

RULES FOR SQUAD SHOOTING.

RULE VI.

Traps.

All matches shall be shot from either 3 or 5 traps. Shooting from 3 traps, four shooters shall step to the score, one facing each trap, according to his number. No. 4 to step to No. 1 score after No. 1 shoots, No. 1 to step to No. 2 score after No. 2 shoots, etc., until all have shot when No. 3 steps behind No. 1 score and the rotation continues. Starting at No. 1, shooting shall continue in rotation down the line. Shooters shall load guns while walking from trap to trap, so that shooting will be continuous; a shooter must never shoot until the shooter to the left has shot. Anyone shooting out of turn must shoot at another bird. In using five traps the rotation is the same, having five shooters face the traps and the sixth shooter to stand behind No. 1.

RULE VII.

The traps must be well screened; there must be a number put on each screen opposite each trap and the shooter must stand opposite the number.