



Methuen Rod & Gun Club, Inc.

Trap League Rules

2017 Season

Updated 4/3/2017

The 2017 Methuen Rod & Gun Club (MR&GC) Trap League is hosted and regulated by the Methuen Rod & Gun Club. The purpose of the league is to provide an evening of fun, fair, and competitive trap shooting to participants of all abilities.

The League

The MR&GC Trap League is similar in format to a handicapped bowling league. Team captains submit averages for each shooter based on “known ability” (previous league participation, registered ATA averages, etc.). League management calculates the number of “handicap” targets each shooter receives. Handicap targets are added to the shooter’s score for each relay shot, contributing to a total team score. Handicaps are updated weekly, based on an established formula (see “Calculating Handicaps”).

The MR&GC Trap League is a team competition. All shooting is conducted at 16-yards. Scoring is based on total targets broken by the team, plus applicable handicap targets.

There are no age or gender limitations. Shooters under the age of 18 are welcome to participate, provided a parent or legal guardian is present during shooting.

League management determines the duration of the league season. The 2017 season starts Tuesday, May 2nd and Wednesday, May 3rd, and runs fourteen consecutive weeks for regular season shooting, followed by a week reserved for shoot-offs if needed.

League management facilitates the league, schedules dates/times of competition, tracks scores and team standings, keeps individual shooter statistics when possible, settles disputes, and accounts for league expenses.

Competition

Each match consists of two teams shooting two relays apiece, totaling 250 targets per team. The team with the highest score (including applicable handicap targets) is the winner of the match.

Each team member present must participate by shooting at least one relay. An exception would be if a shooter became ill or was physically unable to participate. If there is a difference of opinion between team captains on this issue, league management will make the final determination.

Teams

Teams are comprised of a minimum of 5 and a maximum of 10 shooters, based solely on the preference of the individual team. Any number of non-member guests can participate, but the captain of the team must (1) be a member in good standing of the Methuen Rod & Gun Club, and (2) actively participate as team captain.

Rosters

Shooters may only appear on the roster of one team. As of June 1, rosters are considered “closed”, and no additional team members may be added. In the event a team dissolves during the season, the remaining shooters may shoot for other teams with approval from league management.

Scheduling & Location of Matches

Scheduling of matches is done by league management, and they reserve the right to make changes to the schedule as needed. All matches are to be held at Methuen Rod & Gun Club. For 2017, the league will use Field #1 (the main field with the lights).

Shooting Times

Regularly scheduled matches will be held on Tuesday & Wednesday evenings at 5:30 PM & 6:30 PM. Team captains may elect to shoot earlier/later if mutually agreed, and only if it does not interfere with another regularly scheduled match. Failure of a team to shoot when scheduled or agreed will result in a forfeit.

Responsibilities of Team Captains

Captains are responsible for representing the team and serving as the main contact for league management. Captains are responsible for collecting fees from team members, assigning squads, filling out appropriate paperwork, making payment to MR&GC for rounds shot, ensuring the accuracy of team score sheets and communicating information to their teams.

Combinations to the trap house and storage container will be provided to captains for use during the season.

Responsibilities of Teams

The “Home” team (team listed first in the schedule) shoots first, but captains (at their discretion) may elect to shoot in a different order if mutually agreed.

In the interest of keeping matches running on schedule, BOTH the “Home” and “Away” teams are responsible for unlocking the trap house, setting up the field for competition (callers, buckets, barrel rests, etc.), and ensuring the trap machine is topped off prior to the start of the match.

After each team has shot their first relay, BOTH the “Home” and “Away” teams are responsible for topping-off the trap machine to ensure the machine does not run out of targets in the middle of the remaining relays of the match.

For the teams shooting the last match of the night, BOTH the “Home” and “Away” teams are responsible for topping-off the trap machine, putting away all equipment, ensuring there are at least 10 unopened boxes of targets in the trap house, locking both the trap house and storage container, and shutting off the lights.

If at the end of the night there will not be at least (10) unopened boxes of targets in the trap

house, BOTH the “Home” and “Away” teams are responsible for bringing out a load of boxes from the storage container before locking up the trap house for the evening.

League Fees

Each shooter is assessed a one-time league fee to cover the cost of league expenses. The team captain is responsible for coordinating payment of their team’s fees to league management prior to their first match. The per-shooter fee for the 2017 MR&GC Trap League is \$25.00.

Target Fees

Shooters are required to pay individual target fees. Target fees for all rounds shot (match & practice) will be collected by team captains, and turned-in each night with the appropriate completed report. The per-round price for the 2017 MR&GC Trap League is \$3.00.

Range Rules

The range rules of Methuen Rod & Gun Club, Inc. will be followed by all participating teams & shooters. Failure to comply with these rules may result in the suspension and/or disqualification of a shooter and/or team with no refund of league fees. Range rules will include the USE of both eye & ear protection. Copies of the Methuen Rod & Gun Club Range Rules are available on the club’s website (www.methuenrodandgunclub.org).

In addition to violations of range & safety rules, teams and/or shooters may be suspended and/or disqualified for conduct that is considered unsportsmanlike. This includes abusive language, threats, or any other action deemed by league management not to be keeping with the intended purpose of the league. League fees for suspended/disqualified shooters will not be refunded.

Handicapping

To encourage participation from shooters of all abilities, each shooter will be assigned a target “handicap” so that everyone competes on roughly the same level.

Initially, handicaps will be calculated based on “known ability” (previous league performance, ATA registered shooting, shooting to establish average, or other method). Handicaps will be re-calculated each week based on match performance, and new handicaps will be used for the next match.

“Known ability” will be used as one score in the calculation of handicaps until the shooter has participated in two league matches. After the shooter has participated in two league matches, “known ability” will no longer be factored into the calculation, and only the scores of matches shot (not including handicap) will be used for the calculation of handicaps for the remainder of the season.

Calculating Handicaps:

If average is greater than or equal to 23.00, a handicap of 0 will be applied.

If average is less than 23.00, the shooter will receive handicap targets in the amount equal to the difference between 23.00 and their running average, rounded to the nearest whole number (.00-.49 rounds down, .50-.99 rounds up).

Example #1:

Shooter's average is 20.00

$$23.00 - 20.00 = 3.00$$

The handicap for this shooter is 3

Example #2:

Shooter's average is 17.30

$$23.00 - 17.30 = 5.70$$

The handicap for this shooter is 6

Example #3:

Shooter's average is 22.67

$$23.00 - 22.67 = 0.33$$

The handicap for this shooter is 0

Example #3

Shooter's average is 24.06

The shooter's average is greater than 23.00

The handicap for this shooter is 0

League management reserves the right to make handicap adjustments to a shooter (if warranted), and will do so only after notice has been given to both the shooter and team captain with an explanation.

Shooters without "Known Ability"

Shooters without "known ability" are those that have not previously participated in the league, have not shot registered ATA (Amateur Trapshooting Association) targets to have an average listed in the ATA average book, or have not shot in another league where league management can establish a recent average.

These shooters will need to establish their average by shooting a minimum of two documented rounds before they are eligible to receive handicap targets added to their score. Shooting for average can be done at any open shooting event at Methuen Rod & Gun Club (or other location recognized by league management).

If a shooter has not established their "known ability" prior to the start of the league, only their raw scores (no handicap targets) will count towards the team score for each match until the shooter's known ability has been determined by league management. (Keep in mind that each team member present will be required to participate by shooting at least one event, even if they haven't yet established their average.)

No “Artificial” 25’s

Shooters that have a handicap of 1 or more targets for a match cannot use handicap targets to achieve a score greater than 24 in an individual relay. To achieve a score greater than 24, the shooter must break 25 targets.

Scoring & Score Sheets

All scores are to be recorded and reported on a 3-part MR&GC Trap League score sheet. The score sheet will identify the date, team names, team members shooting, and scores. At the end of the match, a copy of the score sheet must be given to league management or placed in the “League Score Sheet” box. **DO NOT INCLUDE SCORESHEETS WITH YOUR THE ENVELOPE YOU DROP IN THE SAFE WITH YOUR SHOOTING FEES.**

Please fill out score sheets COMPLETELY.

Match Results & Handicap Tracking

League management will track match results & individual averages for the purpose of determining handicaps. Results & averages will be emailed to team captains prior to the upcoming scheduled match. It is the team captain’s responsibility to bring this handicap information with them to the match.

All score sheets are verified and maintained by league management to ensure accuracy and compliance with league rules. League management reserves the right to correct score sheets for mathematical errors, incorrect handicaps, etc. which may affect match outcomes.

Score sheets are available for review by any league member upon request from their team captain.

Minimum Number of Shooters & Forfeits

For a match to be official, a team must field a minimum of 4 shooters per relay. If a team does not have at least 4 shooters (and prior arrangements have not been made between team captains), it will be considered a forfeited match (loss) by the team which does not have enough shooters.

“Dummy” Scores

If a team has only four (4) shooters for a relay, a “dummy score” equal to the opposing team’s lowest score (including handicap) MINUS two targets will be used as the fifth score for each round where the team shoots with less than 5 shooters.

Example:

Team A only has only four shooters to start the match. After Team B shoots their first relay, Team A takes the lowest score (including handicap targets) from Team B’s relay, and subtracts 2 to get the “dummy score” to be used for their “fifth” shooter.

If multiple relays are shot by a 4-person squad, the “dummy score” is calculated for each corresponding relay if needed.

Even if both teams have only four shooters to start a match, “dummy scores” must be used.

Make-Ups

Make-ups for a missed match are discouraged, and if necessary must be completed prior to the end of the regular season.

“Shoot-Aheads”

Shooting in *advance* of regularly scheduled league matches is allowed if (1) agreed-upon by the two team captains involved, (2) is done less than a week in advance of the regularly scheduled match, and (3) league management has approved the match in advance.

If updated handicaps from the most recent regularly-scheduled match have not yet been distributed, the teams involved will shoot and record only their raw scores. Once handicaps have been calculated, league management will add applicable handicap targets to the raw scores to determine the final match winner.

Tie-Breakers

If an individual match ends in a tie between two teams and the teams are scheduled to meet again in the regular season, the match will be “carried over” to their next meeting, and will be settled as follows:

- The first two relays of their next match together will serve as the tie-breaker for the previously tied match.
- If the score remains tied after the first two relays, the second two relays will serve as the tie-breaker.
- If the score remains tied after the second set of relays, team captains can mutually agree to settle both ties with two separate coin tosses, or elect to shoot tie-breaker rounds at other dates/times, but must be **no later than the last night of the regular season**.

If an individual match results in a tie between two teams and the teams are NOT scheduled to meet again in the regular season, the match will be settled as follows:

- On the next night that both teams are shooting on the same night, the first two relays of their respective matches will serve as the tie breaker for the previously tied.
- If the score remains tied after the first two relays, the second two relays will serve as the tie-breaker.
- If the score remains tied after the second set of relays, team captains can mutually agree to settle the tie with a coin toss, or elect to shoot a tie-breaker round at another date/time, but before the end of the regular season.

Failures to Fire (FTF’s)

Shooters are allowed two Failures to Fire (FTF) in a relay. The scorekeeper must announce the FTF as it occurs, and an “F” marked on the score sheet in the corresponding box. After a FTF is called, the shooter can call for another target. After two FTF’s in a single relay, any subsequent FTF’s are to be scored as “lost” targets.

For the purposes of this league, a “failure to fire” is when

- **A whole target appears promptly after a shooter calls for it;**
- **It is within the legal limits of flight, and;**
- **The shooter makes an effort to pull the trigger, but the wad does not leave the barrel.** *(This could be the result of a “soft load”, the wrong barrel selected on an over/under, a gun malfunction, or that the shooter simply forgot to disengage the safety. Essentially, the shooter must make an attempt to fire at a legal target.)*

If a shooter does not make an attempt to fire at a legal target, this is considered a “lost” target, not a “failure to fire”, and should be called by the scorekeeper as such.

League Champions & Runners-Up

The team with the best record (most number of wins and fewest number of losses) will determine the league champion. In the event that two or more teams have identical records, a shoot-off consisting of a complete match will determine the champion.

If a shoot-off is not possible, league management will use another sportsmanlike method (based on performance and excluding methods of chance) to determine the champion.

For all non-championship tiebreakers, “total points” will be used to settle ties in final standings. If there is still a tie after total points are calculated, “points against” will be used to settle the tie.

Trophies

The league champions and runners-up will have their names engraved on the league trophies and have custody of that trophy for the year. A trophy for “High Gun” (raw scores, no handicap) and “Most Improved Average” (raw scores, no handicap) will also be awarded at the end of the season. Additionally, there will be “Team High Gun” award for the team that has the highest total number of broken targets in the season.

League Banquet

After league expenses, league management will allocate the remaining funds towards a dinner/banquet, and/or provide additional trophies, and/or donate to a mutually agreed-upon charitable organization.

Final Authority

For items not specifically covered by these rules, league management will make the final determination, and may use the most recently published rules of the Amateur Trapshooting Association and/or input from team captains as a guide.

Rule Revisions

League members are encouraged to offer suggestions or ideas for changes and improvements to these rules prior to the pre-season captains meeting. However, rule changes will not be made after the final pre-season captains meeting has occurred, unless extraordinary circumstances warrant a rule change (as determined by league management). In such cases, league management will involve the team captains in the decision-making process.

Thank you for participating!