

# Winter Trap League 2023

## General Rules

### 1. Winter Trap League Schedule:

Signup is on Saturday, December 31<sup>st</sup>.

League shooting starts Sunday, January 8<sup>th</sup> for 10 weeks.

The last week of shooting is March 12<sup>th</sup>.

League Banquet Sunday, March 12<sup>th</sup>.

The schedule is subject change if weather prevents shooting.

### 2. CLASSES:

The actual number of classes will be determined by the number of teams.

We are targeting 4 to 6 teams per class.

The Trap League Committee will make class assignments after the second week of shooting has been completed.

### 3. POINTS:

Points are awarded for the first trap, second trap, and total combined score. For classes with 4 or more teams, it's possible for a team to receive 9 points when they win the first trap, the second trap, and total score.

For classes with 4 or more teams, points are awarded as follows:

Placement	First Trap	Second Trap	Combined Score
1 <sup>st</sup> place	3 points	3 points	3 points
2 <sup>nd</sup> place	2 points	2 points	2 points
3 <sup>rd</sup> place	1 point	1 point	1 point
4 <sup>th</sup> and below	0 points	0 points	0 points

For example, your team has the highest score on the first trap, the second highest for the second trap and second highest for total score. Your team would earn 3 points for the first trap, 2 for the second and 2 for total score for a total of 7 points.

For classes with 3 teams, points are awarded as follows:

Placement	First Trap	Second Trap	Combined Score
1 <sup>st</sup> place	2 points	2 points	2 points
2 <sup>nd</sup> place	1 point	1 point	1 point
3 <sup>rd</sup> place and below	0 points	0 points	0 points

**In case of ties, fractions of points may be awarded.**

Note: Points will not be awarded until after the teams' class assignments have been made.

4. **YARDAGE HANDICAPPING:**

**For the first two weeks, all teams will shoot from the 22-yard line.**

After class assignments, the yardage you shoot at is based upon your team's place in your class:

<b>Class</b>	<b>AA</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
1 <sup>st</sup> place	27	25	23	21	19
2 <sup>nd</sup> place	26	24	22	20	18
3 <sup>rd</sup> place	25	23	21	19	17
4 <sup>th</sup> and below	24	22	20	18	16

The maximum yardage for Class AA is 27 yards and the minimum is 24 yards. For Class A, the maximum yardage is 25 yards, and the minimum is 22 yards. The other classes follow the same maximums and minimums as listed in the chart above. As an example, Class A team "The Whiners" were in second place at the end of shooting for week two. For week three, they shoot at the 24-yard line. They happen to take over first place week three and will shoot at the 25-yard line week 4. Week 4 "The Whiners" fall apart and end up in 4<sup>th</sup> place, meaning they will shoot at the 22-yard line for week 5. To determine what your team yardage is, locate your position in the chart, slide across to your Class and that will be your shooting yardage for the week.

5. **TRAP ASSIGNMENTS:**

For weeks 1 and 2, the traps are assigned as follows:

<b>Teams</b>	<b>Week 1</b>	<b>Week 2</b>
1, 6, 11, 16, 21, 26	3	5
2, 7, 12, 17, 22, 27	4	6
3, 8, 13, 18, 23, 28	5	7
4, 9, 14, 19, 24, 29	6	3
5, 10, 15, 20, 25, 30	7	4

For weeks 3 thru 8, the trap numbers are based upon a rotating schedule. Both rounds (50 targets) will be shot on the same trap. The Trap League Committee will post your assigned trap numbers for each week. The trap numbers are also printed on your score sheet for the week.

6. **SHOOTING TIMES:**

League shooting starts at 9:00AM.

For the **first two weeks ONLY** of league, your team number will determine your teams shooting time.

<b>Team Numbers</b>	<b>Week 1 start time</b>	<b>Week 2 start time</b>
1 thru 5	9:00	9:45
6 thru 10	9:45	10:30
11 thru 15	10:30	11:15
16 thru 20	11:15	12:00PM
21 thru 25	12:00PM	12:45PM
25 thru 30	12:45PM	1:30PM or 9:00AM

\*\* - rotation to the 9:00 AM shooting time will depend on the number of teams.

**For weeks 3 thru 10**, your team's start time will be based upon your team's class. All teams in a class will shoot at the same time, where possible, shooting 45 minutes later each succeeding week, rotating back to 9:00 AM after shooting the 12:45/1:30PM time slot. After week 2 has been completed and class assignments made, we will post the weekly starting times for each class. The starting time is printed on your score sheet for the week.

**Your team is scheduled 45 minutes to shoot both traps.** Please make every effort to shoot on time, and not to waste time on the traps. Other teams will be waiting for you to finish; they will appreciate your thoughtfulness.

7. **TARDINESS:**

Due to several complaints about teams being late, the following tardiness rule has been instituted.

If your trap is available, you must start shooting within 10 minutes of your assigned start time regardless of the number of shooters present. Absent shooter rules will apply for the absent shooters.

After the 10-minute grace period, your team will be considered absent, and the absent team rule will apply.

8. **ABSENT and MISSING SHOOTERS:**

During weeks 1 through 8 and "fair" weather days, absent shooters are scored using his or her average less 10% the first absence, and 25% the second.

For weeks 9 and 10 or "bad" weather days absent shooters are scored using his or her average less 15%.

For weeks 9 and 10 absent shooters are scored using his or her average less 25%.

The Trap League Committee can call "bad" weather days when the conditions have deteriorated such that the scores are noticeably reduced. On bad weather days, the absent shooter penalty is 15%. The 15% penalty prevents absent shooters from getting an unreasonably high score relative to the shooters who braved the weather conditions.

The averages for the first trap and second trap are maintained separately. Therefore, it's possible that the absent shooter scores for the first and second traps may not be the same.

If the shooter does not have an average (has not yet shot in the league), then team average to date less 10% is used. Again, averages are maintained separately for the first and second traps.

Shooters who are present and able to shoot but refuse to shoot, or become ineligible to shoot due to personal choices, will receive a zero score. This rule may be overruled for special cases presented to the Trap League Committee.

9. **SUBSTITUTE SHOOTERS:**

Substitute shooters are allowed based upon the following restrictions:

- a. No substitutes allowed the first two weeks or the last week.
- b. A shooter is allowed a substitute 2 times.
- c. A team may have no more than 2 substitutes a week.
- d. Only league shooters may be a substitute.
- e. Substitute shooters may only shoot at the same class or one class lower than his/her class. I.E. a class AA shooter may sub in class A. Substitute shooters can shoot at any higher class.
- f. All substitutes must be declared and identified on the score sheet by writing the word SUB to the left of the absent shooters name. If a substitute is used, but not declared, the absent team members average, minus 25% will be used.
- g. If a shooter is present, they may not have a substitute. This rule may be overruled for special cases presented to the Trap League Committee.
- h. Substitutes cannot be from the same team. All classes must shoot within their 45-minute time scheduled.

10. **ABSENT TEAMS**

If all the members of a team are absent, the entire team will receive scores of zero. Only one shooter is required for the team to be considered present. In that case, the absent shooter rules will apply for the absent shooters.

11. **COST:**                      **\*(Does Not Include Ammo) \***
- |            |                              |
|------------|------------------------------|
| member     | \$20.00 per week per shooter |
| non-member | \$26.00 per week per shooter |

The weekly fee is payable whether the shooter shoots or not. Absent shooters will receive tokens for two rounds, which can be shot on the practice field or used for team practice rounds.

12. **SPONSOR FEE:**

\$70.00 due before shooting the third week.

13. **EYE and EAR protection are mandatory.**

Without both, you will not be allowed to shoot.

14. **SHOOTING AHEAD is allowed.**

Up to two banks can be shot and only on the Sunday prior to an absence. Only two banks are allowed per league. Once a shooter has shot a bank, then that must be used unless the original shooter shows up to shoot the banked week. No make-ups are allowed – i.e. if you don't shoot ahead, it cannot be made up. If Sunday shooting is a bad-weather day, bank scores will be docked 15% as if they had been shot on that Sunday. If you will miss 2 weeks in a row you may bank 2 weeks. (No subs allowed for a bank)

15. **REPLACEMENT SHOOTERS:**

If a team needs to replace a shooter, the captains of all teams within the class will vote on the replacement. Majority (over 50%) yes vote required for approval.

16. **TRAP ADJUSTMENTS:**

ONLY Members of the Trap League Committee or persons assigned by the Trap League Committee may make trap machine adjustments.

17. **SIGNUP SHEET:**

All team captains must sign the signup sheet. This indicates that your team has read and accepted the league rules. Please include your phone number in case the Trap League Committee needs to contact you.

18. **PRATICE TARGETS:**

10 targets per person allowed on your first trap only. Cost is \$14.00, or two tokens. All other practice must be shot at the practice trap.

19. **WEATHER:**

If Hwy 94 is open at 9:00AM, then we shoot. Once shooting starts at 9:00AM, ALL teams must shoot. If your team does not shoot, then the absent team rule will apply.

If Hwy 94 is closed at 9:00AM, then league shooting will be delayed one week, and the entire league will be extended one week.

Due to extreme weather conditions and or temperature for the safety of employees and all shooters the trap committee may cancel and delay one week, team captains will be notified.

20. **PROBLEMS and PROTESTS:**

Any unforeseen problems or protests should be presented to the Trap League Committee. **Resolutions are at the discretion of the Trap League Committee.** Remember, the cooks (that's the Trap League Committee members) can be replaced.

21. **SCORING:**

The puller will announce your scores when you finish every station. If there is a problem, the team captain will halt the shoot and locate a Trap League Committee member to resolve the problem. Definitions of lost and dead targets are determined by the rules of the Amateur Trap Shooting Association (ATA). Questions about the ATA rules shall be directed to the Trap League Committee.

Please remember **the pullers are not professionals, give them your help and a few kind words, such as thank you.**

22. **SHOOT-OFFS:**

In the event of multiple teams tied for 1<sup>st</sup> or 2<sup>nd</sup> place, each team will shoot a complete 25 target round to determine the winner. Yardage will be adjusted based points earned including the last week's shooting. Team shooting order will be based on team number, lowest team number shoots first.

23. **TEAM CAPTAIN RESPONSIBILITIES:**

Team captains are responsible for contacting team members for schedule changes or other unforeseen changes. Team captains must supply their phone number(s) to the Trap League Committee.

Team captains are responsible for the conduct of their team members.

Team captains are responsible for absent team member's league fees.

24. **SAFETY:**

Only team members, pullers, Trap League Committee and club management personnel are allowed past the fence while the team is shooting.

All guns must be always open and empty except when the shooter is at his post and in position to shoot. Guns may only be loaded with one shell when the shooter is in shooting position. While on the gun rack, the gun's action may be closed but it must not contain a live or empty shell.

Disciplinary actions for violations of these rules are at the discretion of the trap committee and club management.

***\*All Rules stated are to be followed however can be changed or special modifications performed for the betterment of the league by the trap committee personnel on a case-by-case basis\****