

TRAP

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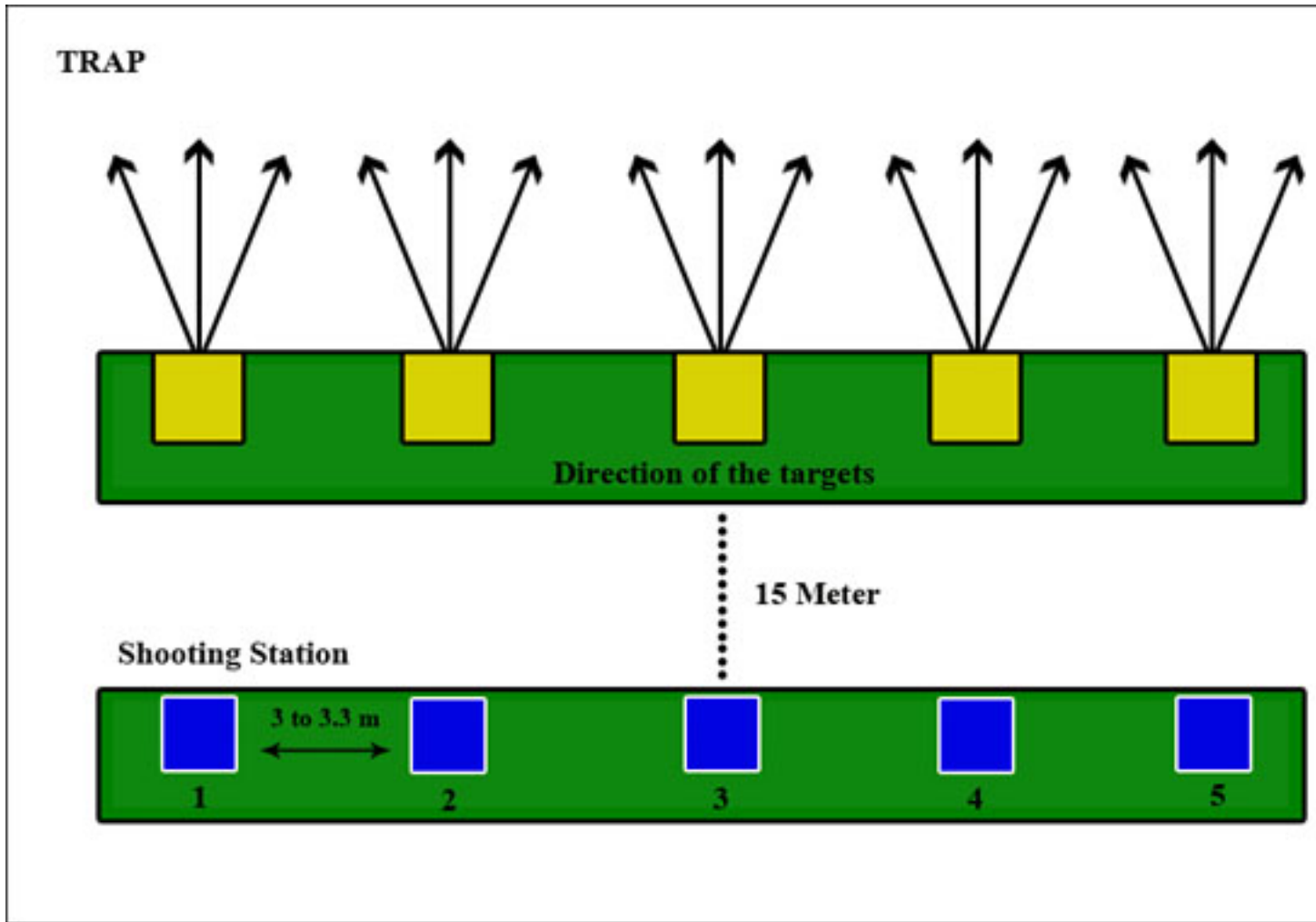
Olympic trap is one of the ISSF shooting events. The shooters shoot in turn from 5 designated shooting stations set 15m back from the front edge of the bunker roof and about 3 meters apart. Targets are released from an underground bunker, which has 15 trap machines in a straight line below ground level, set to throw targets at various heights, angles and speeds, away from the shooter. The shooter does not know from which trap the target will be thrown, one straightaway, two left and two right angle. In the qualification stage 2 shots are permitted at each target. Scoring is done on the basis of 1 point per target killed, regardless of whether this is achieved with the first or with the second barrel unless it is a final where the top 6 scores shoot off as a single barrel.

The process of a round is as follows: There are six shooters, one to each station, with the sixth shooter initially starting at a holding station immediately behind shooter number one. Upon receiving the start signal, the first shooter has 10 seconds to call for his target. After firing at his target, the first shooter waits for the second shooter to complete firing, then moves to station two, with the shooter on station six smoothly moving to station one. This procedure continues through the squad until the completion of the round.

The guns may be loaded—but open-actioned—between stations 1 through 5. The gun must be unloaded and open in the walk from station five back to one. The unloading must be done **BEFORE** the shooter makes the turn to step off station five.

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Placing the course 25m from 5 designated shooting stations 5 x 0.5 m x 0.5 m x 0.5 m



* In international competitions the course of fire is 125 shots for men and 75 shots for women.