**Handicap League and Other Rules for 2020**

**The Lester Prairie Sportsmen’s Club number one priority is safety! All guns are to be carried with the action open and no ammunition present in the firearm. A loaded gun is only allowed prior to the shooters’ turn while on the trap line. Unless shooting doubles, only one shell may be allowed in a firearm. While on the firing line, your gun is always to be pointed down field and not directly pointed at the trap house. The use of alcohol and/or drugs by shooters prior to shooting is strongly discouraged. All shooters are to promptly notify our staff when any rules are violated to be corrected in a timely manner. No rifle, pistol or other shooting arms are allowed.**

1. Each team may have up to 8 shooters, all of whom become Club Members with the $40.00 team entry fee.
2. A complete roster of team shooters is turned in to the club at the start of the season on the team registration form.
3. All shooters must be on the team roster and no new shooters may start shooting on a team during the last three weeks of competition (barring injury, death, relocation, etc.).
4. The year-end league party allows for 6 free dinner tickets per team. 2 additional tickets may be purchased.
5. Shooters may shoot on a 2nd or more team(s), providing the teams are in the same or adjoining class.
6. All teams **MUST SHOOT EACH WEEK** or forfeit the current league week points.
7. A team (or individual shooter) may shoot ahead one week by moving back 1 yard. Shooting ahead for additional weeks will require an additional yard movement per week.
8. Reserve team scores are used as a placeholder for any one week of no posted score. The Reserve score is to be shot at the beginning yardage of the class, at the beginning of the season, and will be kept until used. The reserve score cannot be used for shoot-offs. The cost for the reserve score is the same as league shooting.
9. The handicap league does not allow for making up any shooting.
10. Classes. AA, A, B, C & D classes are determined on past shooting and are subject to change with new shooters on a given team. In addition to a team winning the first half of shooting, other teams can be moved up or down a class after the first two weeks of shooting. New teams will begin in Class C, unless ability dictates a different class. The winners of the first half will move up a class. The lowest team in each class may move down a class. The winners of each class, from each half, will shoot off for overall champion.
11. The handicap league begins on the following yard lines for each half. AA remains on same yardage from 1st half.

AA – 21 yard line, never closer than 21 yards and never behind 27 yards, moving 2 yards at a time A – 19 yard line, never closer than 16 yards and never behind 27 yards, moving 1 yard at a time B – 18 yard line, never closer than 16 yards and never behind 27 yards, moving 1 yard at a time C – 17 yard line, never closer than 16 yards and never behind 27 yards, moving 1 yard at a time D – 16 yard line, never closer than 16 yards and never behind 27 yards, moving 1 yard at a time

1. Scoring. You only compete with the teams that are in your class.
2. A team may shoot with 1 or 2 shooters missing and use a ‘Dummy Score’ as shown below.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Score Recorded** | **Score w/ 3 Shooters** | **Score w/ 4 Shooters** |  | **Score Recorded** | **Score w/ 3 Shooters** | **Score w/ 4 Shooters** |
| 96 - 100 | N/A | 20 |  | 51 - 55 | 20 | 11 |
| 91 - 95 | N/A | 19 |  | 46 - 50 | 18 | 10 |
| 86 - 90 | N/A | 18 |  | 41 - 45 | 16 | 9 |
| 81 - 85 | N/A | 17 |  | 36 - 40 | 14 | 8 |
| 76 - 80 | N/A | 16 |  | 31 - 35 | 12 | 7 |
| 71 - 75 | 28 | 15 |  | 26 - 30 | 10 | 6 |
| 66 - 70 | 26 | 14 |  | 21 - 25 | 8 | 5 |
| 61 - 65 | 24 | 13 |  | 16 - 20 | 6 | 4 |
| 56 - 60 | 22 | 12 |  | 11 - 15 | 4 | 3 |

1. Every team will start out with 0 points at the beginning of a half. A team will receive 1 point for each team it out-shoots each week and ½ point for a tie.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | **4 Teams** | **5 Teams** | **6 Teams** | **7 Teams** | **8 Teams** | **9 Teams** | **10 Teams** |
| Moving Back | 1 | 2 | 2 | 2 | 3 | 3 | 3 |
| Not Moving | 2 | 1 | 2 | 3 | 2 | 3 | 4 |
| Moving Forward | 1 | 2 | 2 | 2 | 3 | 3 | 3 |

1. Yardage Movement. All teams will be divided into three groups for each class. The top points (teams) will move back 1 yard. The middle points (teams) remain at the same yardage and the lowest points (teams) will move forward. Class AA will move up to 2 yards at a time. See table below.
2. Malfunctions. ATA (Amateur Trapshooting Association) rules will apply. Some of the notables are listed below.
3. A completely missed or dusted target is marked “LOST”.
4. A completely hit or target with a visible broken piece is “DEAD”.
5. Any individual scoring discrepancy must be changed before leaving a post. Any team scoring discrepancy must be changed before leaving the trap. Any uncorrected scores will remain unchanged after leaving the trap.
6. League Shoot-offs and trophies. The first half winner will shoot off against the second half winner in each class at the end of the season. Any ties will be decided by a shoot-off or coin flip. 5 trophies will be awarded for each placing.
7. If 4 teams are in a class, only the champion of the class will receive the trophies.
8. If 5-7 teams are in a class, the champion and runner-up will receive the trophies.
9. If 8 or more teams are in a class, the champion, runner-up and third place teams will receive a trophy.
10. Rain or other notifications. Check the group email or the LPSC Facebook page for announcements. All shooting is halted upon lightning. If less than half of the teams are unable to shoot due to weather, said teams can re-shoot at a later date but must keep the new score. If more than half the teams shoot, all scores will be kept.