

OUTDOOR LEAGUE RULES & GENERAL INFORMATION



Please be sure to sign-up and submit the current 2023 Summer League Sign-up Form. Be sure to indicate which league and class you'd like to shoot. As well as whether you'd like to receive a money or plaque award at the end of the season if your team places within the top 3 positions.

NEW FOR 2023: Junior Members ages 15yrs and under receive 1 outdoor summer league for FREE!

Envelopes are only to be used the first week you shoot to put your league sign-up info in.

All Leagues/divisions - Weekly scores must be shot Monday morning through Saturday evening and within the same week. The scores are due Saturday night at 9 p.m.

THE COURSES ARE CLOSED ON SUNDAYS FOR SETUP

All teams are two-person teams.

The league divisions will be determined by the first 2 weeks' team score averages, and/or at the discretion of the League Chairman.

There will be an 80% handicap applied to each shooter's weekly score and average.

If you do not turn in your score. Your current pool score will be used. Your default pool score is the lowest score of the first 3 weeks or the score you shot the week after your last pool score had been used.

All teams in a league division shoot against all other teams in their division each week. It is important not to miss a week.

The number of points awarded to your team each week is determined by the number of teams you beat.

End of league Team awards will be based on a 3-5-7 award system.

High average awards are based on your physically shot scores. Used pool & handicap scores are not used in the year-end calculations.

You must physically shoot at least eleven (11) weeks to qualify for year-end awards.

On Tournament weekends, the course will be closed on Fridays for setup and Saturdays & Sundays for the tournament itself. Please check the club calendar posted in the clubhouse, Facebook, Instagram & the website.

Always shoot with another team if possible. On league nights, no individual league shooters will be allowed. Be respectful of other shooters.

Keep your shooting groups small. Four shooters are ideal. The more shooters you have, the slower each group moves. This is especially important for nights with full leagues.

Alcohol is not allowed on the course. Please do not leave cigarette butts and trash on the course. All cell phones must be placed on vibrate while shooting.

VERY IMPORTANT! Absolutely no arrows are to be shot into the fields around the course.

If you have any suggestions for improving the leagues, drop your ideas into the envelope slot. All ideas will be considered.

If at any time a team experiences or finds an unsafe condition on the course, notify the league committee or the outdoor range maintenance committee as soon as possible.

- **3D** - Kasey Brockel 608-335-1697
- **Broadhead** - Kevin See 608-445-8209

Protests must be submitted by Friday night of the league week to the League Chairman.

Course stakes will be changed weekly.

League shooters are not allowed to shoot the course(s) until after their league score has been shot and turned in.

All bows must be drawn back at a level position. (safety and insurance requirements)

Teams will shoot 15 weeks including both the weeks of Memorial Day and the 4th of July. The 15th week is free. Teams shooting off for tiebreakers will be notified and will be required to shoot-off together.

LEAGUE SCORING FORMAT

League scoring will be 14 continuous weeks with the 15th week score to be used as the tiebreaker if a shoot-offs is needed.

Shoot-off scores will be used if 2 teams are tied at the end of the standard 14 weeks for 1st, 2nd, or 3rd.

The leagues will not be split into (2) 7-week halves.

Teams in the shoot-off will be required to shoot together and score each other.

A league committee representative will notify the teams if they are in a shoot-off.

SHOOTING FEES AND SCORECARDS

Broadhead shooting fees are \$6.00 per night, \$84 total for the entire league.

Additional Fees:

- \$7.00 - Guest Shooter w/paid member
- \$3.00 - Junior members 15yrs and under
- You must be a member to shoot in a league.

3D league shooting fees are \$10.00 per night, \$140 total for the entire league.

Additional Fees:

- \$15.00 - Guest Shooter w/paid member
- \$12.00 - Paid members, but not shooting in the 3D league
- You must be a member to shoot in a league.

If you shoot both leagues, Broadhead fees are ½ off.

League fees MUST be paid in full by the 2nd week. Unpaid fees will lead to your keyfob being deactivated and you will not be allowed to use the clubhouse or join another league until fees are paid.

Your membership must also be paid by the second week of the league if you have not joined or renewed previously.

Use appropriate scorecards:

- Green for Broadhead
- Yellow for 3D

Scorecards will be available in the clubhouse as well as outside near the scoreboard.

Please be sure to have a pen or pencil, we try our best to have some available, but it's not guaranteed.

Make sure that you put your first AND last name above the scoring column. It is difficult to figure out someone's score without a name. There are several Dans, Marks, Mikes, Bobs, and others in this club with the same name, please include your Team Name and last name as your scorecard.

Put your scorecard in the league score slot. There will be a box set up outside.

POOL, DUPLICATE & AVERAGES

(duplicates will NOT be used this season)

Your initial pool score will be automatically determined based on the lowest score of the first 3 weeks. When used, your next week's score will become your new pool score. You may only have one pool score at a time. Your pool score is held in reserve and will be used whenever you have not shot during the week. Pool scores will be used to compute weekly averages but will not be used in figuring out year-end individual averages. Pool scores may be used for equipment failure, injury, or any other appropriate reason, but **MUST** be approved by the League Chairman during **week 15**.

You may use a substitute shooter except for weeks 13, 14 and 15. But the pool score of the paid shooter will be used for the official score.

After the second week of shooting, averages will be calculated and the standings for each league will be posted. From then on, each week's standings will be posted weekly.

If you make a major equipment change such as recurve to compound; fingers to release; or no sights to sights, you must report the change to the League Chairman so a new average can be established.

Roger Henn - Summer League Chairman

(608) 692-6835

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BROADHEAD - EQUIPMENT SHOOTING RULES AND SCORING

Equipment:

- There are no restrictions on equipment as long as it is legal for hunting in the State of Wisconsin. Crossbows & binoculars are allowed. Rangefinders are not allowed in the broadhead league.

Shooting Rules:

- The shooter's foot must be touching the upright stake or straddling the stake when shooting.
- Shoot one arrow at each target. If you cleanly miss the target, a second arrow is allowed, however, the second arrow will score on a reduced scoring scale listed below.
- All targets will be at unmarked distances.
- Take masking tape from the clubhouse and tape all holes.
- No discussing yardage.
- Targets may be adjusted before shooting (Necedah rules).
- There will be two sets of stakes:
 - Advanced stakes-maximum 37 yds, avg. length 27 yds.
 - Standard stakes-maximum 32 yds, avg. length 22 yds.
- A person may start the league at standard stakes and move to advanced stakes.
 - Once you shoot advanced stakes, you no longer can shoot standard stakes.
- Cadets can shoot half the distance from the standard stake or where they feel comfortable. There is no Cadet stake.

Scoring:

- There are 16 Broadhead targets, with no fewer than 12 deer and 2 bears.
- A 17 ring has been added to the Broadhead targets for a center shot.
- First arrow score: 17-15-10-5
- Second arrow if needed: 8-7-5-2
- 272 points is a perfect game.

The cardboard broadhead targets in the clubhouse are for outdoor use only. Targets can be purchased for personal use at a charge of \$2.00 each. The used targets that have been replaced are free.



3D - EQUIPMENT SHOOTING RULES AND SCORING

Equipment:

- **Arrows** - target tips or field point; no broadheads
- **Bow and Equipment** - Rangefinders and binoculars are allowed.
 - **Open** (Blue Stakes) - No equipment restrictions.
 - **Hunter Class** (Red stakes) - No lens in sight, clarifier/verifier ok in peep, No stabilizer bars over 14 inches.
 - If you'd like to shoot from the longer stakes, you are welcome to, but there will not be a separate league for hunter-class shooters shooting from the longer stakes.

Shooting Rules:

- The shooter's foot must be touching the upright stake or straddling the stake when shooting.
- **Open & Open Hunter - Blue stakes** - 60yds max.
- **Hunter** - Red stake - 40yds max.
- **Youth & Cadet** - Yellow stakes - 20yds max.
- Shoot one arrow at each target. If you cleanly miss the target, a second arrow is allowed, however, the second arrow will score on a 50% reduced scoring scale listed below.
- No discussing yards.
- A person may shoot league at Hunter stakes and move to Open stakes.
 - Once you shoot Open stakes, you can no longer shoot Hunter stakes.

Scoring:

- Your score will consist of 20 targets. Some targets may be shot more than once.
- Each arrow counts: 12-10-8-5
- Second arrow if missed the target on first arrow 6-5-4-2
- A perfect game is 240 points.
- In the event of a Robinhood - the arrow must remain in or remain attached to the other arrow, or the other arrow must have "no longer shootable" damage. "No longer shootable" damaged is defined as the arrow is damaged to the point that it cannot be fixed, a broken nock and/or dented bushing is NOT "no longer shootable".

2022 League Committee

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