

# Spring 2017 Skeet League

The Spring Skeet League will start on Wednesday March 29th at 9AM and go for 6 weeks. Teams will be formed March 22nd as they have been in the past with the team leaders (highest averages) drawing for team members. Cost will be \$20 for league plus the regular cost for targets. League fee must be paid before the start of league; targets are paid for at each match. Each match will consist of 50 standard skeet targets.

**INDIVIDUAL SCORES:** An individual's score will be the scratch score (targets broken) plus their handicap. ***Anyone that has not shot the Skeet League in the last year must shoot 100 qualifying targets by March 22nd.*** An individual's total score including targets broken plus handicap will not be greater than forty-nine (49) unless the individual actually breaks all fifty targets. To score a fifty (50) an individual must shoot it.

Individual handicaps will be calculated as 80% of 98 minus the individual's average. If an individual shoots qualifying targets their handicap will be refigured each week until the league mid point. The maximum handicap will be 10. Individuals with a handicap of 10 will be refigured each week until the league mid point.

**TEAM SCORE:** Team score will be the total of the individual scores (targets broken plus assigned handicap). If a team member is not present and has not shot ahead, a calculated score for the absent team member(s) will be used to determine the team score for that match. An individual's absent score will be calculated using the last 100 targets or current average, and then a 2 target penalty will be deducted.

The league will be scored on a point system. The team with the high score each match will get the maximum points; second place one less, etc. If two teams tie for top score, each team will receive the same points (half of the total points for 1st & 2nd). The number of teams in the league will determine the maximum points.

If there is a tie at the end of the league, total team targets will be used as a tie breaker.

The Skeet League committee will be composed of the team captains.

Unlimited shoot ahead will be allowed but makeup will only be allowed in the case of an emergency or unavoidable absence. The Skeet League committee will be the sole judge as to whether or not a make up will be allowed. This will require planning for vacations etc. to avoid penalty scores.

**SHOOT AHEAD PROCEDURE:** A shooter must declare that this is a league score for a "specific date" and the scorer must mark this on the score sheet before the round is shot. Failure to declare before the round is shot will disqualify the score for shoot ahead purposes.

Ammunition and gun malfunctions grater than 2 per round will be lost target. If the wad leaves the barrel, it is not an ammunition malfunction.

Individual awards for the high handicap score each week will be 2 free rounds of Skeet. Shoot offs, if required, will start at 8:45 am before the next match.

Questions to Dale Hilliard at 870 620-0103