

Ten Person Trap 2018 Rules

Note: Two birds awarded to winning team of each 3rd to use in shoot-offs.

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

**** Teams may shoot practice and league back to back. Total possible 4 squads of 5 shooters**

In Consideration of others waiting to shoot please have squads ready to go

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.
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 but the subs average must be no higher than that of the missing shooter. The maximum number of team members, including subs, is 10.
5. **League Schedule:** The league will last 21 weeks. The league is divided into three 7-week thirds. The 7th 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 18 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.
6. **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.
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 18th 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 ON PRACTICE SHEETS ONLY!