

1. DEFINITIONS:

- a. Shoot Management (Shoot Manager/Range Safety Officer-SM/RSO) is an individual(s) designated by Blue Valley Sportsman Club (BVSC) Board of Directors (Board) to manage league and practice shooting.
 - i. SM/RSO may from time to time designate an individual(s) to assist with SM or act in SM/RSO's behalf.
 - ii. SM/RSO will appoint nightly a range safety officer.
 - iii. SM/RSO will appoint trappers.
 - iv. SM/RSO will appoint scorers.
 - v. SM/RSO will maintain league records.
- b. Referees shall be the SM/RSO as well as the trapper and scorer on each trap identified by the SM/RSO.
- c. The trapper(s) shall be an individual(s) identified by SM/RSO, in control of the "trigger" or target release of the trap. The trapper shall assist the scorer in maintaining scores and identifying dead or lost targets.
- d. The scorer(s) shall be an individual identified by SM/RSO to maintain, record and score the trap rounds on a particular trap.
- e. Team members (team shooters) shall be those five (5) and no more than eight (8) individuals on each team identified as primary shooters for the team on the team's sign-up sheet. No shooter can be a member of more than one (1) team.
- f. Nonmembers of BVSC that shoot in the trap league are not allowed to shoot on any other part of the range.

2. SAFETY:

- a. Safety is the responsibility of all participants.
- b. BVSC Trap League operates a cold range. Guns will be unloaded with the action open at all times unless on the firing line. A contestant shall place a live shell in his/her gun only when on post facing the traps. He/she may place only one (1) live shell in his/her gun at a time and must remove it or the empty shell before moving from one (1) post to another. In changing from one (1) post to another, the shooter shall not walk in front of the other competitors.
- c. Always keep the gun pointed in a safe direction.
- d. Any gun that does not break open, i.e. semi-auto or pump actions, shall have the action open and the muzzle held head high or higher at all times.

- e. Always keep your finger off the trigger until ready to shoot.
- f. Be sure that the gun is safe to operate.
- g. Know how to use the gun safely and use the correct ammunition.
- h. All participants must wear eye and ear protection.
- i. No hulls will be retrieved after falling to the ground during a round. Hulls must be collected after the round when the guns are safely stored in gun racks.
- j. If your gun fails to fire, HANDLE WITH CARE. Call for cease fire, keep the muzzle pointed in a safe direction and get help.
- k. Never use alcohol or drugs before or while shooting.
- l. Know and obey all range rules.
- m. Unsafe behavior will not be tolerated. Unsafe behavior will be determined as listed in club membership information and as posted.

3. RULES:

- a. Current Amateur Trapshooting Association (ATA) rules will be followed if not addressed in the BVSC trap league rules.
- b. Ten (10) weekly shoot periods of 50 targets per shooter (Two (2) rounds of trap fired back to back from the same field-one from the 16 yard line, the second from the determined handicap yardage - shooters will place their forward boot/toe at or behind the designated yardage line). 250 targets per team, in ATA format. All shooters should bring 2 boxes of ammunition to the field so as to keep shooting times efficient for all teams.
- c. To preserve the harmony and flow of the competition, no member of a squad shall move toward the next post or leave the field until the squad member who is last has fired his/her final shot of the post's specified number of targets.
- d. When moving from post five (5) shooters should be sure to follow Safety Rule 2 (c) always keeping the gun pointed in a safe direction.
- e. Shoot periods will occur on Wednesday and Thursday evenings after 4:00 PM, and Sundays for makeup in accordance with the calendar set by team captains. All teams will be scheduled in the order of arrival when the complete squad is registered with SM.
- f. The league period is ten (10) weeks. The start date is May 8, 2024.

- g. Over the course of the ten (10) weeks, teams will shoot three (3) times on each of the three (3) trap fields, and on one field of their choice.
- h. Any team arriving after 7:00 PM may not be able to shoot as determined by SM if a round cannot be completed safely in the failing light.
- i. It is intended that every team will shoot on their regular league night.
- j. Teams making up missed prior week rounds will be signed up in order of arrival. The team will then be scheduled as “next in line” for their regular round.
- k. The shoot calendar is agreed to by the team captains before the league year and is the established shoot calendar. IT WILL NOT BE CHANGED.
- l. There shall be no more than one (1) week shot in advance and no more than one (1) week shot in arrears.
- m. The rules will be finalized at the captain’s meeting. The Board has the ultimate authority over rules and their enforcement. The Board can consider petitions for rule changes in exceptional circumstances. Suggestions for rule changes for future league seasons are appreciated, however, the Board will determine if they are suitable for further consideration.

4. SCORER-TRAPPER-REFEREE:

- a. The scorer/trapper shall serve as referee.
- b. The scorer will determine the score, i.e. dead and lost targets. In the event no scorer is available the trapper shall score.
 - i. A dead target is one that is fired upon and has a visible broken piece from it, or one that is reduced completely to dust. The scorer shall record a dead target with an “X” or “/” on the score sheet.
 - ii. A lost target is one that is fired upon and fails to break whether missed completely or when only dust falls from it. The scorer shall record a lost target with an “O” on the score sheet.
 - 1. When a commonly called “soft load” occurs, the shot is fired but no part of the over powder wad or shot remains in the barrel and the target is missed. A soft load where the over powder wad or shot remain in the barrel shall be deemed a “Failure to Fire” and the “Failure to Fire” rules apply.
 - iii. The scorer/trapper shall audibly call “Lost” birds out loud at which time a team member may question the call if in disagreement.
 - iv. The scorer/trapper shall call a target “Lost” if a whole target appears. after a contestant’s recognizable command and is within the legal limits of flight and the contestant voluntarily does not fire

- v. The scorer/trapper shall audibly call out scores of each shooter after the completion of each post as the shooters are moving to the next post.
- vi. Failure to Fire:
 - 1. A contestant shall be allowed two (2) failures to fire for each league round (50 targets), for any reason except for Paragraph 4 (b) (iv) as noted above. When the first or second allowable failure to fire occurs, the contestant shall be allowed to call for and fire at another target and the result of the shot will be scored in accordance with these rules.
 - 2. Whenever an allowable failure to fire is provided the scorer shall make a large legible "F1" on the score sheet in the space where the target is scored along with the score of the target. The same procedure shall be followed on the second allowable failure to fire to be marked with an "F2". Any subsequent failure to fire and for any reason, when the target is called for and the target appears promptly and within the legal limits of flight shall be ruled "Lost" and shall be scored accordingly.
- vii. No Target: The scorer/trapper shall call "NO TARGET" or "NO BIRD" and allow another target in the following instances:
 - 1. When the target is thrown broken, regardless of the result of any shot fired.
 - 2. When a whole target appears on the call of the shooter along with target debris.
 - 3. When a contestant shoots out of turn or two contestants fire at the same target.
 - 4. When the trap is sprung without any call of pull or when it is sprung at any material interval of time before or after the call of the contestant, provided the contestant does not fire. If the contestant fires, the result must be scored.
- c. To assure an accurate record of score, the scorer may request prior to commencement of a team's shooting, the assistance of a trapper. The trapper will visually determine dead or lost targets and call "Lost" birds. The trapper's determination of lost and dead targets will allow the scorer to concentrate on accurately recording score which is extremely important when scoring teams that shoot rapidly.
- d. Scorer/trapper/referee decisions are final.

5. COST:

- a. Each team shall pay a sponsor fee of \$125.00, which is included in the team fee .
- b. Participants on each team will be required to pay a fee of \$120.00 each plus a \$20.00 insurance fee for any nonmembers of BVSC before they are allowed to shoot. (\$725 total)

- c. Youth teams, 16 and under pay \$360. The nonmember insurance fee of \$20.00 is required for each youth nonmember.
- d. Recreational and practice rounds will be \$7 for members and \$8 for nonmembers. Punch cards will be \$60 for 11 rounds for members and \$70 for nonmember.
- e. Alternate shooters for teams will be considered guests and will not be required to pay the insurance fee.
- f. Team captains will be responsible for collecting all information for their teams and all fees PRIOR to the start of the season. Completed forms and ALL monies shall be turned into the Board prior to May 1, 2024. Registration packets received after May 2nd will be considered by the Board.

6. TEAM:

- a. A team will consist of five (5) active shooters per period, one of which shall be the Captain or his delegate. Shooters should shoot from the same starting position for all shoot periods. A team will have no more than three (3) alternates. If alternate shooters should shoot for an absent shooter, they should shoot in the absent shooters position.
- b. The Captain and the scorer will sign the score sheet after the completion of the round. The Captain will ensure that completed score sheets get turned in to SM or are placed in the "Completed" file folder in the club house.
- c. Registered team members may serve as substitutes for any other team, however their scores WILL NOT COUNT FOR THAT TEAM.
- d. No changes shall be allowed to the team rosters after week eight (8) of league shooting.
- e. Spectators need to avoid distracting shooters that are on the field. Please be courteous and quiet.
- f. All teams are responsible to help with scoring, trapping, and trap loading. After completing a round, each team shall provide a scorer and a trap loader for the next team shooting. The trap loader should enter the trap house and load the trap "On The Fly" (When Necessary) while the next team shoots. This allows for seamless and efficient transition and prevents the possibility of a trap running out of birds. The shooting team should expeditiously retrieve the trap loader from the trap house when their round is completed.
- g. All teams will help with cleanup at the end of the day - trash, loading trap houses, and checking toilets for cleanliness. All clay bird boxes need to be broken down and placed in the clay bird storage to be recycled.

7. HANDICAP:

- a. The first round of twenty-five (25) targets will be shot from the sixteen (16) yard line each round of league shooting. The aggregate score of the team will determine the team handicap for the following round according to the following chart:

TEAM SCORE	YARD LINE
Less than 90	18
91-93	19
94-96	20
97-99	21
100-102	22
103-105	23
106-108	24
109-111	25
112-114	26
115 and above	27

If a team must compete with less than five (5) shooters the following procedure will be used: For each absent shooter the highest score shot at the 16 yard line will be used for each absent shooter to calculate handicap yardage. THIS "SCORE" WILL ONLY BE USED TO DETERMINE HANDICAP YARDAGE.

8. WINNER:

- a. Teams with the highest aggregate score and average handicap of 22 and above will be ranked in "A" teams. Teams with average handicap below 22 will be ranked in "B" teams.
- b. Teams will be ranked on the highest aggregate score.
- c. The top three (3) teams from "A" and "B" with the highest aggregate score will be ranked 1st, 2nd, and 3rd.
- d. If there is a tie among the top three (3) teams the highest average handicap yardage will be used to determine placement.

9. HIGH SHOOTER (Top Gun):

- a. The high aggregate shooters (Male, Female, and Youth (under 16)) will be awarded Top Gun.

- b. If there is a tie among the top shooters there will be a shoot off to determine the winner. The tie breaker will be held the morning of the End of Season Shoot prior to the team shooting that day. Everyone involved in the tie must be present, otherwise forfeiting to those that are present. The tie breaker will be a head-to-head, single elimination shoot-off from the 27-yard line to decide the places. The shooting order will be decided by a coin toss.

10. CANCELLATIONS/OTHER CONDITIONS:

- a. SM/RSO determines cancellations (weather) and other conditions which require reshoots. Weather cancellations will be made on site at BVSC.
- b. In the event of a cancellation, the following Sunday or next regular shoot night will be designated the makeup date for the missed rounds.
- c. In the event of a cancellation due to conditions where one or both original rounds have been shot:
 - i. All teams that had shot *IN CONDITIONS SIMILAR* to those of when the cancellation was called shall have the opportunity to re-shoot should they choose to.
 - ii. A round re-shot shall be the score for each individual shooter's total and the team's league aggregate.

11. PENALTIES/DISQUALIFICATIONS:

- a. Rule infractions and unsafe behavior.
 - i. Referees determine, at their discretion the penalty for infractions or unsafe behavior.
 - ii. Referees shall decide with the following parameters of punishment depending on determined severity of infraction.
 - 1. Verbal warning.
 - 2. Written warning.
 - 3. Removal from the current event. There shall be no refund to a shooter/team removed for any period or reason. The team is not allowed to replace a shooter.
 - 4. A stand-in shooter may be used by the team for continuity, but that shooter's score will not count toward the team aggregate.
 - 5. Disqualification for the season shall be determined by a review by the Board. There shall be no refund to a shooter/team removed for any period or reason.

12. GAUGES AND AMMUNITION ALLOWED:

- a. Only 12, 16, 20, 28, and .410 gauge shotguns are allowed in league shooting.
- b. Ammunition of the following configuration is the only ammunition allowed:

- i. Only shotshells containing 1 1/8 ounces of shot or less, and shot size 7½ or smaller.
- ii. Shotshell velocity 1300 fps or less.
- iii. Penalty for use of non-conforming ammunition is disqualification of scores shot with illegal ammunition and may not be re-shot.

13. END OF SEASON SHOOT:

- a. Teams that participated in the league are eligible for the end of season shoot.
- b. Each team will shoot two (2) rounds of 250 targets each, just as they did during the 10 week shoot period (one (1) round from the 16 yard line and one (1) round from handicap). The two (2) rounds will be shot on different trap fields.
- c. Shooters from various teams can be drawn to form wild card teams for shoot participation only.
- d. League and end of season shoot results are independent.
- e. BVSC will host a Calcutta auction for individual shooters. Shooters will pay \$20 to be included in the auction. Those shooters will be auctioned to the highest bidder. All funds will be pooled for distribution as prize money. The pot of money will be split 40%, 30%, 20%, 10% through the top 4 individual shooters. That money is then split 70% to the buyer, 30% to the shooter. In the event of a tie, there will be a head-to-head, single elimination shoot-off from the 27-yard line to decide the places. The shooting order will be decided by a coin toss.

14. DATES:

- a. Week one (1) starts May 8, 2024 with week ten (10) ending on July 18, 2024. The week of July 24, 2024 will be used for make up.
- b. There will be a bye week for observance of the 4th of July. Teams can use this week to make up, if arrangements are made with SM.
- c. End of season shoot will be held Saturday July 27, 2024

Trap fields will be open on Sundays beginning April 21, 2024 (Earlier if weather allows) through July 21, 2024 for practice and makeup rounds.

New teams will be required to attend an orientation shoot during one of the Sunday shooting periods prior to the beginning of the season (April 21, April 28, and May 6) to become familiar with rules and expectations. Veteran teams can attend an orientation shoot as well, but it is not required. The orientation will include a free round of shooting for the team. In addition, new shooters on veteran teams are required to attend an orientation shoot as outlined above.

