

Cordova Shooting Center

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

THE RULES

THURSDAY NIGHT SPRING TRAP LEAGUE

- The league will consist of Eight five-person teams. Each shooter will shoot 50 targets each – 25 targets from 16 yards and 25 targets from 21 yards..
- League will start Thursday, April 1st, 2010 at 6:30 PM. League will shoot for nine, eleven, or thirteen weeks depending on the number of teams.
- **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 six 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 - 5 total) and one point will be given for the total team score w/handicap.

Example: Team 1 vs. Team 2

Shooter					
S#	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	1.0
4	John	38	20.57	49.00	1.0
5	Sam	40	10.00	49.00	0.5
Total				233.60	0

Shooter Tota					
S#	Name	I	Hcap	Htot	Win
6	Jeff	34	16.91	49.00	1
7	Tom	31	29.28	49.00	1
8	Rob	25	24.60	49.00	0.5
9	Dave	39	8.80	47.80	0
10	Ted	41	9.00	49.00	0.5
Total				243.8	1

1 wins for team 1, 3 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. **NOTE:** The maximum score any shooter can have with handicap is 49.0 unless he/she shoots a scratch score of 50.
- **Scoring:** Standard ATA rules apply. Opposing teams will score for each other each week. Please start shooting ON TIME per the posted shooting schedule. Report to your assigned field at least ten minutes prior to your scheduled start time.
- **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 from 21 yards 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.

ALPHA DOG (HIGH SCRATCH SHOOTER) OPTIONAL PURSE

- **\$5 buy in.** Whoever shoots the high scratch score for the night will win the pot. The pot will be initially primed each week with \$20. Ties will shoot off, 27 yards, miss and out. Shootoffs are not handicapped. *You can't win it if you don't buy in for \$5!*

FEES

- League fees will be \$200 to be paid on the first night of shooting. The fees are calculated per shooter as follows: \$14 per week for targets (x9) + \$3 per week for the county environmental fee (x9) + \$47 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!!