

Richmond Sportsman's Club

Handicap League Trap Rules

General League Rules

1. A shooter must be a current member in good standing to participate in the league.
2. A shooter must pay all league fees, including absent weeks, to be eligible for trophies and to attend the banquet.
3. To qualify for individual awards, a shooter must participate and complete ALL ten (10) shoots of league play.
4. The league will consist of 11 shoots of 50 birds each; the first two weeks are combined into week one (1).
 - Round One - 25 targets from shooters established average or 20-yard line if week one
 - Round Two - 25 targets from shooters established average or 20-yard line if week one
 - Individual Averages
 - 80% Team Handicap
 - 5-point system – see League Scoring for details.
5. A shooter will shoot no closer than the 18-yard line.
 - There will be no more than two (2) yards distance between adjacent shooters on a squad.
 - If more than two yards separate adjacent shooters, the shooter with the lowest average will move back to a yard marker which will provide the 2-yard separation between shooters.
 - All shooters will shoot no closer than their established average.
6. Teams will consist of two (2) shooters; they do not have to shoot on the same squad.
7. A shooter must give prior notice of 'shooting ahead' before he/she shoots the league for that day.
 - A shooter cannot have more than two (2) weeks shot ahead at any one time.
 - All scores will be posted in the order they were shot.
 - All scores shot ahead must be done on a scheduled league day.
8. A shooter that fires at a broken target, regardless of a hit or miss, must shoot again at another target.
9. A shooter may ask for a check of targets thrown. If targets are found to be illegal, only the Trap Chairman or person designated by the Trap Chairman may adjust the trap.
10. Any shooter that appears intoxicated will not be allowed to shoot.
11. Any infraction of these rules may result in a review of the shooter or team by the trap committee.
12. The Trap Committee will resolve any questions or interpretations of the above rules.

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League Scoring

- Scoring will be based on two (2) rounds of 25 birds each.
 - All shooters will shoot week one (1) from the 20 yard line. After which, the shooters total score will be averaged to determine the yardage line in which any future shoots will be shot from.
- An 80% team handicap per round will be used:
 - Teams will be sorted by Total points then by team total birds.
 - Teams are paired together to determine who shoots against whom. The team with the most points shoots against the team with the next highest points making up the first team pairings. Then the next team pairing is based on the next set of available teams.
 - Calculating the handicap and points won for week one; teams are sorted by total birds shot for week one to determine the order for pairing the teams. Once paired, handicap and points are then calculated based on these scores.
- A shooters average will:
 - Include both shot and non-shot birds (shooter's average or shooter's average minus two for absent scores) in their total bird count and average calculation.
 - Be established the first week by shooting 50 birds (two rounds of 25) from the 20-yard line.
 - Be used as the yardage line in which the shooter will shoot from in all subsequent shoots.
- A five (5) Point system will be used:
 - 2 points awarded to round one
 - 2 points awarded to round two
 - 1 point awarded for totals
 - In case of a tie in any or all of the above categories, the point value for that category will be equally shared (50% each) between the two teams for each of the scores which were tied.
- If the shooter is absent and does not have a shoot a head score, they will receive their league average minus two (2) birds per round for the absent scores. In the event that the shooter does not have an established average, week number one (1), they will receive a score of 18 (20 – 2) per round for the absent scores and this will become their established average.
- The scorekeeper will:
 - Be assigned by the Trap Chairman or League Chairman only.
 - Call all lost targets, broken targets, and no targets.
 - Initial all corrected errors on the scoresheet
- All disputed targets must be clarified before the shooter leaves that post.
 - NO SCORES WILL BE CHANGED AFTER LEAVING THE POST WHERE THE TARGET WAS DISPUTED.**
 - THE DECISION OF THE SCOREKEEPER IS FINAL AFTER POST CHANGE.**
- A shooter having more than two (2) malfunctions due to shells or firearm during any round will be asked to replace the cause of the malfunction(s), or any future malfunctions will be called as lost birds and marked as such.
- Once a shooter has started shooting, the entire two (2) rounds must be completed on that shooting day or the remaining birds will be scored as lost.

THERE ARE NO EXCEPTIONS TO THIS RULE

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Disqualification

1. To qualify for individual awards, a shooter must participate and complete ALL ten (10) shoots of league play.

No absences are allowed

2. If a shooter has been disqualified from individual awards, their scores will continue to be used in calculating team awards.

Awards

- Top three (3) teams by points
- Top three (3) teams by total birds
- Top Female
- Top Youth
- Top Veteran
- Top Senior Veteran
- Top ten (10) total birds
- Most Improved, established after week three (3)