

2018 CHAUTAUQUA COUNTY SUMMER TRAP LEAGUE RULES

- All shoots to be governed by ATA rules except where specific league rules override (including the setting of targets). Eye & hearing protection must be worn by everyone on the line. Setters & pullers need to wear hearing protection & should wear eye protection. **Shooters consuming alcohol prior to shooting may be asked not to shoot.**
- A shooter does not need to be a member of the club for which they are participating in the league. A shooter may change clubs until week three. A shooter must remain with the club he/she shoots for on the third week. If a team disbands for any reason, a shooter & their average can join another team.
- League shoots will be 50 targets per week. Fees will be \$12.00 for adults (\$9.00 targets & \$3.00 league fees) and \$8.00 for Juniors & Sub-Juniors (\$6.00/targets & \$2.00/league fees)
- The age of a shooter on the **first day of the league** will determine their category; SubJunior (12-14), Junior (15-17), Vet (65-69), Senior Vet (70-74), & Super Senior Vet (75 & over).
- Teams will count the highest seven scores each week. Ties will be broken by taking the next highest score until a winner is determined. (There will not be 2 halves in league---standings will be determined by all shoots at end of league).
Final team ties will be shot off simultaneously with other shoot-offs on field day.
- A shooter may shoot practice with the permission of the other shooters on a squad. A league shooter shall have preference over a practice shooter. A shooter must post a league score prior to shooting a practice round.
- Any team that does not field seven shooters will be required to use a "dead mans score" of 35 or the lowest score used on that night's host field. That team shall be responsible for all fees of each "dead man" used.
- Target color will be the choice of the host club. Color must not change once the match has started.
- Starting time will be 5 PM. Squads may start before 5 PM provided that a visiting team member is present. No new squads may be started after 7:30 PM. A

shooter may sign up after 7:30 PM only if there is an opening on a squad that has not begun to shoot or with the permission of the host club. A grace period until 8 PM will be allowed if contact is made prior to 7:30 PM requesting an extension. A shooter must be present to sign onto a squad.

- The scorer will act as the referee and has the final decision calling all targets. All “lost” targets are to be called LOUD AND CLEAR.
- The league officers (Pres, Sec/Treas., & Third Officer) will settle all grievances & interpretations of the league rules.
- In case a shoot has to be stopped because of power outage, Inclement weather, lightning/thunder, or other situation, the following rules will apply: 1. Any round of 50 birds completed shall be recorded as shot. 2. Any round of 25 birds completed shall be recorded as shot. 3. Any round with less than 25 birds shall be reshot on the designate make-up day. 4. Anyone who has not yet shot may shoot on make-up day whether already signed up or not. 5. If a person with an incompleated round cannot attend the make-up shoot, they will be marked as a missed shoot & their league fee will be refunded.
- NOTE: In case of lightning/thunder stoppage, shooters must wait 20 minutes after last sign of either event before shoot may resume.
- All scores must be received by the league secretary by **9 AM Friday** after every Thurs. Shoot. Home team captains are responsible for turning in all score sheets to the league secty./treas. where they will be kept as a source of record. League fees collected by each club will be paid by check to the league secty./treas. at the end of each half.
- A shooter must compete in at least 9 shoots to be eligible for team shoot-offs, but does NOT have to pay league fees for missed shoots.
- Shooters must compete in at least 14 shoots to be eligible for league & field day prizes. A shooter must pay the \$2.00 league fee for all missed shoots to be eligible for any prizes.
- At the end of the regular season, all eligible shooters will be divided into 5 classes according to final average. Each class will have an equal number of shooters (or as close as possible—Lewis class style). These classes will be used to determine all League & Field Day prize winners.

- League prizes will be awarded for HIGH GUN, RUNNER-UP HIGH GUN, & LONG RUN. Two prizes will be awarded in each category of: Lady; Super Senior Vet; Senior Vet; Vet; Junior; & Sub Junior. If there are less than 5 shooters in any category, only one prize will be awarded. Ties will be shot off on Field Day. Equal prizes will be awarded to the top (TBD #) of shooters in each class.
- Class prizes will also be awarded on field day scores only. Three places will be awarded in each class. If there are less than 10 shooters participating in a class, one prize per every 3 shooters (up to 3 places) will be awarded. Ties will be broken with a “sudden death” pendelton style shoot off starting at 16 yard line.
- Field day & League cash prizes will be determined by secty/treas based on available funds.
- League monies will be used for shooters dinner only. All guests will be charged the prevailing price. **Team captains will be responsible for compiling a team list of all shooters & guests who will be attending field day & dinner; & for collecting all appropriate fees. Compiled list & monies shall be turned in to the secty/treas by the Monday following the last league shoot** along with 2nd half league fees. All money must be paid **before** field day-no exceptions.
- Field day will be Sat. Sept.8 @ Randolph. Sign-up for shooting will be 10 AM till 2PM. Lunch will be available for purchase.
- Banquet will be held Sat. Sept. 15 at a place & time T.B.D.
- The league will pay the Secty/Treas a fee of \$40.00 per league week (including Field Day) at the end of the season.

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