

# Trap League Information and Rules

(as of March 2021)

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 minute time span, the club will close early.

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

## General Information

### Costs:

- **All individual league shooters 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 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. Cards expire on 9/1/21 and cannot be redeemed for unused rounds.

### Membership Fees:

- Membership fees are per calendar year (January 1 to December 31)
- Cost is \$100 for member (includes: child age 17 and under, **does not include spouse**) 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 ONE round at a time, and can specify high or low house location.
- Shooters can shoot ahead as many rounds as they would like. Shooting back: Shooters may not shoot back after the 4<sup>th</sup> week of League. Practice week does not count as a league week.
- 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 (lightening, torrential rain), 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.
- Any shooter starting after the first week of the scoring week will begin with a handicap of zero (0).

## 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 and it may engage the voice-activated thrower.
- 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 decided by the team captains that are present on that night of league. If the issue is not able to be resolved, the Board of Directors will be contacted.

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

- The standard call for a bird is "PULL", please yell loud enough to ensure the puller will hear you (pullers do wear ear plugs), or for the voice-activated equipment to engage.
- 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, no exceptions! Rubbers bands are not an acceptable substitute for a shell catcher.
- Shooters under age 16 must have an adult present when they are on the line. \*Please note that being at the picnic table area does not provide adequate supervision.

### **Awards:**

- Trophies will be awarded 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 Trophy: one trophy will be awarded for each division (Red and Blue) and is given to the shooter with the highest bird total shot.
- Most Improved Shooter: one trophy will be awarded 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.
- Youth trophies for Top Gun (top shooter 17 and under) and Most Improved (17 and under)
- 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.
- Patches: 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).