

Gunslick Trap Club 7-Person Spring League
Tuesday, April 4, 2017 to Tuesday, June 6, 2017, Party Shoot, Tuesday, June 13, 2017

Sign up & shooting times: Sign up 4:30 – 8:00 pm, shooting starts at 5:00 pm.
Team Fee: \$35.00 per team, payable the first night the team shoots.
Shooting Fee: \$15.00 per shooter per 50 targets, \$4.00 to prize fund, \$1.00 to trap help.
Team Roster: Ten (10) people are allowed on each roster. There will be no floating sub list. Final rosters must be turned in to the league secretary, no later than April 11. The shooters listed are the only people allowed to shoot for that particular team. A person may be on 2 rosters and shoot for both teams each night. No team may have more than 3 members from the same roster of another team.

1. Teams must show up to shoot on the first night if the teams want to participate in the league.
2. Each team will be allowed one time only during the league to shoot ahead. If a team elects to do this, the team must give a 2 week notice and pre-approve the absence with the league secretary. The team must complete the first round and return the score sheet before signing up for the second round. This will keep all teams on schedule.
3. 5 team members must be present and ready to shoot before signing up. If a team is not ready after signing up on a trap, the team will be moved to the end of the sign up list for that trap and the next team in line will shoot.
4. If trap help is limited, the teams affected can use one of their team members or other team member as a scorer.
5. Shooting fee will be paid at the time a team signs up to shoot.
6. **HANDICAP YARDAGE and SHOOTING SHORT:**
Five shooters will each shoot 25 targets at the sixteen yard line. The handicap yardage will be based on these 5 scores and will be determined by using the handicap yardage sheet. The other two shooters will shoot their 16's and the handicap yardage set by their 5 team scores. The lowest 2 scores will be thrown out to arrive at the team score. If a team fields less than five shooters for the sixteen yard line, a score of 20 will be entered into the team score for each shooter the team is short. The score of 20 will be assessed in the 16 yard scores and a score of zero will be entered in the handicap scores. The cost for each shooter the team is short is \$4.00. This will go into the prize fund.
7. **DIVISIONS & PRIZE PAYOUTS:**
Divisions will be determined after the end of the regular shooting schedule and will be a modified lewis format. The number of classes will be based on the number of teams participating as follows:
less than 12 teams – 3 classes, 12-15 teams – 4 classes and 16-19 classes – 5 classes.
Classes with 3 or less teams will pay 1st and 2nd places at 60/40.
Classes with 4 or more teams will pay 1st, 2nd and 3rd places at 50/30/20.
All classes receive equal money.
8. After a shooter has shot at least 1 target, the shooter cannot be substituted for.
9. If all seven members are available to shoot, they can shoot on the same trap.
If wanted, the 6th and 7th shooters can shoot their 16's and handicap with another team on another trap only if the league secretary is informed and it is agreed upon by the team that is shooting on the other trap.
10. **RAIN-OUTS & WEATHER CONDITIONS:**
SHOOTING WILL BE PAUSED OR CANCELLED IF THERE IS LIGHTNING IN THE IMMEDIATE AREA!
All rainouts will be dealt with as they occur and will be rescheduled to the following week. All rainouts will be determined by the team captains present and those who call in before 5 pm to express their vote.
If a storm with lightning "pops up" after some teams have finished shooting, all shooting will cease until the storm passes. If the storm does not pass in time to allow shooting to commence, the teams that finished shooting must keep their score. The teams that did not shoot must shoot twice the following week.
If there are any questions, problems or rules violations, they will be handled by the shoot management and their decision is final.
11. **NOTE: the 7-person Spring League for 2018 will change to a 5-person Spring League**