

**Capital Region Trap League  
2024 Rules**

**CLASSES**

1. There will be seven (7) classes of shooters with the following breakdown.

AA	Average 23.5 to 25
A	Average 22 to 23.49
B	Average 20.5 to 21.99
C	Average 19 to 20.49
D	Average 18.99 and below
JR	Age 17 and under at the first league shoot date
SR	Age 65 and older at the first league shoot date
  
2. All NEW shooters will be classified after shooting two shoots. Previous shooters will be classified by last year's final average which includes dropping lowest score. The top shooter of each class will be moved to the class of their average.
3. Anyone who wants to go up a class or change to Juniors or Seniors may do so voluntarily as long as that person meets the requirements of that class. ***This decision must be made at the shooter's first shoot prior to shooting and noted when he/she signs up.***

**SAFETY**

1. No handguns will be allowed on the line at any time – **no exceptions**. Shooters are only allowed to load one (1) shell at a time. When changing stations, firearm must always be empty, action must be open at all times.
2. All shooters must wear eye and ear protection. Refusal to do so will result in removal from the line and a zero score will be awarded.
3. In case of severe weather, shooting can be held up to two (2) hours. The hosting club, along with its president (or representative), will decide as to the course of action to resume or reschedule the shoot. When shooting resumes (either same day or different date), it will continue from the previous full squad.
4. There will be **NO** alcohol consumption before shooting.
5. All actions are to be open unless on the line shooting.
6. Per NYS Law, all Junior shooters (anyone under age 18) must be at least 12 years of age. Juniors must be accompanied by a Parental Consent Slip and a guardian.
- 7.

**SCORER/CALLER**

1. Callers will announce all lost birds in a **\*LOUD\*** and **\*CLEAR\*** voice so all shooters on the line can hear. All disputed calls, pulls or scores shall be brought to the attention of the scorer/caller and will be ruled upon immediately. Scorer will announce all scores aloud after each set of five (5) birds.
  - a. The squad leader shall verify the shooters approval of their scores.
  - b. Scorer must remind the squad leader to verify scores immediately after the round is complete.
  - c. **NO scores will be adjusted after squad leader signs score sheet and/or the next squad has started shooting.**
2. The scorer or shooter has the right to challenge any target. After each round of 5, each shooter shall verify that his/her score is correct, and discrepancies settled.
3. A **scorer and caller** must be present before line starts and remain present for the entire line.
4. Scorers and callers must be experienced in scoring and pulling.

5. Club team scores shall be compiled by using the club's five (5) highest scores (including Juniors and Seniors) and adding same together. All shooters must shoot fifty (50) consecutive birds. If a team is short up to two shooters, the team will take the lowest score of the day minus two birds. If a team is short more than two shooters, a zero will be given for each score after that.
6. All birds broken by the machine while being thrown will be thrown over. If the shooter has fired at the bird, the hit or miss will not count toward the team score.
7. No advance or make-up shooting at the host club will be permitted. A shooter must sign up in person. If a shooter signs up, then leaves or is not present when his/her squad shoots, he/she must shoot on the last squad.
8. In case of a trap breakdown, one-half hour (30 minutes) will be allowed to get the machine back online. If 30 minutes have passed and machine is not back, the trap chairperson or its representative will decide when the remainder of the shoot will take place. If the remainder of the of the shoot cannot be made up at the host club, the entire shoot will be thrown out and league fees only will be refunded. If a shoot is held on a different day, the line affected will start from Round 1. The League President and Trap Club Chairs will determine a reshoot. In case of a reshoot, any shooter can decide to keep his/her score or reshoot.
9. The enforcement of Range Etiquette is the responsibility of the Hosting Club and their decision should be respected by all present at the shoot.
10. Failure of ammunition to fire will not result in lost bird. After two failures to fire, shooter shall replace ammunition. After two additional failures to fire, the result will be a lost bird. Scorers/Callers shall call failures to fire and note failures on the score sheet with a circle around that score.

#### AWARDS/BANQUET

1. There will be eight club shoots.
2. Shooters in all classes must participate in seven shoots to qualify for ANY awards/prizes. If a shooter participates in more than seven shoots, his/her lowest score(s) will be eliminated to determine final averages.
3. Shoot offs will be held at a host club to be determined at the last league shoot. There will be no charge for birds for any shoot offs. Class shoot offs (if necessary) will be held at the hosting club promptly at start time. Shoot offs for the President's Cup and King's Cup will be held immediately thereafter with last sign in of 12:00 noon. All shoot offs (including any sudden death shoots) will consist of rounds of 25 birds except the King's Cup which will consist of rounds of 50 birds. The King's Cup shall be limited to those shooters who have previously earned a score of 50 birds. Shooting a 50 straight shall make a shooter eligible for the President's Cup **OR** the King's Cup, but not both.
4. All classes will be awarded equally. For Teams and for each Class, awards will be given to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places. All Junior Class members will receive recognition of their participation in the league. There will also be awards for 25's and 50's scored during the league shoots. Awards will also be given to winners of the President's Cup and King's Cup.
5. A committee (made up of members of several clubs) will be responsible to order/obtain plaques/trophies/patches/pins etc. based on funds available. The amount of that fund will be determined by the League President and Treasurer. The league secretary will provide the final standings to the committee promptly (within one week) after the last league shoot. This committee will consist of Danny Anderson, Mike Salisbury, Bill Rendo and Wayne Boyer this year.
6. Shoot-offs and the league banquet will be held at Hudson Fish & Game Club on September 8<sup>th</sup>, 2024. The cost of the banquet will be determined by the hosting club and collected from the League Treasurer.

## CLUBS

1. Clubs agree to charge twenty dollars (\$20) per fifty targets, of which eight dollars (\$8) will be paid to the League President or Treasurer at the end of each shoot and the remaining twelve dollars (\$12) will be retained by the host club. Juniors will pay ten dollars (\$10) per fifty targets of which five dollars (\$5) will go to the club and five dollars (\$5) to the league.
2. **Each club shall forward a Certificate of Insurance to the League Secretary at least one week prior to their shoot.**
3. Any new club joining the league will host the last shoot of the season.
4. The host club shall insure that all other ranges at their club are closed on the day of the league shoot.

## LEAGUE

1. Each club shall have one Trap Chairman or designee who will accept all correspondence from the league and will represent the club in any disputes, meetings, etc. at the time of the dispute. The Club Trap Chairman shall insure his/her shooters are provided with a copy of the rules and that they understand them.
2. The League Secretary shall report to the Club Trap Chairpersons and shall provide to them updated team and individual scores of each shoot.
3. Shoot starting times will be 8:00 am, if allowed, otherwise starting times will be noted. Closing time is 3:00 PM. If shooting extends beyond 3:00 PM, incoming shooters must be signed up to shoot prior to the last shot being fired.
4. All shooters must have fifty (50) shells on them so that the line will move more quickly. This will cut down on the waiting time. Clubs should have gun racks and/or tables by the line to help to decrease shooting time.
5. The League Secretary plans to be at all shoots for sign-ups. She will write all the information on the sheets so she can clearly read the info later. On the chance she is not present, please use the following suggestions for sign-ups:
  - a. When signing up to shoot all shooters must put their club initials and their class on the sign up sheet. This will assist the scorekeeper to classify them properly. At sign-up/score tables, please make sure score sheets are legible; if needed, neatly write in the shooter's name.
6. A copy of the rules must be made available and/or posted by the host club for the use of all shooters participating in the league.
7. Each club will post directions to all the clubs participating in the league and the phone number of the clubs as well as the name of the Club Chairman or designee. This is for the benefit of all involved.
8. If there is a problem at the host's club, its up to the Club Trap Chairman to notify the other clubs as well as the League President and Secretary so other arrangements can be made for the scheduled shoot. **This notification MUST be made prior to 6:00 pm Saturday prior to that shoot.**
9. This League is not ATA affiliated nor governed by ATA rules/regulations.

**Scores will be emailed to Club Trap Captains and possibly may be found on websites/Facebook pages for viewing by all league shooters. This information will be provided as soon as its available.**