

Kalbfus Rod & Gun Club

2023 Skeet League

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12 Weeks – 25 Targets/Week

Sunday, May 21, 2023

thru

Tuesday, August 8, 2023

Shoot on Sundays 10:00-Noon

or Tuesdays 2:00-4:00

or Thursdays Noon-7:00

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300 Standard Targets

100 Optional Handicapped All-Doubles

Targets

Shoot Ahead/Back

\$7/25 targets

Practice Rounds Welcome

www.kalbfus.com

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League Format

- League duration: 12 weeks. 25 targets per week.
- 5/21/2023 thru 8/8/2023 on Sundays, Tuesdays, and Thursdays.
- May shoot ahead/back.
- Program is 300 League Targets (mandatory):
 - Must shoot 300 League Targets to be eligible for prize.
 - **Shooters may shoot up to four handicapped all-doubles rounds (100 targets) to replace lower scores.**
 - **Doubles Handicap Adder = 25 minus standard average.**
 - **25 target handicapped score limit per round.**
- \$2.00/week League Fee is included in \$7.00 weekly fee.
- All League Fees collected will be disbursed as prizes.
 - 1st Place: \$40. 2nd Place: \$20. 3rd Place: \$10.00.
 - All remaining league prizes will be distributed as points money based on targets broken.
 - Prizes will be rounded to nearest \$.25.
 - Ties shall be treated as wins in contested Place plus next lower Place(s).
Ex. – 2 way tie for 2nd = \$15.00/shooter prize. (\$20 +\$10)/2

| Skeet "All-Doubles" Shooting Sequence | | | | |
|---------------------------------------|---------------------------|-------|-------|-----------|
| Station | | | | # Targets |
| 1 | Hi-Lo | | | 2 |
| 2 | Hi-Lo | Hi-Lo | | 4 |
| 3 | Hi-Lo | Hi-Lo | | 4 |
| 4 | Hi-Lo | Lo-Hi | | 4 |
| 5 | Lo-Hi | Lo-Hi | | 4 |
| 6 | Lo-Hi | Lo-Hi | | 4 |
| 7 | Lo-Hi | | | 2 |
| Option | 1st Missed Target or Lo-7 | | | 1 |
| | | | | |
| | | | Total | 25 |

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Rules

Below are outlined some basic rules and procedures.

- **View (Look) Birds**

- At the beginning of each round the squad shall be entitled to observe one regular target from each skeet house
- After each irregular target, shooter has the option of observing one regular target.

- **Dead target:**

- Visible fragment of the target. Dust does not count.

- **No target:**

- Target thrown broken. Under no circumstances shall the result of firing upon a broken target be scored.

- **Singles**

- **If the target is irregular but is shot at the result will be scored.**
- If doubles are thrown the shooter may refuse the target and re-shoot the single. **If the shooter shoots at the target the result shall be scored.**

- **Doubles**

- If the two targets collide before the result of the first bird is established the pair shall be declared no bird and a second pair will be thrown.
- If either target is irregular there is no penalty for withholding the first shot. A second pair will be thrown to determine the result of both shots.
 - **If the first target is irregular but is shot at the result will be scored.**
- If the shooter is deprived of a normal second shot for any of the following reasons **the result of the first shot will be scored** and the second target only shall be declared no bird. A second pair will be fired to determine the result of the second shot.
 - The second target is thrown broken or is broken by any portion of the first target before the result of the second target is established.
 - The second target is irregular and is NOT shot at
 - The second target is not thrown at all
 - The second target is not thrown simultaneously

- Both targets are broken with the first shot (first target is declared dead)
 - The wrong target is broken with the first shot (first target is declared lost)
 - Interference occurs before the second shot, after the first shot is established.
 - Interference is any circumstance beyond the shooter's control which unduly affects his/her opportunity to break any particular target.
 - If the shooter is deprived of a normal second shot due to gun or ammunition malfunction between shots;
 - **If the first target is hit nothing is established** and a proof pair is thrown to determine the result of both birds.
 - **If the first target was lost it is established as lost** and a proof pair is thrown to determine the result of the second bird.
- One LOST target scored on:
 - Balk or failure of gun to fire due to fault of shooter (also see malfunctions)
 - If on a double the first target is declared lost and a second pair is fired to determine the result of the second shot only.
 - If a shell having once misfired is used again and fails to fire.
- **Malfunctions**
 - No shooter will be considered at fault if he/she has complied with the manufacture's operating instructions for loading and firing the gun and the gun does not fire.
 - Malfunction will **NOT** be called for shooter errors such as correct barrel selection, taking the safety off, or failure to remove any other device that prevents proper use of the firearm such as a shell catcher.
 - If the gun malfunctions between shots of doubles the first target is established only if lost. A second pair is shot to determine the result of the second target, or both targets in the case of a dead first target
 - Only two (2) malfunctions of any one gun in the same round shall be allowed.
 - Fan-fires will be declared a malfunction.
 - If during doubles the first target was a dead bird nothing is established and a second pair shall be fired upon to determine the results.
 - If during a double the first target was lost, it shall be established as lost and a second pair will be shot to establish the result of the second shot.
- **Squad Size**
 - Squads shall consist of five or fewer shooters.

- **Squad Rotation**

- No member of the squad shall advance to the shooting station until it is his/her turn to shoot, and until the previous shooter has left the station.
- No member of a squad, having shot from one station, shall proceed toward the next station in such a way as to interfere with another shooter.
- No shooter shall unduly delay a squad.

- **Shooting Boundaries**

- Any target broken after passing the Shooting Boundary Marker shall be scored as lost.