

## 2020 Metro Buddy Trap & Combo Rules

**Note:** Two birds awarded to winning team of each 3<sup>rd</sup> to use in shoot-offs.

**\*\* ALL TEAMS HAVE 2 WEEKS TO CORRECT ANY SCORING ERRORS!**

1. **Entry Fee:** An entry fee of \$30.00 per team will be paid to the League Secretary by the third week of the league shooting. Any team that has not paid their entry fee by the third week will receive a No Score until the fee is paid.  
**Weekly Fees:** Each shooter will pay \$12.50 weekly (\$10.50 member) for trap and skeet leagues or \$13.75 (\$11.75 member) for Combo League. Rounds must be paid for before you shoot. **League scores need to be shot on or before the due date to count towards team score (if team member does not have round completed at this time they are given a blind score of 15 with no handicap). A league shooter may make up the round later to use towards the individual score.**
2. **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 23. The difference is then multiplied by 70% to determine what the handicap is. No score with handicap will exceed 23. Teams will be placed into divisions depending on the total number of teams in the league.
3. **Blind Scores, Shoot Aheads and Substitutions:** The blind score for an absent shooter will be 15 on Trap & Skeet Leagues & 11 on Sporting & Combo Leagues with no handicap. Shooters may shoot as far ahead in the league as they would like. Inter-league subs are allowed but the subs average must be no higher than that of the missing shooter.
4. **League Schedule:** The league will last 18 weeks. The league is divided into three 6-week thirds. The 6<sup>th</sup> week of each third will be a position night. On position night, the team in first place will shoot against the team in second, the third against the fourth and so on. The teams still tied at the end of position nights will use the round they shoot for the next weeks league round to break the tie. At the end of the league, the first place teams from each third will shoot-off for the final league standings. Each team will shoot 50 targets for shoot-off rounds. If there is a tie for third, the teams tied will each shoot 25 targets, then the winner of that will shoot another 25 to complete the 50 bird shoot-off. Team members must have 16 rounds shot in order to participate in shoot-offs. Any team winning all 3 thirds will win first place, in this event, second place will be decided by a shoot-off of all teams placing second in the thirds.
5. **Combo, Sporting & Skeet New Rule on Broken Pairs-** Pairs must be shot as a pair to count in scoring. If both targets are broken in one shot, or one target comes out broken, the puller does not score this and the shooter must reshoot the pair
6. **Combo/Sporting New Rule if one of the Sporting Clay Machines are down-** In the event a machine is down on a Sporting Clays Field, the puller will be instructed by management as to what machine will be used in place of the down machine for any league rounds shot on that field.
7. **Team Standings:** Team standings will be determined by two points for a win and one point for a tie. Team standings, individual averages and handicaps will be posted within the week after each league night.
8. **Awards:** There will be one place for every 4 teams in the league, the number of places for the league will be determined after the league schedule is set. Must shoot 16 weeks to qualify for team awards. Individual award will go to High League Average & Pins will be given to team high guns, must shoot 18 weeks for League High Gun by the last week.
9. **Banquet:** Information will be posted at a later date, cost of the banquet dinner is not included in weekly fees. Dinner is followed by Trophy Presentations and prize drawings. **(Must Be Present To Win Prizes & have completed 16 weeks of League)**

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**ALL LEAGUE ROUNDS MUST BE SHOT IN LEAGUE BOOKS**  
**PRACTICE ROUNDS ON PRACTICE SHEETS ONLY!**