

Trap Training Guidelines

Trap 102

Prerequisites:

Either of the following is required:

- Red card from shotgun 101
- “Skeet” marking on their badge

Training procedure (Photo details in the appendix)

1. Show members how to sign in, sign out and pay for their rounds. Emphasize they must sign in before shooting a single round.
2. Showing the member each step in the field setup, and then letting them do it.
3. Point out that after the horn is blown and lights are activated,
 - a. Field 3 cannot shoot at all
 - b. Fields 4, 5, and 6 cannot shoot on stations 7 and high 8
4. Do not interfere with other fields during range instruction.
5. Show them how to place Canterburys and power them on
6. Bring the orange flag to the trap house
7. Show the student the external switch for disarming the trap.
8. Show the student how to turn on the trap, clear an armed trap, change the elevation, and let them do it.
9. Show to adjust controls for oscillation and elevation
10. Show them how to load and emphasize that the machine must be refilled after shooting.
11. With trap powered up let student operate the outside switch.
12. Point out that after loading is complete, the following should be completed ASAP:
 - a. the flag must be returned
 - b. the strobe turned off
 - c. and the horn sounded twice
13. Describe the game of trap, including the role of the captain and safe movement between stations
14. After the three rounds of shooting (see below for Trap 103 procedure) let them unpower and collect the Canterburys
15. Show them how to ensure that the red power lights are off for each unit and the control.
16. After Trap 103 give them a white card from the white 102/103 cabinet.

Trap 103











Prerequisite:

Combined 102 and 103 training sessions .

Procedure:

- Let the trainees shoot each round without overt guidance
- Let different trainees act as the captain of the squad
- Watch or safe handling of guns, including barrel direction, loading, and movement between stations
- Giving shooting advice is optional, depending on the interest of the student and the qualification of the instructor.

DCWC Trap Training Appendix

	<p>After the horn is blown and lights are activated Field 3 cannot shoot at all, Fields 4, 5, and 6 cannot shoot on stations 7 and high 8</p>		<p>Canterburys are turned on AFTER trap machine is turned on.</p>
	<p>External switch for disarming the trap. The Trap machine can only be adjusted if armed. If not adjusting the Trap machine set switch to Release, when leaving Trap house set switch to Arm</p>		<p>Panel to turn Trap machine on and release test clay</p>
	<p>Use stick to measure height. S for single, D for double</p>		<p>With Wobble on manual, adjust height with up and down buttons.</p>
	<p>Throwing force is regulated by turning the handle. Single test clay should land at the white stick on field. Double throwing force is obtained by seven clockwise turns</p>		<p>Switch to change between single and double. High position is double, low position is single</p>
	<p>If shooting wobble or oscillation the corresponding switch shall be on auto.</p>		<p>Canterburys are put back on trolley bottom left and right first</p>