

## Fall Buddy Trap & Combo League 2022 Rules

**\*\* 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.
2. **Weekly Fees:** Each shooter will pay \$13.50 weekly (\$11.50 member) for trap and skeet leagues or \$14.50 (\$12.50 member) for Combo League. Rounds must be paid for before you shoot. **League scores to be shot on or before the date provided in league book.**
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 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.
4. **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.
5. **League Schedule:** The league schedule is predetermined depending on the number of teams as to which team two teams will go against each other weekly. Team standings will be 2 points for a win, and 1 point for a tie, 0 for a loss. The league is divided into two half's with the first half ending on week 6. There will be a winner of the first half based off the team with the highest points. If there is a tie in points on week 6 the scores from week 7 will be used to break the tie. On week 7 the points reset to 0 for all teams, the winner of the second half will shoot off against the winner of the first half for 1<sup>st</sup> and second place. If a team wins both halves they are an automatic winner of first place for the league. If there are second and third place awards the winners are determined in the same format with shoot-offs done to break any ties. See the league scores tab on the Metro Gun Club website for the shoot-off schedule. Each team member that qualifies will shoot 50 targets for their team and the combined 50 targets of both team members will be used to determine the winners of the league. If there is a tie on the second half of the league that tie will first be broken using the first 25 birds of each team member from the shoot offs.
6. **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
7. **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.
8. **Awards/Banquet:** 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 12 weeks to be eligible for shoot-offs and qualify for awards & prize drawings (**Must also be present at the banquet to win prizes**)

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