

Scorekeeper Information

WATCH YOUR SCORE SHEETS



Mark each dead target with / or X and each lost target with 0. Any target scored with other than a clearly marked /, X or 0 which appears to be scored with both an X and 0, shall be "LOST" unless the word "DEAD" is clearly marked beside it.

RULE SUMMARY

(CONSULT A.T.A. RULE BOOK FOR COMPLETE DETAILS)

The official score is the record kept by the referee/scorer on a sheet furnished him/her by shoot management. **THE REFEREE/SCORER'S DECISION ON WHETHER A TARGET IS DEAD OR LOST IS FINAL**, subject to review only by the shoot committee or other governing body.

SCOREKEEPERS-

As a minimum the scorekeeper shall call "LOST" in a loud voice for all lost targets and "NO TARGET" when no target is thrown or a broken target is thrown. In addition, the last target prior to a rotation shall be called dead or lost followed by, "Change, the scores are," followed by the score for each shooter for the previous 5 targets. For example, the scorekeeper would say "Dead and change ... scores are 5, 4, 4, 3, 4." After the last shot has been fired on the last post the scorekeeper shall call "Dead/Lost and out ... scores are"

MARKING SCORE SHEETS-

Mark each dead target with / or X and each lost target with 0. Any target scored with other than a clearly marked /, X or 0 or which appears to be scored with both an X and 0, shall be "LOST" unless the word "DEAD is clearly printed beside it.

It is the duty of the contestant to have any error corrected before he/she has fired the first shot on the next post or in the case of his/her last post before leaving the trap.

AT FUN SHOOT – for Rookie and Intermediate division squads, the coach supervising the squad should verify scoresheets are properly marked before the squad leaves the trap. The squad leader of a Senior division squad should verify scoresheets are properly marked prior to leaving the trap.

There shall be no attempts by any coach to have a score changed. He/She is only to insure the scoresheet is marked correctly. The sheet will be verified by shoot management

prior to posting scores.

NO TARGET—

The referee/sorer shall rule “NO TARGET” and allow another target in the following instances:

1. An allowable “Failure to Fire”
2. A broken target is thrown
3. A whole target appears along with target debris
4. Contestant shoots out of turn
5. Two contestants fire at the same target
6. The trap is sprung without any call of “PULL”
7. There is a delay after the call of “PULL” before the trap is sprung. If the contestant fires at the target, the results are scored.
8. An illegal target is thrown
9. A target of a markedly different color is thrown.

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”.

SOFT LOADS—

When a commonly called “soft load” occurs, and the shot is fired but no part of the over powder wad or shot remains in the barrel, the target is missed (LOST). A soft load where the over the powder wad or shot remain in the barrel shall be deemed a “Failure to Fire.”

COMPILATION (MATH) ERRORS—

An error made in the totaling or compilation of targets shall be corrected whenever the error is discovered.