

Chillicothe Sportsmen's Club

Summer Trap League Rules

Version 1.0

2019 March 30

The CSC Summer Trap league is intended to be a 20 week semi-competitive league. The league has several goals:

- Provide a fun, safe shooting environment for shooters of various skills, ages and background, both members and non-members of CSC.
- Provide a semi-competitive environment between squads while also allowing the greatest flexibility for individual shooter's schedules
- Encourage casual shooters and interested shooters to become more active and engaged shooters

The summer trap league is run by the CSC Trap Director and the Trap Committee. These rules and other related decisions are determined by the trap squad captains, typically at the annual organizational meeting before league starts.

All participants in the trap league MUST comply with the Chillicothe Sportsmen's Club Ground Rules and Range Rules. (The January 2018 version is attached to the end of this document.)

The Trap Director, the Trap Committee formed by the Trap Director, and match director/assistant match directors designated by the Trap Director are the representatives of the Chillicothe Sportsmen's Club, and have final authority to interpret and enforce the trap league rules.

A trap league shoot includes the following staff:

- That night's match director and assistant match directors. The individual checking in scores and money is an assistant match director
- Head trap boy
- Trap boys

Decision authority

1. Trap Director
2. Trap Committee or Committee Member
3. Match Director
4. Assistant Match Director
5. Head Trap Boy
6. Trap Boy

Severe Weather Decisions, Cancellations and Take Cover

Decisions on whether to delay/cancel a shoot due to weather are the responsibility of the match director.

If severe weather becomes threatening with high winds or tornado chances, it is highly recommended to either take cover in the clubhouse basement/pistol range (if open), in the trap houses, or in an open area against the base of a berm where there are few/no trees such as the side berms on the 300 yard range.

Authority and Responsibility of Trap Boys

Each trap boy is a range officer for the trap he is scoring. He is responsible for:

- Running that trap according to the schedule for the shoot
- Determining if a squad is late for their scheduled shoot
- Scoring each squad
- Monitoring the shooters for safe shooting practices and stopping the shoot if unsafe practices are observed.

Trap boys may recommend to the match director that an individual not be allowed to shoot further for that shoot and stop the shoot until the match director makes a decision.

Head Trap Boy

The head trap boy is responsible for all the active traps and coordinating the trap boys. He also carries the same responsibilities as the trap boys.

Schedule

Trap league typically runs from early April through the end of August. This schedule can change depending on specific calendar years and particularly if flooding of the club grounds becomes an issue. (The Illinois River rarely overtops the club berm, but the pond rises at the same rate as the river and has been known to flood as high as the trap building. Once flooding exceeds a level, the traps are pulled from the houses to avoid damage.)

Schedule suggestions:

- The second week of the Grand American trap shoot will be held as a 'makeup' week and not part of the regular league schedule. Significant numbers of shooters attend at least part of the Grand each year.

Squad Rules

- Each squad is represented by the squad captain.
 - The captain is responsible for paying all trap fees and making sure they are properly recorded. Captains typically do this by collecting those fees from the squad members.
 - The captain is responsible to make sure squad members follow all necessary safety rules while on the shooting line, similar to the trap boy.
 - The captain has one vote per registered squad in the Captain's Meeting. Example: If someone is captain of two squads, then that captain has two votes in the Captain's Meeting.
 - The captain is responsible for providing a list of the regular squad members to the trap director (or other designated trap staff).
- A squad will consist of:
 - The captain
 - 4 regular squad members. The squad determines who the 'regular' members are for purposes of squad scoring.
 - An unlimited number of 'alternate' or 'substitute' members
 - The captain and regular squad members are the members counted for purposes of recognition at the post-league banquet, and for some circumstances when establishing make-up scores.
 - Regular members may be changed during the league with the approval of the trap director.

- A squad is regarded as "the same as last year" if it has the same name and 3 of the 5 regular squad members are the same (The captain does not need to remain the same). This is done for purposes of selecting divisions using the prior year's score.
- If the squad does not have a captain and 4 regular members, the squad is still very welcome to participate but will be placed in the "open" division and will not participate in league competition.

Scoring and Handicap

All squads will be assigned a handicap range each shoot based on their shooting record.

Squads are not required to be seeded in a division. The captain may choose to 'opt out' and be placed in the open division. This only removes the squad from competition for winning a division and does not change any other aspect of the squad's participation.

Squads that do not have 4 regular members and a captain cannot be placed in a division, but will instead be placed in the 'open' division.

- **Squad Average**

All squads, including those in the open division, will have an average score calculated that can be used for informal competition. The average score will be the total points scored by the regular members and captain divided by the number of squad members times the numbers of weeks in the league. Example: A captain plus two regular members shooting a score of 150 each week for 20 weeks would have a cumulative score of 3000, and a squad average of 50.

- **Squad Score**

- Squad scores are calculated using the 20 week cumulative total. (If the league season was less than 20 weeks, use the overall length of the season.)
- Each weeks score will be calculated for 5 shooters who might not be the regular shooters.
- If the squad shot with less than 5 shooters, a 'sub' score will be used for each missing shooter. The 'sub' score may then be made up later. (This is highly recommended.)
- 'Shoot ahead' scores may also be recorded if they were shot using the same handicap range being shot for that shoot. This avoids the use of a 'sub' score and is highly encouraged.
- The use of 1 sub score in a week is not penalized. The use of 2 sub scores in that week carries a 5 point penalty, which is removed once the sub score is replaced with a makeup score. Similarly, the use of 3 sub scores carries a 10 point penalty, and the use of 4 sub scores carries a 15 point penalty. These penalties are removed incrementally as each sub score is replaced with a makeup score.

- **Squad Average and Handicap**

- Squad average is calculated using a 3 week rolling average of the squad's score.
- Handicap is set by the following:
 - Under 200, 20 yards
 - 200 to 204.9, 21 yards
 - 205 to 208.9, 22 yards
 - 209 to 212.9, 23 yards
 - 213 to 215.9, 24 yards
 - 216 to 218.9, 25 yards
 - 219 to 222.9, 26 yards
 - 223 & over, 27 yards

- **Squad Shoot**

- The first round of 25 will be shot from 16 yards.
- The second round of 25 will be shot from a 'handicap' range based on the squad average.

- Squads will shoot the first 3 weeks at a handicap range determined by their division. Once the three week average is established, squads will shoot their handicap based on their 3 week average. Division ranges are:
 - A division is a 24 yard default
 - B division is a 22 yard default
 - C division is a 21 yard default
 - D division is a 20 yard default
 - Open division is the discretion of the squad captain and the trap director, but it is highly recommended to assess an open division squad as if they were in a competitive division to be fair to the skill of the shooters in the squad.
- Competitive Divisions
 - Open division squads, by choosing to be part of the open division, are not part of the competitive divisions.
 - The league will be divided into 4 divisions, with equal numbers of squads in each division.
 - The divisions will be reassessed and redistributed after the first 3 weeks of league are completed.
 - The prior year league cumulative score will be used to determine the initial divisions. Squads will be ranked from highest score to lowest score, and the divisions assigned to have an equal number of squads in each division (as close as possible).
 - In cases where a squad might go into a higher or lower division, the squad should always go into the higher division.
 - New squads with shooters of **unknown** skill will always be placed in **C** division.
 - New squads with shooters of **known** skill will be placed at the trap director's discretion.
 - If a squad disagrees with the division placement by the trap director, the squad captains may be called to vote to approve a change in division.
- High Gun
 - High gun will have categories for men, women, and youth.
 - Shooters are qualified for High gun competition if they have league scores for at least $\frac{3}{4}$ of the weeks in the league's current season. (Example: 15 scores from a 20 week season.)
 - High gun is calculated using the cumulative score of the highest $\frac{3}{4}$ of the shoots. For example: in a normal 20 week season, the lowest 5 scores would be discarded.
- Most Improved Gun
 - Shooters are qualified for most improved if they have a cumulative score of at least $\frac{3}{4}$ of the weeks in the league's prior season.
 - The prior year score does not have to be on the same squad as the current year score
 - Most improved is determined by the largest increase in the season cumulative score from the prior year to the current year.
 - ****NOTE**** Seasons of different length will require some creative calculation to establish this!

Schedule & Rotation

- Shooting Rotation
 - Shooting is scheduled into 30 minute slots in a rotating schedule, with one schedule for each trap house. Squads are then assigned into the rotation schedule.
 - Each week the rotation moves to a different trap house, and the squad slots rotate one slot earlier. For example: A squad that shot on #4 house in the 7 PM slot will shoot the next week on #3 house in the 6:30 PM slot. The first slot rotates back around to the last slot, last trap house, etc.
 - Squads must shoot their scheduled slot at their scheduled time on the night of league.
 - Squads have a 5 minute 'grace period'. If they do not take the field after the 5 minute grace period, ANY squad present may use that trap and timeslot for their league shoot. The end of the 'grace period' is determined by the trap boy in charge of that trap, the head trap boy, the match director or the trap director.
 - Squads are HIGHLY encouraged to not exceed their 30 minute timeslot. Safe shooting is always necessary, but do not take excessive time between the 16 yard and handicap.

- Squads may agree to 'swap slots' occasionally for schedule convenience of the squad members. If this becomes more than an occasional issue, separate arrangements should be made with the trap director.
- Squads are HIGHLY encouraged to let the match director or trap director know AHEAD OF TIME if the entire squad is unable to be at a shoot. This makes for easier planning and balancing of squads on trap houses.
- *Note*: The rotation system is intended to give each squad equal opportunities for the 'favorite' and 'worst' house, chancy lighting and some of the other factors that tend to favor certain times and traps.
- "Shooting Ahead"
 - Individuals and squads who will not be present due to vacation or other obligations may 'shoot ahead' during any open shoot time at CSC and arrange with the trap director to have those scores recorded for the week they will be gone.
 - Squads may not shoot ahead at a different trap range (such as PS&T).
 - Shoot-ahead may NOT be done AFTER trap league is done for an evening without approval of the trap director or match director.
 - Open slots unused by squads not showing up may be used for shoot-ahead by arrangement with the trap boy in charge of that trap.
- Make-up shoots
 - Any 'sub scores' in a squad's record can be replaced at any time by scores shot by the missing regular squad member. 'Sub scores' may not be replaced by an alternate squad member.
 - Make-up shoots must be done at CSC.
 - In cases where the entire squad was unable to shoot on a given week, the make-up shoot may be conducted as if it were a 'regular' league shoot and may include squad alternates.
- Cancelled shooting nights
 - The trap director, match director or trap committee may find it necessary to cancel shooting on a given night for various reasons.
 - The trap director or trap committee may chose (but is not required to choose) to eliminate a cancelled shoot from the league season. The match director cannot make this determination. Any shoot eliminated does not have to be made up by the squads. Examples of this:
 - The range is flooded
 - Severe weather prevents any shooting
 - Equipment failure
 - If circumstances develop that cause the trap director, match director or trap committee to stop shooting after a scheduled shoot has started, there are several options at the discretion of the trap director and trap committee members present:
 - The scheduled shoot may be completed if the delay is 30 minutes to an hour
 - The shoot may be cancelled for the remainder of the date. Any squads that have NOT completed their shoot will have to make up the shoot at another time, per normal makeup rules
 - If only a few squads have shot (less than 5), the trap committee members may decide to declare the shoot cancelled in it's entirety. It will be either rescheduled later, or cancelled from the normal 20 week schedule. Those squads that have already completed their shoot may use that score as a shoot-ahead score.
 - The match director cannot make decisions on which alternative to use, he can only cancel the remainder of the shoot for particular cause.