

- b. The team captain will sign the score sheets after the team's score is tallied. Captain will insure completed score sheets are returned to shoot management or the COMPLETED file folder in the club house.
- c. Those designated as a team member may serve as a substitute for any other team, however their scores will not count for that team.
- d. No changes shall be allowed to the team roster after week eight (8 periods) of the league shooting.
- e. Spectators need to avoid distracting shooters that are on the field. Please be courteous and quiet.
- f. All teams are responsible to help with the scoring, trapping, loading trap houses and cleanup at the end of the day (including check the toilets for cleanliness). All clay bird boxes need to be broken down and placed in the clay bird storage to be recycled.

7. HANDICAP:

- a. A shooter will place their forward boot toe at or behind the designated yardage line.
- b. The first round of twenty-five targets will be shot from the 16-yard line each day of league shooting. The aggregate score will then determine the team handicap for the following round according to the following chart:

TEAM SCORE	Station yardage
Less than 90	18
91-93	19
94-96	20
97-99	21
100-102	22
103-105	23
106-108	24
109-111	25
112-114	26
115 and above	27

8. WINNER:

- a. Teams with the highest score on their handicap above 22 will be ranked in "A" teams. Teams below 22 will be ranked in "B" teams.
- b. **A team will be scored on their total aggregate score for their 10 week shooting period.**
- c. Three teams from A and B with the highest aggregate scores will be ranked 1st, 2nd, and 3rd.
- d. In the event of a tie among the top three teams **a shoot off will be used.**

9. HIGH SHOOTER (Top Gun):

- a. **The high aggregate shooters male, female and youth (under 16) having the highest score for the 10 weeks league period shall be awarded top gun.**
- b. **In the event of a tie the shooters will have a shoot off to declare the winner.**

10. CANCELLATIONS/DISQUALIFICATIONS/OTHER CONDITIONS:

- a. The SM/RSO determines cancellations, disqualifications and other conditions which require re-shoots or makeup.
- b. In the event of a cancellation the following Sunday or next shoot night is open is designated the makeup date for any missed rounds.
- c. In the case of a re-shoot due to conditions where one or both original rounds may have been shot for the league period.
 - i. Preceding teams can have a re-shoot in the event of a cancellation.
 - ii. The round re-shot shall be the round posted on the score sheet.
 - iii. A round re-shot shall count to the shooters total and team league aggregate.
- d. There shall be no more than one round shot in advance and no more than one round shot in arrears.

11. PENALTIES:

- a. Rule infractions or unsafe behavior.
 - i. Referees determine, at their discretion the penalty for infractions or unsafe behavior.
 - ii. Referees shall decide with the following parameters of punishment depending upon determined severity of infraction.
 1. Verbal warning.
 2. Written warning.
 3. Removal from the current event. There shall be no refund of fees to a shooter/team removed for any period or reason. The team is not allowed to replace the shooter with another shooter.
 4. A substitute during that event and the remaining targets shall be considered lost to the team's aggregate score.
 5. Removal for the season. There shall be no refund of fees to a shooter/team removed for any period or reason.

12. GAUGES AND AMMUNITION ALLOWED:

- a. 12, 16, 20, 28 and .410 gauged shotguns are the only gauges allowed in league shooting completion.
- b. Incorrect ammunition:
 - i. The ammunition used shall conform to the following standards:
 1. 7 ½ chill shot or smaller weight set of 1 1/8 oz. Maximum.
 2. Maximum of 3 drams (avdp) or equivalent.
 3. Velocity shall not exceed 1300 fps.
 - ii. Penalty for use of non-conforming ammunition is disqualification of scores shot with illegal ammunition and may not be re-shot.

13. LEAGUE TOURNAMENT:

- a. Teams that participated in the league are eligible for the tournament.
- b. **The tournament will be a fun shoot with games and food.**

- c. Date set by the captains on the league calendar. One week after league for make-up and the following week will be the tournament.

14. DATES:

- a. Week #1 starts May 7th with week 10 ending on July 18th
- b. There will be a BYE WEEK for the observance of the 4th of July.
- c. Tournament will be held Saturday, July 20th. July 28th will be the back-up day in case of weather.

Trap Fields will be open, Sunday, April 8th, to Sunday, July 15th for make-up and for practice \$6 per round. Punch cards will be available from the SM/RSO: \$50 for 11 rounds.

The BVSC will be hosting the High Country Hideaway National Muzzleloader Trap and Skeet tournament from July 12th through July 16th.