

## **TRAP LEAGUE INFORMATION AND RULES**

### **COST**

Each team member on the roster will pay a \$10 league membership fee on the first night of league. This fee will be waived for those team members who are Charter, Life or Current Annual Members of the Sidney Shooting Park.

Target fees will be \$10 per shooter for 50 targets (25 16-yard and 25 handicap)

### **ROSTERS**

Team rosters will consist of 5 or more persons. Each league night, the team selects the 5 members who will shoot for the team score. The top 4 scores shot by these 5 members will count toward the team total for the night. If additional team members wish to shoot on a given night but are not part of 5 designated as the team, they can shoot and have their score count towards their individual standings or just count it as practice. It will be the team's responsibility to make sure they have 5 members in attendance to shoot on league night. If a team can only muster 4 members on league night, they can shoot with 4 but all scores will be counted.

### **MAKE-UPS**

There will be a designated make-up and raindate for the league. Refer to the web site [Calendar of Events](#) for the makeup dates. If your team will not have at least 4 members in attendance on a given night, you can choose to either shoot ahead as a team for the week you will miss, or make-up as a team for the night that you did miss. The team captain will need to inform the office of the team's intention to shoot ahead or make-up. All shoot aheads must be for a date specified in advance. Banking of team scores is not allowed. So as not to interfere with the harmony of the shoot, the team will go through the Sign-in procedure designated below for a second time after they have completed their round for that league night.

### **SIGN-IN PROCEDURE AND SHOOT OPERATIONS**

To keep the shoot moving, teams will be assigned to traps on a first come, first serve basis as follows:

The team captain will come to the office and pick-up a score sheet for completion by his team.

Once all members of the squad have completed the score sheet and the captain has collected all the target fees for the night, the captain shall return to the office, turn in the fees and the office will assign a trap for the team to shoot their 16-yard event.

The lowest score for the team from 16-yards will be dropped and the remaining 4 scores will be totaled to determine the handicap yardage for the team (see

handicap system discussion below). The team will move the voice-pulls to the appropriate yardage and begin shooting the handicap on the same trap.

Upon completion of the handicap event, the team captain will turn-in the score sheet and clipboard to the office.

**Note:** Each team will need to designate one person each week to either arrive 30 minutes early or stay 30 minutes late to help score teams preceding them or following them on the trap line. Shoot management will be available to teach those who have never done scoring before.

### **HANDICAP SYSTEM**

The four scores remaining after dropping the low 16 yard score will be added together to determine the handicap yardage that the team will shoot from according to the following table:

<b><u>Team Score</u></b>	<b><u>Yardage</u></b>
97 to 100	27 yards
94 to 96	26 yards
91 to 93	25 yards
88 to 90	24 yards
85 to 87	23 yards
82 to 84	22 yards
79 to 81	21 yards
76 to 78	20 yards
75 and below	19 yards

### **TROPHIES OR PRIZES**

Trophies or prizes will be awarded to each roster member of the top teams. The prizes and number of teams will be determined by the number of teams participating.

Trophies or prizes will be awarded to the top 3 male shooters, top 3 female shooters, and top youth shooters.

Winners will be determined by total targets broken for both team and individual awards.