

# 2023 Summer Trap League Rules and Regulations

**All league shooters are required to be club members prior to the league starting.**

- League Dates
  - Captains meeting April 12 at 7:00 PM
  - Practice Dates: April 20, 2023, through May 11, 2023. 6-8 PM each Thursday
    - Use your own Long Range cards for practice rounds.
  - League Dates: May 18, 2023, through August 17, 2023
    - 14 weeks
  - Banquet/Fun Night: August 24, 2023
    - Annie Oakley starting at 6:00
    - Dinner at 7:30
  - No rainouts (except lightning)
    - The club will be open to shoot each Thursday night during league dates.
- Times
  - League shooting hours 6pm-9:30pm
  - Trap field lights need to be turned off by 10pm
  - Please be at least 15 minutes early!
- Fees
  - League dues are \$125 per adult shooter or \$100 per youth shooter and need to be paid in full prior to shooting your first league score.
  - Team captains are responsible for getting all league fees to the league chairman. We encourage all teams to write one check to cover their entire team.

## **New for 2023**

- Online scoring
  - Optional (we still plan on posting the scores on the bulletin board)
  - Check your team's scores online. 2022 scores are already online.
  - <https://trap.madtownshooters.org>
- New scorecards with shooter names!
- Shooter numbers are improved. Team number + station number.
  - If you're on team 20 and you start on station 2, your number is 202.
- Free play will be used for all league shooting (except practice nights)
- Long Range cards required for practice nights (or a generous friend with a card)
- Divisions set up at the end of league shooting instead of after 3 weeks.
- Fun night Annie Oakley is back!
- All teams shoot from the 20-yard line minimum for the 2<sup>nd</sup> round.
- OK to shoot extra rounds with your team after you've shot 12 rounds.
  - Please pay cash at the bar and allow people to make up rounds.
- Your two lowest scores will be dropped.
- 25-minute time limit!

## Team Information and Responsibilities

- Squads consist of 5 shooters.
- Please show up at least 15 minutes before your team shoots!
- Your squad's shooting order will be the order in which the names are written on the sign-up sheet.
- Each Squad is responsible to score for the squad shooting next. After scoring, the same squad is also responsible to load the trap house (minimum 2 members from each team).
- 6:30 squads will setup their trap field, and score for the 6 PM and 7 PM squads.
- 8:30 squads will fill the trap house and lock it up after the 9:00 squad is done.
- 9:00 squads will be responsible for take down, cleanup, and locking the houses at the end of the night.
- Please break down the clay boxes before putting them in the dumpster.
- 25 minute time limit:
  - Please finish shooting by 25 minutes after your scheduled start time.
  - If you start at 6:30, finish by 6:55, so the next squad can start on time.
- Bring your team's score sheet to the clubhouse after your round is finished.

## Rules

- All league scores will be shot on league night during league hours.
- There are 14 league nights.
  - Up to 12 scores will be entered.
  - Minimum of 10 scores must be shot to count with your team.
  - Lowest 2 scores will be dropped if you've shot all 12 scores. 1 dropped for 11, 0 dropped for 10.
- All scores will be entered as they are shot. Example: If you miss week 3, then your next score entered will be on week 3.
- All scores need to be added up and legible on the score sheet.
- Each Squad can adjust the height of the trap prior to shooting. After your squad has started shooting there will be no additional adjustments made.
  - Do not adjust the limit switches or anything else.
- All teams will shoot their first round from the 16-yard line. The second-round handicap yardage will be based on your team's total score and number of shooters (the chart is at the bottom of each score sheet).
  - NEW: All teams will shoot the 2<sup>nd</sup> round from the 20-yard line at a minimum
- There is no practice/free shooting allowed if you have under 12 scores. If you shoot at other times during league night your score will be input and count towards your 12 total scores.
  - When you have all 12 scores that are needed for league, you can continue to shoot with your team. Pay cash for your extra rounds at the current trap/skeet rate. (\$10 for 50 targets)

## **Awards**

- Awards banquet will be held on August 24th starting at 6pm.
- Awards will be given to 1st place team of each division.
  - There will be 4 divisions.
  - Divisions will be set up at the end of the season based on team averages.
  - Any shooter with less than 10 scores will not be included in the team average or receive an award.
- Awards will be given to the top shooter in each division.
- 1st place team in the top division will have their team put on "Joe's plaque."
- Top 5 over-all shooters will be added to the All Club plaque.

## **Trap Committee Responsibilities (2 people per night)**

- Setup
  - Open the bar (cash drawer and unlock cooler)
  - Put Score sheets out.
  - Set the readers to Free Play mode.
  - Check that traps are open.
  - Turn the lights on.
- Scoring
  - Enter scores.
  - Print scores for the week.
- Take down
  - Take the readers out of Free Play mode
  - Look for trash and make sure the houses are locked up.
  - Turn off the lights by 10:00
  - Close the bar at 10:30 (or hand off)
    - Cash drawer in safe.
    - Cooler and shell cabinets locked.
    - Make sure trash and recycling is taken out.

## **Setup (6:30 squads)**

- Please have at least 2 of your team members arrive early to have setup complete by 5:45.
- Open the trap house and turn on the machine (use rifle range combination).
- Put out the speakers, pickle, and scoring table.
- The squad on Field 2 should empty the shells bin in the dumpster by the shed.
- Make sure the card reader for your field has been set to free play mode.

### **Take Down (8:30 and 9:00 squads)**

- 8:30 squad will fill the trap house and close it up afterward.
- 9:00 squad will put away the speakers and lock up the skeet houses.
- Both squads should pick up any trash (shells, shell boxes, cans, etc.) on the trap field and picnic tables.
- The squad on Field 2 should empty the shell barrel in the dumpster by the shed.
- The squad on field 1 should empty the trash and recycling bins that are inside the clubhouse.

### **Trap Committee Members:**

- Dan Ripp
- Kevin Kettner
- Corey Rowin
- Pete Seybold
- Shawn Smith
- Chad Oistad
- Chris Wheeler
- Bob Plankers

If you are interested in joining the trap committee, please contact any current member.

### **Questions?**

Contact a committee member or email: [scctrapskeet@gmail.com](mailto:scctrapskeet@gmail.com)

# SCC Summer Trap Team Sign-up Form

The cost per shooter is \$125. Please write one check for \$625 for the team, if possible. Checks payable to Stoughton Conservation Club. In the memo, please write Trap and your team number or captain's name.

We will try to accommodate team number requests. Preference will be given to previously established teams. If your team is new, please write "New". If you don't care what your team number is, please leave that blank.

Shooting order will be the order written on this card. Please mark who will be the team captain.

Team Number:

Shooters:

First and Last Name	Phone Number	Email Address	Captain

**Email any questions to: [scctrapskeet@gmail.com](mailto:scctrapskeet@gmail.com)**