

BEAVER COUNTY TRAP LEAGUE

Rules and Procedures - 2023

League Officers

President:	Bruce Schmidt	Vice President:	Tim Tarbuk
Treasurer:	Mark Hall	Secretary:	Ian Darroch
Statistician:	Mark Hall	Trap Chairmen:	Ken Darroch
	Dave Shroyer		

Safety

The League will disqualify any contestant for deliberate or careless violation of safety precautions that endanger other contestants, spectators or property. This also applies to any shooter under the influence of alcohol or drugs. Shooters must wear ear and eye protection. All clubs must enforce this rule.

Loading of Guns

A contestant shall load their gun only when at firing points and facing the traps. They may only place one shell at a time in the gun and must remove it before moving from one position to another. Management, puller or scorer may disqualify a contestant for any violation of this rule. A snap cap may be used in a double barrel gun.

Interference

Contestants must have their gun so equipped and so used as to not eject empty shells in a manner to substantially disturb or interfere with other shooters. Empty shells shall be picked up only after the round has completed.

Disqualification

A contestant must be on the firing line within 5 minutes of being duly notified to compete. If they fail to do so then they will be placed on a later squad.

Events

This is a 50-target event that will consist of one round of 25 - 16 yard targets and one round of 25 - 23 yard targets. The season will consist of 2 halves: the first 11 shoots and the remaining 10 shoots. See shoot-off rules for details on ties etc.

Targets

The cost of each week's event is \$10 with a reduced cost of \$5 for Juniors and Sub Juniors.

Scoring

The League will use the 6-5-4-3-2-1 scoring format. The top 5 scores from each club's shooters will determine that club's score for that week.

Registration

Registration (squadding) will be from 4:30 - 7:30 but the hosting club may begin early if they choose to do so and are prepared to shoot. Once a shooter signs up and shoots for a club, they cannot change clubs mid-season for that shooting year. Age to determine categories will be the shooter's age at the first league shoot of the season.

Traps - Scoring - Targets

Hosting clubs must designate 2 traps as the event traps: one for the 16-yard targets and one for the handicap. Three shooters from different clubs will verify the traps before the shoot starts. League Officers and Trap Chairmen are the only individuals who may change a trap during a shoot and may only do so if they feel that a trap is not properly adjusted. Any shooter however may stop a round to have the targets reviewed by a League Officer or Trap Chairman if they feel that the targets are not legal.

Properly set targets will be the following: Range 20-21 degree flight angle with a height of 8-10 feet at a distance of 10 yard from the throwing plate of the machine. Target speed will be 42-44 mph. Target color will consist of the following: New York Style, Dome Style and Solid Orange/Green/Pink. At no time during a shoot will the targets be changed from one color to another unless adverse weather or lighting conditions warrant such change and may only be done with the permission of the League Officers or Trap Chairmen.

The official score is the record kept by the scorer and shall show in detail the score made in the event. Score sheets shall measure at least 8.5"x14". All scores must be recorded clearly and must be easily read. The scorekeeper MUST call all lost targets loud enough so that the shooter is capable of hearing the result of their shot. The scorekeeper is the only individual who may call targets dead or lost and will call out the scores of each individual at the end of each shooting position. Spectators have no decision in scoring. It is the responsibility of each shooter to confirm that their score is correct before

they shoot at the next position and/or leaving the field when the round has completed.

A scorekeeper may rely upon the other shooters on the squad to determine a lost or dead target - the scorekeeper however has the final decision. Lastly, all protests concerning shooters' score or scores must be made before or immediately after the closing of the squad to which the score relates. A shooter may only protest their own score, not that of someone else.

ATA Rules

The ATA rules apply in addition to other league rules. Every shooter must do their part to make sure these rules are upheld.

Practice

Practice rounds may only be shot on the event traps after the shooter has completed their event rounds for that day's shoot as well as a bank score if one is shot that day. Event rounds take priority over practice and will be scored as such. If a club offers practice traps in addition to event traps then shooters may shoot practice prior to shooting their event round. If shooting practice with event round shooters the shooter is required to shoot 50 practice targets (not just 25). It is the responsibility of the shooter to declare the round is a practice round when they sign up by writing "PRACTICE" on the scoresheet next to their name and club - large enough to be seen.

Bank Scores

After their event round is completed, a shooter may sign up and shoot again as a "bank" score. This score will count for the next shoot at that club. If a bank score is shot then it must be used. A shooter may only have one bank score at a time per club and may not shoot ahead more than one shoot. It is the responsibility of the shooter to declare the round is a bank when they sign up by writing "BANK" on the scoresheet next to their name and club - large enough to be seen.

Shooter Bumping

This can only be done at the desk and for a legitimate reason. A shooter cannot bump the line.

Qualifications for Awards

A shooter must participate at 16 shoots to be eligible for awards, trophies and shoot-offs. In addition to this, shooters must participate twice at each club. The awards for the High 16 Yard and High Handicap Averages can be won in conjunction with other awards. Properly shot "banked" scores count towards the 16 shoot minimum for awards.

Perfect Attendance

The shooter must participate in all 21 weekly events - NO 'BANKED' SCORES. Highest average will break any ties. This award can be won in conjunction with other awards.

50's

If a shooter has a perfect score (50x50) they will receive 2 boxes of shells as a prize and will be recognized at the banquet. The shells will however only be given for the first 50 that each shooter has during the season.

Categories

1. All female shooters shall be designated as Ladies. Because of age, they may also be designated in age-based categories.
2. A shooter younger than 15 shall be designated a Sub-Junior.
3. A shooter age 15 - 17 shall be designated a Junior.
4. A shooter who is 65-69 shall be designated a Veteran.
5. A shooter who is 70 or older shall be designated a Senior Veteran.

Age to determine categories will be the shooter's age at the first league shoot of the season.

Trophies/Awards

Trophies

Team
League High 5 Average
Ladies
Sub-Junior
Junior
Veteran
Senior Veteran

Awards

Perfect Attendance
50 Straight
High Singles Average
High Handicap Average

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Shoot - off Rules

All BCTL rules are in effect with the following as additions to the BCTL rules

Location

The shoot-off will be held at a neutral location to be determined.

Registration

4pm - 7 pm. No early shooting will be allowed.

Targets

Cost of the event will be \$10 per shooter; Sub Jr./Junior will be \$5.

Ties

In the case of a tie - scores of additional shooters (more than the normal 5 shooters) will be added to the team total until the tie is broken.

Eligibility

For a shooter to be eligible for the shoot-off they must meet the requirement for eligibility for awards (16 shoots) and the 2-shoots-per-club rule.

Disputes

Any issues during the shoot are to be brought to the Trap Chairmen and League Officers. They will determine how the issues will be resolved and will have the final say.

Practice

Anyone is welcome to shoot this event as practice as long as it does not interfere with the event.

Standings

Only the 1st and 2nd place ranking will be determined by the shoot-off. All others will be determined by points system.

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Shoot Schedule - 2023

First Half

Wk 1. April 20 - Five Points

Wk 2. April 27 - Midland

Wk 3. May 4 - Rochester

Wk 4. May 11 - Aliquippa

Wk 5. May 18 - Beaver Falls

Wk 6. May 25 - Beaver Valley

Wk 7. June 1 - Five Points

Wk 8. June 8 - Midland

*Wk 9. June 15 - **PA State***

Wk 10. June 22 - Rochester

Wk 11. June 29 - Aliquippa

*Wk 12. July 6 - Beaver Falls
(if needed)*

Second Half

Wk 13. July 13 - Beaver Valley

Wk 14. July 20 - Five Points

Wk 15. July 27 - Midland

Wk 16. August 3 - Rochester

*Wk 17. August 10 - **Grand American***

Wk 18. August 17 - Aliquippa

Wk 19. August 24 - Beaver Falls

Wk 20. August 31 - Beaver Valley

Wk 21. September 7 - Five Points

Wk 22. September 14 - Midland

Wk 23. September 21 - Rochester

Wk 24. September 28 - Shoot Off

Banquet - To be Determined