Here are a few tips to help you remember the basics of scoring trap:

## Score Sheet Overview
**Rows:** There are five rows, one for each squad member's scores.
**Columns:**
- There are 28 columns. The first column is for the shooter's name. ***It is important that the shooters stand on the line in the order in which they are on the sheet.
- There are 25 numbered columns to record the result of each shot. The 25 columns are grouped into columns of 5 by a heavy vertical line to identify the 5 targets shot from each position by each shooter.
- The highest possible score is 25, meaning five shots from each of the five positions.
- The No. Column is the position at which each shooter starts shooting, and also indicates the shooting order. The squad leader is No. 1 and shoots first. The squad leader ALWAYS shoots first, regardless of position throughout the round.

## Scoring Procedure
As the scorer, you must keep an accurate record of each shooter's score on the score sheet.

- A 'dead' (shot) target, is noted using a "/" (slash) or an "X" in the shooter's score box.
- A 'lost' (missed) target is noted with a "0" (zero).
- A 'lost' target is announced by saying "Loss!" so that the shooters can hear. ***Everyone is wearing hearing protection so you should project your voice.
- If there is something wrong with a target or if no target discharges, announce "No Target!"
- If a score needs to be changed, erase the error and make the correction. If clarification is necessary, write the correction on the line.
- If the scorer is unsure whether a target was hit, pause the trap house by pressing the "stop" button, and ask the shooters whether the target was hit.
- If the scorer mis-announces a lost target, the shooters have the option of making a correction.

## What a Round Looks Like
- The athletes will come to you to tell you their names or to check at what position they are shooting if names are already on the sheet. Regardless, they must shoot in the position at which they are on the sheet.
- If there are less than five, draw a line through the rows with no shooters.
- The No. 1 shooter, or the squad leader, asks "Puller ready?" and you say "Yes" if you are ready to start. The squad leader asks whether the team is ready, and the team says yes. Sometimes the squad leader will call for a sample target so the team can see how the targets are flying. After the sample target, the round begins.
- Score by working down the columns.
- The squad leader shoots first at each round, ALWAYS. The other shooters follow according to their number.
- Before the first shooter fires the fifth shot, announce "Ready" so that the shooters can hear. This lets the shooters know that they are shifting places after the next round.
- After the fifth shooter takes their fifth shot, announce "Change" so that the shooters can hear, letting the shooters know they can rotate.
- After the shooters have shot five times, the squad rotates to the next position.
- While the shooters are rotating, announce how many targets each shooter hit during the previous five shot round, beginning with the squad leader, or position No. 1.
- When the final shooter has shot the 25th target, announce "Out" so that the shooters can hear. The shooters will know they are done with their 25 target session.
- Total the scores after all squad members have shot. ***You might find scoring to be quicker by counting the number of targets missed and subtracting from 25.