

Grand Prairie Gun Club

Thursday Evening Skeet League Rules

Spring League, 2009

The purpose of this short list of rules is to ensure that we are all operating on the same page, so to speak. This will minimize the chance of any problems or misunderstandings taking place.

- **League:** The League with nine teams will run from 26 March until 11 June. Schedule is determined by the number of teams. The last week will be a mini-single elimination tournament. The leading 5 teams will compete for overall "Championship" and "Runner Up"; teams 6 – 9 will compete for "Consolation". The brackets will be drawn as shown on pages 3 and the winner of each match will continue. All scores including the tournament will be handicapped and handicaps are computed as a percent of the difference between the individual's average score and 25.
- **Handicaps:** Handicap calculations will be based on your average. Class will be established for each shooter and will be adjusted after every 150 targets. A shooter with an average of 21.37 or lower will be classed as an "E" class shooter and will get 80 percent of the difference between his/her average and 25. A shooter with an average of 24.63 or higher will be classed as "AAA" and will receive 2.5 percent of the difference between his/her score and 25. Classes are based on the following averages:

AAA - 24.63 and higher (2.5%)	B - 23.38 - 23.99 (50%)	E - 21.37 and lower (80%)
AA-24.38-24.62 (5%)	C - 22.50-23.37 (70%)	
A-24.00-24.37 (10%)	D - 21.38-22.49 (75%)	

- **Teams:** Teams will be built based on names submitted to Robert Nicholas "Nicholas.Robert@sbcglobal.net". Telephone should be the last resort if at all possible (Cell: 214-325-9653). Please provide first and last name along with the name of the Team Captain and the shooting order (line-up) you desire. New team members, to fill vacancies, will be accommodated even after the League has started. We will accommodate a maximum of 10 teams this time around, and team members are not required to belong to the Grand Prairie Gun Club to participate in the League.
- **Team Captains:** Each team will have a Team Captain. It is the Team Captain's responsibility to collect league fees and to return the completed score sheet(s) to the Club House immediately after shooting has been completed. Score sheets will be prepared by League management in advance.
- **Fees:** Fees are \$90.00 per person for League entry. An optional \$5.00 pot for High Overall and an optional \$5,00 pot for Most Straights (true straights, does not include handicapped) can be entered when paying the initial League fee. Individuals will be eligible to win one of the two pots, not both (in order to ensure that the wealth is "spread" a bit). Straights banked the first week and used will not count towards straights (The straight has to be shot) **IMPORTANT: All league fees must be collected by "close of business" on 2- April.. Anyone not paid up by then will incur a 2 target per round penalty for any subsequent rounds shot.** Anyone not paid up by 9-April. will be dropped from the League. These measures are to ensure timely collection of fees and to simplify life for League management and the Club Treasurer; please pay on time - we really don't want to penalize anyone.
- **Start time:** The official start time is 6:00pm. The first flight **MUST** start shooting no later than 6:15pm; you may start earlier if you like, if there is a scorekeeper from the other team present and willing to score. If the team scheduled to shoot first has not started by 6:15pm, then the team scheduled for the second flight, may elect to take the field and shoot their two rounds. Please coordinate with the other team captain if you are running late or wish to shoot earlier.
- **Score keeping:** Each team will provide a score keeper for the team they are scheduled to compete against that night. One

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member of the team scheduled to shoot second must be present when the first team takes the field in order to keep score. Similarly, a member of the team that shot first must remain to keep score for the team that shoots second. It is recommended that Score Keepers call "dead" or "lost" for hit or missed target

- **Banks:** A total of three Banks (6 skeet rounds) per shooter are allowed during the league. The first bank will be derived from your first night's shooting. The first night's score become the score for your first bank. Any additional banks, 2nd or 3rd must be shot on a League night (Thursday afternoon or evening), scored, signed and dated by a GPGC member not on your team, prior to need. Blank Score Sheets are kept in the GPGC office in a folder marked "Skeet League". Place the signed score sheet back into the Skeet League folder. Be sure to pay your \$3.50 per round to the GPGC or the bank will not be recorded.

Any shooter who does not shoot on League Night and does not have a bank in place will have their current average used **minus 2** birds (! Bird per round) for that night's shooting. It's in your team's best interest for you to have at least one bank ready in the event that you are unable to shoot on a league night. No "makeup" scores shot after the scheduled evening will be allowed, except the first night of shooting. League members who miss the first night can make up that score on the second week.

Note: banks must be used in the order they are shot. Banks are permitted for end-of-league ties if the shooter is out of town or is otherwise unable to shoot. If, due to an extreme hardship additional banks (more than 3) are required, a request can be presented to League Management for approval.

- **Team responsibilities:** The first team scheduled to shoot will open the houses and ensure the traps are full of targets (please top off if you have practiced before League shooting begins). The second team to shoot will fill the traps, **REMOVE ALL EMPTY BOXES**, and secure the houses after shooting has concluded. All shooters: **PLEASE BE SURE TO PICK UP YOUR HULLS** before you leave for the evening. Specifically, each team should pick up their hulls immediately after they finish their second round.
- **Dispute Resolution:** Any disputes not directly covered by the rules shall be brought to the League Management. The League management will select 3 or 5 captains from teams not associated with the dispute and have minimal interest in the outcome as a dispute resolution committee. The committee will hear all sides of the dispute and determine resolution. The resolution will be binding for all parties and will be considered a league rule for the remainder of the season.
- **Phantom Shooters and Team:** If a team has less than 5 members the league average will be substituted for any missing members. A shooter can be added to a team once the League has started, but no shooter can belong to more than one team. If the league consists of odd number of teams a phantom team will be added. The team shooting against the phantom team will keep their own score. Shooting against the phantom team is not a bye and each team will get wins or loses based on the score of the phantom team. The phantom team score will be 230 which is equivalent to each member on the phantom team shooting 1 bird less than their average each week.
- **Guest Shooters:** Non-league shooters are not allowed shoot during the league match.
- **Practice Rounds:** All practice rounds and banks must be paid for the night of the shoot.

League management is always open and receptive to ideas and input on how to improve the league; please share your thoughts with Don or Robert at any time.

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All shooters must use the same gauge gun in the tournament that was used during the league. If you use more than one gauge in the league you must use the smaller gauge gun in the tournament.

One skeet round of 25 for each team- High score advances

First place team has bye to round 3 and Refs first round

Ties- Shoot off – doubles from stations 3, 4 and 5 until one team is left.

1st team eliminated in round 1 refs round 2

