## Kalbfus Rod \& Gun Club

## 2024 Sporting Clays

## DON’T KNOW YOUR PARTNER LEAGUE

| Kalbfus Rod \& Gun Club <br> 2024 Sporting Clays <br> Don't Know Your Partner League Shooting Dates |  |  |  |
| :---: | :---: | :---: | :---: |
| Program | Month | Thursday 9AM - Noon 4PM - 6PM | Saturday 9:00AM - Noon |
| $\begin{aligned} & 12(+) 50 \text {-tgt Rounds } \\ & 2 \text { Rounds/Mo: } \\ & 1 \text { Rd Odd Stations, } \\ & 1 \text { Rd Even Stations. } \\ & \text { Optional "Do-Overs" } \end{aligned}$ | April | Any Thursday <br> 4/4/2024 thru 9/26/2024 | 4/13/2024 |
|  | May |  | 5/11/2024 |
|  | June |  | 6/8/2024 |
|  | July |  | 7/13/2024 |
|  | August |  | 8/17/2024 |
|  | September |  | 9/14/2024 |

Shoot Ahead/Back Monthly on Thursdays or Saturdays

## 12x 50-Target Rounds Starting 4/4/2024

## Optional "Do-Over" Rounds

\$17/50 Targets (\$12 Jr <18yr)

Details at www.kalbfus.com LEAGUES tab

## DON'T KNOW YOUR PARTNER LEAGUE

Schedule and Format/Rules

| Kalbfus Rod \& Gun Club |  |  |  |
| :---: | :---: | :---: | :---: |
| 2024 Sporting Clays <br> Don't Know Your Partner League |  |  |  |
|  |  |  |  |
| Shooting Dates |  |  |  |
| Program | Month | Thursday 9AM - Noon 4PM - 6PM | Saturday <br> 9:00AM - Noon |
|  | April | Any Thursday <br> 4/4/2024 thru 9/26/202 | 4/13/2024 |
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|  | eptem |  | 9/14/20 |

League Format and Rules:
All shoots will be held at Kalbfus Rod and Gun Club.
League program is $12 \times 50$-target Rounds (plus optional "Do-Over" Rounds) over 6 Months.
$2 \times 50$-target Rounds per month: one Round all Even Stations, one Round all Odd Stations.
Shooters may elect to shoot "Do-Over" Rounds to displace lower scores.
"Do-Over" Rounds shall be specific to program shot: Odd Stations or Even Stations.
"Do-Over" scores which are lower than previously recorded scores will be discarded.
No limit on number of "Do-Over" rounds which may be shot.
Shoot any Thursday 9AM-Noon and 4PM-6PM, and designated Saturdays 9AM-Noon each month.

| League Shoot Fees: |  | Adult |  | Junior (<18 yrs) |  |
| :---: | :---: | :---: | :---: | :---: | ---: |
|  | 1 st 12 Rounds | $\$$ | 17 | $\$$ | 12 |
|  | $13+$ Rounds | $\$$ | 16 | $\$$ | 11 |

Shoot ahead or back as many weeks or any Odd/Even order as desired.
All shoots are open to the general public.
Practice Rounds are welcome and may be shot before or after League rounds.
"LEAGUE" must be selected on scoresheet at sign-up and prior to shooting.
"Look" targets are not permitted.
Scoring practices on the course shall be per NSCA guidelines, attached.
All League Prize Fees will be distributed as cash prizes at conclusion of League to top $50 \%$ of teams.
Prize Eligibility and Distribution:

## Don't Know Your Partner Format

Shooters must complete 12 League Rounds ( 6 at Odd Stations, 6 at Even Stations) to be eligible for League Prizes.
Prize distribution will be based on 12 scores ( $6 x$ best Odd Stations $+6 x$ best Even Stations).
2-shooter teams will be establshed at League end by drawing names from upper and lower half of individual shooter scores.
Prize pool will be distributed as points money to 2 -shooter teams in upper half of team combined scores.
If uneven \# of shooters finish, the extra shooter will be assigned to lower half of individual shooter scores for partnering drawing and average of upper half of individual shooter scores used as proxy partner in drawing.
If \# of teams is uneven the team at the scores midpoint shall be placed in the upper group for prize distribution.

## TARGET PRESENTATION AND SCORING

## NSCA Rules will apply:

1. Targets will be presented for attempt by the shooter and scored at each station in one or more of the following formats.
a. Single Target.

Two shots are allowed and the target will be scored dead if broken by either shot.

1) On a single target (full use of gun): If the target is missed with the first shot and an Ammo or gun malfunction occurs, preventing the second shot from being fired, the target will be reattempted. On the re-shoot, the shooter must intentionally miss the target on the first shot.
The second shot will count for either dead or lost. If the shooter breaks the first target on the first shot of the re-shoot in this scenario, the target will be scored as lost.
b. Pairs.

Only two shots are allowed. Pairs may be presented as report, following or simultaneous (true pair).

1) In simultaneous pairs (true pair) the shooter has the right to shoot either of the targets first.
If the shooter has missed the first target he may fire the second cartridge at the same target.
2) When shooting report or following pairs, the shooter will have the right, if missing the first target, to fire the second cartridge at the same target (the result being scored on the first target and the second target being scored as lost).
c. Scoring Pairs
3) Should the shooter break both targets with either the first or second shot, then the result will be scored as two hits.
4) In the event of a no Bird on a TRUE pair nothing can be established. Two good targets must be present to record the score. This will also apply for gun/ammunition malfunctions while shooting pairs.
5) In the event of a NO BIRD on the second target of a REPORT pair, the first bird will be establish as dead or lost and the shooter will repeat the pair to establish the result of the second target. When repeating the pair, the shooter must make a legitimate attempt at the first target.
6) In the event of a "shooter malfunction" on the first bird of a report pair, the first bird will be established as lost and the shooter will repeat the pair to establish the result of the second target. When repeating the pair the shooter must make a legitimate attempt at the first target. The first target has already been established as lost and the result of the second target will be recorded.
