

# Lincoln Trap and Skeet Club

## 2016 Skeet League

### **DATES:**

League shooting will start April 12<sup>th</sup> for Tuesday teams and April 14<sup>th</sup> for Thursday teams. Tuesday August 9<sup>th</sup> and Thursday August 11<sup>th</sup> will be the last evenings of shooting for the year. This is 18 weeks of shooting, with the first two weeks being used for shoot-aheads (April 12<sup>th</sup>, 14<sup>th</sup>, 19<sup>th</sup>, 21<sup>st</sup>). Shooting times will be the same as last year. We will be operating on 1 hour time frames for each flight.

### **TEAMS:**

This letter is being sent only to Team Captains. Team Captains...please return your entry form by **Friday March 18<sup>th</sup>** to verify that your team will again be shooting and **TO RESERVE THE SAME SHOOTING TIME YOU HAD LAST YEAR AGAIN FOR 2016.**

Last year's time slots will only be held for you until **March 18<sup>th</sup>**. Shooters wishing to form **new teams** should contact us now, as available openings will be on a first come, first serve basis. After March 18<sup>th</sup> we will advertise for new shooters/teams and fill any open time slots not reserved with the new teams and requested changes.

### **PICNIC and AWARDS PRESENTATION:**

At the conclusion of the Skeet League there will be a family picnic. The planned date for this event will be Tuesday, August 16<sup>th</sup>. This has been a fun event in the past and we all look forward to the food, camaraderie, fun shooting (flurry events) and awards presentations. Mark your calendars now.

### **QUESTIONS & SUGGESTIONS:**

Adam Classen ([adam.classen@nelnet.net](mailto:adam.classen@nelnet.net)), Chris Lutz (wrk2hnt@gmail.com) or **manager@lincolntrapandskeet.com**

Lincoln Trap and Skeet Club

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Lincoln, NE. 68529-0292

**NOTICE: This letter is being sent only to the Team Captain**

**It is your responsibility to notify your teammates and reserve your time slot!**

## **BASIC SKEET LEAGUE RULES:**

1. Team sponsor fee is \$60.00. The sponsor fee will be waived for new teams who have not shot in the summer skeet league before.
2. Cost per team for each night is \$70 (5 shooters). \$14 will be subtracted for each shooter using a "shoot-ahead" since they are paid for when shot.
3. Each team will shoot 50 targets per team member and 250 targets for the 5 team members. Only the top 4 scores will be counted for the team score.
4. Only five shooters will be scored per team each week. If you want to shoot a sixth shooter, (i.e. a sub wanting to shoot for fun with his team) and you are confident you can finish in 60 minutes, then the captain must declare which 5 shooters are being scored BEFORE shooting or your high score will be dropped.
5. Like last year, if a team can only field four shooters for the weekly shoot, the team only has to pay for four shooters instead of five.
6. All NSSA rules will apply with the following exceptions:
  - A. Station 7, sun option (You may substitute station 1 if you wish)
  - B. Station 8 high, sun option (You may substitute Low 8 if you Wish)
7. Declaring the use of a shoot ahead is the sole responsibility of the team captain and must be attached to the score sheet.
  - A. If the shoot is canceled, there are four options to make up the score:
    - 1) Shoot your makeup score anytime before your next weeks scheduled shoot time.
    - 2) Use a previous shoot ahead
    - 3) Use last week's score; still pay \$14.00 per shooter
    - 4) If options 1-3 are not exercised, your score will be a zero
  - B. First two nights of league will be used for shoot aheads.
  - C. Make up shooting will not be allowed. Shooting ahead or having a substitute shooter is the best way to handle the days you cannot attend. Individual shoot aheads will help you make up in advance for vacations, and will provide assurance against bad weather. To shoot ahead, just remember to go to the club house and declare your intention to do so before you shoot; pay your league fee (\$14 per 50 targets) and post your name, team name, gauge and date on the blue shoot ahead score sheet. The counter person will assign a referee to score your round. We will hold that sheet in a file to be used by your team when you can't be there to shoot. Shoot ahead as much as you like, but don't ask to make up. THERE WILL BE NO EXCEPTIONS.
8. Call Lincoln Trap and Skeet for information on weather cancellations. This will be decided by 3:00 p.m. on skeet league nights. 402-467-2153
9. It is each shooters responsibility to check his or her score sheet before leaving the range. This includes gun gauge. Once the score sheet is turned into the club house, no changes will

be made, including gun gauge. If the gauge is blank on score sheet, it will be scored as 12 gauge.

### **DIVISIONS**

The number of divisions, as well as teams per division, will be determined once the league has begun and we know how many teams are participating. Division status is based on total team score after 8 weeks of shooting with a mathematical rating that places as nearly as possible an even number of teams of similar shooting ability in each division.

### **HANDICAPPED SYSTEM**

-Small bore gun add-on targets to the 50 target round. 20 gauge = 1, 28 gauge = 2, 410 bore=3.

-20 gauge and smaller must be declared on score sheet each week, or it will be considered a 12 gauge score.

-90% of targets missed per 50 (after gauge add on) return to score

-Maximum score after handicap = 49 (except 50 straight)

-Handicapped based on a 4 week running average, with oldest score dropped after the 4th week.

-50 straight bonus targets: 12 gauge=0, 20 gauge =1, 28 gauge=2, 410 bore=3.

### **AWARDS**

-Champion Team in each division.

-Gauge Champion in each Gauge. \*

-Most improved Shooter. (first 150 targets compared to last 150 targets)

-Junior Shooter Champion/RU \*(14-18 year old)

-Sub Junior Shooter Champion/RU \*(younger than 14 years)

-Lady Champion/RU \*

\*NOTE Minimum 400 targets by gauge to be eligible. Only one individual award per person.

# LINCOLN TRAP AND SKEET SAFETY RULES

1. You **MUST** wear eye and ear protection while on the shooting range.
2. Firearms must be carried with the action open and unlocked.
3. Firearms must be kept in an un-loaded condition until on the firing line and it is your turn to shoot.
4. Firearms shall only be loaded with one shell except in trap doubles, skeet doubles or regular skeet (except station eight low house).
5. Shooting is permitted when all shooters are at the firing line and a safe condition exists.
6. Firearm muzzles must always be pointed in a safe direction.
7. All range users and shooters are responsible for range safety and safe shooting.
8. Everyone is responsible to immediately report to club management and correct any unsafe conditions.
9. Shooting is permitted only at targets purchased from Lincoln Trap and Skeet.
10. Alcohol is prohibited on all ranges.