

**TOM LOWE SHOOTING GROUNDS
TUESDAY NIGHT SKEET & TRAP LEAGUE RULES**

1. The league shall be conducted on a combination basis, with each team shooting an equal number of rounds in both trap and skeet. Competition shall be on a head to head basis, with no allowance given to participants using shotguns of smaller gauge than 12 in either event. If a subgauge gun is used in either event, no gun larger than that may be used for the rest of the league in that event except in the event of a gun failure or malfunction. All Trap will be shot from the 16 yard line.
2. Management of the league shall be vested in the Board of Directors, consisting of the League Officers (President, Vice President and Secretary) elected at the Organizational Meeting at the start of each League Season. The Team Captains are appointed at this same meeting. Decisions requiring special dispensation (weather cancellations, etc.) will be determined by a meeting of the League Officers and the Team Captains.
3. Fees: Fees will be established at the Organizational Meeting at the start of each League Season. Said fees provide for the Prizes and the League Banquet given on the last night of competition each Season.
4. The League agrees to compensate the League Officers by exempting them from League Fees for the Season that they are elected to serve.
5. The League duration will be eleven weeks for all seasons, with a Fun Shoot night on week six. The Fun Shoot game will be voted on by the members at the Quarterly Organizational Meeting.
6. Prizes: The members of each of the top three teams shall receive a prize in recognition of this achievement.
 - a. Additional prizes may also be given, such as High Overall Score, High Trap Score, High Skeet Score, High Junior, High Ladies, Fun Shoot Champion, and Most Improved.
 - b. Concurrent awards, such as Junior and Ladies, will be awarded if a minimum of three (3) shooters are in that concurrent category at the beginning of the league.
 - c. A shooter will only be eligible to win one individual high score award.
 - d. A shooter will only be eligible to win one current award
7. The first night of league shooting will be conducted on a scratch basis. Each member of the team will be handicapped 70 percent of the difference between his average and 24 (cumulative score) for the remainder of the meet. The handicapped team score will be determined by adding each member's handicap to the total score per round shot that night. No individual's aggregate (handicapped) score may exceed 24 for any given round.

8. Three points are available to be won by any team on a given night. Two teams compete against each other in a head to head competition for these points. The handicapped team score for the first game shot is worth one point, the handicapped team score for the second game shot is worth one point, and the highest total number of birds broken (no handicap applied) is worth one point. The teams shooting against each other have these values compared, and the three points are awarded based on these results. If there is a tie in any of these three competitions, the winner will be determined by team long-run from the front. If the tie is still not broken, long run from the back will be used. Ties for Fun Shoot HOA will be determined by a shoot-off.
9. Shooters are responsible for verifying their scores are recorded correctly. Any errors must be reported to the League Secretary by the end of shooting on the Tuesday after the match during which the problem occurred. The scores are posted on the website weekly for easy review before the next week's competition.
10. Teams are ranked in order of most number of games won. In the event of a tie, the team with the most number of birds broken (no handicap applied) wins the position.
11. Bank Scores
Each shooter is allowed to shoot Bank Scores that can be used in the event of an absence. The following are the regulations regarding Bank Scores.
 - a. A Bank Score must have the shooter's name clearly marked and must have the date it was shot clearly marked. The score sheet shall have the signature of the puller and two signatures of the T.L.S.G. shop employee. The score sheet is to be signed out by the desk employee, the two rounds of skeet (or trap) are to be shot, the puller is to sign the sheet attesting that the score is accurate, and then the score sheet is to be turned into the desk employee, who is to sign the sheet again. The completed score sheet is to be placed in the score sheet box located near the league bulletin board. Score sheets that fail to meet the requirements set forth in this description will be discarded and considered invalid.
 - b. A total of three Bank Scores are allowed. The Bank Scores may consist of one skeet, one trap, and a "floater". This will allow the shooter to use two Bank Scores for one game, and one Bank Score for the other. The shooter may have two trap and two skeet banks in the books at any one time, but only three of them may be used.
 - c. A shooter may shoot as many Bank Scores as he desires, but only the most recent (by date) shall be used in the event of an absence.
 - d. Once the allotted number of Bank Scores has been used by a shooter, no further consideration will be given to subsequent Bank Scores turned in.
 - e. The Bank Score must be completed **prior** to the start of the league competition of the day that is missed.
 - f. No Bank Scores are permitted to retroactively correct an absence. No "Shoot-Behinds" are permitted.
 - g. Bank Scores may not be used for Fun Shoots since this score does not affect the overall team score.

12. Absences

- a. A shooter who absent and has a valid Bank Score will have this Bank Score used for his shooting result that evening. This will reduce the number of available Bank Scores for said shooter as described in section 10.
- b. A shooter who is absent without a valid Bank Score will be scored as his current average (skeet or trap as appropriate) minus 2 birds plus handicap.
- c. A shooter who is absent on the very first night of competition (first skeet game and/or first trap game) will be scored as his team average minus 2 birds.
- d. If a shooter drops out before completing their initial skeet and traps games to establish a handicap, they will be replaced by a ghost shooter or a shooter on the league waiting list. Any scores recorded by the original shooter will stand. If a person is added off the waiting list, they will be allowed to "shoot behind" to make up any scores missed by the original shooter.

13. The team roster shall not exceed five players per team.

14. A team that does not have a full complement of shooters due to an incomplete League Roster will be given a Ghost Shooter for score keeping purposes. The purpose of the Ghost Shooter is to provide that every team will have a complement of shooters consistent with all other League teams. The Ghost Shooter shall be scored as the team average for a given evening plus handicap. The same handicap rules apply for the Ghost Shooter as would apply to any other team member.

15. Competing teams must shoot on the same field and with their own teams. This is to ensure that both teams will have the same target presentations with no variance due to machine settings, field conditions, etc.

16. Before shooting starts on each field, both teams will have a chance to see show birds from the traps. This is to ensure that the traps are set correctly. If a majority of shooters on a field believe the machines are set incorrectly, they should contact a league officer or TLSG employee **before** starting competition. Once the first bird is broken, the machines can not be reset except in the case of a mechanical failure.

17. In the event that a shooter cannot complete the Season due to a verifiable medical condition the shooter will be replaced on the team roster by a Ghost Shooter for the remainder of the Season. Work conflicts, moving, etc. do not qualify for this provision.

18. Team standings, individual averages and handicaps shall be posted each week prior to match time. Scores will also be posted on the League website no later than the Thursday following the match. The League website is <http://league.claytalk.com>.

19. All team members must pay for targets and League Fees. Said League Fees must be paid in full prior to the start of shooting on the third night of competition. Any shooter who has not paid their League Fees by the start of shooting on the third night will be scored at their average minus 2 birds plus handicap until the League Fees are paid in full. This penalty is non-reversible.

20. Referees: Tom Lowe Shooting Ground employees serving as pullers shall act as referees during all competitions. If a TLSSG employee is not available for a field, the opposing team captain (or volunteer) will act as puller/referee and note their name on the score sheet.
21. The shooting schedule for the League will be established randomly, with the exception of the last night of skeet shooting and the last night of trap shooting, which are designated as Position Nights. During a Position Night, first place shoots against second place; third place competes against fourth place, etc.
22. Every effort will be made to ensure that all teams shoot in the first tier (shooting first) and the second tier (shooting second) an equal number of times.
23. Cancellation: In the event of competition cancellation (weather, T.L.S.G. management decisions, etc.) all shooters will be scored with a Bank Score if available; if no Bank Score is available, the score for the evening will be the shooter's average. If a Bank Score is used for the event of cancellation it will not go against the allotted number of Bank Scores established in Section 10.
24. Final Authority: For matters not covered by these bylaws or ATA/NSSA Rules, the League Board of Directors will have final authority. League members are encouraged to offer suggestions or ideas to the Board for changes and improvements to these rules. The decision to pursue any changes shall rest with the Board. The Board may poll team captains for their opinions on an issue before making a final decision.
25. Rule Revisions: These rules are effective starting December 9, 2003. Any changes to the above rules will be made effective at the start of the next league season. No rule changes will be made during a league in progress.
26. **Most importantly: Be safe and have fun!**