of 5 shooters for a total of 10 shooters = 1-in-10 chance of winning



AND LAST BUT NOT LEAST:

OLYMPIC (BUNKER) TRAP DEMONSTRATION

Local youth will give a demonstration on Olympic trap shooting. Some of these youth have competed in the National Junior Olympics and other national competitions, in which several youth (both boys and girls) have placed **First, Second, or Third.**

THE KNIGHTS OF COLUMBUS, COUNCIL 14495, THANK YOU FOR COMING TO OUR FIRST TURKEY SHOOT TRAP TOURNAMENT. WE HOPE YOU HAD A BLAST!

THE NEXT TRAP TOURNAMENT WILL LIKELY BE ON A SATURDAY IN EARLY APRIL 2022, SO SAVE THE DATE.