

## 1. SCOPE

- 1.1. The following rules are intended to govern the operation of, promote harmony and fairness of competition within, and define procurement and allocation of funds for the Trap and Skeet Leagues.
- 1.2. Conformance with these rules is required of teams and team members in this league.
- 1.3. Changes to these rules require majority approval of the Trap and Skeet Steering Committee (referred to as The Committee).
  - 1.3.1. The Committee will hear any proposed change(s) approved by a majority of the leagues Team Captains.
  - 1.3.2. The Committee has authority to accept or reject proposed rule changes.
  - 1.3.3. The Committee may amend, add, or delete any league rules without foreknowledge or approval of the Team Captains.
  - 1.3.4. The Hudson Rod, Gun, and Archery Club (The Club) Board of Directors will review rule changes for final acceptance.
- 1.4. The Committee appoints League Secretaries.
- 1.5. No set of rules will cover every situation. The Committee will resolve unforeseen situations.

## 2. MEMBERSHIP – INDIVIDUAL

- 2.1. A participant in the league must be a current member or spouse of a current member of The Club by end of shooting on the fourth week of scheduled competition
  - 2.1.1. A current member is anyone holding a membership card for the current year, a life member, or a child of a member 17 or younger.
  - 2.1.2. A junior shooter, any person 17 or younger on the membership deadline, will be sponsored by the club for league shooting only provided a team will accept the junior shooter and oversee the shooter on the range and a permission slip (liability waiver) is provided.
  - 2.1.3. Failure to comply with the club membership requirement results in all scores shot by that participant being voided, and team scores re-computed using the remaining scores shot by the other team members.
- 2.2. No participant shall shoot for more than one team in the league.
- 2.3. Trap help may shoot in the league.
- 2.4. No participant shall be denied membership in a league based on age\*, gender, race, religion, or national origin. \* Club may restrict how young a participant can be.

## 3. MEMBERSHIP – TEAM

- 3.1. A trap team may have seven adult shooters. If at least one shooter is a junior, the team may have eight shooters.
- 3.2. A skeet team may have five adult shooters. If at least one shooter is a junior, the team may have six shooters.
- 3.3. A Team's roster of members, including membership numbers, shall be submitted by the third week of competition.
  - 3.3.1. Team roster changes can be made through the third week of competition.
  - 3.3.2. Team roster changes after the third week require the majority approval of the league's division team captains.
  - 3.3.3. The team captain is responsible for submitting the roster and having the club membership number (or Life) for each team member on the roster.
    - 3.3.3.1. A league fee (Sponsor's Fee) is required of each team. The fee is \$75. for trap, \$60. For skeet. The fee is payable by end of shooting the third week. Failure to pay the league fee by this deadline results in the team being dropped from the league.

3.4. League fees constitute the entire league budget and are allocated as follows:

3.4.1. League Secretary 20%

3.4.2. Trophies 80%

3.5. The Committee will manage the trophy budget on an annual basis, combining the Winter and Summer leagues' budgets and balancing to an annual 'net zero' account.

3.6. The League Secretary will verify that memberships and league fees are paid by end-of-shooting on the third week. This requires assistance from Club Management.

#### 4. LEAGUE OPERATIONS

4.1. League rounds are shot on any of the designated trap fields on the club grounds.

4.1.1. IF A ROUND IS NOT MARKED FOR SCORE, IT WILL NOT BE COUNTED. IT IS THE SHOOTER'S RESPONSIBILITY TO HAVE THE ROUND MARKED FOR SCORE FOR THE CORRECT LEAGUE AND DATE. 'MARKED FOR SCORE' MEANS FIRST AND LAST NAME, IN RED INK.

4.2. The Annual League Calendar will be set by the Steering Committee and approved by The Board of Directors.

4.2.1. Scheduled Summer league competition is on Tuesdays and Thursdays.

Tuesday is the first day of the league week. Score rounds may be shot on any day the club is open for trap and/or skeet. The club may close to league shooting due to hosting other events.

4.2.2. Scheduled Winter League competition is on Sundays. Score rounds may be shot on any day the club is open for trap and/or skeet.

4.2.3. Shooters are responsible for knowing which days the Club is open to trap and/or skeet shooting.

4.3. A league will have no fewer than four teams.

4.4. In the event it is not possible to form a league under rule 4.3, individuals may form a competition of their own, and are encouraged to do so. Examples would be the Winter Lewis class league, the Doubles league, etc.

#### 5. DIVISIONS OF THE LEAGUE – TEAM CLASSIFICATIONS

5.1. A division of the league will have no fewer than four teams, and no more than ten teams. Teams are classified by the Committee based on total team scratch scores for the first three weeks of competition. By the fourth week of league completion each team is classified into a division of the league for the remainder of the season. Any proposed change to a team's classification requires majority consent of the league's team captains, and approval by the Committee.

5.2. During the first three weeks of completion, league shooters may shoot back for missed weeks. Thus, a team or an individual may enter the league as late as the third week with no penalty.

5.3. The Committee will list each team's aggregate raw score for the first three weeks in descending order, and form divisions as equitably as possible within rule 5.1.

5.3.1. The five highest raw scores for trap, 4 for skeet, determine a team's score for a week. The total of the first three weeks of these scores determines the team's score for classifying.

5.3.2. If a team fails to enter a score for one or more of the first three weeks, an average of their entered scores rounded to a whole bird will be used for classification.

5.3.3. If a team shoots short (5 scores for trap, 4 for skeet), a rounded average of the team's scores shot for that week will be used as many times as necessary to make a full team score for classifying.

5.4. A team versus team schedule is developed for each division based on the number of teams in the division and the number of weeks in the League's season. Numbers are used in place of team names in the schedule, each team being numbered by their rank in the division.

#### 6. TEAM COMPETITION

- 6.1. Teams compete on a team versus team basis, using the schedule developed in 5.4 above.
- 6.2. The, team score is the sum of the highest five individually handicapped scores for trap the highest four individually handicapped scores for skeet.
- 6.3. Points are awarded each week to each team each week as follows: Win – 3 points, Tie – 2 points, Loss – 1 point, Forfeit (no team member enters a score for the week) – 0.
- 6.4. If a team is disqualified or withdraws from the league for any reason after the league has been classified; teams who have shot or will shoot against the withdrawn team will be given points for a win, retroactive to the beginning of the season.

7. SHOOT AHEADS

- 7.1. Participants may shoot ahead at any time during the regularly scheduled league season. A shooter may have up to four scores for future weeks at any one time.
- 7.2. Any score that is shot ahead must be indicated as a score round. If marked for the week it is to be used (in the 'WK' column), the secretary will do so. If not marked for score, it will not count. If not marked for a specific week, it will be used for the shooter's next open week.

8. CALCULATION OF THE BYE TEAM SCORE – PROCEDURE

- 8.1. Sum the handicapped scores of the rounds shot in the division, which were used to arrive at the team scores for the week, excluding the scores of the team opposing the BYE team.
- 8.2. Divide the sum from 8.1 by the number of scores used in the sum, arriving at an average score. Multiply the average score by 5 (4 for skeet) and round to the nearest half bird.
- 8.3. The foregoing is for illustration. The current software does this.

9. INCLEMENT WEATHER

- 9.1. Determination of when the balance of a day's shooting must be cancelled will be made by a Club Board Member or a Range Safety Officer. The principal concern is for the safety of the participants and the club help.
- 9.2. If weather forces cancellation of a day's shooting, participants will have the following week to make up their scores.
- 9.3. Scores shot on the cancelled day may be made up at the discretion of the shooter. It is the shooter's responsibility to ensure the score is marked for the right week and identified as a weather make-up.
- 9.4. There is no provision for the shooter who intended to shoot ahead but was unable to because of the inclement weather.
- 9.5. PLEASE make every effort to make up your score during the current scheduled week + make-up days. If even one score is entered in the next week, the league reporting will be delayed a week.

10. HANDICAPPING – BIRD HANDICAP FOR 16 YARD TRAP, YARDAGE, AND SKEET, WINTER AND SUMMER LEAGUES

- 10.1. Handicapping is on an individual basis; the value of scratch, the maximum score with handicap, and the maximum number of birds that can be awarded to a shooter vary by league and can vary by division. All league scores are used in handicapping as described below. Whether a score also is used for the team score is not a consideration.
- 10.2. The values for scratch and the maximum score with handicap at present are as follows:
 

Summer 16 yard trap	23/23.5	Yardage	22/22.5
Summer skeet	22/22.5	Winter skeet	21/21.5

Winter trap

22/22.5

Maximum number of birds awarded to any one shooter 12

- 10.3. Raw scores greater than scratch count as shot.
- 10.4. Handicap is calculated by subtracting the shooter's last four week average from scratch, rounded up to the nearest ½ bird. An average of greater than scratch results in a handicap of zero.
  - 10.4.1. Handicaps for the first four weeks are based on an average of the first four weeks scores. The handicap is calculated at the end of the fourth week and applied to all four weeks.
  - 10.4.2. The fifth and all later weeks, handicaps are based on the average of the last four scores.
  - 10.4.3. Individual handicapping ceases after handicap for the last week is computed. This means that the last weeks score will not affect the handicap for a shoot-off.

## 11. HANDICAPPING – SCRATCH LEAGUE

- 11.1. The scratch league has no handicap. What you shoot is what you get.
- 11.2. The highest five actual scores are summed for the team total.

## 12. SCORE ROUNDS

- 12.1. The league secretary will determine the week shot for from the score sheet date and the score sheet number (voucher number), starting with the current week or first future week with no score entered. See also rule 9, inclement weather. If a score was missed under that rule, it will be the first to be filled. If a score is being re-shot under that rule, shooter must clearly identify that.
- 12.2. Special uncontrollable circumstance where a member of a team cannot shoot can be requested. This would be major illness, death in the family, family emergency... The committee Chairman and league secretary will determine for each case if the request is granted. Scores for the affected individual will be made up for missed weeks by using the last shot scratch score and handicapping it, and proceeding to use the preceding scores until week 1 has been used, and then starting over with the last actual score. The individual will decide when he or she is ready to start shooting again.

## 13. TEAM AND INDIVIDUAL TIES

- 13.1. Teams tied for Division 1st Place shoot off.
  - 13.1.1. Shoot offs will be held at a time and date agreed to by the involved Team Captains and the League Secretary. If possible, the shoot off should take place on the last day of league shooting, but not later than close of shooting one week later. Failure to show up within a 45 minute grace period will mean forfeiture.
  - 13.1.2. For each shoot off, two fields will be designated as shoot off fields; each individual will shoot one round of 25 targets on each field.
  - 13.1.3. Handicaps for all shoot off rounds are the same handicaps as used for the last scheduled regular season round.
  - 13.1.4. If the tie persists after two rounds, additional team rounds of 25 targets each will be held on one field until the tie is broken.
  - 13.1.5. All individuals involved must shoot at the same time. If a variance is needed to this requirement, agreement must be reached between the Captains.
- 13.2. Individuals tied for League High Gun awards shoot off.
  - 13.2.1. For each shoot off, two fields will be designated as shoot off fields; each individual will shoot one round of 25 targets on each field.
  - 13.2.2. If the tie persists after two rounds, additional rounds of 25 targets each will be held on one field until the tie is broken.
  - 13.2.3. Shoot offs will be held at a time and date agreed to by the individuals tied and the league secretary, or a member of the Committee. If possible, the shoot off should take place on the last day of league shooting, but not

later than close of business one week later. Failure to show up within a 45 minute grace period will mean forfeiture.

13.2.4. All individuals involved must shoot at the same time.

13.3. All other ties.

13.3.1. If the individuals involved wish to shoot off, the Committee will support them. Rules will be as in 13.1 for teams, 13.2 for individuals.

13.3.2. A 'tie breaker' will be used in most other cases. For teams, this would be the total of the handicapped team scores. If this fails, and for individual ties, a 'reverse run' starting with the last league score and continuing backward until the tie is broken. In many cases, the committee may decide to have multiple trophies instead of breaking the tie.

## 14. TROPHIES

14.1. First place team individual trophies will be awarded for all divisions.

14.2. Second place team individual trophies will be awarded whenever possible, budget permitting.

14.3. Third place trophies will be considered if a division consists of eight or more teams.

14.4. This Committee strongly recommends the use of individual trophies as a means of encouraging shooter development and league participation; where a choice has to be made between exceptional quality first place trophies and reasonable quality first and second place trophies, we recommend the later.

14.5. A high gun trophy will be awarded to the individual with the highest division average. A participant must shoot 100% of the scheduled league season to qualify for high gun. Shooting ahead counts as fulfilling this requirement.

14.6. Special trophies, high lady, most improved shooter, high junior, high sub-junior, will be awarded or not awarded depending on participation and the discretion of the Committee.

## 15. SAFETY

15.1. The league and the club have a NO EMPTY HULL RULE, for safety and consideration of fellow shooters. This means you cannot pick up an empty from the ground.

15.2. The club management and league management reserve the right to prohibit any drug or alcohol impaired individual from shooting.

15.3. A gun may be loaded with a live shell only when the shooter is on the firing station and the gun shall not contain a live shell or an empty shell when the shooter is moving from station to station.

15.4. The action of the gun cannot be closed until it is the shooter's turn to shoot.

15.5. All guns must have the action open and contain no live shell at all times except while the shooter is on the firing line or the gun is in a gun rack. The gun's action may be closed when it is in a gun rack but it shall not contain a live shell.

15.6. Participants using semiautomatic shotguns are encouraged to employ shell catchers to reduce annoyance to adjacent shooters.

15.7. Every shooter is responsible for safety; if a violation is observed, politely inform the violator.

15.7.1. If the violator continues to ignore safety rules, contact the range master, club management, or committee member. In such a case, the squad will remain stopped until the situation is corrected.

15.8. Shells used cannot contain pellets larger than 7 1/2, 1 1/8 ounce, and rated velocity cannot exceed 1200 FPS, 3 dram equivalent. 1 ounce loads for trap and skeet are permitted.

15.9. The scorers/pullers shall not be required to handle firearms in any manner whatsoever in the performance of their duties.

15.10. The club has safety rules which override these, if more restrictive.

## 16. GENERAL

- 16.1. The official score is the record kept by the scorer on the sheet furnished by the club. The scorer shall keep an accurate record for each score of each shooter. If he calls lost, the scorer shall mark a zero for the loss.
- 16.2. The scorer shall loudly call all lost targets.
  - 16.2.1. If the shooter disagrees with the scorer as to Lost/Dead, shooter will ask the squad if any agree with him. If one other shooter agrees, scorer will correct. Since that box will now have both a circle and a slash, scorer will also circle the box and write dead/loss on the sheet. Corrections must be made before shooter leaves the station.
- 16.3. A dead target, marked on the score sheet as a hit, is one that has a visible piece from it; or one that is completely reduced to dust. The target is dead when it is broken in the air. A "dusted target" is a target from which there is a puff of dust, but no visible piece is seen; it is a lost target.
- 16.4. It is "no target" and the scorer will allow another target under the following conditions:
  - 16.4.1. When the target is thrown broken, regardless of the results of any shots fired.
  - 16.4.2. When a contestant shoots out of turn.
  - 16.4.3. When two contestants, or a contestant and non-contestant shoot at the same target.
  - 16.4.4. When the trap is sprung without any call of pull, or when it is sprung at any material interval of time before or after the call of the shooter, provided the contestant does not shoot. If the shooter shoots, the results must be scored.
  - 16.4.5. When two targets are thrown at the same time, regardless of whether the shooter fires.
  - 16.4.6. When an "illegal target" is thrown; a target that is more than 25 degrees outside of the prescribed limits of the angles or a freak target provided the contestant does not shoot at it. If he shoots, the result must be scored.
  - 16.4.7. When a contestant has one misfired shell or one gun malfunction per round. One more shell misfire or gun malfunction is not scored; the shooter is required to leave the squad. Puller will note the station on the score sheet. Shooter may correct problem and return to finish round that day. If shooter fails to return, round is treated as not shot.
  - 16.4.8. A shooter may have 1 'shooter malfunction' per round. This would typically be 'left the safety on'.

These rules are accepted in their entirety by the current Trap and Skeet Steering Committee.

Steve Hermsen

Pete Malvey

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Bob Snegosky\*

Dan Weishaar

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Keith Hanson - Secretary Trap

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## Obsolete rules.

These apply to a team versus team yardage league we no longer run. We kept them here in case we decided to do it again.

7.0 Shoot Aheads, continued

7.3 Yardage shoot aheads must be shot consecutively after the first three weeks.

7.3.1 Week four must be shot at the 23-yard line.

7.3.2 Scores shot ahead after the fourth week must use team average yardage plus one yard.

7.3.3 In the event that the entire team decides to shoot ahead for a week, it is that team's option to calculate the proper yardage.

7.3.3.1 The entire team shoots at that yardage or further.

7.3.3.2 Incorrect yardage calculation that results in shooting at closer than the required yardage will be treated as a forfeit.

!!!! Rule 7.3 and all of rule 11 support a league we are not currently doing – they are preserved here in case we run it again.

### 11.0 HANDICAPPING – YARDAGE LEAGUE

11.1 Handicapping is based on an average team score.

11.2 Only score rounds used to make up a team score are used to calculate handicap.

11.3 Score rounds, which were not high enough to be used for the individual's team score, are used for the individual's league average.

11.4 Handicap, is based on the last four (or fewer, if the team has fewer than four weeks of scores) team score rounds. Handicap is calculated by averaging the last four or fewer team scores, rounding the average to the nearest full bird, and locating the assigned yardage in the following table.

Average Team Score	Assigned Yardage	Average Team Score	Assigned Yardage
90 or less	18	108 - 110	23
91 – 94	19	111 – 113	24
95 - 98	20	114 – 116	25
99 – 103	21	117 – 119	26
104 – 107	22	120 – 125	27

11.5 The first yardage round of every team will be shot from the 20-yard line, the second from the 21-yard line and the third from the 22-yard line.

11.6 The current week's score will not affect the current week's handicap.

11.7 If a team registers less than five scores for a week, a blind score of 25 will be used to determine the team's average for yardage assignment purposes only.

11.8 Team handicapping ceases after the yardage for the last week of scheduled shooting is computed.

Rule 7.3 and all of rule 11 support a league we are not currently doing – they are preserved here in case we run it again.