

# 2026 W.S.C. TRAP LEAGUE RULES

The league will be a weekly **12//14 (vote)**-night season on Monday's, starting **May 4<sup>th</sup>** and is scheduled to end **August 10<sup>th</sup>**.  
**NO SHOOTING on May 25<sup>th</sup>**

**SPONSOR FEE:** \$75.00 per team payable no later than week 2. **\$5.00 per week penalty after that.** This was discussed last year, and it is because the targets increased last year, but we didn't want to make a change mid-season.

**SHOOTING FEE:** \$13.00 per person per week (\$65.00 per team) payable by team representative before the team signs up to shoot and turns in a legibly printed score sheet with **first and last names**. **You must circle the name if the person shooting is a sub that is not on your 8-man roster.**

**ELIGIBLE SHOOTERS:** All league shooters must be **current** Winona Sportsmen's Club members. Their annual or life membership must be paid prior to shooting on week 1 or their targets will not be counted.

**TEAM ROSTERS:** Team rosters will consist of a maximum of **8** members; all **8** shooters are considered regular shooters. There will be no listed substitutes, however, each team may use a substitute, not listed on their roster, up to 3 times during the season except during the last two weeks of the season. The substitute's recorded score cannot be more than 5 birds higher than the lowest average missing shooter on the team. This means if Peter shoots a 50 as a substitute for a team whose highest average for regular shooter that isn't shooting that week is a 41, Peter's recorded score will be reduced to a 46. **If you cannot find a shooter, you can pay the \$13 and use the lowest average of a non-shooter on your roster.** All team rosters must be turned in by week 1. Teams will be allowed 1 roster change during the season to prevent the team from folding (i.e. shooter move, injury, or illness). All roster changes or special roster requests must be approved by the Trap League Committee.

**DIVISIONS:** Divisions will be determined after **5** weeks of shooting. The trap league committee may adjust the divisions after **9** weeks of scheduled shooting if necessary. The goal is to have a minimum of at least 4 Divisions with each Division having at least 4 teams.

## SHOOTING NIGHT RULES

**RULE 1: Start Time:** League shooting cannot start until 5:00 pm on Monday nights. Club will not be open for practice rounds.

**RULE 2: Targets:** The league will consist of 250 targets (125 - 16 yard, 125 - handicap) per team, per night. All league targets **must** be shot during scheduled Monday night shoots.

**RULE 3: Sign Up:** Teams will shoot in the order and on the trap, they sign up for. Teams should not sign up until all team members are at the club and ready to shoot. If a team is called to shoot and one or more of their squad is unavailable to shoot (because they are shooting with another team, etc.) the team should ask the next team signed up to move ahead and shoot ahead of them. Please, no changing of shooting positions once you have signed up. A team may not sign up for a second round of shooting until after they have completed shooting their first round.

**RULE 4: Make Ups:** Each team will be allowed **1** night during the season in which they can postpone shooting, except week **14**. However, it must be made up the following week along with their regular night of shooting or they will forfeit the score for the makeup week. In addition, each team will be allowed **1** time to shoot ahead. If you miss a week of shooting, or elect to shoot ahead, then you must shoot from the 1<sup>st</sup> place yardage for your division, when making up that week. On the last scheduled night of shooting all teams must shoot or have all their scores up to date. When a team misses a week, the team that misses will shoot from first place yardage and the other teams will be placed from 2<sup>nd</sup> place yardage down, based on weekly team average. This keeps a second-place team from shooting first place yardage and avoid yardage penalization.

**RULE 5: Rainouts/Lightning:** All rainouts/lightning will be dealt with as they occur and will be rescheduled at the end of the regular season as long as we don't extend the season past August. All cancellations will be posted on the website under trap by 4:30. If the rainout is called after that and your team has shot; you are allowed to shoot again or keep the score you shot that night. You must declare before leaving. You can't choose the best score. If you wish to shoot again you must pay for the additional rounds. Tickets are acceptable. (We will error on the side of caution.) WSC will communicate out all mid-night cancellations on the website under trap.

**RULE 6: Shooters: Once** a round starts, all shooters must complete all 50 birds. That means any shooter that shoots the 16-yard round must also complete the handicap round, no exceptions. If for some reason, you cannot find a shooter, you may pay for the round and use the average of the lowest shooter on your team that isn't shooting that evening. Also, see **Team Rosters** above.

**RULE 7: Scorers:** The Winona Sportsmen’s Club will provide scorers for all teams. Please pick up your spent hulls. This is not the scorekeeper’s job. **Tipping your scorekeeper is acceptable and encouraged.**

**RULE 8: Handicap:** Handicap will be according to Table 1 for the first week, Table 2 for weeks 2-5 and then the divisions will be established, and the handicap will be according to Table 3.

**RULE 9: Beverages:** No beverages of any kind may be consumed on the Winona Sportsmen’s Club grounds other than those purchased at the club. **Violations of this rule** (after 1 warning) **will result in the loss of membership privileges of the individual or the team for a period of 1 calendar year.** If a warning is given, any beverages must be removed from the premises immediately. **ALCOHOL CONSUMPTION IS PROHIBITED UNTIL YOUR SHOOTING IS COMPLETED.**

#### END OF SEASON RULES

**RULE 1: SHOOT OFFS:** If there are ties for top gun on a team, top gun in a division or two or more teams tie for top team in a division, there will need to be a shoot off scheduled. The Shoot off will be at the 16-yard line and the highest Handicap yardage for that division. Club will pay for targets. Shooters can flip a coin if agreed upon.

**RULE 2: TROPHIES:** A shooter is eligible for only **ONE** individual trophy. This includes Division High Average, Team High Gun and 16 Yard Top Gun. The Team High Gun award will be awarded only in the highest division that the shooter has participated in. ALL individual plaques awarded will be based on the shooter’s best 10 scores. This includes Team High Gun, Division High Gun, Men’s Overall 16 Yard Average and Women’s Overall 16 Yard Average. A team must complete all scheduled weeks of the season for the team to be able to have a Top Gun shooter and for any of their shooters to be awarded a Top Gun trophy. In order to be eligible for a trophy on a team, the shooter must have shot at least half of the team’s weeks. Example: If the league is 14 weeks, the shooter must have shot 7 weeks of the season.

WSC is willing to offer the selection of trophies or shooting tickets, by **Team**, for those that may not want more trophies. We will present the options to the Team Captains when they sign up for the league this year. Please submit with your team roster on week 1.

If a team must shoot ahead or behind more than the league rules allow or miss week 14, they will not be eligible to win their division or league trophies. They will be eligible for a top gun for their team only.

Sponsor plaques will be given to the top team in each division.

#### **Trap League Committee 2026**

Tricia Durnen	Jay Papenfus	Christian Rossin
Matt Durnen	Tom Rossin	

\*At least 3 members needed for Committee approval on any grievance or exception.

**Table 1:  
Week 1 – Hcp Yd**

Week 1 16 yd. Score	Week 1 Hcp Yd
122 - 125	27 yds.
118 – 121	26 yds.
114 – 117	25 yds.
110 – 113	24 yds.
106 – 109	23 yds.
102 – 105	22 yds.
98 – 101	21 yds.
94 – 97	20 yds.
93 – under	18 yds.

**Table 2:  
Week 2 – 5 Hcp Yd**

Week 2 - 5 Average	Handicap Yardage
229.1 – 250	27 yds.
224.1 – 229	26 yds.
219.1 – 224	25 yds.
214.1 – 219	24 yds.
209.1 – 214	23 yds.
200.1– 209	22 yds.
199.1– 204	21 yds.
194.1 -199	20 yds.
189.1 -194	19 yds.
179.1 – 189	18 yds.
169.1 – 179	17 yds.
169 – under	16 yds.

**Table 3: Week 6 – 14 Handicap Yardage**

	Division #1	Division #2	Division #3	Division #4	Division #5
<b>1<sup>st</sup> Place</b>	27 yds.	25 yds.	23 yds.	22 yds.	20 yds.
<b>2<sup>nd</sup> Place</b>	25 yds.	23 yds.	21 yds.	20 yds.	18 yds.
<b>3<sup>rd</sup> Place</b>	24 yds.	22 yds.	20 yds.	19 yds.	17 yds.
<b>4<sup>th</sup> Place</b>	23 yds.	21 yds.	19 yds.	18 yds.	16 yds.
<b>5<sup>th</sup> Place</b>	22 yds.	20 yds.	18 yds.	17 yds.	16 yds.
<b>6<sup>th</sup> Place</b>	21 yds.	19 yds.	17 yds.	16 yds.	16 yds.
<b>7<sup>th</sup> Place</b>	20 yds.	18 yds.	16 yds.	16 yds.	16 yds.