

## Smokeball Skeet 2018 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 \$125.00 per team due 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.
2. **Weekly Fees:** Each shooter will pay \$12.50 weekly (\$10.50 member), rounds must be paid for before the team shoots. **League scores to be shot on or before the date provided in league book. No Late Scores Accepted.**
3. **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. The difference is then multiplied by 70% to determine what the handicap is. No score with handicap will exceed 24. **\*\*THE FIVE HIGH SCORES WITH HANDICAP WILL COUNT FOR TEAM COMPETITION.** All league scores will count for handicap and average. After 3 weeks of shooting- depending on known ability, last years average and the first 3 weeks average- teams will be placed into divisions depending on the total number of teams in the league. You cannot establish a handicap with a small gauge gun and then switch to a larger one. If you start with a 12 gauge and then go to a smaller gauge you must stay to the smaller one.
4. **Blind Scores, Shoot Aheads and Substitutions:** The blind score for an absent shooter will be 15 with no handicap. Shooters may shoot as far ahead in the league as they would like. Inter-league subs are allowed by the subs average must be no higher than that of the missing shooter. The maximum number of team members, including subs, is 10. If less than five people shoot, a dummy score of 15 without handicap will be used.
5. **Team Standings:** Scoring is done on a point bases: two points for a win, one for a tie and zero for a loss. Team standings, individual averages and handicaps will be posted within the week after each league night.
6. **League Schedule:** The league will be divided into three seven-week periods. There will be a position night the 7<sup>th</sup> week of each period, on position night the team in first place shoots against the team in second, the third shoots against the fourth, and so on. Any team winning all 3 thirds will win 1<sup>st</sup> place. In this event, second place, possible 3<sup>rd</sup> place will be decided by a shoot-off of the teams placing 2<sup>nd</sup> in each 3<sup>rd</sup>. Up to ten shooters in shoot-off, the 5 highest with handicap, count in the 50 bird shoot-off. All shooters in shoot-off must have shot league at least 18 times to be eligible for any awards. No substitution shooters allowed unless emergency arises – the sub that shoots must have shot league 18 times and have an average of no higher than the missing shooter.
7. **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. Individual awards will go to High League Average & Team High Gun. There will also be awards for High Lady and High Junior if there are more than 3 ladies or juniors shooting (juniors must be under 18). To be eligible for High Lady or High Junior the shooter must write their name on the outside of the league book under Junior or Lady Shooters before the 18<sup>th</sup> week of the league. A league member must shoot all 21 weeks to be eligible for High League Average, Team High Gun, & High Lady/High Junior Awards (18 weeks for team awards). Sponsor Trophies are available per request for an additional fee.
8. **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 18 weeks of League).**

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