

**Capital Region Trap League
2026 Rules**

Starting with the 2026 season, the League will be overseen by the Club Team Captains. The Hosting Club will ensure that all rules are adhered to. All team members are asked to help the hosting club with calling, scoring and any other duties to assist in making each league shoot enjoyable for all.

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	Still in high school at first shoot
SR	Age 65 and older at the first league shoot date

2. All NEW shooters will be classified after shooting two shoots. The top shooter of each class will be moved to the class of their average. For example: winner of Class B moves to Class A
3. Existing shooters average for the new season will be determined by last season's overall average – without drops.
4. Anyone who wants to go up a class or change to Juniors or Seniors may do so voluntarily if 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. Changes will not be made after the first shoot is complete and scores are posted by League Scorekeeper.***

SAFETY

1. No handguns will be allowed on the line at any time – **no exceptions**.
2. Shooters are only allowed to load one (1) shell at a time. When changing stations, firearms must always be empty, action must always be open.
3. 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.
4. 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.
5. There will be **NO** alcohol consumption before shooting.
6. All actions are to be open when firearms are being handled, unless on the line shooting.
7. Per NYS Law, all Junior shooters (anyone under age 18) must be at least 12 years of age. Juniors must be accompanied by a parent or guardian, and a Parental Consent Slip is signed.

SCORER/CALLER

Each club must have a scorer and caller present during the shoot. Anyone from any team may help the hosting club with calling and/or scoring. A Scorer and Caller must be present for the entire squad

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. The scorer will announce all scores aloud after each set of five (5) birds.
 - a. Discrepancies must be addressed immediately before the shooter leaves that post. Shooters may not approach after the squad is complete and squad leader approved scores. (See d.)
 - b. The squad leader shall verify the shooters' approval of their scores.
 - c. The scorer must remind the squad leader to verify scores immediately after the round is complete.
 - d. NO scores will be adjusted after squad leader signs score sheet and/or the next squad has started shooting. (See a.)
2. The scorer or shooter has the right to challenge any target immediately, not after the squad is complete and verified. 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 the 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 the 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 of more than two shooters, a score of zero will be given for each score after that.
6. All birds broken by the machine will be thrown over. If the shooter has fired at the bird, the hit or miss will not count, and the shooter must shoot that bird over.
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 the 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 league shoot cannot be made up at the host club, the entire event/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 Hosting Trap Captain along with the other team Captains 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 a lost bird. After two failures of 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.

CLUBS

1. Each shooter will pay fifteen dollars (\$15) per fifty targets. Juniors will pay ten dollars (\$10) per fifty targets. Of which the club keeps, until trophies need to be purchased. At which time the dollar amount of trophies will be split by each club equally. There will be no treasurer holding funds this year.
2. It is the responsibility of each club in the league to have proper insurance.
3. Any new club joining the league will host the last league shoot of the season.
4. The host club shall ensure 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 Score Keeper shall report to the Club Trap Captains and shall provide them with an updated team and individual scores of each league shoot. Scores will be provided by the League Score Keeper to the Club Team Captains after each league shoot. The Hosting club is responsible for getting the scores to the score keeper. The Score Keeper will do their best to get the scores out as soon as possible, but no later than the next scheduled league shoot.
3. The League Scorekeeper can upload official scores to the League Facebook page.
4. Any discrepancies with scores must be reported to the League Scorekeeper by the Team Captain. No discrepancies should be reported via Facebook.
5. League shoot start 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.
6. 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 must have gun racks and/or tables by the line to help to decrease shooting time.
7. 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.
8. The Hosting club will assist shooters in signing up and collecting monies. When signing up to shoot all league shooters must put their club initials and their class on the sign-up sheet. This will assist the scorekeeper to classify them properly. Shooters are required to write their names legible.
9. 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.
10. If there is a problem at the host's club, it's up to the Club Trap Captain to notify the other clubs so other arrangements can be made for the scheduled shoot. **This notification MUST be made prior to 6:00 pm on Saturday prior to that shoot.**
11. This League is not ATA affiliated nor governed by ATA rules/regulations.

Make-Up Shoot

Clubs that wish to participate in the drawing to determine the location of the make-up shoot must enter their club's name no later than the conclusion of the shoot. The 2026 drawing will be held on July 26th at Rensselaerville. Shooters must pay \$15 per 50 targets.

1. You must participate in seven (7) shoots to qualify for ANY awards.
2. If you participated in all eight (8) shoots – you **do not need** shoot in the make-up.
3. If you participated in seven (7) shoots – you may shoot in the make-up and drop your lowest score instead of dropping a zero
4. If you participated in six (6) shoots – you may shoot in the make-up to give you 7 scores to qualify for any awards
5. **If you participated in five (5) or less shoots – you do not have to shoot in the make-up as you will not have enough shoots to qualify for any awards**

AWARDS/BANQUET

1. There will be eight club shoots.
2. Shooters in all classes must participate in seven league shoots to qualify for ANY awards/prizes. If a shooter participates in more than seven league 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 a charge of \$5.00 per round 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 the 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.
 - a. Must shoot a 50 to participate in the King's Cup
 - b. Must shoot a 25 at a different shoot/club to participate in the President's Cup. For example, if you shoot a 50 at one club and a 49 at another club – this qualifies you to participate in both the Kings and President's Cup. If you shoot a 50 at one club and do not shoot another 25 during the remainder of the shoots, you only qualify to shoot in the King's Cup not the President's Cup.
4. All classes will be awarded equally. For Teams and for each Class (see Class breakdowns on page 1), awards will be given to 1st, 2nd and 3rd places. There will also be awards given for 25 and 50's scored during the league shoots. Awards will also be given to the winners of the President's Cup and King's Cup.
5. Team trophies – Top 3 teams will be awarded by 1st, 2nd and 3rd place. In the event of a tie, at the shoot-offs both teams must bring at least a team of 5 shooters. The 5 shooters for each team must have made at least 7 of the 8 shoots. Ties will consist of a round of 25 not 50! Individual scores will not change.
6. It was discussed again at the 2026 meeting that Danny Anderson and others from Cocksackie will be responsible for ordering trophies etc. for the best prices available from Round Top Knitting & Screening in Round Top. As noted above the cost of said trophies will be split by each club equally. The league score keeper will provide the final standings to the trophy committee after the last league shoot.
7. For the 2026 Season Shoot-offs will be held at the Cocksackie Sportsmen's Club prior to the banquet. The cost of the banquet will be \$40 per person held at Pegasus Restaurant in Cocksackie. Sign-up/tickets will need to be purchased in advance. We will be posting more information and sign-up information as soon as possible.