

2020 TRAP LEAGUE RULES

1. Membership fees are due ON OR BEFORE the first night of league competition.
 - a. FEES: Single: \$30 Family: \$45 Lifetime: \$300 Senior: 1-time \$30 fee, free consecutive years.
 - b. Memberships paid after October 1 will be honored through the following year.
 - c. NO ONE SHOOTS UNTIL MEMBERSHIP IS PAID.
 - d. Guests are allowed one night of shooting prior to becoming a member (practice nights only). Fees are same as practice night fees (see below).
2. Age requirement: Must be at least age 12 by August 1 of the year shooting AND must have completed and passed Hunter's Education. This applies to anyone through age 18.
3. Shooting Fees: League Night: \$10 (50 rounds) - Juniors - \$3.50
 - a. Practice Night: (25 rounds) \$5 adults, \$3.50 Juniors (age 17 and under).
 - b. Grudge Matches: \$5 adults per round, Juniors match other clubs rates.
4. Team Captains: Collect shooting fees from each member and pay the bookkeeper.
 - a. After shooting, Fill out scorecard and return to bookkeeper.
5. Time Schedule - BE ON TIME! We have allotted 30 minutes for each team to shoot. If you cannot make it for that time slot you will have to shoot after all scheduled teams are done or take a dummy score.
6. No one ahead of the 27-yard line except shooters.
7. Weather: The only way shooting is cancelled is for lightning. If league is cancelled, teams have 2 weeks to make up shooting. This is important to allow the stats person to keep averages & standings up to date.
8. Team Rosters: Five regular shooters with floating subs.
9. Subs: Can shoot for more than one team. Sub can only shoot ONCE per night. Subs will have an average and be placed accordingly on roster.
10. Shoot Ahead:
 - a. A shooter may shoot 2 weeks ahead after next week's yardage has been determined. In the event a shooter needs to shoot more than 2 weeks ahead he or she can request approval from the board to do so.
 - b. Must indicate PRIOR to shooting which week it's for. Once indicated, score MUST be used for that night's competition.
 - c. Shoot ahead on Thursday nights must be signed up by 7:00 PM.
 - d. Shoot ahead can be completed on Monday Night using 3rd trap house. Shooter must open / fill house and find a scorer.
11. Dummy Score:
 - a. Dummy score is 15 with no handicap.
 - b. Cannot take individual points but counts for total points and is not counted toward individual average.
 - c. Dummy doesn't pay.
12. High Gun and Individual Average:
 - a. To qualify you can only miss one night of league.
 - b. Drop the lowest week (16 yd & hcp combined) if you shoot every night.
13. Event of a tie: if teams or individuals tie for an award, then the team or individual with the most actual birds will win. If still tied, shoot off.
14. Broken Birds: All broken birds shot at will be shot over.
15. First Two Nights of League:
 - a. Shoot at 16 yards & 20 yards.
 - b. After 2 teams shoot against each other at 16 yards, high man is scored against high man, second to second, etc.
 - c. This also determines line up for scoring yardage.
16. Hearing and Eye Protection required during shooting.
17. Open Action: No firearm will be loaded prior to being on the firing line. Also, action will be open while firearm is being carried or transported.
18. No alcohol consumption prior to or during shooting.
19. When League has odd number of teams, each team will have one bye. Team will earn 4 pts for each team member that posts a score at 16 yds and hcp. Posting a score with the shoot ahead rule will also be accepted.