

# **LOCKHEED MARTIN TRAP AND SKEET CLUB RULES**

## **I. Terminology, Definitions, and General Rules:**

**A. Club:** The Lockheed Martin Trap and Skeet Club (LMTSC), and the members thereof

**B. Range:** South St. Paul Rod and Gun Club.

**C. League:** The LMTSC has two leagues: Trap League and Skeet League.

**D. Division:** Each LMTSC league has at least one, and usually two or more Divisions. Divisions are generally grouped into teams with similar Team averages. Division names are assigned by letter, in alphabetic order, with the highest Team average Division being "A" Division, the next highest being "B" Division, etc.

**E.** Except where explicitly specified otherwise, the word "League" applies to both the Trap League and the Skeet League, and the word "Division" applies to Divisions in both the Trap league and the Skeet league.

**F.** Except where explicitly specified otherwise in LMT&SC rules, all trap competition will be in accordance with current Amateur Trap Association (ATA) rules.

**G.** Except where explicitly specified otherwise in LMT&SC rules, all skeet competition will be in accordance with current National Skeet Shooters Association (NSSA) rules.

**H.** The LMT&SC Executive Committee may cancel or postpone a shoot. Generally this is ONLY done when the range is not allowing rounds to be shot due to conditions potentially hazardous to the shooter (e.g. lightning, tornadoes). Cancellation must be called prior to 6:00pm the day of the shoot. No scores shot \*FOR\* the day of a cancelled or postponed shoot will count. This means shoot-ahead scores shot on the day of a cancelled shoot \*DO\* count, but Shoot-ahead scores shot \*FOR\* a cancelled day do not count.

## **II. League Structure**

**A.** The league season will generally consist of 20-22 weeks of shooting; the first two weeks being open shooting, then 16-18 weeks of competition (eg: might not shoot on the first Tuesday of July), and two weeks of shoot-offs. Established shooters may shoot practice rounds during open shooting; new members should use open shooting for league introduction and qualification rounds. League competition shooting will start approximately mid-April or as the Executive Officer directs.

**B.** All team members must be members of LMT&SC and of the range. See Constitution and Bylaws for more membership rules. Each team will be limited to a maximum of ten (10) members.

**C. A shooter may compete on more than one team, but not on two teams in the same division. If both teams end up in the same division after averaging, the shooter must choose which team he will shoot with. Also, before he shoots any official rounds, he must inform both team captains and the League Exec of which team he would shoot with in the event both teams end up in the League Championship.**

**D. Approval of the Executive Committee is required to add an established shooter to a team after the first two weeks of regular season shooting. Approval of the Executive Committee is required to add a new shooter to a team after the first four weeks of regular season shooting.**

**E. Team averages will be computed as early as possible once rosters are submitted. The listed average will simply be the average of all established shooters who are on the team, divided by the number of established shooters on the team.**

- 1. Established shooters are members who shot 4 or more officially scored rounds the previous season, OR (if they didn't shoot enough rounds the previous season) from the season before that. If neither season has enough rounds, they're considered new shooters.**
- 2. The first two weeks of open shooting do not affect the handicap, average, or Top Gun score of established shooters.**

**F. Number of divisions in a league will depend on the number of teams in the league. Divisions will be set up with 4-7 teams per Division. All divisions will be handicapped identically. All teams will be ranked in highest to lowest team average order, with top teams in the top Division, and the bottom teams in the bottom Division, with approximately equal number of teams in each Division. There is one exception to this Division assignment:**

- 1. If a team has a majority of the members returning from the year before, and that team won a lower Division championship, they will be placed in the next higher Division the following year.**

**G. A trap team may choose to shoot at any of the yardage marks (16 - 27) for a given season. All members of the team must shoot at that distance for the entire year, including qual rounds and shoot-offs. If a trap team chooses to shoot at more than 16 yards, they must indicate the yardage they will shoot at when they submit the team roster.**

### **III. Individual Handicaps**

**A. Establishing a Handicap at the Start of the season:**

1. Established shooters (see II.E.1) will be assigned a 'starting average' equal to the higher of their first half or second half average of the previous season. That average will be used to calculate their beginning handicap for the new season. If a shooter competed in more than one division in a given league the previous year, the higher average will be carried over to all divisions in that league the next year.

*a) If a shooter had less than 4 rounds shot in the first half, the first 4 rounds he shot during the regular season will be used as his 'first half' average (ie: one or more of his second half rounds will be used computing his 'first half' average).*

*b) If a shooter has less than 4 rounds shot in the second half, the last 4 rounds he shot during the regular season will be used as his 'second half' average (ie: one or more of his first half rounds will be used computing his 'second half' average).*

2. A new shooter's (see II.E.1) 'starting average' is the average of two qualification rounds.

*a) A member of the Executive Committee must be on site when Qualification rounds are shot. Shooter gives the properly marked qualification rounds to the Committee member at the range.*

*b) The second qualification round must be shot at least one day prior to shooting any official rounds. Both qualification rounds can be shot on the same day.*

*c) Qualification rounds may be shot as late as the 4<sup>th</sup> week of the Regular season. After that time, the shooter's team captain must get special permission from the Exec Committee.*

*d) If an official round is shot without 2 prior qualification rounds, the official round will count as both a qualification round and an official round, but the official round will be assigned a handicap of zero.*

*e) If a new shooter turns in more than two qualification scores, the highest two will be averaged.*

## **B. Handicap During the Regular Season:**

1. A shooter's handicap is calculated on a scratch basis of 23 minus the average of his last four rounds. The maximum score, with handicap, will be 24.0. Hundredths of birds will be carried in the handicap with round-off of the thousandths of a bird.

2. Prior to a shooter having shot 4 official rounds, 'starting average' is used in the following manner for Handicap Calculation:

*a) Handicap after Zero official rounds =  $23 - (4 \times \text{STARTING AVG})/4$*

*b) Handicap after One official round =  $23 - (3 \times \text{STARTING AVG} + 1 \text{ Score})/4$*

*c) Handicap after Two official rounds =  $23 - (2 \times \text{STARTING AVG} + 2 \text{ Scores})/4$*

*d) Handicap after Three official rounds =  $23 - (\text{STARTING AVG} + 3 \text{ Scores})/4$*

3. Handicap after Four or more official rounds =  $23 - (4 \text{ most recent scores})/4$

### **C. Handicap for Post Season Shoot-Offs**

1. Shoot-off average is set the same basic way as 'Starting Average' is set for an established shooter (see rule A.1). The only difference being that the current season scores are used (instead of 'previous season'). Handicap rules are identical to regular season, except the shoot-off average is used instead of last 4 rounds average.

## **IV. Regular Season Competition**

**A. A shooting schedule shall be drawn up and approved by the Executive Committee at least one week prior to the start of scheduled competition.**

**B. "Blind" score: if a team does not have the minimum number of members shooting in a given week, one or more 'blind' scores might be assigned. A blind scores 15 and has a zero handicap.**

**C. All Trap team members may shoot one official round each week.**

1. Each team must have a minimum of five (5) rounds scored each week.
2. A team with only four member rounds is assigned one blind. Less than 4 member rounds is assigned two blinds. If necessary, additional zero rounds are assigned to make 5 rounds.
3. Each team's weekly score is calculated by multiplying the average of all its rounds that week (member rounds (including handicap) plus any blinds and zeros) by five (5).

**D. All Skeet team members may shoot one official round each week.**

1. Each team must have a minimum of four (4) rounds scored each week.
2. A team with only three (3) member rounds is assigned one blind. If necessary, additional zero rounds are assigned to make 4 rounds.
3. Each team's weekly score is calculated by multiplying the average of all its rounds that week (member rounds (including handicap) plus any blinds and zeros) by four (4).

**E. Weekly team points are awarded in each Division by comparing weekly team scores. One (1) team point is awarded for \*each\* lower team score, and one-half (1/2) point for a tie. Example: The team with the weekly high team score in a four team division receives 3 points and the team with the lowest weekly team score gets zero (0) points.**

**F. Season will be split into two halves, with a winner in each division after each half. Divisions are ranked highest to lowest total weekly team points awarded for the half.**

**G. Divisional half season ties will be broken using the following rules in this order:**

1. If one half is tied and the other half is not tied, the tied half is broken in this order:
  - a) *If one of the tied teams wins/won the other half outright, they lose the tiebreaker.*

***b) The team with the higher total team score (see rule IV.C.3 and IV.D.3) for the tied half wins the tiebreaker.***

***(1) If team score is tied for a first half tie, the higher team score the first week of the 2nd half wins. If that is tied, keep going to the following week till broken.***

***(2) If team score is tied for a second half tie, the higher Team score the last week of the 1st half wins. If that is tied, keep going to previous weeks till broken.***

***(3) If still tied, teams will shoot a 25 bird post-season shoot-off to break the tie.***

**2. If both halves are tied, the following rules are used in this order to break the ties:**

***a) If the same two teams are tied for both halves, they each win one half***

***b) If one team is in both ties, they win one half. The 'other' tied team in each half will compare total Team scores for the whole Season, with the higher total score winning the tiebreaker. If that is tied, they will shoot a 25 bird post-season shoot-off to break the tie.***

***c) Both tied half's are broken using the same method as listed in rule IV.G.1.b).1.b)***

**H. Substitutes are NOT allowed! Only team members may shoot for a team.**

**I. All shooters must be paid members before their first competition or their score becomes a blind!**

**J. Members may 'shoot ahead' two weeks in advance. The week the score is to apply must be indicated on the score sheet.**

**K. Members may not 'shoot behind'. Once a round is over, it's over. No make-up shoots.**

**L. All score sheets must be marked "Score" or "Practice", must include the team number, must be dated, and each round must show the shooters name with enough detail so the League Exec can determine who shot the round. The round must be scored by someone not on the same team as the shooter(s).**

**M. All official trap and skeet scores for LMT&SC team competition must be recorded on the official LMT&SC Skeet and LMT&SC Trap score sheets (which are provided in the LMT&SC Binders located in the SSPR&GC club house)**

**N. No practice rounds may be recorded on the official LMT&SC Skeet and LMT&SC Trap score sheet. All scores recorded on these score sheets will be treated as official scores and will used in the calculation of the team score.**

## **V. Shoot-Offs**

**A. Structure:**

- 1. There will be a 50 bird Division Championship shoot-off between the First and Second Half winners within each division.**
- 2. There will be a 50 bird League championship shoot-off among all Division Champions. The team with the highest score is the League Overall champion.**
- 3. Each 50 bird shoot-off shall consist of two 25 bird rounds, with the competing teams switching fields between rounds. If more than 2 teams are shooting off, the teams will 'shift right' (facing the fields as a spectator) with rightmost team shifting to the leftmost field.**
- 4. A 25 bird shoot-off will be shot by the tied teams if there is a shoot-off tie.**
- 5. All shoot-offs will be supervised by the Executive Officer or his appointed representative.**
- 6. Shoot-off scores are not used in YTD average, handicap, or Top Gun calculations.**

#### **B. Schedule:**

- 1. Division Championship Shoot-offs will be held the week after the Regular Season, and League Championship shoot-offs the week after that.**
- 2. Unless agreed to by the Team Captain of ALL teams involved in a given shoot-off, AND approved by the Executive Committee, all teams involved in a given shoot-off must shoot at the same time on the same day.**
- 3. Unless an alternate schedule is agreed to by the Team Captain of ALL teams involved in a given shoot-off, AND approved by the Executive Committee, the shoot-off date for the Division Championship will be exactly one week after the last regular season shoot date, and the League Championship shoot-off will be exactly one week after that. The Exec Committee will not usually approve an alternate schedule which delays a shoot-off more than 4 days.**

#### **C. Team Composition for Trap Shoot-offs:**

- 1. Each 25 bird round will be shot by no more than 5 team members. If there are less than 5 shooters for a round, one blind score will be used in place of one missing shooter. Only team members with at least 4 official regular season rounds shot will be allowed to shoot during shoot-offs.**
- 2. Each team captain is allowed to select any 5 eligible team members for each round. ie: the same 5 members can shoot both rounds, or 5 completely different members could shoot the 2nd round, or any other mix the captain chooses.**

#### **D. Team Composition for Skeet Shoot-offs:**

- 1. Each 25 bird round will be shot by no more than 4 team members. If there are less than 4 shooters, one blind score will be used in place of one missing shooter. Only team members with at least 4 official regular season rounds shot will be allowed to shoot during shoot-offs.**
- 2. Each team captain is allowed to select any 4 eligible team members for each round. ie: the same 4 members can shoot both rounds, or 4 completely different members could shoot the 2nd round, or any other mix the captain chooses.**

## **VI. Awards**

### **A. Team Awards**

- 1. Awards will be given to each eligible member of a division championship team. Award value will often be slightly higher for the team that won the League Championship.**
- 2. A team member must have shot a minimum of 4 scoring rounds to be eligible for a Team Award.**

### **B. Top Gun Award**

- 1. A Top Gun award will be given to the individual in a given Division with the highest scratch average at the end of the regular season. Only official regular season scores are used when determining Top Gun (ie: no Qualification scores, practice rounds, or shoot-offs).**
- 2. To be eligible for a Top Gun award in a given Division, a shooter must have shot a minimum of ten regular season rounds in that division during the year.**
- 3. A 50 bird shoot-off will be used to break Top Gun ties.**

### **C. NRA Qualification Awards**

- 1. NRA Awards will be given to shooters meeting the following qualifications:**
  - a) Marksman: Five scores of 20 or better***
  - b) Sharpshooter: Ten scores of 21 or better***
  - c) Expert: Fifteen scores of 23 or better***
  - d) Distinguished Expert: Twenty scores of 24 or better with at least three 25s.***
- 2. Since regular season, shoot-off, and practice rounds count toward these awards, you can turn in your practice scores if you want them counted. Scores will accumulate from year to year. Skeet and trap scores are combined for NRA awards.**