

ELM FORK SHOTGUN SPORTS LEAGUE RULES

1. Three-member teams may consist of three shooters and must have at least two shooters. Five-member teams may consist of five shooters and must have at least three shooters. A team that is short a shooter will use league average for the missing team member.
2. Skeet League will start each night at 6:00pm. The first team cannot start shooting before 6:00pm. The schedule shows which teams shoot first or second on the field each night. Each team will shoot two rounds each league night. Note: If there is more than one league using the same fields on the same night, the second league will take the field when all teams from the early league have completed their rounds.
3. If the team scheduled to shoot first is not present, the second team may shoot their first round. The teams will then alternate their rounds as usual. If the team scheduled to shoot second completes their first round, and the first team is still not present, they may continue with their second round.
4. Each team must shoot with all team members present except for members using a bank or preshoot. At least two (2) shooter of the three-member team must be present and must shoot league night. At least three (3) shooters of the five member team must be present and must shoot league night. If the minimum number is shooters are not present, the team will forfeit all games (except due to a death in family or other major problems). In case of inclement weather, the league may be cancelled. It is up to the team captain to contact the range at 972-556-0103 or ***check the website at www.elmfork.com by 4:15pm the night of their league*** to find out the status of the league. It is also the responsibility of the team captain to contact the other members of his/her team.
5. All leagues will have handicapped scores. Each shooter's handicap will be calculated based on their actual scores as follows: A. On the first two rounds of the league, the actual scores will be added together; then subtracted from 49. The result will be multiplied by 80%; then divided by 2 to arrive at the handicap for each of the rounds. B. On subsequent rounds, the handicap that was calculated through the previous week will be used to calculate the score for the week. C. Each week, the handicap will be recalculated using the shooter's cumulative scores applied against multiples of 49 as in "A" shown above.
6. All leagues shooting will be done per standard rules. NSSA/NSCA rules will apply to all leagues shooting. Shooting the doubles out of order will constitute a lost target. Only two gun malfunctions are allowed by a shooter in a round. Excessive gun malfunctions will be scored as lost. Failure to take off the safety is not a legal gun malfunction and will be scored as a lost target. The front face of each skeet house is considered to be the legal boundary. If a target is broken past these points, it will be scored as lost. The targets at station 8 must be shot prior to the center stake or they will be scored as lost.
7. Three games or point equivalents are at stake for each team each league night. The games are first round, second round, and overall. Games based on points

will be decided at the start of each league. Teams will shoot against all other teams one time during the course of the league unless two rotations were agreed upon at the beginning of the league.

8. The league must consist of at least six teams or ten 3 member teams (30 shooters)

9. POST SHOOTS WILL ONLY BE ALLOWED THE FIRST WEEK OF THE LEAGUE.

10. Banks and preshoots will be allowed during the league. Two banks or two pre-shoots; or one bank and one preshoot will be allowed. Banks and preshoots must be requested prior to

the rounds being shot, and must be shot with a league member present.

Preshoots must have the date actually shot as well as the week number to be used. In the event that the league is postponed, preshoots for a specific week will carry over to the actual week of shooting. Preshoot scores will be used regardless if shooter is present. Banks are paid in addition to league rounds.

Banks and preshoots can be done any time the shooting park is open, but must be pulled by a league member party. Banks will not carry over from one league to the next.

11. If a shooter is absent and has no bank or preshoot, his score will be input as his average less two birds per 25 birds. After a shooter is scored as absent, they are allowed to make up the missed rounds. The make up scores will be used to correct their average only, and will not change the team's wins or losses for the week the shooter was absent.

12. Score sheets are to be initialed by one of the team members which indicates that scores recorded are correct. Once all shooters have left the field, the scores will stand as recorded. All score sheets are to be turned in to the clubhouse – no exceptions. Scores and schedules will be posted on the website, and can be checked at www.elmfork.com

13. No temporary substitutes are allowed to shoot during the regular league or shoot-offs. In the event a shooter must drop out of the league, a replacement can be chosen for the balance of the league.

14. Any gauge can be used for the league, but no increase in gauge will be allowed. If a shooter moves down a gauge during the league, he may be later move back up to the larger gauge.

15. On league nights, all payments are to be made to the clubhouse prior to shooting.

16. A league fee will be paid by each league member. The league fee is \$30.00 per league, and is to be paid on the first night. **CASH ONLY.** Awards for each league will be determined by the previous first place team or club management. The size of the league will determine the number of awards.

17. Shoot offs will be held in the event of a tie at the end of the league. Bank or preshoot scores will not be used for shoot offs. All shoot offs will be held within 7 days of the end of the league, unless agreed upon by both teams. If the shoot off will be at a time other than within 7 days of the end of the league, club management must be notified. Teams in the shoot off will use an equal number of shooters. Unless otherwise agreed upon, a shoot off will consist of one round. Score for the round will be computed with actual

number of targets shot, plus the shooter's handicap from the last night of the league.

18. All ammunition used at this facility must be 7-1/2, 8 or 9 shot only. No magnum shells will be allowed.

19. If a team is more than 15 minutes late after the start time of 6:00p, they will forfeit That nights rounds. The opposing team may elect to wave the time limit and allow the team to shoot and the scores to count.

20. Sporting Clay league will begin Shotgun Start at 6:00pm. Teams will be assigned to a station number and follow NSCA rules.

21. Any questions and/or disputes will be determined by these rules. If a situation exists that is not stated in these rules, determination will be made by Club Management.