

UNAKA ROD & GUN CLUB, INC.

P. O. BOX 572

JOHNSON CITY, TN 37605-0572

unakarodandgun.com

SKEET AND TRAP RULES GOVERNING CLUB-SPONSORED LEAGUE SHOOTS

Revision 1 (Indicated by *italics*)

EFFECTIVE JULY 17, 2017

RULES GOVERNING ALL CLUB-SPONSORED SKEET AND TRAP LEAGUE SHOOT

1. PARTICIPATION. Participation in Unaka Rod & Gun Club's trap and skeet leagues is restricted to current members of the club.

- a. *SUBSTITUTION OF SHOOTERS. If a skeet or trap team experiences a permanent loss of one or more shooters on its regular roster, a replacement shooter(s) may be added to their team roster to replace the missing member(s), with the following limitations:*
 - i. *No skeet team may ever have more than six shooters on its roster, and no trap team may ever have more than five shooters in its roster. Four shooters will still constitute a minimum full team for both skeet and trap league shoots.*
 - ii. *The loss of the team member(s) must be permanent. Brief vacancies due to short-term illness, vacations, family events, etc., will not be subject to replacement shooters to fill temporary vacancies, even if that brings the team's number of active shooters below four for a brief period. Options available for rescheduling matches are described elsewhere in these rules.*
 - iii. *Replacement shooters must meet the requirements set forth in paragraph 1 of these rules: they must be current members of Unaka Rod & Gun Club. In addition, the replacement shooter's membership must have been submitted to the club at least thirty (30) days prior to the replacement shooter's first match, or if the league has been shooting for fewer than thirty days, then the replacement shooter must have been a club member since the first day of the league's competition.*
 - iv. *No replacement shooters may be added to any team's roster for any reason during the last two scheduled weekly matches of the regular league season, or during any shoot-offs.*
 - v. *Once a league shooter leaves a team on a permanent basis, they will remain ineligible to join any other team during the current year's skeet or trap league. Shooters are not allowed to switch teams during the season.*

2. NSSA/ATA RULES.

- a. We will use NSSA/ATA rules to score dead or lost birds on the field.
- b. We will use NSSA/ATA rules where club rules do not supersede. For example, a shooter is late due to bad traffic, train, etc. We will not use the 5 minute rule.
- c. We will not have to have a NSSA/ATA referee on the field.
- d. We will not have the referee place his finger over the shooter's finger and apply normal pressure to check for possible gun malfunction.
- e. We will not enforce the 10 second balk rule.
- f. Enforcement of the lost target penalty for attempting to shoot a target with the gun's safety engaged will be at the discretion of the opposing team's captain.
- g. If some unforeseen problem arises, the Unaka Rod and Gun Skeet and Trap Committee has the right to override NSSA/ATA rules.

3. PROCEDURES.

- a. Team shooters who arrive after their team has completed station #1 may not compete in that round, but may shoot in the subsequent round with their team. Shooters are not to shoot with the opposing squad to make up a round missed.
- b. All evening matches will officially begin at 8:00 p.m. If lighting conditions permit and a full team is present prior to 8:00 p.m., the team may begin shooting before the official start time. The team listed first will shoot the first and third rounds of the match. Both team captains may agree to postpone beginning shooting for a reasonable period if lighting conditions warrant.
- c. Each team will work the fields for their opponents; load houses, pull targets, score targets, etc.
- d. Opposing team members who are pulling and/or scoring will serve as referee and will clearly call "lost" for any target for which they do not observe at least one chip as a result of the shot. "Dusted" targets will be graded as lost. They should also call "dead bird" for any questionable target from which they do observe a chip. If a shooter or observer reports observing a chip from a target which the referee did not see, the referee may ask if any the members of either of the participating teams observed the chip, but the referee's decision is final.
- e. If a team captain prefers the referee not call lost targets for their team, he or she may request that before shooting starts, but that team must then accept the scorer's grades as recorded.

4. SHOOT CANCELLATION/RESCHEDULING POLICY.

- a. Weather conditions are those prevailing at match time at the range. Teams must be present at the club at the scheduled time of the match.
- b. Events may be canceled and rescheduled by the Trap and Skeet Rules Committee for the following reasons, as well as any other unforeseen events:
 - i. Thunderstorms and/or lightening
 - ii. Heavy rain
 - iii. Snow, ice or slippery driving conditions
 - iv. Power failures
 - v. Equipment failures
- c. The top four individual scores count toward team score, so if a minimum of any four team shooters are present the team will shoot and their score will be counted.
- d. If a team is aware that it will be unable to field a team of at least four shooters at least a week in advance of a scheduled match, captains of both competing teams may agree to reschedule the match.
 - i. Rescheduled matches must be held, preferably, either the week before the originally scheduled event; or if that is not possible, following the originally scheduled event, but before that week's team scores will be calculated (generally mid-week).
 - ii. Make-up matches are to be conducted as scheduled by agreement of both team captains on the same field the original event was scheduled, and are not to interfere with regularly scheduled practice times when the ranges are open for general membership use.
 - iii. In the event both teams are unable to schedule head-to-head shoots, both team captains must agree to allow each team to shoot their match individually on the previously

assigned field, but each team must have at least one member of the opposing team, preferably two members, present for their shoot to pull and score their event.

- iv. In the event both teams are unable to agree to conduct rescheduled shoots in compliance with the above requirements, both teams will forfeit their matches.
 - e. Youth participation in scheduled SCTP regional or national competition is encouraged. Scheduled league events which conflict with these championships should be conducted before the shooters depart for the events.
5. FORFEITS. A team, or teams, will forfeit their match under the following conditions:
- a. No team members are present and no other arrangements have been made five minutes after the match is scheduled to begin.
 - b. As described in paragraph 4.d.iv, above.
6. RESPONSIBILITY TO REFILL TRAP MACHINES.
- a. "Home Team" (second team to shoot) is responsible for filling trap machines and securing range following the match. If only one team is shooting in a particular match, that team is considered the home team.
 - b. Leave all field lights on until last team in the league finishes shooting. The last team to secure their field will turn off all field lights.
7. TIES. Each tied match counts as ½ win and ½ loss; so two ties for a particular team will count as one full win and one full loss.
- a. If, at the end of the league season, two or more teams' season records result in a tie, the total handicap score of each team during the season will be totaled and the team with the highest handicap score will be declared the winner.
8. SCHEDULING MATTERS. For both skeet and trap, if eight or fewer teams participate in the league, each team will be scheduled to shoot against each other team twice during the competitive season. If more than eight teams are participating, teams will be scheduled to shoot against each other team only once during the season. In this case, the four teams with the best records at the completion of the season will participate in a shoot-off to determine the league's first, second, third and fourth place teams.
9. In the shoot-offs, the team with the highest seed will have the choice between shooting first or second, or on which field to shoot. The lower seed gets the choice which is left. For example: If the higher seed chooses to shoot first or second, the lower seed gets to choice of field; or if the higher seed chooses which field on which to shoot, then the lower seed gets the choice of shooting first or second.

RULES GOVERNING ALL CLUB-SPONSORED SKEET LEAGUE SHOOTS

10. TEAM COMPOSITION AND SCORES.

- a. Each team will be allowed 5 or 6 shooters. In the event a team fields less than 4 shooters, a "nemo" of 15 per round will be scored for each missing shooter in order to complete 4 scores.
- b. Nemo scores will not be included in calculating individual averages.
- c. Handicap System.
 - i. Each shooter will add his/her handicap to the number of targets broken in each 25 target round to obtain his/her handicap score.
 - ii. Handicap Calculations – Evening Matches

1. First Match – The handicap for the first match will be based on the targets each shooter breaks in rounds combined. That handicap will then be added to each round separately to determine the first handicap score.
2. Second Match – The handicap used by each shooter in his/her second match will be that calculated for the first match.
3. Subsequent Matches – Each shooter’s handicap will be recalculated each 100 targets shot by that shooter and will be used as recalculated until another 100 league targets are shot.
4. Handicap Schedule.

<u>Average</u>	<u>Handicap</u>
0 to 9.50	11.2
9.51 to 10.50	10.5
10.51 to 11.50	9.8
11.51 to 12.50	9.1
12.51 to 13.50	8.4
13.51 to 14.50	7.7
14.51 to 15.50	7.0
15.51 to 16.50	6.3
16.51 to 17.50	5.6
17.51 to 18.50	4.9
18.51 to 19.50	4.2
19.51 to 20.50	3.5
20.51 to 21,50	2.8
21.51 to 22.50	2.1
22.51 to 23.50	1.4
23.51 to 24.50	0.7
24.51 to 25.00	0.0

A shooter’s handicap cannot result in a total score exceeding 25 for any round.

- iii. In calculating individual scores at the end of the season, each shooter’s two lowest scores will be dropped if each team has shot against each other team twice during the season, but only the lowest score will be dropped if each team has shot against each other team only once.

RULES GOVERNING ALL CLUB-SPONSORED TRAP LEAGUE SHOOTS

1. The team captains should agree whether both teams will use the voice release systems available on the middle and lower trap fields. If a designated puller is preferred, the non-shooting team will provide the puller as well as the scorekeeper for their opponents.
2. Each team will consist of a maximum of five shooters and will shoot their first 25 target round from the 16-yard line. Upon completion of the first team’s round, the second team

will shoot their 16-yard round. Scores for all shooters on a team, including nemo score(s), will be used to determine each team's yardage for the second, handicap round.

3. Upon completion of the second team's 16-yard round, the first team will shoot their 25 target handicap round from the handicap distance indicated on the official score sheet for the team's total score achieved at the 16-yard distance. The second team will shoot their handicap round upon completion of the first team's handicap round from the handicap distance indicated on the official score sheet, as follows:
 - For total team scores of 100 or less – 20 yards
 - For total team scores of 101 to 104 – 21 yards
 - For total team scores of 105 to 109 – 22 yards
 - For total team scores of 110 to 114 – 23 yards
 - For total team scores of 115 to 119 – 24 yards
 - For total team scores of 120 to 125 – 25 yards.
4. The top four scores for each team will be totaled and be used to determine the results of the match.
5. In calculating individual scores at the end of the season, each shooter's two lowest scores will be dropped if each team has shot against each other team twice during the season, but only the lowest score will be dropped if each team has shot against each other team only once.
6. The lowest individual score recorded will be 15 per round, regardless of how few targets are broken.

RULES GOVERNING ALL CLUB-SPONSORED INDIVIDUAL SCRATCH LEAGUE SHOOTS

1. The Individual Scratch League will normally be run for seven weeks.
2. Of the seven weekly scores, the lowest two will be dropped to determine the participant's final average.
3. We will compete for High Overall, High Skeet, High Trap, and classes.
4. In the event of a tie, a shoot-off will be used to decide the winners of High Skeet, High Trap and High Over-all. Field to be used during a shoot-off will be determined by coin flip of any of the three fields (trap or skeet).
5. In the event of a tie in the classes, the winner will be determined by long run. The five highest scores will be used. Skeet will use the front long run. If tied, the back long run. Trap will use the front long run and, if tied, the next long run. The five highest scores as they were shot will be used.
6. The league will shoot on Monday evenings. Registration/sign-ups will start at 7:00 p.m. and we will start shooting as soon as the sun will allow. Shooters will be squadded on a first-come basis.
7. Shooters will be responsible for helping to reload the houses.
8. Allow for handicap scores for sub-gauges in skeet. Handicaps assigned will be:
 - a. 12 gauge – No handicap
 - b. 20 gauge – 1 handicap point added for each 50 targets (2 rounds)

- c. 28 gauge – 2 handicap points added for each 50 targets (1 point per round)
 - d. .410 bore – 4 handicap points added for each 50 targets (2 points per round)
9. In order to qualify for these handicaps, the shooter must inform the scorekeeper of the gauge he or she is shooting before the score sheet is submitted.
10. No handicap points will be allowed for trap events.

RULES GOVERNING ALL CLUB-SPONSORED DOUBLES TRAP LEAGUE SHOOTS

No specific rules.

SKEET AND TRAP RULES COMMITTEE

This committee will be convened annually or when deemed necessary to review and modify these rules. The eight members of the 2017 committee are: Bill Allen, Bob Hopping, Butch Huskins, Mark McInturff (Chairman), Mike McInturff, Tom Mooney, Stanley Shell and Carl Taylor.

SAFETY RULES

The safety of competitors, field personnel and spectators requires continuous attention by all to the careful handling of guns and caution when moving about the field. Self-discipline is necessary on the part of all shooters, field personnel and spectators.

Where such self-discipline is lacking, it is the duty of the field personnel to enforce discipline and the duty of competitors to assist such enforcement. Team captains shall be held strictly to account for discipline within their respective teams.

1. No gun shall be loaded until the shooter is on the shooting station. Loading is considered as putting a shell in any part of the gun.
2. A loaded gun shall be kept pointed in a direction that will not endanger the lives of shooters, field personnel or spectators.
3. When not at the shooting station, the gun shall be carried with the breech open.
4. When the shooter is at the shooting station and ready to fire, and a delay occurs, such as equipment breakdown, the gun shall be opened and all shells extracted.
5. During the shooting of all single targets in skeet, the management permits the loading of two shells at all stations except station 8 high house. However, the management does not require the loading of two shells when shooting singles.
6. The loading of more than two shells in the gun shall not be allowed at any time. The loading of more than two shells in the gun shall result in the loss of all targets at the station in question for the offending shooter.
7. Both eye and hearing protection is required for all personnel (shooters, field personnel, spectators, etc.) when inside the boundaries indicated by the appropriate warning signs.
8. Repeated violation of any of these rules may result in the disqualification of an offending shooter for the remainder of the current round or the entire match.