

2019-2020 PENN – YORK WINTER TRAP

1	All shoots will be governed by A.T.A. rules (except where specific league rules override), including the setting of targets.
2	A shooter does not have to be a member of a club to shoot for that club. A shooter can change clubs in the first two weeks of league. The club that is chosen on the THIRD week is the one they have to stay with for the entire season.
3	Practice rounds will be left to the discretion of the host club. The shooter's league score must be shot prior to a practice round being shot. League shooters will have precedence over practice shooters.
4	The color of the targets must remain the same for the entire day. Kevin Sturzenbecker and Paul Prentice will assist clubs with target setting if they request it.
5	All clubs entering teams must have at least two trap fields.
6	Seven shooters' scores will count for team totals. If a team cannot field seven shooters, a dead man score will be used for each absent team member. The dead man score will be the lessor of 35 or the lowest score used that day on team score. Team is responsible for dead man's charges of \$4 each, which will go to the hosting club for operating costs.
7	The starting time will be 8:00 am for all shoots. Two clubs must be present to start shoot prior to 8am. No new squads may be started after 2:00 pm. Any unfilled positions on squads started before 2:00 pm may be filled. If an emergency occurs you may call the host club before 2:00 pm and they will extend the ending time to 2:30, you must be present by 2:30.
8	Shooters must be present to sign onto a squad.
9	All score sheets and league fees are to be turned in to the league secretary and kept as a source of record. This will be the responsibility of the host team captain.
10	<p>League shoots will be 50 targets each week. Shooters will shoot 25 targets on each trap unless there is a mechanical malfunction. All averages will be based on the same amount of targets. The cost (including field day) is \$9 target fees plus league fees of \$2 totaling \$11. The cost for juniors and sub-juniors will be \$8 per week (\$6 for targets and \$2 league fees). A shooter's age at the beginning of the league determines their category for the entire season.</p> <p><i>*12-14/Sub Junior *15-17/Junior *65-69/Veteran *70-74/Sr. Veteran *75+/Super Senior</i></p> <p>**Category takes precedence over Class excluding High Gun, High Gun Runner Up and Top Ten</p>
11	Shooters are eligible for only one category and must decide prior to their first regular shoot of the season which category. **One Prize Per Person.
12	To be eligible for league prizes, all shooters must shoot 12 of the 16 matches and must shoot at each club at least once. As for the merged clubs, you must shoot at one or the other club at least once.

13	Shooters must shoot at least 50% of the league shoots to be eligible for any league championship shoot-offs. Shooters paying the league fees for missed shoots will be eligible for field day prizes and the banquet regardless of the number of shoots missed.
14	Teams are scored based on points instead of bird count. 8 points will be given to the highest team, 7 to the second highest, etc. Tied teams will evenly split the points available for their respective places. An example of this: if three teams tie for first place the points for the first three slots (8,7, & 6) will be added together and divided equally ($8+7+6=21\div 3=7$). Each of the clubs tying for 1 st place will receive 7 points and the next club will receive 5 points. This way of assigning points keeps the smaller clubs more competitive. Total points will be used to determine a first half and a second half winner. In the case of a tie at end of a half, total targets will be used to determine the winner for that half. 1 st and 2 nd half winners will shoot off to determine the league champion. Same will apply for 2 nd place league champion if necessary. All shoot-offs (team or individual) will be conducted on field day using the field day score. If there is still a tie for an individual category, the longest run to the first missed target wins.
15	Shooters will be put in classes based on their average after the last shoot. Shooters will be divided equally among 5 classes: AA, A, B, C, & D
16	There will be a minimum of 5 equal classes on Field Day based on final averages. Prizes will be awarded for 50% of shooters in each class up to a maximum of 5 places. In the case of a tie, each shooter's place will be determined by the longest run to the first lost target. Jerry Martin and Brian Westerdahl will determine the prizes.
17	Field Day, shoot-offs and the banquet will be held at Celoron on Sunday, March 1st from 10am until 2pm.
18	The secretary-treasurer will collect the league fees for missed shoots (field day included) at the last league shoot and at field day before the shooter may sign up for the banquet. Shooters and guests must have a ticket for the banquet meal. *There may be additional fee collected from shooters attending the banquet, depending on costs.
19	League officers (president, secretary-treasurer, and a referee) will settle all grievances or misinterpretations of the league rules. Officers for the following season will be nominated at the two shoots prior to elections, with a delegate acting as nominating chairperson. Elections will take place at the last league shoot of the year. Two individuals will be appointed by the president to count votes.
20	The league will reimburse the secretary-treasurer \$45.00 per shoot including field day at the end of the season.
21	A copy of these rules must be posted in all participating clubs.
22	Everyone present has a voice in setting up the league, but each team can cast only two votes.