



Canadian University Shooting Federation 2023-24 Fall Classic Trap Tournament Rules

1. Only CUSF members may participate in the Trap Fall Classic Tournament. Competitors must register for the League through the CUSF website.
- 2a. Scores for the Trap Fall Classic Tournament must be shot between October 1 2023-November 30 2023.
- 2b. Scores shall be submitted by 11:59 pm on November 30th, 2023. Scores for October and November 2023 will count for both the League and the Fall Classic Tournament.
3. Scores must be sent to: submitmyscore@cusf.ca before the deadlines listed in Section 2.
4. Clubs will score using the HotClays app (see here for a tutorial on how to use Hot Clays: <https://hotclays.com/tutorial/>). If a club chooses to use the HotClays app, they must ensure that each members' firearm is recorded as well. Alternatively, clubs can print out the CUSF score cards to record scores. Only one score per month is permitted for each competitor. Scorecards must be entirely filled out or they will be ineligible for CUSF scoring/review. All scores must be personally witnessed and signed off by at least one other CUSF student member or CUSF Field Officer, CUSF executive, or volunteer. This signature must be included on the CUSF scorecard.

The integrity of the event is dependent on the honest and truthful reporting of scores. If CUSF is made aware of potential cheating or dishonesty in reporting scores, it may, at its sole discretion, disqualify the competitor(s) involved from the event and/or the league. There will be zero tolerance for cheating.

5. One event will consist of 2 rounds of Trap, each round consisting of 25 targets. The Trap Fall Classic Tournament will be scored out of 50.
6. There are no limitations of the gauge of shotgun to be used in League events. Competitors may use #9 shot, #8, shot, or #7.5 shot (subject to range rules)
7. Shooters who place in the top 3 when Trap Fall Classic Tournament scores are compiled upon completion of the Tournament will be presented with trophies or medals. If there is a tie for



any of the top 3 positions, the positions will be determined by front and then back “long runs” (See Section 15 for definitions). The long runs will be determined from the most recent event the competitors shot.

All participants may be eligible for prizes drawn at random when the tournament is finished. The odds of winning prizes will be based on participation. No student can win 2 prizes. Competitors are eligible for the first prize they are drawn for and if they are drawn again, another name will be chosen.

Anyone who gets drawn to win a firearm must have a valid PAL. There are no substitutions or exceptions to this rule. If the person drawn does not have a valid PAL, another name will be drawn.

8. Shooters must shoot 5 targets from each station before moving on to the next position.
9. Only Singles will be allowed in the Trap Fall Classic Tournament. No Doubles or Handicap divisions will be allowed.
10. Each squad going out to shoot an event may have a designated referee (pressing the button and scoring) or pressing the button and scoring can be shared by the squad and the event can be “self refereed”.

The score keeper marks hit targets with an X and lost targets with an O.

11. “No Bird”

In the event that a target is called for and it emerges from the window broken or no target emerges at all, “No bird” will be called and the shooter will get to reset and call for the target again.

12. Ammunition/Gun Malfunction

In the event a shooter pulls the trigger and the shell does not go off. The shooter will keep the muzzle pointed in a safe direction for a minimum of 10 seconds. Once this time is up the shell will be removed from the gun.

In the event of a light strike on a primer, an ammunition malfunction will be recorded by indicating “AM1” on the score sheet next to the competitors’ row. If a second ammunition malfunction occurs it will be recorded by indicating “AM2” on the score sheet next to the competitors’ row. Each shooter gets two ammunition malfunctions per Event (2 rounds of skeet) and will get to call for another target with a new shell. If a competitor has a second ammunition malfunction, the shooter should switch ammunition to a new box or ammunition manufacturer. Any subsequent ammunition malfunction will result in missed targets on the scoresheet.



If the ammunition is checked and there is no evidence that the firing pin hit the primer, the firearm did not cycle properly and/or there was any other gun malfunction, this will be recorded as a gun malfunction by indicating "GM1" and "GM2" on the score sheet next to the competitors' row. Each shooter gets two gun malfunctions per event (50 targets) and will get to call for another target with a new shell. Any subsequent gun malfunctions will result in lost targets on the score sheet.

13. Proof Shots

Each shooter must start each round of trap with at least 30 shells in their pouch to ensure each round can be completed without delay. This factors in potential ammunition malfunctions or targets coming out broken that will result in a shooter needing more shells to complete a round.

14. For any situations that are not covered by this rulebook the ATA rules apply.

15. Definitions:

ATA: Amateur Trapshooting Association

Back Long Run: The number of targets broken in a row after the shooter's last lost target in an event.

Event: Two rounds of trap with a score out of 50.

Front Long Run: the number of targets a shooter breaks in a row before the first lost target in any given event.

League: The 2023-24 trap events that take place as described in Section 2a.