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**2017 Winter League Rules**

**2017 WINTER LEAGUE DATES:**

Start of week #1: **January 4, 2017** End of week #12: **March 26, 2017**

Shoot Offs: **Saturday, April 1, 2016** Winter League Awards Banquet:  **Saturday, April 15, 2017**

**COURSE OF FIRE:**

Twenty-five (25) birds (one round) shall be shot for twelve (12) weeks. The shoot week shall begin on Wednesday and end on the following Sunday. A total of 300 birds shall be scored for trap and skeet, and 225 for 5-Stand.

**TEAM ELIGIBILIITY:**

Each team will consist of 5 to 7 shooters. A team may have a maximum of eight (8) shooters provided at least one person is:

1. Rookie (someone that is new to the respective sport with no known ability. Rookies may be re-classed after 6 scores have been posted).
2. Female
3. Junior (age 15-17)
4. Sub-junior (14 and under)
5. Senior (65 and older)

Junior, Sub-Junior and Senior status is to be determined as of the first day of Winter League. All team members must be current members of the Coeur d’Alene Skeet & Trap Club

In the event a team loses a member, they may add a new member to the team up until the **close of week four**. In the event a team is not full, eligible shooters may be assigned to that team by club Management with approval of the Team Captain.

**CLASSIFICATION:**

All individual shooters will have been classified by club management into classes on the basis of a known average posted next to shooters name on the team score sheet. New shooters or those who did not compete last year will be classified at the end of the first six weeks by scores shot.

**TEAM SPONSOR FEE:**

Each team will be assessed a fee of **$135**. The team sponsor fee must be paid in full by the end of shooting on the fourth week. If a team needs additional time to pay their fee they must make arrangements with club management prior to the payment deadline. Teams that have not paid nor received written approval from club management by the end of the fourth week will be disqualified for the entire league. Teams that do not fulfill any payment terms stipulated by management will be disqualified for the entire league.

**TEAM ENTRY CLOSE:**

All teams must be declared, members named and four scoring rounds fired by the end of the fourth week (Sunday, January 29, 2017). All teams must be paid for and posted by Sunday, January 29, 2017. Individuals in a random team pool may be arbitrarily posted to short-roster teams by Club Management with Team captain approval by Sunday, January 29, 2017.

**SPECIAL NOTICE TO TEAM CAPTAINS:**

It is the sole responsibility of the team captain to see that: -- --The team roster is completed and submitted to club management on time. --All members of their team review and understand the rules governing winter league. -- Every member of the team is a current member of the CDA Skeet & Trap Club. --The Team Sponsor fee has been paid by the end of the fourth week of winter league.

**GENERAL RULES FOR WINTER LEAGUE:**

1. The league shall be divided into three periods of four weeks each. The winners of each four-week period will have a shoot-off at the conclusion of winter league to determine an overall winner.
2. A team can only win one four-week period.
   1. If a team wins more than one four-week period, the team in second place will be eligible for the final shoot off.
   2. Any ties for a four-week period will be broken by adding the top 6 scores for that four week period. If there is still a tie, then the tie will be broken by the 7th shooters score, and then on to the 8th shooters score if necessary.
3. All shooters must declare on the signup sheet if shooting for score. If shooting for score the shooter shall have an “S” marked next to their team number, and then have the sheet punched.
   1. Any individual shooting without a score designation will be considered as shooting practice.
   2. When shooting back or forward, the current week’s score must be shot 1st. Once the current week’s score is posted, then scores are posted to any back weeks. Once the current and back scores are complete, any additional scores will be posted forward.
   3. All shooters shooting for score are required to have their score sheet punched prior to leaving the club house. Once a shooter has fired at his first bird on that squad the shooter must finish the round or take a no score unless the Rules Committee determines otherwise. For example: In the case of gun malfunctions that prevent finishing the round or emergencies that require the shooter to leave the field.
   4. Any score round shall be scored and posted as zero, unless the scores are posted to the punched score sheet at each station when the scores are being shot.
4. Shooters may shoot forward any number of times for team & personal scores.
5. The league shall be divided into three periods of four weeks each. Shooters may post their 4 scores anytime during that period. Once a four week period has ended, shooters may shoot back for a personal score but not a team score.
6. Once a squad is called, shooters have (3) minutes to report to the firing line, whether shooting for score or practice. Any shooter not present at this time will be dropped from the squad. A trap squad will consist of a maximum of five (5) shooters. A Skeet squad may have more than five shooters provided ALL ARE ON THE SAME TEAM. Any skeet squad comprised of all members from the same team will be accompanied by a scorekeeper.
7. The five (5) highest (handicapped) scores of the team will be counted as the Team score for that week.
8. Each shooter should review and initial his/her score BEFORE LEAVING THE FIELD as all scores will be posted as recorded unless a protest has been properly filed.
9. Protests must be registered with the scorekeeper IMMEDIATELY, so there is sufficient time for club management to make a decision before the end of the day.
10. If an error in score is discovered the score will be reviewed, corrected & posted by the designated scorekeeper(s) and an impartial witness.
11. If there are any mistakes made in posting a score you must report it within two (2) weeks of posting for review or the score will stand as posted. Mathematical mistakes made in calculating handicaps, adding scores etc. may be reported and corrected up until the four week shooting period is closed.
12. All scores must be posted in ink. Any corrections must be made by one of the official score keepers or an appointed assistant.
13. Members of teams participating in any shoot off cannot serve as referees, pullers, or scorekeepers during shoot offs.

**SPECIFIC RULES FOR WINTER LEAGUE:**

1. NSSA/NSCA & ATA rules will apply except those specifically changed in these rules or as determined by management.
2. It is the individual’s responsibility to follow all club rules regarding shooting including but not limited to:

-Wearing mandatory eye & ear protection

-Utilizing a rubber band or a commercial device to keep the empty hull from hitting the shooter next to him on the trap field.

-Following safe gun handling procedures (not loading until on station, keeping the action open when not on station etc.)

- picking up empty hulls before leaving the field

1. Consumption of alcoholic beverages prior to shooting or on club grounds during shooting hours is strictly prohibited.
2. SHELLS, SHOT SIZE AND LOADS
   1. Shells shall not exceed specifications found in factory “TARGET LOADS” for skeet or trap.
   2. Shot no larger than size #7 1/2.
   3. A shell will contain no more than 1 1/8 oz. of shot.
   4. A shell will not exceed a 3-dram equivalent load.
3. All squads are required to shoot on the field assigned to them.
4. There will be NO coaching or teaching when other members are shooting for score.
5. Only two (2) malfunctions (ammo, personal, or gun) per round.
   1. An “obvious” faulty shell, loading wrong barrel, forgetting to take off safety, etc. will be considered malfunctions for winter league.
   2. Failure to shoot at a legal target due to balk or flinch is considered a lost bird.
   3. Failure to shoot at a legal target due to not seeing the target is considered a LOST bird.
6. Any one-man squad shooting for score must be accompanied by an appointed referee/puller.
7. In order to qualify for winning any individual awards, a shooter will need to have posted all 12 scores.

**RULES REVIEW AND INTERPRETATION:**

It is the club’s specific intention that club management interprets and enforces all rules and their applicability to the league. Disputes should be lodged in a civil and timely fashion with club management. In the event that club management cannot resolve an issue, the club manager may bring the issue to the Rules Committee for resolution. The Rules committee shall consist of any three members from the Board of Directors.

Decisions made by the Rules Committee are final.

**RULES FOR PULLERS/SCORE KEEPERS:**

1. Make an audible call of “lost” for all missed targets.
2. Monitor the malfunctions rule.
3. Report any situation or “call” not resolved to club management.
4. Report any inappropriate activity to club management.
5. If voice calls are not working properly, the score keeper will hand pull.
6. Halt all shooting activity until an unsafe situation is corrected.

**HANDICAPS:**

1. Weekly handicaps will be calculated from 80% of the lost birds of the previous two weeks and this amount divided by two. EXAMPLE: Total lost birds from the previous weeks are 7, 80% of 7 is 5.6 and half of this amount is 2.8(rounded up to 3). The handicap is established at 3. The HIGHEST handicap allowed is ten (10).
2. Individual handicaps for the first three weeks will be determined by the scores shot during the first two weeks of the league. No handicaps will be carried over from the previous league.

**PRACTICE:**

1. Practice is allowed before shooting for score.
2. Individuals shooting for practice on a squad containing one or more individuals shooting for score must shoot standard rounds and extend all PROPER SHOOTING COURTESIES. Proper shooting courtesies include, but are not limited to: staying in the area of the station or on the station being shot and not disrupting the shooter via talking or standing within the shooters peripheral vision (Skeet).

**SHOOT-OFFS - Team Category:**

1. League Champions shoot-offs will be shot on Saturday, April 1, 2017.
2. Teams are to be present at the same time with the team members shooting prepared and on time.
3. The team with the best five handicapped scores will be the winner of the shoot-off. If there is a tie after a round is shot, the tie will be broken first by the 6th shooters score. If there is still a tie then the tie will be broken by the 7th shooters score and then on to the 8th shooters score if necessary.
4. Handicaps for team shoot-offs for all disciplines will be based on the average of the handicap during league.
5. In order to qualify for participating in a shoot off, each team member must have posted all scores during the regular Winter League period.

Up to two absent shooter scores, per team, may be posted for the Shoot-Off for Trap, Skeet and 5 Stand. The following rules to apply: A drawing will be held, on the day of the shoot-off, after the teams have shot for that round of scoring and before posting of the scores. This will be one drawing and all absentee scores will be from that, corresponding weeks scores. (Limit two per team). The drawing will consist of numbers from 1 to 12 to correspond with each week’s handicap scores posted during the 12 weeks of general shooting. The score posted for the Shoot-Off will be the handicap score for the week that corresponds with the number drawn, minus a two (2) bird penalty. The absentee score will count as if the shooter had actually shot and posted that handicap score on the day of the Shoot-Off and may or may not be one of the top 5 best scores used by that team to move forward in the Shoot-Off. This same drawing number will be used for an absent shooter who is shooting on multiple teams in the Shoot-Off as well. In this case the week number would remain the same, but the posted score for that shooter, for that team, will reflect his/her Handicap Score for the drawing week on each team respectively, minus 2 penalty birds.

Any person participating in the shoot-offs for more than one team in any discipline will shoot only one round. The score for that round will apply to any/all teams that person is a member of.

**SHOOT-OFFS - Individual Category:**

In the event that there is a tie for an individual award there will be a shoot-off on the day of the Championship shoot-offs. Any person not present at the shoot-offs will forfeit.

**Skeet individual ties:** Ties will be broken by shooting doubles from stations 3, 4, and 5, shooting the high house first (6 birds total). If still tied, each remaining shooter will shoot doubles from stations 5, 4, and 3, shooting the low house first.

**Trap individual ties:** Ties will be broken by having shooters fire 2 shells from each of the five positions (10 birds) at the 24-yard line. If still tied, each remaining shooter will fire 2 shells from each of the 5 positions (10 birds) from the 27-yard line

**5-Stand individual ties**: A tie will be broken by having the shooters fire the true pairs from each of the 5 shooting stations (10 birds). In the event of a tie score after the first set of true pairs, the trapper will set new true pairs for each of the 5 shooting stations (10 birds).

**FIVE STAND LEAGUE**

The Five Stand Winter League (5-S WL) will be conducted in accordance with the 2017 Winter League Rules except where these rules are inconsistent with the following and in that case the following shall prevail:

1. 5-S WL shall be handicapped per set.
2. 5-S WL shall consist of three 3 week periods.
3. Machines will be set and not changed for three periods of three weeks each. Shooters must post scores on each individual machine set. No scores may be posted during the “set change” week.
4. Three score rounds must be posted during each 5 Stand set. Scores will be posted first to the current week, then to any back weeks, then to any forward weeks.
5. If a score is not posted prior to a set change then a no-score shall be taken.
6. 5-S WL participants may fire two shells at the single target. If the target is hit with the first shell, the shooter must unload their firearm before shooting proceeds. Gun barrels are to remain between the upright poles of each shooting cage when loaded. Shooters must remain in the shooting cage until all shooters have completed their round.