

SAFETY! ABOVE ALL, KEEP SAFETY IN MIND AT ALL TIMES & KEEP THIS A SAFE SPORT!

Mosinee Sportsmen's Alliance
Trap League Rules

1. ALL GUNS MUST BE UNLOADED WITH THE ACTION OPEN UNTIL YOU ARE ON THE FIRING LINE. ONCE YOU ARE ON THE LINE, ALL GUNS MUST BE POINTED DOWNRANGE. IF SOMEONE HAS TO INSPECT THE TRAP HOUSE, ALL GUNS ON THE LINE MUST BE UNLOADED.
2. If a target is called it MUST be fired at, or it is a lost target. Early or late pulls need not be taken, but if they are taken, the result will be scored. Broken birds are "No Targets" and must be taken over whether fired upon or not.
3. GUN MALFUNCTIONS: If a gun malfunctions after a round has started, the shooter can borrow another gun and finish the round OR finish the round at a later time WHERE THEY LEFT OFF.
4. The Puller/Marker decides hits or misses. The Puller/Marker's word is final. Disputed birds will be decided IMMEDIATELY after the shot is fired. The Marker may consult the other members of the squad if necessary. Losses must be called immediately. If there is a challenge to the scores called for each station, it must be settled before moving to the next station.
5. Teams may request a different Marker/Puller before the beginning of the round. If no substitute is requested, the shooters must abide by their rulings.
6. Any League round must be so marked before the first shot is fired. It is the Shooter's Responsibility to make sure a League round is signed-up for properly. If someone else signs you up and makes a mistake, the round stands as marked. You must include your name, your team number and the date for which you are shooting, or write "NEXT". It is important to write legibly! If the scorekeeper cannot read the information on the score sheet, your league round may not get counted.
7. Shooters can shoot ahead for ALL league rounds. Merchandise Shoots are not counted as league shoots.
8. ALL SPONSOR FEES AND MEMBERSHIPS MUST BY PAID BY JUNE 1ST. If not, scores will be thrown out.
9. NO RAIN SHOOTS AFTER JUNE 1ST. Shooters have the option to shoot in the rain, but the score is final. Mid-Round rainouts will continue where left off. The Rangemasters call rainouts.
10. When a team shoots with more than 5 shooters, the highest scores do not count and are withheld. The only exception will be if a person shoots ahead, their scores will count. If the same member shoots ahead and then shoots again for the same league shoot, the first round counts and the second round is withheld. Each round that is withheld will be moved ahead to the next unscored league shoot. Withheld rounds will not be counted for a shoot-off round. However the round was still shot as a league round and will be used to calculate handicap and average for High Gun.

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Trap League Rules (continued)

11. Roster changes must be made with the consent of the Scorekeeper. New team members will not be allowed to shoot the same night they are added to the team. If the team already has seven members, one of the shooters must be dropped from the roster.
12. The High Gun Award is decided by the average of all league shoots, using scratch scores. The Scorekeeper will determine the number of league shoots required, based on the number of shoots and the length of the season. Juniors must be under 18 years of age on the first week of league shooting. If ties exist for High Shooters, full 25 Shot Scratch Rounds will be shot until a winner is determined.
13. Weekly ties will be counted as ties (1/2 win) in the standings and will not be shot off at the end of the season. If ties in standings persist for any team eligible for a trophy, full 25 Shot Rounds with handicap will be shot until a winner is determined. Shoot-off Rounds may be shot ahead, subject to the same restrictions as other league rounds.
14. All disputes must be settled promptly by the Rangemasters, the Scorer and the disputing parties.
15. Sub-Juniors are shooters who have not turned 15 years of age before the first league shoot.
16. Teams composed of Sub-Juniors and Juniors can shoot with 7 shooters. The highest 5 scores will count for league. All scores will count toward individual statistics. No handicap restrictions (no maximum 9.8) will apply to Sub-Jrs/Jrs. Each will receive full handicap based on this formula: $24 - \text{Average} \times 0.7 = \text{Handicap}$. Sub-Jr/Jrs will automatically receive a minimum score of 110, unless they shoot a higher score OR they are shooting against another Sub-Jr/Jr team. In this case, team score plus handicap will be used.
17. Rules are added or changed only the Club Officers and the Board of Directors during the season. Rules are reviewed annually by all members at the Spring Meeting.
18. During any shooting, NO ONE ELSE is allowed on the trap fields except the shooters on that round and the Marker/Puller. The only exception would be someone coaching a shooter, and ONLY with the consent of the other shooters on that round.
19. DISTRACTIONS ON THE LINE: Please be courteous to the other shooters on your round. Avoid talking, picking up shells, excess movement, pulling up your gun before the shooter ahead of you fires, etc. Something that may not bother you may affect another shooter. Pick up your empties AFTER the round is done, not between stations.
20. BYES: Byes need not be shot, but if they are, the scores will count towards High Gun. If the shooter marks "NEXT" for a league round and it falls on a BYE, the score will count for the BYE week.