

WESTON TRAP CLUB
SHOOTING RULES – 2010

Approved by Membership, February 2nd, 2010

I. Fees

- A.** Shooting fees are \$3.00 per round for each member (excluding A.T.A. and C.W.T.A. shoots, and other special events). Shooting Fees for each non-member are \$3.50 per round.
- B.** Annual dues for a Single Membership are \$20.00.
- C.** Annual dues for a Family Membership are \$30.00.
- D.** Annual dues for a Junior Membership are 50% of the regular Single Membership fees if they are not included in a Family Membership. This is a nonvoting membership with all other benefits being the same as a regular membership.
- E.** Regular 16 yard Summer League Fees are \$42.00 per team member.
- F.** Summer League Team sponsor fee is \$35.00 per team per season.
- G.** Doubles League fees are \$36.00 per season. No team sponsor fee applied for doubles league.
- H.** Junior League fees 50% of regular shooting fees.
- I.** Fees for Fall League and other events will be established prior to the start of that respective league or event.

II. Equipment

- A.** Shotguns – any make or model in safe operating condition in 12 gauge and smaller. No Damascus twist barrels.
- B.** Ammunition
 - 1. Competitive Shooting
 - a) Loads no heavier that 3 dram equivalent and 1 1/8 ounce of shot.
 - b) For trap, shot sizes no larger than 7 ½. No smaller that 9 shot.
 - 2. Practice Shooting
 - a) Shooter may bring their own ammunition or buy it from the club.
 - 3. Only new ammunition will be sold by the club.
 - 4. Any ejected shell cases shall not be annoying to fellow shooters. They will become club property if not picked up immediately after the end of the round.
- C.** Safety
 - 1. The Weston Trap Club recommends the use of hearing and eye protection while shooting. The Weston Trap Club will not be responsible for any shooter's injuries caused by not using hearing and eye protection.

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II. Shooting Procedures

- A. Shooting Position – both feet must remain within the boundaries of the shooting station.
- B. Gun Position – any position which is satisfactory to the shooter and safe to fellow shooters.
- C. Each shooter in squads of 5 or less will shoot the standard round of 25 targets.
- D. Firearms are loaded only when the light on the house is off or other indications of servicing the trap are not evident. Firearms must be unloaded anytime the light is turned on and visible during a shooting round or other signs of servicing are evident.

III. Squadding

- A. All shooters will sign up on a first come basis and may not sign up for anyone not present on the grounds.
- B. On scheduled shooting days, open or practice shooters must wait for an opening on a squad ready to go to the line or until all team shooters are done shooting.
- C. Shooters must be ready to go to the line when their squad is called. If he/she is not ready, that shooter will be scratched off the squad and will have to shoot on a later squad which has an opening. This is necessary so that tardy shooters do not hold up the squad and shooting schedule.
- D. There will be practice shooting by team members on scheduled days prior to their team shooting, providing all traps are in working order and open for shooting.
- E. When being called up to shoot, the squad will be called on the line and the next squad will be called ready on the line.
- F. All league rounds will be highlighted before the sheet is sent out and the shooter on the number one position will be responsible for taking the score sheet out to the field. If a shooter elects to change his mind and not shoot a league round prior to starting the round, he must scratch from the squad. The shooter cannot elect to shoot a practice round on that squad. The shooter on number five position will be responsible for returning the score sheet to the clubhouse. The shooters on position number two, three, and four will be responsible for the marking and / or pulling the next round on that respective field.

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G. Sign up on only one sheet at a time.

H. A squad called must shoot on the next available field.

I. Any rainouts or postponements due to inclement weather will be determined by the Board Member assigned as that day's Club Supervisor. Any rainouts or postponements affecting League rounds must be shot and scored either before the end of the current shooting week or in the next shooting week if the postponement occurs on a Thursday and must be shot before the next Team League score can be shot and posted. It is up to the individual to check for postponements.

IV. Field Conduct

A. Shooter

1. Only squad shooters and the Range Officer in charge will be allowed on the field at the time of shooting.

2. Shooter should be quiet and courteous when other shooters are on the station.

3. Do not argue on the field. If you have a protest, enter it with the marker and abide by the decision. If you feel the decision is not just, take it up with your team captain who in turn will bring it to the attention of the officers of the club. The Club Officers' decision will be final.

4. No shooter will be allowed to shoot if under the influence of alcohol or drugs.

5. Shooters are expected to observe all safety rules of gun handling and conduct.

6. No alcoholic beverages allowed on the field while shooting is in progress.

V. General

A. Coaching

1. Coaching of new shooters and practice should be done nights other than scheduled competition nights or after team shooting is completed.

2. New members or guests who shoot on the range for the first time must know all range rules, shooting procedures, and methods.

B. A.T.A. regulations and club shooting rules will be used as a guide in all disputes and procedures.

C. Shooters may be ordered to leave the line or be disqualified for the league round for

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willful or repeated violations of safety procedures after being warned by the Range Officer.

D. No dogs will be allowed on the grounds when shooting is in progress. It is suggested that all dogs be left at home.

E. There must be a Range Officer present at any time there is shooting at the club grounds.

F. Marker and/or Puller will assume the responsibility of Range Officer until a Range Officer is present.

G. Team Members, on an enrolled team at Weston Trap Club, may shoot current week plus three weeks ahead for league scores. If the team member fails to show up and shoot for the current week, his/her score will be a zero. Scores may be shot back for individual scores for the year but not for team score or league score.

H. All substitutes must be paid members of the club and not be on any current team roster. The substitute can post only one league score for the week. The team is responsible for finding a substitute should they need one. **If the team member the substitute shooter shot for elects to make up the score for the week they missed, they must pay for that round.**

I. If due to work or family obligations a shooter needs to shoot ahead more than the current week plus 3 weeks ahead for summer league, permission may be granted to do so by filling out a permission to shoot ahead slip to the Board of Directors prior to shooting these scores.

J. If a score is not made up, the scorekeeper will enter a dummy score that is equal to the shooters average at the time the score was missed and rounded to the next whole number. For example, if the shooter had a 22.1 average when the score was missed, they will receive a dummy score of 23 entered for the week missed if the shooter elects to not make up the score. Make up scores need to be noted on the score sheet and highlighted prior to shooting a make up round or the week will be considered missed. The dummy score will serve only to provide an average and classification for the individual shooter. The score will not count as part of the team score.

VI. Classification of Losses and Hits for Team Shooting

A. If a bird leaves the trap broken, “no bird” is called whether shot and hit or not. It will have to be shot over for team score.

B. If a wad leaves the barrel due to a light powder load, it will be called a loss.

C. The A.T.A. failure to fire rule will govern all gun malfunctions or breakage and defective shells in accordance with Rule VII, Section D.

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D. “All previous rules regarding flinches, defective or dud shells, safety on, unloaded gun or barrel, defective gun, broken gun, misfires, when all of the charge of shot or the wad remains in the barrel, malfunction of a gun or otherwise which previously entitled a contestant to re-shoot the target or to change guns or shells and continue the event without all subsequent misfires being called lost are rescinded.”

VII. Awards

- A.** Sponsorship awards will be given for 1st, 2nd, and 3rd place teams for league, providing there is only one league (16 Teams or less), with individual awards for each team member. In case of two or more leagues, such as Green, Gold, etc., sponsorship awards will be given to 1st and 2nd place in each league, with individual awards for each team member.
- B.** Individual awards will be given for high averages in each of the following Classes: AA, A, B, C, D, E, High Gun, High Lady, and High Senior (65 years or older), and High Junior. Shooters must complete all of the scheduled league rounds to be eligible for individual trophies. Classes will be based on the past year’s average or on the last two previous years if that information is available.

<u>Class</u>	<u>Target Average</u>
AA	25.0 – 23.8
A	23.7 – 23.2
B	23.1 – 21.8
C	21.7 – 19.9
D	19.8 – 16.3
E	16.2 – 0

A shooter may win in only one class.

VIII. Team Member Work Schedule

A. A work schedule will be posted at the beginning of the shooting season. Each week, two teams and one Board Member will be assigned to run the squad room and tend bar. There must be two members present from each team from 6:00 p.m. until 9:00 p.m. on Wednesday and

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Thursday and one member from each team present from 1:00 p.m. until 4:00 p.m. on Sunday of the scheduled week, or provide a substitute with the written approval of a Board Member.

B. Each Team must provide help for the ATA shoots. If a team chooses, they can work one day of an ATA shoot with four people and be relieved of all work weeks if not teams will be drawn to fill those dates, all drawn teams will provide two people for the day and will be still be required to work during regular weeks if drawn.

C. If a team does not have workers present; each member of that team will receive a 0 for that week for the team score. The actual score shot will still count for individual totals for the year.

D. Workers may request temporary help, with permission of the supervising Board member, to allow them to shoot their league rounds while on work assignment.

E. If the supervising Board member assigned for the work week is a member of one of the assigned teams, he will be counted as one of the team members.

RULES FOR THE TEAM CHAMPIONSHIP SHOOT

A FLIGHT

A. If two leagues are established, the top four teams in each league will be eligible to shoot in the A Flight for the Championship.

B. Two League Teams will be paired as follows: Team #1 against Team # 4, and Team # 2 against team # 3 in the same league. If there is only one league, then the top eight teams will shoot with Team # 1 against Team # 8, Team # 2 against Team # 7, Team # 3 against Team # 6, and Team # 4 against team # 5. Teams will shoot 50 rounds on two fields, 25 on each field.

C. The losing team from each pairing will be eliminated until the champion is established.

D. If there are three or more leagues, the top four teams in each league will be eligible to shoot. The top four teams from each league will be reduced to the top two in each league through a round of 50 targets. The top two from each league will then shoot 50 targets after which the winning team from each league will shoot an additional 50 targets to determine the team championship placement.

E. Teams will consist of 5 members. A new team member can not be added to the team roster. A team is allowed one substitute who is a member of the club and has an established average at Weston trap equal to or less than the person they are substituting for. A sub may belong to another nonparticipating team in “A” flight or “ B “ flight.

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F. Handicap and average used for the event will be the handicap and average each shooter has after the last night of league shooting. The maximum handicap score will be 23.9.

G. Trophies will be awarded to 1st and 2nd place teams.

H. If two teams are tied going into the championship shoot, the first 50 targets shot will break the tie. Brackets will be set and the first 50 score will count as first score of the championship shoot.

B FLIGHT

A. Any team not in the championship pairs can shoot for trophies in a separate bracket.

B. Teams will be paired and shoot 50 rounds, 25 rounds on each of 2 fields. Losers of each pairing will be eliminated until the winner is established. Pairing will be done by drawing.

C. Trophies will be awarded to the 1st place team and 2nd place team if 6 or more teams participate.

D. B Flight teams may consist of 2 substitute members from other teams of equal or less average.

E. If one of the teams that qualified for the championship bracket (A Flight) cannot shoot or doesn't show up, that slot and seed will be made available to the team shooting in the consolation bracket (B Flight) with the best league record, so long as that team meets the other requirements for the shoot (A Flight). If two teams have the same record, the team with the highest number of targets for the year would get this spot. The option to move up will be up to the team and if they prefer not to, the spot would become available to the next highest team.

All team championship targets are free of charge.

RULES FOR SPECIAL EVENTS

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A. Memorial Fun Shoot

1. There will be no charge for targets.

2. Shoot will consist of game style shooting to be determined by the board and committee designees.

3. Sign-up time will be no later than 11:00 a.m. shooting will start at 11:30 a.m.

B. Merchandise shoots, fun shoots, and work party shoots can be scheduled and conducted at the discretion of the Board of Directors.

REVIEWED AND APPROVED BY THE
BOARD OF DIRECTORS AND MEMBERSHIP
AT THE WESTON TRAP CLUB
February 2nd, 2010
MEMBERSHIP MEETING