

2007 Spring Trap League Rules

April 10, 2007

Memberships are due the first night.

1. The league will be shot on Tuesday nights between 6:30 and 9 pm.
2. Each team will consist of five (5) shooters only with each shooter shooting 50 targets per night.
3. The league will run for 12 weeks.
4. **The fees are \$26 the first night (pays first & last) and \$13.00 per night there after.** Or, you may pay in full for a total of \$156.00. Shooters under the age of 18 will pay \$8.00 per night.
5. **Sponsor fees are \$60 and are due by the third week.**
6. Any nightly fees that are not paid will result in a Zero for your score.
7. You will be able to make-up week one and/or two if needed prior to the end of week three. Makeup's are not allowed after the 3rd week unless there is a personal emergency. The only weather related makeup's allowed will be when shoot management closes the range for lightening.
8. You are allowed three shoot-aheads on the books at any one time.
9. If you do not have a shoot-ahead after the third week and you cannot be there, your average can be bought for \$2.00. If you are not paid ahead you can have a team mate pay for you.
10. You may buy your average twice without a penalty, after that you will lose 10 targets off your score.
11. If you show up on a league night you MUST shoot or a score of zero will be given.
12. You must shoot at your scheduled time. You may not shoot-ahead for the same night.
13. **For Safety: During league competition only the required number of shots may be fired at each target. Another shooter may not shoot at unbroken targets. At any time if more shots are fired than designated the target will be scored "LOST".**
14. Shoot-ahead and make-up cards must be obtained at the cashier window before you shoot, and given to the puller before you shoot. Shoot-aheads and make-ups may be shot between 6:30pm and 9pm Wednesdays and Tuesdays.
15. Anytime a shooter buys his/her average and has paid the full league fee in advance you may request a token good for two rounds of practice. The tokens must be used prior to the end of the league.
16. Each team will receive one Bonus Bird per round. This is good for beer, water, ice cream or candy. During shoot-aheads a Bonus Bird will be thrown if there are three or more shooting leagues.
17. The gauge you start with is the gauge you must continue to use throughout the league.
18. For High-Overall, High lady or high in class you must shoot all 12 nights. No averages.
19. The handicap and divisions will be determined by the first three nights. Any team with a new shooter will receive 80% handicap for the first 6 weeks then drop to the standard 70%. You must notify the cashier by the third night to receive the proper handicap.
20. Please remember that the leagues are for recreation and that the rules are there to make the leagues run fairly for everyone.
21. ATA & ASTA rules apply.

SAFETY NOTE: PLEASE ENJOY YOUR SHOOTING AND EMPLOY SAFE GUN HANDLING AT ALL TIMES. ALCOHOLIC BEVERAGES ARE NOT ALLOWED ON THE FIELDS OR CONSUMED PRIOR TO SHOOTING. ANYONE UNDER THE INFLUENCE WILL NOT BE ALLOWED TO PARTICIPATE.

UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.