



TRAPPER TRAINING MANUAL

**Instruction guide for training personnel in the correct and safe
operation of target throwing devices.**

FIELD & GAME AUSTRALIA Inc.

SHOT GUN SHOOTING RANGES

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DISCLAIMER

This publication may be of assistance to you, but Field and Game Australia Inc. and its Board Members do not guarantee that the publication is without flaw of any kind or is wholly appropriate for your particular purposes and therefore disclaims all liability for any error, loss or other consequence which may arise from you relying on any information in this publication. This publication is a guide only.

PREFACE

This manual was written to assist Branches of Field & Game Australia Inc. to train trappers in the safe use and operation of target throwing devices.

This manual alone will not guarantee safe handling of target throwing devices, but will promote maximum safety if used in conjunction with the target throwing devices manufactures specifications. If there are no specifications available then common sense combined with a safe attitude will minimize the risk of an accident occurring.

This Manual does not negate the responsibility of branch clubs for the safety of their trappers.

It is the responsibility of Branches to ensure that trapper safety is maintained to a very high standard.

By training youth to be safety conscious at all times, it will continue to promote our organization as a responsible body.

If a competitor is required to trap, they should only do so if they have sufficient knowledge and experience that will allow them to do so in a safe manner.

Branches / Safety Officers must maintain continuing observance to changes in O.H.& S regulations.

It is essential that a Branch specify appropriate persons to be in charge of trap preparation, maintenance and safety checks, and that traps are serviced as per the maker's specifications.

TABLE OF CONTENTS

PREFACE

1. BRANCH RESPONSIBILITIES

- Selection of trappers (age and physical requirements)
- Registration of trappers
- Provision of safety equipment
- Trapper protection
- Meals and wages
- Trap Co-ordinator
- Parental permission
- Medical forms
- O.H.S Requirements

2. TRAPPER INTRODUCTION TO THE SPORT OF CLAY TARGET SHOOTING

- Introduction
- Shooter and trapper roles
- Future possibilities

3. TRAPPERS RESPONSIBILITIES AND EXPECTATIONS

- Trap Co-ordinator
- Selection of trappers
- Registration of trappers
- Punctuality
- Meals and wages
- Trapper personal clothing
- Trapper protection
- Shoot day routine

4. TRAINING PROGRAMS AND ACCREDITATION

- Oral and practical testing
- General trapper instructions
- Safe operation of a manual trap
- Safe operation of an automatic trap
- Testing and validation

5 PARENTAL PERMISSION / MEDICAL FORM

Confidential forms

6. GLOSSORY

1. BRANCH RESPONSIBILITIES

Selection of trappers.

When selecting a suitable trapper you need to consider the following:

- Physical size and strength. The trapper must be strong enough to easily operate all equipment.
- The ability of the prospective trapper to safely follow clear instructions.

Registration of trappers.

- All trappers must be registered with their local Field & Game Branch.
- To be registered they must have completed the oral and practical examinations and passed both sections.
- A trapper may trap on the day of the competition if they completed the course on the same day.

Provision of safety equipment.

The Branch must ensure that trappers are provided with the following safety equipment:

- Safety glasses
- Safety jacket (red)
- Safety hat (red)
- Ear plugs / protection
- Sun screen +15
- Safety gloves
- Drinking water

Safety equipment will be issued by the 'Trapper Co-ordinator', before a shoot commences and returned on completion of duties for the day.

Trapper protection.

Branches must make sure before each shoot that:

- The trapper knows how to use the safety equipment properly.
- The safety equipment fits the trapper.
- The safety equipment is in full working order.
- The throwing devices are in full working order.
- The trapper uses the safety equipment at all times when undertaking trapper duties.
- Trapper knows where the first aid kit is stored.
- The trapper reports all incidents/accidents to the Trap Co-ordinator.
- The trapper is provided with shelter from rain, wind and sun
- The trapper is provided with a comfortable workstation eg seating, if necessary.

Meals and wages.

Trapper remuneration and lunch arrangements to be agreed upon between the Branch and the trappers.

Trap Co-ordinator.

Each Branch is to appoint a 'Trap Co-ordinator'; this person will be responsible for:

- The organising of trappers on shoot days.
- The training of trappers.
- Making sure the safety provisions are abided by.
- Make sure trappers 'sign on and off'.
- Trappers are shown where to assemble if the site has to be evacuated in the case of a fire.
- Make sure trappers know what to do if there is a problem. i.e. consult the Trapper Co-ordinator.
- Make sure trappers understand their conditions, breaks, pay, lunches etc.

Parental Permission / Medical form.

- Any persons that are under the age of 18 years must receive parental permission before they can become a trapper with any Field & Game Australia Inc. Branch. The permission form must be filled out and signed by either a parent or guardian of the potential trapper.
- The club must also ensure that the parent or guardian completes the confidential medical report listing all medication that is being taken and any other possible condition that may need treatment on the day. This forms part of the permission form.

O.H.& S Requirements.

All traps, buzzers and associated equipment are to be in safe working order and maintained to appropriate condition.

Branch Trap Co-ordinators must ensure that trappers and members abide by safe work practices.

2. TRAPPER INTRODUCTION TO THE SPORT OF CLAY TARGET SHOOTING

Introduction

If the trapper has had no previous knowledge or experience in clay target shooting they will need to be shown a full overview of the sport. Additional time should be spent with them to gain their confidence and respect.

Shooter and trapper roles

- Explain what we do as competitors.
- Explain that Field & Game target shooting is a national sport.
- Explain that it has the highest participation rate of any of the shooting sports
- Show the trapper the different types of shotguns and ammunition used.
- Show the trapper the different types of apparel and accessories that shooters use and carry. i.e. Jackets, gun slips etc.
- Explain why we need trappers
- Show the typical layout of the range.
- Explain the different types of traps.
- Show and explain the different types of clay targets used.
- Explain the safety issues in relation to safe areas. eg. The path to use when leaving or entering a trap house.
- Show the operation of the buzzers.
- Explain the purpose of the red flags.
- Show and explain the relevant safety equipment.

Future Possibilities

Many trappers go on to be fine young Members of Field & Game Australia Inc. with the opportunity to participate in:

- Target shooting
- Vermin control
- Wetland and wildlife habitat conservation.
- Hunting
- Fellowship

3. TRAPPERS RESPONSIBILITIES AND EXPECTATIONS,

Trap Co-ordinate

- The 'Trap Co-ordinate' is the boss and you must listen and do as he or she says, if you don't, you may be asked to discontinue being a trapper. However, if you do not believe you are being treated fairly or that you have a concern that the trap co-ordinator will not listen to you, then you should talk to the Branch President or Secretary.

Selection of trappers (age and physical requirements)

- Trappers must understand that they are required to be of suitable strength to operate the traps. If they are ill or have an injury they must inform the "Trap co-ordinator" so that they may be assessed for further duty.

Registration of trappers

- Trappers must have completed the trapper-training course before they can become registered at their home Branch.
- Trappers must 'sign on and off' in the allocated book

Punctuality

- The trapper must arrive at the range on time and be ready to start when requested.
- If the trapper is unable to attend, it is courteous to give plenty of notice to the 'Trap Co-ordinator' so a replacement may be found.

Meals and wages

- The trapper must ensure that they know what times they are to take breaks. The 'Trap co-ordinator' or an appointed person will be responsible for the welfare of the trappers

Trappers personal clothing

- Trappers must wear appropriate clothing – warm on a cold day, cool on a hot day: - NO thongs or loose clothing that may get caught in a trap.

Trapper protection

- For the trapper's own safety and protection you must use all safety equipment provided.
- Use the red flag as required.
- Keep your mind on the job.
- Keep the trap house clean and uncluttered.
- Only one trapper in the trap house at any time.
- Enter and leave the trap house from the safest point. i.e. on the non-throwing side of the trap or the rear of the trap house.
- Exercise extreme care if you are required to trap in a tower. Ensure all safety rails and doors are in their correct position at all times. Do not throw clays or rubbish from the towers as the safety of others maybe compromised.

Shoot Day Routine

- Trappers must arrive on time and meet with the trapper co-ordinator
- Trapper names are entered into the trapper record book and they are issued with safety equipment.
- Trappers are shown their station for the day and the sequence of targets to be thrown.
- The trapper must inform the Trap Co-ordinator if they think the trap has moved and is throwing a different target to the one that you started with.
- The shoot co-ordinator or their appointed person will provide Trapper's lunch at the appropriate time.
- Should a trapper be caught short and require a toilet break, ensure that they use the red flag before they leave the trap house.
- Trappers are to release the trap before they leave it unattended
- At the end of the day the trapper must clean up the trap area and the shooting stand and pick up empty shells, all rubbish and the unbroken clays and stack in an appropriate place as instructed by the Co-ordinator.
- Trappers to sign off and hand back their safety protection gear.

4. TRAINING PROGRAM AND ACREDITATION.

Oral and Practical testing

- For a trapper to be registered with the Branch, the Branch must be satisfied that the potential trapper can satisfy all of the following criteria.

General Trapper Instructions

Show the Trapper the following safety items and other equipment to be used. Ensure they know how to use each piece of equipment correctly.

- Safety glasses
- Safety gloves
- Hearing protection
- Red Flag
- Trap safety ring
- Buzzer / warning light
- Clay targets stop on the throwing arm.
- Target release lever.
- Always stack the clays on the non-throwing side of the trap.

Safe operation of a manual trap.

- Instruct the trapper on where to safely stand in relation to the throwing arm.
- Instruct the trapper on how to cock the manual trap. Ensure that they do not place any part of their arm inside the safety ring.
- Show the trapper how to safely load the clay target onto the throwing arm. i.e. from the top, not the side.
- Ensure that the trapper knows not to stand on the throwing side of the trap, in case of accidental release
- Ensure that the trapper does not stand in front of a loaded trap
- Show the trapper how to release the throwing arm when the buzzer is activated.
- Instruct the trapper that if a malfunction of any kind happens, stand clear, use the red flag and call for assistance from the trap co-ordinator.
- Under No circumstances should a trapper attempt to clear a jammed trap.
- Do not rush to reload the trap. If the buzzer sounds and you have not finished loading, continue to do so and then wait for the new call.

Safe operation of an automatic trap

The only time a trapper should be near an automatic trap is to refill the hopper.

- Instruct the trapper to approach the trap from the rear and switch off the manual over ride switch or remove the terminals from the battery. i.e. make the trap inoperative.
- Release the throwing arm.
- Reload the hopper from the rear.
- Re activate the trap, ensuring that the trapper remains in the safe position.
- Do not attempt to clear a jammed trap. Call for the trapper co-ordinator or the trap mechanic.

Testing and Validation.

- At the end of this session the trapper must be able to explain and show to the trap co-ordinator how to use all the safety equipment and safely operate a manual trap and also be able to decommission an automatic trap and reload it.

5. PARENTAL PERMISSION / MEDICAL FORM

Parental Permission

My daughter/son _____ D.O.B. ____/____/____

Has my permission to be a trapper at the _____ Branch of Field and Game Australia Inc.

Confidential Medical Report

This report is compiled to assist in the case of any medical incident with your child. All information is held in confidence and these forms will be destroyed when your child ceases to work with us. Please ensure the information given is accurate.

Is your child taking tablets and/or medicine? Yes ☐ No ☐

If yes state type of medication

Medical Condition

**ALL MEDICATION MUST BE HANDED TO THE OFFICER IN CHARGE.
PLEASE ENSURE DOSAGE, TIME TAKEN AND CHILD'S NAME IS SHOWN.**

Please tick if your child suffers any of the following:

☐ Fits of any kind ☐ Blackouts ☐ Asthma ☐ Migraine
☐ Allergies ☐ Heart condition ☐ Dizzy spells ☐ Diabetic

Specify **other** allergy; what?

Last **tetanus** immunisation was if over 10 years since last

Family Doctors name and telephone: _____

Ambulance Cover YES NO

Parents Signature

First Name _____
(Mother/Father/Guardian)

Last name _____

Signed _____
(Mother/Father/Guardian)

Date ____/____/____

Emergency Contacts

Parent/Guardian

Name _____ Address _____

6. GLOSSORY

Auto Trap	A target throwing device in which no trapper is required to operate any part of its mechanism
Battue	A flat clay 105 mm diameter. Loops in the air when thrown.
Buzzer	A noise device to notify the trapper to release the trap
Carrousel	The carrier on top of an automatic trap to hold the clays
Cocking	the setting of the throwing arm in the ready position.
Crossers	Targets thrown from two different traps in which their projectory paths may cross.
Manual Trap	A target throwing device that requires a trapper to set and release the throwing arm
Midi	A smaller version of a standard clay target that is 90 mm in diameter
Mini	An even smaller version of a standard clay target, 75 mm in diameter.
Mini (super)	the smallest version of a standard clay target, 60 mm in diameter
Overheads	Clay targets that are thrown in the air above your head.
Rabbit	A version of a standard clay target that can be thrown along the ground, 110 mm in diameter.
Release lever.	The lever, that when moved, releases the trap throwing arm.
Score sheet	A paper sheet that competitors record their respective tallies
Shotgun	12 Gauge firearm, used in this case, to shoot at clay targets
Springing Teal	can be any type of target, and is thrown into the air in a vertical plane
Standard	A normal standard clay target thrown in most cases, 110mm in diameter
Trap	the device that throws the clay target/s
Trap Guards	A safety ring that surrounds the throwing arm. Used for trapper protection.
Trap House	A building to mount the traps and give the trapper protection from the elements.