

Family Shooting Center Trap League Rules

Shooter Agreement: By entering the league all shooters agree to abide by these rules and regulations. For safety, all shooters must obey all range rules, including but not limited to: no consumption of drugs or alcohol; ammunition restrictions; gun safety; no pets. In addition, all shooters are expected to use common sense in their attire and manner. (E.g., flip-flops are inherently unsafe around a range. Arguments and bad temper likewise.)

By signing the league signup sheet, the shooter agrees to be bound by the FSC shooters' waiver and all of its content. Please stop by the range office or visit our website for a complete list of range rules. All situations not covered above or in the FSC range rules may be governed by official ATA guidelines and rules. FSC rules can be amended by a majority vote by the League membership, with the concurrence of the FSC management.

Introduction: The shooters for each night comprise a "League." Each League is limited to 40 participants. There are Ladies and Youth Divisions if there are enough participants. Shooters compete for individual trophies and prizes. Trophies and prizes are based on total participation. Silver may be awarded periodically. There may also be optional individual money purses every week.

- 1. Duration and Scheduling:** League will run for a total of 10 weeks. FSC management may postpone shoots due to the weather. These shoots will be made up by either a double shoot on another league day, or an additional league day will be scheduled. The first shoot will be a bank day—score to be used in case of absence on a future league night—and serves to establish shooters' handicap yardage if the shooter has not participated in a prior league. The first competition is the second week of league.
- 2. Sign-Up, Cost, Payment, and League Governance.** Shooters are encouraged to preregister. Final registration and team assignments will be on the first scheduled evening of shooting. Late registration is allowed up until the shoot start time on the second week of league. Additional shooters may be added during league play, at the discretion of management, as appropriate for the league structure.
 - 2.1. Cost:** Each shooter will pre-pay an Entry Fee and a League Bird Fee. The Entry Fee helps cover trophies and prizes. League Bird Fees are determined by competition format and number of targets. Youth fees are discounted. A "Lewis" purse will be optional and will be administered by the secretary (or designated individual) each league evening.
 - 2.2. Park Entry Fees:** Shooter is responsible for park entry fees. An annual State Parks pass is recommended. Purchase park passes at the main gate or the Park office.

- 2.3. Payment:** All league fees are due in full at the 2nd league night (first night for competition). A league member who cannot fulfill his obligations to the league may transfer fees to another shooter who replaces the withdrawn shooter, for the value of the remaining league days only. There is no refund of league fees. A shooter is obligated for the season. Failing to show for a league night without banked scores or withdrawing from league results in forfeiture of league fees.
- 2.4. League Governance:** Leagues are primarily governed by Family Shooting Center. The leagues exist at the direction of FSC management who determine appropriateness of league rules and decisions should there arise a conflict. FSC management has veto power in all matters. Secretary services to maintain league records may be provided by FSC but may be relinquished by management to a league participant or another individual. Leagues operate independently of each other, each with a President elected by the league members to assist in running the competitions, managing the program, and communicating with league members. Each Team shall elect/appoint a team captain who shall be responsible for communications with his other team members. League-specific rules may be adopted at the first regular league night by vote of league members and management approval.
- 3. Team Competition Format:** The expected and normal format for a regular trap shoot is a 50 shot format for spring and fall, one round each at 16-yard line and handicap line, and a 100 shot format for summer, two rounds each at 16-yard line and handicap line.
- 3.1. Regular Trap Team Format:** All shooters will shoot with the same team every week at the 16-yard line. Shooters are welcome to organize a team of up to five shooters. Groups under five can still shoot on the same team, but the remaining slots are filled at the discretion of FSC and league management. In other words, individual shooters who do not have a team are placed on teams at the discretion of FSC and league management.
- 3.2. Captains:** On the first day of competition, teams will select team captains. The team captain is responsible for: ensuring that all team members either attend the shoot, or have targets banked; checking and initialing scorecards immediately after a round; and communication with team members, as when a league shoot is called off due to weather. In such cases, Captains will be contacted by the League President. Captains are responsible for ensuring that: the FSC management and the League President have their current, full contact information, including email addresses and cell phone numbers for them and their team members.
- 3.3. Team Competition:** Each week, teams will be paired and shoot in direct competition on the same trap. If there are an odd number of teams, one team each week will draw a BYE. If there are only 5 teams, then team No. 6 on the pairing list will be the BYE. Teams will compete with a different team each week until all teams have shot against each other (league turn-out permitting). Teams are responsible for providing a competent puller/scorer for the team they are competing against.

3.3.1. Scoring: Winning team from a paired match receives a win “1”, looser a “0”. At the end of league, champion is determined by the team with the most wins. If there is a point tie of wins, then total accumulated score will determine the winner.

3.3.2. Team Handicap Values: If an individual’s average score at the 16-yard line is less than 20, then the individual’s scores are adjusted by a handicap value, computed as 70% of the difference between the accumulated individual average and a score of 20.

- For instance, a shooter shoots a 16, an 18 and a 20 over 3 weeks. The average is 18. The shooter's handicap is 70% of 20-18 or 1.4 for each round shot.
- In the fourth week, the shooter shoots a 19 and a 17 at the 16 yard line. The team score for this shooter will be $19 + 1.4$ and $17 + 1.4 = 39.7$.
- The maximum raw score plus handicap value is 23. If a shooter has a handicap of 4 and shoots a 20, even though the combined score is 24, the applied score is truncated to a maximum of 23.

4. Individual Competition Format: Shooters will compete for individual awards by competing at handicap yardage. Awards are given for high shooters in each division. Divisions are determined by number of shooters in the division and total league participation (dollars available), at management’s discretion.

4.1. Classification into Divisions and Handicap Yardage: Individual shooters will be classed according to their percentage of broken targets. This will be decided as follows: if a shooter has shot in a FSC league in the last 3 years (any of the last 9 leagues), his scores’ average from the last league participated in will be used to determine his minimum yardage for week two (or week 1 at management’s discretion). The returning shooter will not be able to move up in yardage. For all shooters:

- Yard line for 1st week of league (bank week)– new shooters will shoot from the 21 yard line. Returning shooters use the previous league’s final yard line position. Exception to this rule will be at management’s discretion and availability of prior yard line information.
- Yard line for 2nd week of league – all shooters’ handicap yard line is determined by 1st week scores (bank scores only).
- Yard line for 3rd week of league – all shooter’s handicap yard line is determined by the average of bank and 2nd week scores.
- Yard line for 4th week of league – all shooter’s handicap yard line is determined by 2nd and 3rd weeks scores. The bank week scores are dropped from the calculation and are not used for the rest of the league unless a bank is used for score. Cumulative average of the shooter is used to compute handicap yardage for all subsequent weeks.

- Classification can be changed if a shooter consistently shoots significantly higher than his or her classification average, (at the league management's discretion).

4.2. 2-Step Rule (Maximum Yardage Move Rule): Utilized to most fairly place shooters onto a yard line for handicap shooting. Prevents large yard line moves each week, due to shooting aberrations, both up (closer to trap house) and back (to a higher yardage away from trap house).

4.2.1 - 2-Step Rule (Maximum Yardage Move Rule) for 50 shot format:

- There is no limit of **MAXIMUM** movement up or back in first 3 weeks of shooting.
- After 3 weeks (average of 3 rnds trap), move a person up one yard or back two yards from one week to the next, **MAXIMUM**.
- All bank scores are dropped for average calculation after 2nd week of league competition.

4.2.2 - 2-Step Rule (Maximum Yardage Move Rule) for 100 shot format:

- There is no limit of **MAXIMUM** movement up or back in first 2 weeks of shooting.
- After 2 weeks (average of 4 rnds trap), move a person up one yard or back two yards from one week to the next, **MAXIMUM**.
- All bank scores are dropped for average calculation after 2nd week of league competition.

4.3. Scores for silver will consist only of the handicap yardage scores. A minimum number of shooters may be required in a division to offer silver awards. There is a possibility of a division per yard line plus ladies plus youth divisions. The number of silver awards available will depend upon the number of shooters and is determined by FSC management. Bank scores do not count for eligibility of silver. The shooter must be present and shooting the day of silver awarding. At management discretion, silver won may be forfeited if the shooter fails to wait for the final score tally that night.

4.4. Ties for trophies at week 10 final shoot are decided by the shooter's total bird count, summing scores from both team and individual games, adding the shooter's 16 yard cumulative score (team) to his handicap score. Further, if a tie still exists, management will decide on methodology for breaking the tie, including most 25's shot or highest single score.

4.5. The Top Dog Individual Award is decided by the combination of all league scores, team and handicap. The highest total bird shot count of an eligible shooter will decide the Top Dog award, irrespective of class or division placement. The TD winner receives only the TD award and no other individual division award. Tie breaking is same as described in Ties para 4.4.

4.6. The Averages For Yardage Assignments Are As Follows:

<u>Average %</u>	<u>Average Birds</u>	<u>Handicap Yd. Line</u>
95 - 100%	23.75 - 25	27
90 – 94.99%	22.50 - 23.74	26
85 – 89.99%	21.25 - 22.49	25
80 – 84.99%	20.00 - 21.24	24
75 – 79.99%	18.75 - 19.99	23
70 – 74.99%	17.50 - 18.74	22
65 – 69.99%	16.25 - 17.49	21
60 – 64.99%	15.00 - 16.24	20
0 – 59.99%	0 - 14.99	19

4.7. Divisions: will generally break down into the categories identified above. In the event that a large number of shooters group in a division, the decision can be made to split into 2 divisions. For instance, if Division 3 has 17 shooters in yardage 22-23 yards, (8 in 22 and 9 in 23) then division 3 can be split into 2 divisions, a 22 yard with 8 shooters and a 23 yard with 9 shooters. There are potentially 11 divisions (19-27 and ladies and juniors). As a rule, there will be no more than 6 paying divisions at any time silver is offered and there may be less. This will be at the discretion of Family Shooting Center management and is highly dependent on total number of shooters in the league.

4.7.1. Ladies And Juniors: may compete among themselves in a Ladies division and a Junior division. A junior may shoot in the men’s division and receive a classification or he may choose to remain a junior. Junior is defined as

being under 18 yrs. old on the date of last scheduled league play. Turning 18 during the regular league scheduled shoots will place the shooter into the adult category from week one. A junior lady may also choose either the ladies or the junior division. Ladies and juniors will shoot at their respective yard line based on their cumulative scores, just as the men. The choice of division is made at league sign up and cannot be changed during the course of league shooting.

4.7.2. 10th night of league placement: It is possible to move up to a higher division or to a lower division after shooting the 9th league night. The division that the shooter moves into after the 9th regular league shoot, is the division that the shooter competes in for silver and trophies on the 10th and final night of league. 10th night scores are not used to recalculate yardage divisions for prizes.

4.7.3. Top Dog determination: Top Dog may be a shooter from a division other than “A” division, which is the highest league averages, should his total bird count dictate. The shooter winning Top Dog is not eligible for division awards of any kind as he is the top shooter in the league.

4.8. Dog Scores: Shooters will be allowed one “dog score” for team scores (shooter’s raw score average minus two targets), if they miss a shoot and do not have targets banked. After the dog score is used, a team with a missing shooter will take a team dog score. The team dog score is the average score of all team shooters for the day of the shoot, using the raw shooting score and valid banked scores (no handicap added) minus 2 birds. **If less than half of team members are present, no team dog scores will be calculated since the team will forfeit the game as well.** Bird count for the team will not include any score from the missing shooter.

4.8.1. A “league dog score” shall be calculated for team score if a team has fewer shooters than required for a full team (due to absenteeism). A league dog score is defined as the average combined score of all league members for that week, not just the shooters team. League Dog Score is the average of the week raw scores, including banks, minus 2 birds. A team’s chances of winning are obviously greatly diminished if a shooter fails to turn in scores for the week. Don’t let your team down!

4.8.2. League average score: If a team is short a member due to not having full team at sign-up, a league average score will be calculated from that week’s scores and used without penalty.

4.8.3. Individual Dog Score: Shooters will be allowed one “Dog Score” for individual scores (shooters individual average minus 2 targets) if they miss a shoot and do not have targets banked. The individual will score a zero for his handicap scores if he has taken his one time dog score and has no banked scores. His average for the league will be calculated based on only

shot scores and the one time dog score, if applicable. Zero days will not be averaged in.

4.9. Banking Targets: A shooter may “bank” 16 yard and handicap targets. The first day of shooting will be a bank day; all shooters 16 yard targets and handicap targets are banked. A shooter may pre-bank targets if he is completely paid up in league fees prior to shooting should he not be present on the first day of league. Scores for banked targets will be added to the shooter’s scores for shoots missed. Banked targets must be shot prior to the day and time that the scores are used to fill for an absent shooter. Shooters will receive a “Bank Card” when they check in at the office to shoot a bank. The card will be filled out by the puller. The shooter must declare bank rounds prior to shooting. 1 bank card will be issued to the shooter for each day of league to be banked. 50 shot format will record 2 rnds of trap. 100 shot format will record 4 rnds of trap on the same card. The shooter keeps one side of the card for his records and the puller turns in the second card to the office. Special arrangements can be made to bank targets if a shooter is out of town for more than a week, or has some other legitimate reason for missing a shoot. It is the shooter’s responsibility to attend the shoot or have banked scores ready every week. Also, if a shooter approaches the last weeks of league with excess banked rounds, the banked rounds will be applied to the team and individual week scores first. If a shooter has more than one week of banked scores on the final week of league, he will not be allowed to shoot league for score. His excess banked rounds will be applied first. Exceptions are at the discretion of FSC management and the league President, and are predicated on the shooter paying separately for excess banked rounds. No banking of targets will be allowed after week 10 shooting has begun. Rounds not shot are lost to the shooter.

4.9.1. A shooter cannot have more than one week of banked scores at the end of league. The combined number of paid trap rounds for the league is 20 or 40. Any rounds shot in excess of this amount are an additional cost at \$7.00 per round. If a shooter is short of rounds shot at the end of league, there is no refund. All league shooting ends on the final evening of league. No bank make-ups are allowed after league ends.

4.9.2. No more than 4 bank days will be allowed to count for score. A shooter must shoot at the regular league times for at least 5 of the 9 regular league days (not including the first bank week of league). Shooters who miss more than 4 league shoots may forfeit all prizes for which they might otherwise be eligible.

5. No Show and Withdrawal: If a shooter withdraws from league or does not show for league and has no bank score, the team may replace the shooter with a new member. The withdrawn shooter shall forfeit the league fees, at the discretion of FSC management, and shall not be eligible for any league prizes. If a team cannot replace a withdrawn/no show team member, the team will use a “league” dog score.

6. Team Forfeit: A team will forfeit a match if the team has less than 50% of its compliment of shooters with raw score (shot the day or banked). For instance, for a 4 man team, the

50% rule is met with either a bank or a shot score for that day for 2 shooters. Dog scores do not count. There must be 2 of 4 scores that are raw or banked scores. For a 5 man team, 3 team scores for the day must be raw or banked in order to avoid forfeit.

7. **Weather:** League shooting may be cancelled due to unfavorable weather conditions. League management will strive to make cancellation decisions as far in advance as possible. Last minute decisions for cancellation will occur with a phone call to the league president at 1 hour prior to start time. League president will notify team captains who will in turn notify team members. Calling the Family Shooting Center prior to the 1 hour before start time will be of no use in most cases as final decision will not be made until the one hour mark. Note that often in warmer weather we will get a brief shower with clearing of the weather within 30 minutes or so. Shooting will resume as soon as is reasonable.
8. **Shooter obligation:** Be aware that a shooter who has begun shooting league night is obligated to shoot all rounds that are shot by the rest of the league at the time being shot. Weather and low light may be factors in whether the league is postponed or cancelled. But league shooting may continue if conditions are only marginally bad. If the shooter chooses to quit shooting because of unfavorable conditions to him, and the league is not postponed, that shooter may take zeros for score, may cause his team to forfeit a match win, and could face forfeiture of all awards. This rule is enforced at management discretion. Picking and choosing the time and conditions of shooting scores is not ethical and will not be condoned by FSC management. We strive to provide a fun and fair competition for shotgun shooters of all levels of expertise.

More details will be available the first day of league in the pre-league meeting.

The Family Shooting Center office number is 303-680-5401