

# Trap League Information and Rules

(as of March 2022)

Trap Teams shoot on Wednesday's and Thursday's (barring holiday's) from 5:00 p.m. to 8:00 p.m. The club must be vacated by 11:00 p.m.

If there are no shooters during a 30 minutes time span, the club will close early.

Questions: Contact Heather Mix 763-439-3977 or your Trap Captain.

## General Information

### Costs:

- All team members must be current paid members of Isanti County Sportsmen's Club. Memberships can be paid any time before or on the first day of Trap League. Shooters will receive a Zero (0) points until dues are current.
- **Team Fee: \$120.00.** Trap teams are secured when the team fee is paid.
- Shooting Round: \$8.50 / Punch card (16 league rounds and 1 practice round) **\$136.00**

### Membership Fees:

- Membership fees are per calendar year (January 1 to December 31)
- Cost is \$100 for member (includes: child age 17 and under)
- Lifetime membership fee is \$80.00

### Teams / Shooters / Scoring

- Teams can have up to 8 shooters; a minimum of 5.
- Trap League consists of 16 weeks and shooters must purchase a trap punch card for \$136.00 (this does include a practice round (17 punches).
- Shooters are allowed to shoot on one team only.
- No new shooters will be allowed to start after week 8.
- **Shooters can sign up for ONLY ONE round at a time, and can specify high or low house location.**
- **Shooters/Teams cannot sign up to shoot and punch cards for team members not in attendance (holding spots).**
- If you are not on the line and ready to shoot when your assigned timeslot is up, you will receive a scratch and take a 0 (zero) score for that round.
- Shooters can shoot ahead as many rounds as they would like. **Shooting back:** Shooters may not shoot back after the 5<sup>th</sup> week (May 19) of League. Practice week does not count as a league score.
- First 5 weeks: If you miss a week or two, your score (when you shoot) will be recorded as such: Your first score will be recorded for the current week, any additional make up rounds will be posted to the next most recent round.
- Shooters without a score (shooting current week or shooting ahead) by Thursday of the current week will receive a zero (0) score.
- Each week the top 5 scores will determine the weekly team score.
- Winning teams earn 2 points, teams that tie earn 1 point, losing teams earn 0 points.
- If the club closes due to weather, shooters may shoot back for that week due to cancellation.
- Please be respectful to Heather and the trap pullers.

## Handicaps

- Shooters that were on a team the previous season will begin the new season with the handicap they ended with. New shooters will begin with a handicap of 2.
- Handicaps are adjusted every 2 weeks and are based on the average score from the previous 2 weeks.

## Handicap Calculation

- Handicaps are calculated using the following formula: Actual number of clays shot in 2 weeks (added together – with odd numbers rounded to the next highest number); divided by 2.
- Highest handicap is 7.
- A score using a handicap cannot be **higher than 23**.
- Handicaps cannot increase more than 2 points every week, they can however, decrease by any amount.
- Averages of:
  - ✓ 22 and above: handicap of 0
  - ✓ 21: handicap of 1
  - ✓ 20: handicap of 2
  - ✓ 19: handicap of 3
  - ✓ 18: handicap of 4
  - ✓ 17: handicap of 5
  - ✓ 16: handicap of 6
  - ✓ 15: handicap of 7
- Shooters who receive a zero (0) scratch score will receive a 0 handicap the following week. Shooters who receive a scratch score for the second week in a row will also receive a 0 handicap for the following two weeks.

## Rules

### Safety:

- Guns should be stored in the gun racks provided with the actions open.
- Handle and carry all guns with the muzzle pointed in a safe direction, and the actions open.
- Load guns only when at your assigned shooting station; load only one shell at a time.
- Guns must be unloaded when changing stations.
- In the event of a delay in the line, unload your gun immediately and wait to reload until the puller says the shooting resumes.
- Guns must be unloaded when leaving the final shooting station.
- Any shell that misfires is your responsibility. Please dispose of them properly.
- No alcohol on the club's shooting ranges.
- No shouldering your gun until it is your turn to shoot.
- No tracking someone else's bird.
- No uninvited coaching to shooters on the line.
- Silence cell phones while on the line.
- No talking on the line, remember other shooters are trying to concentrate.
- Any violation of these rules will result in you being removed from the line or club grounds.
- Remember, this is a FUN league!

- Any situation that occurs that is not covered by these guidelines and rules will be brought in front of the Board of Directors for resolution.

### **Shooting and On Line:**

- The standard call for a bird is “PULL”, please yell loud enough to ensure the voice-activated equipment engages, or that the puller will hear you (pullers do wear ear plugs).
- Shooters that shoot at a broken bird and miss, will be scored as a lost bird. Any conflict on a “lost bird” called by the puller needs to be resolved immediately and will be confirmed by the other shooters on line. No score changes will be made after the next bird is called.
- Shooters may only use 7 ½ shot or 8 shot; no magnum shells.
- Shell bags, vests or the use of shell box holders are required. Shooters may not place boxes of shells on the ground.
- **Shell catchers are required, and rubber bands are also allowed - no exceptions! Shooting without a band or shell catcher: first offense – warning, second offense – no score.**
- Shooters under age 16 must have an adult present when they are on the line.

### **Awards:**

- Awards will be presented for the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams in each division (Red and Blue)
- Top Gun Shooter Award: one award will be presented for each division (Red and Blue) and is given to the shooter with the highest bird total shot.
- Most Improved Shooter: one award will be presented for each division (Red and Blue) and is given to the shooter with the highest improvement in score from the first 8 weeks compared to the second 8 weeks.
- Shoot off winners are determined by the top 5 scores. If teams tie with 5 scores, the 6<sup>th</sup> score will be counted and so on, until the winner is determined. If all 8 scores are tied, an additional shoot off will occur.
- OPTION: If you shoot a 25 (perfect score), pick up your 25 patch from Heather at the Club House. If you shoot a second 25 in a row, turn in your 25 patch for a 50 patch; a third 25 in a row, turn in the 50 for a 75 patch, and a fourth 25 in a row, get a 100 patch (etc. etc).