

North Dakota State High School Clay Target League - 2022 TRAP State Tournament
CLASS 1A Schedule and Field Assignments • Follow Scores and Standings at ClayTargetLeaderboard.com
 The Shooting Park • Horace, ND • June 18, 2022

SESSION 1: 50 TARGETS									
FIELD	8:00 AM	8:30 AM	9:00 AM	9:30 AM	10:00 AM	10:30	11:00 AM	11:30 AM	12:00 PM
1	Horace High School (5)	Horace High School (5)	Horace High School (1) Kidder County High School (4)	Kidder County High School (5)	Kidder County High School (5)	Rolette High School (1) Drake-Anamoose High School (4)	Rolette High School (5)	Rolette High School (5)	
2	Drayton High School (5)	Drayton High School (5)	Drayton High School (1) Glenburn High School (4)	Lakota High School (5)	Lakota High School (5)	Lakota High School (3) Rolla High School (2)	Rolla High School (5)	Oakes High School (5)	Oakes High School (5)
3	Dakota Prairie High School (5)	Dakota Prairie High School (5)	Dakota Prairie High School (5)	Dakota Prairie High School (3) Trinity High School (2)	Barnes County North High School (5)	Barnes County North High School (5)	Barnes County North High School (4) Hazen High School (1)	Hazen High School (5)	Shiloh Christian High School (5)
4	Fargo South High School (5)	Fargo South High School (5)	Fargo South High School (5)	Devils Lake High School (5)	Devils Lake High School (5)	Devils Lake High School (5)	Devils Lake High School (1) Wilton High School (4)	Wilton High School (5)	Watford City High School (4)
5	Fairmount High School (5)	Fairmount High School (5)	Fairmount High School (5)	Fairmount High School (4) Beach High School (1)	Beach High School (5)	Beach High School (5)	Beach High School (5)	Leeds High School (5)	Leeds High School (5)
6	Larimore High School (5)	Larimore High School (5)	Larimore High School (5)	Larimore High School (5)	Larimore High School (3) Thompson High School (2)	Thompson High School (5)	Thompson High School (5)	Thompson High School (5)	Napoleon High School (3)
11	Central Cass High School (5)	Central Cass High School (5)	Central Cass High School (5)	Central Cass High School (5)	Central Cass High School (5)	Central Cass High School (2) Grafton High School (3)	Grafton High School (5)	South Heart High School (5)	South Heart High School (4)
12	Sargent Central High School (5)	Sargent Central High School (5)	Sargent Central High School (3) Munich High School (2)	Munich High School (5)	Munich High School (5)	Velva High School (4) Central McClean High School (1)	Velva High School (5)	Velva High School (5)	
13	Hankinson High School (5)	Hankinson High School (5)	Hankinson High School (4) Lisbon High School (1)	Lisbon High School (5)	Lisbon High School (5)	St Marys Central High School (5)	St Marys Central High School (5)	St Marys Central High School (5)	
Trap/ Skeet							Dickinson High School (5)	Dickinson High School (3) St Johns High School (2)	St Johns High School (5)
SESSION 2: 50 TARGETS									
Session 2 repeats the same exact schedule order as Session 1. Session 2 begins immediately after the last team's squad on each field completes Session 1.									



PRESENTED BY:
SCHEELS®

TOURNAMENT INSTRUCTIONS

THANK YOU coaches for your time and efforts to provide this event opportunity to your student athletes, their families and your school. GOOD LUCK and remember SAFETY IS EVERYONE'S NUMBER ONE PRIORITY!

SCHEDULE:

All times are when teams need to be at their assigned fields and prepared to shoot. After the starting time for each day, all starting and completion times are estimated.

- If an athlete does not report to the assigned field by the scheduled time, he/she will have to be moved to shoot with a different team in the same Session.
- Coaches should pre-squad their team based on the schedule.
- The number in parentheses (##) on the schedule indicates the total number of student athletes scheduled for each Session.
- Squads with fewer than five athletes need to combine with other members from other teams to form complete squads of five.
- No athlete registrations or substitutions are allowed.
- Student athletes should add a name label to their shotgun prior to the event.

CHECK-IN:

- Coaches must check-in at the clubhouse one hour prior to first scheduled shooting time.
- Coaches will receive instructions, scoresheets, t-shirts, and athlete name labels at check-in.
- Student athletes must check-in with their team at their assigned field at least 30 minutes before the scheduled time. They DO NOT need to check-in with tournament officials.
- If a registered student athlete is not attending the event, coaches should notify the tournament scoring officials.

SQUADDING (SEE DIAGRAM):

- Session 1 scoresheets will be titled and printed in black ink. Session 2 scoresheets will be titled and printed in red ink. Please use the corresponding scoresheets for each Session.

- Student athlete name labels are also designated by Session 1 and Session 2. Use the Session 1 labels on the Session 1 scoresheet. Do the same for Session 2.
- Coaches will affix pre-printed student athlete name labels containing the athlete information on the corresponding scoresheet to create a squad.
- If an athlete label is missing, clearly print the school name and athlete name in the label area on the scoresheet.
- Squadding order for each Session needs to be exactly the same.
- Members from different teams used to complete a full squad can use their name label on the same scoresheet.

COMPETITION GUIDELINES:

- Teams must supply their own scorekeeper and Range Safety Officer (RSO) unless directed otherwise by the shooting range.
- It is highly preferred that no person act in more than one official role (Coach, RSO, scorer) at any time. A coach should not act as a coach and RSO at the same time, or an RSO should not also act as scorer, etc, at the same time.
- Student athletes will shoot an early session (Session 1), and again after the first session has completed (Session 2).
- Athletes will shoot two consecutive rounds of 25 targets in each Session.
- During each Session, student athletes should place the second box of shells near the field (ie: 27-yard line) for easy accessibility after the first round has been completed.
- Squads cannot take a break between rounds during each Session except to retrieve the second box of ammunition.
- Squads for Session 2 must be comprised of the same athletes and squad shooting order as Session 1.
- Squads must be prepared to shoot immediately after the previous squad completes their round.
- Scoring disputes must be initiated by the student athlete only, and must be **immediately after a scorer announces a lost target**. Please reference the League's Policies and Procedures regarding disputing targets.

- Coaching is not allowed while athletes are shooting.
- Coaches may not be on the field while athletes are shooting. Coaches must remain on the sidewalk (if applicable) or a minimum of 5 yards behind the scorekeeper.
- Coaches may not communicate with scorers during shooting.
- Coaches may aid special-needs student athletes that require assistance while shooting.

25-, 50-, 75-, 100-STRAIGHT PATCHES:

Any patch-earning achievements can obtain a patch from tournament officials. A single straight patch will be awarded for the greatest number of consecutive targets hit. Multiple incremental patches for a single achievement does not qualify (IE: 100-straight does not receive four 25-straight patches also).

ROUND/SESSION COMPLETION:

- Scoresheets must be submitted to scoring officials immediately after a round is complete.
- Lost scoresheets will result in a zero (0) for the entire squad.
- Teams are responsible for picking up their shells.

SCORE POSTINGS:

- Scores will be posted online at www.claytargetleaderboard.com
- Coaches should verify their team's scores on their electronic device. If there is a discrepancy, the Head Coach of the team should notify the scoring officials immediately.

AWARDS CEREMONY

- An award ceremony will be held at the completion of the competition. Awards for season conference competition will be distributed along with awards for event competition.
- If teams and/or student athletes cannot attend the event award ceremony, please pickup the award prior to departure or arrange a pickup of the award from event award officials.

SESSION 1



DEAD TARGET:
Indicates a dead, hit, broken, or chipped target hit by shooter

LOST TARGET:
Indicates a completely missed or lost target

MISMARKED TARGET:
Write "dead" to indicate a dead target incorrectly marked as a lost

TRAP FIELD #: _____ SCOREKEEPER: _____

Affix Athlete Label Below	Rev Run	Total	Subtotal	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
School Name Athlete Last Name, First Name	FOR OFF FIELD ONLY			ROUND 1																								
School Name Athlete Last Name, First Name				ROUND 2																								
School Name Athlete Last Name, First Name					ROUND 3																							
School Name Athlete Last Name, First Name					ROUND 4																							
School Name Athlete Last Name, First Name					ROUND 5																							

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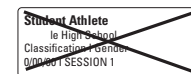
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SCORING SUMMARY

SCORESHEETS ARE PROVIDED BY THE LEAGUE

SESSION 1 BLACK PRINTED LABELS & SCORESHEET

- Coaches designate their preferred squad(s) as preferred by attaching the student athlete's name label provided by the League to the scoresheet.
- Keep squads full (5) as best as possible. Teams with short (less than 5) squads should coordinate BEFORE THEY SQUAD THEIR TEAM with other teams either on the same or adjoining field(s) to make complete squads. Add the student athlete's label on the scoresheet used. Do not use two scoresheets for a single round.
- Turn in the scoresheet to tournament officials IMMEDIATELY after the squad has completed their round.
- View the Clay Target Leaderboard at www.claytargetleaderboard.com to verify scores have been entered correctly.
- If a name label is missing for a registered student athlete, clearly write the student athlete's name and school name in the designated label area.
- For registered competitors that do not attend the event, notify tournament officials and mark an "X" through the name label and adhere it to the back of the scoresheet.



SESSION 2 RED PRINTED LABELS & SCORESHEET

- Keep same squads as Session 1.
- Session 2 begins immediately after Session 1 is completed.