

# **BLUE MONDAY SKEET LEAGUE BY LAWS**

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**THE CURRENT NATIONAL SKEET SHOOTING ASSOCIATION (NSSA) RULES WILL BE USED IN THE CONDUCT OF THE BLUE MONDAY SKEET LEAGUE COMPETITION ON THE FIELD.**

**SITUATIONS OR ALTERCATIONS NOT SPECIFICALLY COVERED IN THE NSSA RULES OR IN THESE BY-LAWS WILL BE RESOLVED BY A MAJORITY VOTE OF THE THREE ELECTED OR APPOINTED LEAGUE OFFICERS. THE RESULT OF THIS VOTE IS FINAL.**

**MAJORITY VOTE DECISIONS BY THE LEAGUE OFFICERS ARE IN EFFECT ONLY FOR THE CURRENT LEAGUE.**

**THE LEAGUE WILL HAVE THREE ELECTED OR APPOINTED OFFICERS:**

**PRESIDENT, VICE PRESIDENT AND SCORE KEEPER.**

## 1.0 BLUE MONDAY SKEET LEAGUE CHARTER

THE BLUE MONDAY SKEET LEAGUE IS A NON-PROFIT ORGANIZATION DEDICATED TO SPORTSMANSHIP, COMPETITIVE SKEET SHOOTING, AND THE PROMOTION OF THE SKEET SHOOTING SPORT BY THE EDUCATION AND SAFETY INSTRUCTION OF NOVICE SHOOTERS.

### 1.1 MEMBERSHIP

MEMBERSHIP IN THE BLUE MONDAY SKEET LEAGUE IS OPEN TO THE PUBLIC.

### 1.2 GENERAL

THE FIELD LAYOUT WILL BE FOR SKEET AS DEFINED IN THE NSSA RULES.

ALL NSSA RULES APPLY FOR SHOOTING PROCEDURES, (ie. LOST AND DEAD TARGETS, GUN MALFUNCTION, PROOF DOUBLES, FAIR PAIR IN THE AIR, DEFECTIVE AMMO., IRREGULAR BIRD, DISQUALIFICATION, AND EXPULSION).

ALL QUESTIONS, CONCERNS, PROBLEMS, RULES INTERPRETATION, AND PROTESTS WILL BE HANDLED BY THE LEAGUE OFFICERS.

### 1.3 LEAGUE TREASURY

THE LEAGUE TREASURY WILL BE ENTRUSTED TO THE CURRENT ELECTED LEAGUE PRESIDENT.

THE ELECTED LEAGUE PRESIDENT AND VICE PRESIDENT WILL HANDLE THE COLLECTION OF LEAGUE FEES AND THE DISBURSEMENT OF LEAGUE FUNDS. ANY DISBURSEMENT OF LEAGUE FUNDS MUST BE FOR LEAGUE OBLIGATIONS AND WILL REQUIRE THE SIGNATURES OF TWO LEAGUE OFFICERS.

AS A NON-PROFIT ORGANIZATION, THE LEAGUE OFFICERS WILL MAKE SURE THAT ALL LEAGUE FEES COLLECTED ARE RETURNED TO THE LEAGUE MEMBERSHIP IN THE FORM OF AWARDS, BANQUETS, PRIZES, GOODS, SERVICES, OR ANY OTHER EXPENSE INCURRED FOR THE BENEFIT OF THE LEAGUE MEMBERSHIP OR THE PROMOTION OF THE SHOOTING SPORTS.

AFTER ALL THE LEAGUE EXPENSES HAVE BEEN PAID, ANY SURPLUS CASH ON HAND THE NIGHT OF THE AWARDS BANQUET WILL BE USED TO SUBSIDIZE THE AWARDS NIGHT FUN SHOOT ACTIVITIES. ANY CASH ON HAND AFTER THE AWARDS NIGHT WILL CARRY OVER TO THE NEXT 10 WEEK BLUE MONDAY LEAGUE.

#### 2.0 ELECTION OF LEAGUE OFFICERS.

LEAGUE OFFICERS ARE ELECTED BY A MAJORITY VOTE OF THE LEAGUE MEMBERSHIP.

#### 2.1 LEAGUE OFFICER QUALIFICATIONS.

LEAGUE OFFICERS MUST BE SHOOTING PARTICIPANTS OF THE LEAGUE.

ANY LEAGUE MEMBER NOMINATED BY ANY OTHER LEAGUE MEMBER WILL BE PLACED ON THE BALLOT.

INCUMBENT LEAGUE OFFICERS ARE AUTOMATICALLY PLACED ON THE BALLOT UNLESS THEY REFUSE TO RUN FOR OFFICE.

#### 2.2 LEAGUE ORGANIZATION MEETING.

A MEETING WILL BE HELD AT THE START OF EACH 10 WEEK LEAGUE TO ELECT OFFICERS BY MAJORITY VOTE.

#### 2.3 TREASURY REPORT

THE INCUMBENT LEAGUE OFFICERS WILL GIVE A TREASURY REPORT AT THE LEAGUE ORGANIZATION MEETING. FOLLOWING THE TREASURY REPORT, THE LEAGUE FUNDS WILL BE TURNED OVER TO THE NEWLY ELECTED LEAGUE OFFICERS.

#### 2.4 LEAGUE FEES

LEAGUE FEES WILL BE ESTABLISHED AT THE LEAGUE ORGANIZATION MEETING AT THE START OF EACH NEW LEAGUE.

LEAGUE FEES MUST BE PAID BEFORE THE START OF THE SECOND WEEKS SHOOTING.

LEAGUE FEES ARE NOT REFUNDABLE.

#### 2.5 NEW BUSINESS

THE MEETING AT THIS POINT WILL BE OPEN FOR DISCUSSION. THIS MAY BE BUT IS NOT LIMITED TO, QUESTIONS ON THE BY-LAWS, AMENDING THE BY-LAWS, AWARD SUGGESTIONS, OR ANYTHING ELSE RELEVANT TO THE LEAGUE.

#### 2.6 SQUAD CAPTAINS

THE INDIVIDUAL SQUADS WILL ELECT OR DESIGNATE A SQUAD CAPTAIN.

IN THE CASE OF NOVICE SHOOTERS THE SQUAD CAPTAIN MAY BE AN EXPERIENCED SHOOTER APPOINTED BY THE LEAGUE OFFICERS. THE LEAGUE OFFICERS WILL TRY TO PLACE AT LEAST ONE EXPERIENCED SHOOTER ON EACH SQUAD.

THE SQUAD CAPTAINS ARE THE SPOKES PERSON FOR THEIR SQUAD IN THE EVENT OF AN ALTERCATION. THE SQUAD WILL ABIDE BY ANY RESOLUTION OF AN ALTERCATION MADE BY THE CAPTAIN OF THE SQUAD.

THE SQUAD CAPTAIN CAN DROP ANY SHOOTER WHO HAS NOT BEEN PRESENT AT THE RANGE FOR THREE WEEKS IN A ROW AND HAS NOT HAD A PRESHOOT OR RESERVE ON FILE.

#### 2.7 MINIMUM SQUAD SIZE

THREE

THE MINIMUM SQUAD SIZE IS ~~TWO~~ SHOOTERS.

THE LEAGUE OFFICERS WILL ATTEMPT REASSIGNMENTS TO FILL OUT SHORT SQUADS. REASSIGNMENTS WILL BE ON A VOLUNTARY BASIS.

INDIVIDUAL SHOOTERS WITH AN ESTABLISHED AVERAGE WILL BE ASSIGNED TO ANY SLOT THAT OPENS DURING THE LEAGUE AND WILL THEN BE ELIGIBLE TO WIN A SQUAD AWARD. PRIORITY FOR THIS ASSIGNMENT WILL BE IN THE ORDER THE NAMES APPEAR ON THE LEAGUE SCORE SHEET, READING TOP TO BOTTOM.

### 2.8 EXPULSION OF A LEAGUE MEMBER.

THE LEAGUE OFFICERS HAVE THE AUTHORITY TO EXPEL ANY LEAGUE MEMBER BY A UNANIMOUS VOTE.

EXPULSION WILL BE CONSIDERED FOR BUT NOT LIMITED TO THE FOLLOWING, A SERIOUS SAFETY VIOLATION, LACK OF PERSONAL INTEGRITY (CHEATING), POOR SPORTSMANSHIP, FAILURE TO PAY LEAGUE FEES, SHOOTING WHILE UNDER THE INFLUENCE OF DRUGS OR ALCOHOL, AND ANY OTHER SERIOUS INCIDENT WHICH INDICATES A DEFECTIVE CHARACTER, (STEALING, RAPE, CHILD MOLESTING ETC.), OR BRINGS DISGRACE TO THE LEAGUE OR THE SHOOTING SPORTS.

MEMBERS EXPELLED FROM THE LEAGUE ARE NOT ENTITLED TO AND WILL NOT GET A REFUND OF LEAGUE FEES PAID.

### 3.0 PRESHOOT AND RESERVE SHOOT RULES.

PRESHOOTS ARE USED FOR NIGHTS A SHOOTER CAN NOT BE PRESENT TO SHOOT WITH HIS SQUAD. PRESHOOTS AND RESERVES MUST BE TWO ROUNDS. A PRESHOOT IS FOR A SPECIFIC NIGHT. A RESERVE CAN BE USED ON ANY NIGHT.

EVERY LEAGUE SHOOTER SHOULD SHOOT A RESERVE FOR THE LEAGUE FILE TO BE USED IN THE EVENT SOME EMERGENCY PREVENTS THE SHOOTER FROM GETTING TO THE RANGE.

PRESHOOTS, RESERVES, OR POSTSHOOTS CAN NOT BE USED IF THE SHOOTER IS PRESENT AND PHYSICALLY ABLE TO SHOOT.

### 3.1 VALID PRESHOOTS AND RESERVES

ALL PRESHOOTS AND RESERVES MUST BE DECLARED TO THE RANGEMASTER, DATED, AND SIGNED, BY THE SHOOTER, PRIOR TO SHOOTING THE ROUNDS.

VALID RESERVE AND PRESBOOT SCORE SHEETS MUST HAVE:

1. DATE PRESBOOT/RESERVE WAS SHOT.
2. DATE PRESBOOT IS TO BE USED.
3. GAUGE IF OTHER THAN A 12 GAUGE IS USED.
4. SHOOTERS FULL NAME IN PRINT.
5. SIGNATURE OF THE SHOOTER.

NOTE: FOUR BARREL SHOOTERS MUST SPECIFY THE GAUGE OF EVERY PRESBOOT AND RESERVE.

### 3.2 SHOOTERS RESPONSIBILITY FOR PRESBOOTS AND RESERVES.

A LOST, MISSING, OR INVALID SCORE SHEET IS THE SHOOTERS RESPONSIBILITY. THE SHOOTER MUST MAKE SURE HIS PRESBOOT/RESERVE SCORE SHEET IS PROPERLY FILLED OUT AND GETS PLACED IN THE LEAGUE FOLDER AT THE RANGE.

THE LEAGUE OFFICERS POSITION IS THAT INVALID, LOST, OR MISSING PRESBOOT/RESERVE SCORE SHEETS ARE NULL AND VOID. THEY WERE NEVER SHOT.

### 3.3 PRESBOOTS RESERVES

A PRESBOOT NOT USED ON THE SPECIFIC NIGHT FOR WHICH IT IS DATED WILL BE DISCARDED AFTER THAT NIGHT.

RESERVES ON FILE WILL BE USED ON A FIRST IN FIRST OUT BASIS BY DATE.

ROUND ONE WILL BE THE FIRST ROUND LISTED READING FROM TOP TO BOTTOM OF THE SCORE SHEET.

PRESBOOTS AND RESERVES ARE NOT RECOMMENDED FOR THE LAST NIGHT, WEEK 10, OF THE LEAGUE. IN THE EVENT OF A TIE A SHOOT OFF WILL BE HELD THAT NIGHT. ANY SHOOTER NOT PRESENT FOR THE SHOOT OFF WILL BE SCORED AVERAGE MINUS TWO.

THE USE OF A PRESBOOT OR RESERVE TO GAIN AN UNFAIR ADVANTAGE IN LEAGUE COMPETITION WILL NOT BE ALLOWED.

### 3.4 POSTSHOOTS

THE WINS AND LOSSES OF A SQUAD FOR A SPECIFIC NIGHT CANNOT BE CHANGED BY ANY POST SHOOTING ACTIVITY.

POST SHOTS COUNT ONLY FOR INDIVIDUAL SCRATCH SCORES.

POST SHOTS WILL NOT BE ALLOWED AFTER WEEK SEVEN BECAUSE CLASSES ARE FROZEN IN WEEK EIGHT.

### 3.5 SQUAD WINS AND LOSSES

THE WINS AND LOSSES FOR A SQUAD ON A SPECIFIC NIGHT WILL BE DETERMINED BY THE SCORES AVAILABLE AND IN THE HANDS OF THE LEAGUE SECRETARY AT THE CLOSE OF THE NIGHTS SHOOTING. PRESHOOTS, RESERVES AND BLIND SCORES WILL BE USED WHERE APPROPRIATE TO CALCULATE THE WINS AND LOSSES.

### 3.6 WIN/LOSS CALCULATION.

THE SHOOTERS HANDICAP IS ADDED TO HIS RAW SCORE FOR EACH ROUND.

THE SQUAD HANDICAP SCORES FOR EACH ROUND ARE ADDED TOGETHER TO GET THE TOTAL NUMBER OF HANDICAP BIRDS FOR EACH ROUND.

THREE WINS (POINTS) ARE AWARDED FOR EACH NIGHTS COMPETITION. ONE WIN (POINT), IS AWARDED FOR EACH OF THE FOLLOWING:

1. ROUND ONE \_\_\_\_\_ HIGHEST TOTAL HANDICAP BIRDS
2. ROUND TWO \_\_\_\_\_ HIGHEST TOTAL HANDICAP BIRDS
3. ROUND 1 + ROUND 2 \_\_\_\_\_ HIGHEST TOTAL HANDICAP BIRDS,

IN THE EVENT OF A TIE, EACH SQUAD WILL BE AWARDED A HALF POINT.

### 3.7 TEAM PLACEMENT

TEAM PLACEMENT IS DETERMINED BY THE TOTAL NUMBER OF WINS.

### 3.8 CALCULATION ERRORS

IF A CALCULATION ERROR OCCURS, THE WINS AND LOSSES OF THE SQUADS INVOLVED WILL BE ADJUSTED.

### AN INCORRECT SCORE SHEET IS NOT A CALCULATION ERROR.

IT IS THE SQUADS RESPONSIBILITY TO HAVE ALL SCORE SHEET ERRORS CORRECTED BY THE PULLER PRIOR TO SUBMITTING THE SCORE SHEET. ONCE SUBMITTED, A SCORE SHEET STANDS AS SUBMITTED. A SCORE SHEET CANNOT BE CORRECTED AFTER THE FACT BECAUSE IT IS IMPOSSIBLE TO DETERMINE WHAT HAPPENED WITHOUT BEING PRESENT ON THE FIELD AT THE TIME THE ERROR OCCURRED.

### 3.9 FIFTH WEEK SHOOTER OPTION TO PURGE RESERVES

AT WEEK FIVE, EVERY SHOOTER HAS THE OPTION TO PURGE ALL RESERVES FROM HIS FILE.

THE SHOOTER CANNOT PURGE SELECTED RESERVES.

TO EXERCISE THIS OPTION CONTACT THE LEAGUE SECRETARY BEFORE THE END OF LEAGUE SHOOTING ON THE FIFTH WEEK.

### 3.10 SUBSTITUTE SHOOTER

SUBSTITUTE SHOOTERS ARE NOT ALLOWED UNDER ANY CIRCUMSTANCES.

### 4.0 SCORING RULES

SCORING FOLLOWS CURRENT NSSA RULES.

SCORING PRECEDENCE WILL BE:

1. ROUNDS SHOT WITH THE SQUAD ON A LEAGUE NIGHT.
2. PRESHOOT
3. RESERVE (FIRST IN FIRST OUT ORDER)
4. SHOOTERS LEAGUE AVERAGE MINUS 2 BIRDS PLUS HANDICAP

#### 4.1 NO SHOWS

THE LEAGUE FILE WILL BE CHECKED FOR A PRESHOOT.

IF THERE IS NO PRESHOOT ON FILE THE NEXT RESERVE LISTED FOR THE SHOOTER WILL BE USED AS A SCORE.

IF NO PRESHOOT OR RESERVE IS ON FILE WITH THE LEAGUE SECRETARY, THE SHOOTERS SCORE WILL BE LEAGUE AVERAGE MINUS TWO BIRDS PLUS HANDICAP.

↑ THREE WEEK

#### 4.2 LATE ARRIVALS

THE LATE SHOOTER MUST SHOOT ANY ROUNDS MISSED ON THE FIELD THE SQUAD WAS ASSIGNED. THE MISSED ROUNDS WILL BE SHOT AFTER ALL SQUADS SHOOTING ON HIS ASSIGNED FIELD ARE FINISHED WITH THEIR ROUNDS FOR THE NIGHT.

7:00 PM

LATE ARRIVALS AFTER ~~8:00 PM~~, WHO MISS THE START OF THE SECOND ROUND, (THE SQUAD HAS STARTED SHOOTING ON STATION TWO), WILL BE SCORED AS "NO SHOWS" PER BY-LAW SECTION 4.1.

#### 4.3 PREEMPTION OF PRESHOOTS/RESERVES BY PRESENCE.

A SHOOTER PRESENT AT THE RANGE CANNOT USE A PRESHOOT OR RESERVE.

THE SHOOTER MUST SHOOT WITH HIS SQUAD IF HE IS PHYSICALLY CAPABLE AS DETERMINED BY THE LEAGUE OFFICERS.

A FAILURE TO SHOOT SCORE IS, AVERAGE MINUS TWO BIRDS PLUS HANDICAP.

STRAIGHTS (25 BIRDS HIT) ON PRESHOOTS AND RESERVES

ALL STRAIGHTS SHOT ON PRESHOOTS OR RESERVES WILL BE SCORED AS 24'S.

SCORES OF 25 HITS, (STRAIGHTS), ARE ONLY HONORED IF THEY ARE SHOT ON A LEAGUE NIGHT, UNDER LEAGUE CONDITIONS, DURING NORMAL LEAGUE SHOOTING.

#### 4.5 MAXIMUM NUMBER OF PRESHOOTS / RESERVES / POSTSHOOTS

THE MAXIMUM NUMBER OF PRESHOOTS / RESERVES / POSTSHOOTS THAT A SHOOTER CAN USE DURING THE TEN WEEK LEAGUE IS THREE.

A SHOOTER USING MORE THAN THREE WILL INELIGIBLE FOR THE INDIVIDUAL CLASS AWARDS INCLUDING THE "TOP GUN AWARD" FOR THE, HIGHEST NUMBER OF SCRATCH BIRDS HIT DURING THE LEAGUE.

#### 4.6 BLIND AND PHANTOM SCORE RULES

SQUADS WITH LESS THAN FIVE SHOOTERS WILL BE FILLED OUT BY A BLIND DRAW OF THE LEAGUE SHOOTERS. BLIND DRAW SHOOTERS WILL BE ON THE SCORE SHEET AS "OPEN #(DRAWN SHOOTER NUMBER ON THE SCORE SHEET)

##### PHANTOM SQUAD

IF THE LEAGUE HAS AN ODD NUMBER OF SQUADS, A PHANTOM SQUAD WILL BE GENERATED TO SCORE THE ODD SQUAD.

THE PHANTOM SQUAD WILL BE GENERATED BY USING SCORES FROM THE FIRST FIVE LEAGUE SQUADS.

PHANTOM #1	FIRST SHOOTER FROM SQUAD #1
PHANTOM #2	THE SECOND SHOOTER FROM SQUAD #2
PHANTOM #3	THE THIRD SHOOTER FROM SQUAD #3
PHANTOM #4	THE FOURTH SHOOTER FROM SQUAD #4
PHANTOM #5	THE FIFTH SHOOTER FROM SQUAD #5

#### 4.7 CALCULATION OF HANDICAPS

ALL LEAGUE SHOOTERS WILL ESTABLISH A NEW LEAGUE HANDICAP AT THE START OF EACH 10 WEEK LEAGUE.

WEEK ONE AND TWO WILL BE A ONE AND TWO WEEK AVERAGE RESPECTIVELY. AFTER THE THIRD WEEK OF THE LEAGUE A THREE WEEK ROLLING AVERAGE WILL BE CALCULATED. FROM THE FOURTH WEEK ON AVERAGES WILL BE CALCULATED FROM THE PREVIOUS THREE WEEKS SHOOTING.

A SHOOTERS HANDICAP WILL BE CALCULATED BY SUBTRACTING THE SHOOTERS LEAGUE AVERAGE FROM 24. NINETY PERCENT OF THE RESULT OF THIS CALCULATION WILL BE THE SHOOTERS HANDICAP.

HANDICAPS WILL BE CALCULATED TO TWO DECIMAL PLACES.

THE MAXIMUM HANDICAP SCORE IS 24.

#### 4.8 INDIVIDUAL SCRATCH BIRDS

ONLY LEAGUE ROUNDS WILL BE USED TO CALCULATE SCRATCH BIRD TOTALS FOR EACH SHOOTER.

AVERAGE MINUS 2 PLUS HANDICAP SCORES WILL NOT BE COUNTED FOR A SHOOTERS SCRATCH BIRD TOTAL.

POST SHOTS WILL BE ALLOWED UP TO WEEK SEVEN, (WEEK EIGHT SHOOTERS WILL BE LOCKED IN CLASS), FOR SCRATCH BIRD TOTALS ONLY. POST SHOTS WILL NOT CHANGE SQUAD WIN/LOSS SCORES FOR THAT NIGHT.

#### 4.9 INCOMPLETE ROUNDS

IF THE SHOOTER STARTS SHOOTING A ROUND, HE MUST FINISH THE ROUND. IF THE SHOOTER DOES NOT FINISH THE ROUND, THE REMAINING TARGETS WILL BE SCORED AS MISSES.

THIS RULE IS TO PREVENT A SHOOTER FROM QUITTING A BAD ROUND TO GET A HIGHER SCORE FROM A RESERVE OR AVERAGE MINUS TWO PLUS HANDICAP.

PRESHOTS, RESERVES, AVERAGE MINUS TWO PLUS HANDICAP, OR BLIND SCORES CANNOT BE USED IF THE SHOOTER HAS STARTED THE ROUND, UNLESS THE LEAGUE OFFICERS DECIDE THAT A BONIFIED EMERGENCY HAS OCCURRED. IN THIS CASE THE SCORING OF THE ROUND WILL BE DECIDED BY THE LEAGUE OFFICERS.

#### 5.0 AWARD ELIGIBILITY

TO BE ELIGIBLE FOR AN INDIVIDUAL AWARD, THE SHOOTER MUST HAVE SHOT THE 500 BIRDS REQUIRED TO COMPLETE NORMAL LEAGUE SHOOTING

A SHOOTER CAN WIN ONLY ONE AWARD DURING THE LEAGUE WITH THE EXCEPTION OF, TOP GUN (HIGHEST SCRATCH SCORE), MOST STRAIGHTS, MOST IMPROVED AVERAGE, HIGH JUNIOR, AND HIGH LADY.

AWARD PRECEDENCE FOR A SINGLE AWARD WILL BE:

1. SQUAD AWARD
2. GUAGE AWARDS 20, 28 410 GUAGE
3. CLASS AWARDS, AA, A, B, C, & D

THERE WILL BE A FIRST PLACE SQUAD AWARD. DEPENDING ON THE LEAGUE SIZE, SECOND AND THIRD PLACE SQUAD AWARDS MAY BE GIVEN.

THE INDIVIDUAL AWARDS WILL BE:

1. TOP GUN (HIGH SCRATCH BIRDS)
2. MOST STRAIGHTS
- 3 CLASS AA 23 AND OVER AVERAGE
4. CLASS A 21 TO 22.99 AVERAGE
5. CLASS B 19 TO 20.99 AVERAGE
6. CLASS C 16 TO 18.99 AVERAGE
7. CLASS D 15.99 AND BELOW AVERAGE
8. MOST IMPROVED AVERAGE LADY
9. MOST IMPROVED AVERAGE MAN
10. HI LADY

THESE AWARDS CAN BE MODIFIED. ADDITIONAL OR FEWER AWARDS MAY BE AUTHORIZED BY THE LEAGUE OFFICERS DEPENDING ON THE PREVAILING LEAGUE CONDITIONS AND ON THE FUNDS AVAILABLE.

A MINIMUM OF FIVE SHOOTERS FOR EACH GUAGE, (20, 28, & 410 GUAGE), WILL BE REQUIRED FOR A GUAGE AWARD. LESS THAN FIVE SHOOTERS IN THE SMALL GUAGES WILL BE SCORED AS 12 GUAGE SHOOTERS.

#### 5.1 FROZEN IN CLASS, (WEEK EIGHT).

AFTER THE COMPLETION OF THE WEEK EIGHT SHOOTING ALL SHOOTERS ARE FROZEN IN THE CLASS INDICATED BY THEIR EIGHT WEEK AVERAGE.

THE SHOOTERS REMAIN IN THIS CLASS UNTIL THE END OF THE TEN WEEK LEAGUE. THE CLASS AWARDS WILL GO TO THE SHOOTER WITH THE HIGHEST NUMBER OF SCRATCH BIRDS IN EACH CLASS.

#### 5.2 MOST IMPROVED AVERAGE CALCULATION.

THE STARTING AVERAGE FOR EACH SHOOTER WILL BE OBTAINED BY AVERAGING WEEKS ONE AND TWO, FOUR ROUNDS.

IF A SHOOTER JOINS THE LEAGUE AFTER WEEK ONE, THE FIRST FOUR LEAGUE ROUNDS FIRED BY THE SHOOTER WILL BE THE SHOOTERS STARTING AVERAGE

TO BE ELIGIBLE FOR THE MOST IMPROVED AVERAGE AWARD THE SHOOTER MUST SHOOT AT LEAST FIVE WEEKS (TEN ROUNDS) WITH THE LEAGUE.

THE STARTING AVERAGE WILL BE SUBTRACTED FROM THE SHOOTERS FINAL LEAGUE AVERAGE AFTER WEEK TEN OF THE LEAGUE.

THE SHOOTER WITH THE HIGHEST NUMBER OF BIRDS DIFFERENCE BETWEEN HIS STARTING AVERAGE AND HIS WEEK TEN FINAL AVERAGE WILL BE THE WINNER OF THIS AWARD.

#### 5.3 TIES FOR AWARDS

ALL TIES FOR LEAGUE AWARDS WILL BE SETTLED WITH A ONE ROUND SHOOT-OFF.