

# Blue Valley Sportsman Club

## Shotgun League Rules

### 2009

#### 1. Definitions:

- a. Shoot management (shoot manager) is as an individual(s) designated by the Board of Directors to manage league and practice shooting.
  - i. Shoot management may from time to time designate an individual(s) to assist with shoot management or act in shoot manager's behalf.
  - ii. Shoot management shall appoint nightly a range safety officer.
  - iii. Shoot management will appoint trappers.
  - iv. Shoot management will appoint scorers.
  - v. Shoot management will maintain league records.
- b. Referee(s) shall be the shoot manager as well as the trapper and scorer on each trap identified by shoot management.
- c. The trapper(s) shall be an individual(s), identified by shoot manager, in control of the "trigger" or target release of the trap. The trapper shall assist the scorer in maintaining scores identifying hit, lost or dusted targets.
- d. The scorer(s) shall be an individual identified by shoot management to maintain, record and score the trap rounds on a particular trap.
- e. Team members (team shooters) shall be those five (5) and no more than eight (8) individuals on each team identified as primary shooters for the team on the team's sign up sheet.
- f. Non members of the Blue Valley Sportsman Club that shoot in the trap league are not allowed to shoot on any other part of the range.

#### 2. Safety:

- a. Safety is considered all participants responsibility.
- b. All participants shall wear eye and ear protection.
- c. Unsafe behavior will not be tolerated. Unsafe behavior shall be determined as listed in club membership information and as posted.
- d. No hulls will be retrieved after hitting the ground during a team round. Hulls may be collected after the round and guns are safe and racked.

3. Shoot Format:

- a. The format shall be ATA Trap, when not differently stated in these rules.
- b. 8 or 10 weekly shoot periods of 50 targets per shooter (two rounds of trap fired back to back from the same field), 250 targets per team, on ATA Trap format.
- c. Shoot periods will occur on Tuesdays, Wednesday and Thursday evenings after 4:00 PM, in accordance with the calendar set by team captains.
- d. The league period is 10 weeks. The start date is May 12<sup>th</sup>. All teams shall be scheduled in the order of arrival when the complete squad is registered with the secretary.
- e. Any team not ready to shoot after the last team scheduled takes the field for their handicap round shall forfeit that league period.
- f. It is intended that every team will be represented on their scheduled league day.
- g. The shoot calendar is set by the shoot captains proceeding the league year and is the established shoot calendar, IT WILL NOT be changed.
- h. The rules are set at the captains meeting and WILL NOT BE CHANGE. Suggestions for rule changes for future league seasons are appreciated.

4. Scorers – Trappers-Referees:

- a. The Scorers/Trappers shall serve as referees.
- b. The scorer will determine the score i.e., lost and hit targets. In the event no scorer is available the trapper shall score.
  - i. A hit target is one that at least a visible piece or chip may be observed to fall from, A dusted target is one that “dust” is observed and may wobble its course but no visible piece falls and shall be counted as a lost target.
  - ii. A lost or “dusted” targets shall be marked with “O” on the score sheet, a hit target shall be marked with an “X” or “/” on the score sheet.
  - iii. The Trapper shall call birds lost or dusted “lost” at which time a team member may question the call, if in disagreement.
  - iv. The trapper/referee shall call a target “LOST”; if a whole target appears after a contestant’s recognizable command and is within the limits of flight and the contestant voluntarily does not fire.
  - v. Failure to Fire: The trapper/referee shall follow as described in v., 1., and 2.:

1. A contestant shall be allowed two (2) failures to fire, for any reason other than stated in Paragraph 4. b. iv. When the first or second allow-able failure to fire in any event occurs, the contestant shall be allowed to call for and fire at another target and the result of the shot will be scored in accordance with these rules.
  2. Whenever an allowable failure to fire is provided the scorekeeper shall mark a large legible F1 on the score sheet in the space where that target is scored along with the score on that target. The same procedure shall follow on the second allowable failure to fire marked with a "F2". Any subsequent failure to fire in the same event and for any reason, when a target is called and the target appears promptly and with the legal limits of flight, shall be ruled "LOST" and shall be scored accordingly.
- vi. NO TARGET: The Trapper/referee shall call "no target" or "no bird" when:
1. The target is thrown broken.
  2. When a contestant shoots out of turn or two contestants fire at the same target.
  3. When the trap is sprung without any call of pull, or when it is sprung at any material interval of time before or after the call of the contestant, provided the contestant does not fire. If the contestant fires, the result must be scored.
- c. Trapper/scorer/referee decisions are final.
5. Cost:
- a. Each team shall pay a sponsor fee of \$100.00
  - b. Participants on each team will be required to pay a fee of \$100.00 each plus a \$10.00 insurance fee for any non members of the Blue Valley Sportsman Club before they are allowed to shoot. The cost for practice or recreational rounds on league nights only will be set by BVSC for league members.
  - c. Alternate shooters for teams will be considered as guest and will not be required to pay the insurance fee.
  - d. Team captains will be responsible for collecting their team's fees prior to the start of the season.

6. Team:

- a. A team will consist of 5 active shooters per period, one of which shall be the Captain or his delegate.
- b. The team captain will sign the score sheet after the teams score is tallied.
- c. Those designated as a team members may serve as a substitute for any other team (kids teams) Their scores will not count for the host team.
- d. No changes shall be allowed to the team roster after week eight (8 periods) of the league shooting.

7. Handicap:

- a. A shooter will place their forward boot toe at or behind the designated yardage line.
- b. The first round of twenty-five targets from the 16-yard line each day of league shooting. The aggregate score will then determine the team handicap for the following round according to the following chart:

<b>Team Score</b>	<b>Station Yardage</b>
Less than 90	18
91 to 93	19
94 to 96	20
97 to 99	21
100 to 102	22
103 to 105	23
106 to 108	24
109 to 111	25
112 to 114	26
115 and above	27

8. Winner

- a. A team will be scored on the highest aggregate scores for the best 8 of 10 shooting periods.
- b. Three teams with highest aggregate scores will be ranked 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>.
- c. In the event of a tie among the top three teams the 10 week aggregate will be used.

9. High Shooter (Top Gun)

- a. The high aggregate shooters male, female and youth (under 18) having the highest aggregate score from the 16 yard line in the best 8 of the 10 week league period shall be declared the League High Individual Shooter or Top Gun.
- b. In the event of a tie the shooters will have a shoot off to declare the winner.

10. Cancellations/ Disqualifications/ Other Conditions:

- a. The shoot management determines cancellations, disqualifications, and other conditions which require re-shoots or makeup.
- b. In the event of a cancellation the following Sunday is designated the makeup date for any missed rounds.
- c. In the case of a re-shoot due to conditions where one or both original rounds may have been shot for the league period.
  - i. Preceding teams can have a re-shoot in the event of a cancellation
  - ii. The round re-shot shall be the round posted on the score sheet.
  - iii. A round re-shot shall count to the shooters total and team league aggregate.
- d. In the event the following Sunday is canceled the next regularly scheduled shoot night shall be the makeup date.
- e. There shall be no more than one round shot in advance and no more than one round shot in arrears.
- f. Each round shot in advance or arrears shall be shot within one week of the scheduled date of original round.

11. Penalties:

- a. Rule infractions or unsafe behavior.
  - i. Referees determine, at their discretion the penalty for infractions or unsafe behavior.
  - ii. Referees shall decide within the following parameters of punishment depending upon determined severity of infraction.
    1. Verbal Warning
    2. Written Warning
    3. Removal from the current event. There shall be no refund of fees to a shooter/team removed for any period or reason. The team is not allowed to replace the shooter with

4. a substitute during that event and the remaining targets shall be considered lost to the teams aggregate score.
5. Removal for the season. There shall be no refund of fees to a shooter/team removed for any period or reason.

#### 12. Gauges and Ammunition Allowed

- a. 12, 16, 20, 28 and .410 gauged shotguns are the only legal gauges allowed in league shooting competition.
- b. Incorrect ammunition:
  - i. The ammunition used shall conform to the following standards
    1. 7 ½ chill shot or smaller weight set 1 1/8 ozs. maximum.
    2. Maximum of 3 drams (avdp) or equivalent.
    3. Velocity shall not to exceed 1300 fps.
  - ii. Penalty for use of non-conforming ammunition is disqualification of scores shot with illegal ammunition and may not be re-shot.

#### 13. League Tournament:

- a. Teams that participated in the leagues are eligible for the tournament.
- b. Date set by the captains on the league calendar. One week after league for make-up and the following week will be the tournament.
- c. Each team will shoot 250 targets in the morning and 250 in the afternoon.
- d. The top half of the combined morning and afternoon scores will be in the shoot off.
- e. All rounds will be shot from your teams established handicap from your 8 or 10 weeks of league shoots depending on when the season starts.