

Cordova Shooting Center

11551 Douglas Road, Rancho Cordova, CA 95742 (916) 351-0538

THE RULES

THURSDAY NIGHT SKEET LEAGUE

- The league will consist of six three-person teams. Each shooter will shoot 25 regular skeet targets and 25 doubles targets per week.
- League will start April 1st, 2009 at 6:30 PM.
- League will shoot for **nine** weeks.
- **Handicapped scoring system:** The team standings are based on winning points each week individually and as a team. Each week, each individual shooter will compete with a **handicap** and will be eligible to win one point each for their team and the team can win one point collectively. Each team will try to win up to four points every week. Each team will shoot against a different team every week according to a set schedule. One point will be given for each individual shooter matchup (head to head - 3 total) and one point will be given for the total team score w/handicap. The maximum score a shooter can attain with handicap is 49. The only way to attain a score of 50 is shoot 50 scratch!

Example: Team 1 vs. Team 2

S#	Shooter Name	Total	Hcap	Htot	Win
1	Joe	35	8.93	43.93	0
2	Jim	36	6.67	42.67	0
3	Bob	44	8.32	49.00	.5
Total				135.60	0

S#	Shooter Name	Total	Hcap	Htot	Win
5	Jeff	34	16.91	49.00	1
6	Tom	31	29.28	49.00	1
7	Rob	25	24.60	49.00	.5
Total				147.00	1

.5 wins for team 1, 3.5 wins for team 2

- Each shooter's **handicap** will be established on the first night of shooting and will be recomputed each week based on the following formula:
(Total possible targets - (Actual targets shot ÷ # weeks)) x 80%
Example: AVG. = 34.5 50-34.5 = 15.5 Handicap = 15.5x.8 = 12.4 birds.
- Teams must have at least one shooter present on league night or forfeit all 4 points.
- **IMPORTANT:** Shooters may either pre-shoot or make up targets for any league night they miss. Targets that are made up will **NOT count for team or individual wins** but will affect **shooter average ONLY**. *In order to win points for your team for the league standings you must shoot on league night under normal league conditions!*
- **Substitutes may NOT be used** for missing shooters except on a permanent basis. Please notify PAT if you need to permanently replace a shooter on your team.
- Please write down the shooter's names on the score sheet in the order that they will shoot (lineup). Shooters must follow this order once shooting has started.
- Shooting will be postponed one week if it is raining. Postponement will be determined by 5:30 P.M. Please give us a call **(916-351-0538)** to see if we're shooting.

SAFETY

- Shot size is restricted to size 7-1/2, 8 or 9 ONLY! Shot larger than 7-1/2 will hit the cars on Sunrise Blvd! We must inspect all outside ammo before it goes onto a range. NO EXCEPTIONS!
- **Muzzle control.** We are strict about gun muzzle control. **Do not rest any gun muzzle on your foot or toe!** We don't care what other ranges allow. This practice is unacceptable on our range. Keep muzzles pointed up or down range at all times. Keep guns **unloaded with the action open** until it is your turn to shoot. Load only when you are standing on a yellow shooting station. Absolutely no walking or changing stations with a loaded gun!
- **NO ALCOHOLIC beverages will be allowed on the premises before or during shooting.** There are three good reasons for this. **1. Safety** - yours and everybody else's. Guns and alcohol don't mix. **2.** Our lease agreement with the park district *strictly forbids* it. Our lease will be terminated for ONE violation. **3.** Our insurance company forbids it. Our policy will be cancelled instantly and we cannot operate without insurance.

MACHINERY

- **Broken targets:** The clay launching machines should not throw any broken targets. However, one or two broken targets per 100 is considered normal breakage. If you experience more than three targets per 100 from any one machine, **STOP** immediately and look us (PAT, BOB, HAL OR MIKE) up and tell us so we can check the machine *pronto*.

AWARDS

- Lucky Draw. After shooting each week, a number between 0 and 9 will be drawn. All scratch scores that end with the number drawn will be eligible to win the pot. EXAMPLE: Number drawn #7. Shooters with scratch score of 47, 37, 27, 17, and 7 are eligible for the \$20 cash prize. Ties will shoot off with a handicap (Pat can explain the handicapping system). Ties will shoot off doubles from 3,4 & 5 and the shootoff will be handicapped.

LUCKY DRAW: \$20

- Shooters must shoot 2/3 of league to qualify for individual awards.
- Most improved shooter award is computed after 3 weeks of shooting.
- Awards: League champs, High average, Low Average, Most Improved Shooter, High Handicap, raffle prizes and more will be given at the league awards banquet after the end of the league.

FEES

- League fees will be \$215 to be paid on the first night of shooting. The fees are calculated per shooter as follows: \$14 per week for targets (x10) + \$3 per week for the county environmental fee (x9) + \$45 for the league dinner and all awards fees. League fees are **non-refundable**. We **do not refund league fees for any reason**. You may make up any targets not shot before the end of the league during normal business hours.

ANY QUESTIONS? Please ask!!