



2018 10 Week Fall League's Trap Combo Buddy

**\$125 Team Entry Fee For Trap & Combo
(5-10 People per Team)**
\$10.50 Member Weekly fee for Trap & Skeet
\$12.50 Non-Member Weekly for Trap & Skeet
\$11.75 Member Weekly fee for Sporting & Combo
\$13.75 Non-Member Weekly Sporting & Combo

Buddy & Ladies (2 People) \$30 Team Entry Fee
Individual Trap League \$15 Entry Fee
~Same weekly fee's as above

Informational meeting at 7:00pm on Thurs, Sept 13th.

Shooters must have 3 rounds shot *on or before*
Thursday, September 27th

Shoot-offs will be on from Saturday, Nov 17th – Tuesday, Nov.20th
Banquet will be on Wednesday, November 28th, 2018.

HANDICAP: The first round of league shooting will be shot with no handicap. That score will be used to determine each individual's handicap. Handicap is figured by subtracting the shooters average from 24 then multiplying the difference by 70%. No handicap and raw score will exceed 24. Teams may have up to 10 shooters. All scores are entered for the competition.

The 5 High Scores with handicap count for team total.

Blind Score: The blind score for an absent shooter will be a 15 with no handicap. No late scores will be accepted for competition.

Leagues will shoot 10 weeks. The 5th and 10th weeks of league will be position nights. On position night the first place team shoots against the 2nd place team, the 3rd place team shoots against the 4th place team and so on. Teams still tied after position night will use the next week score for a shoot-off using 50 targets.

Team standings will be 2 points for a win, and 1 point for a tie, and 0 for a loss.

AWARDS: Trophies will be awarded one place for every 4 teams. Individual awards will go to High League Average. You must shoot 10 weeks to qualify for League High Average, Most Straights, & Team High Guns. A league member must shoot all 10 weeks of league to be eligible for trophies, prize drawings, and shoot-off's.

PLEASE NOTE: A SHOOTER MUST HAVE SHOT 10 ROUNDS & BE PRESENT AT THE BANQUET TO WIN PRIZES AND TO BE ELIGIBLE FOR GUN DRAWING.