



PSC TRAP LEAGUE RULES

2018



The following are the rules that shall govern the operation of the Panorama Sportsman's Club (PSC) Trap League for the year 2018.

1. Eligibility:

- A. Competition in the PSC Trap League is open to all members of the Panorama Sportsman's Club and their immediate families.
- B. Members who do not wish to compete, but who would like to fill the open positions on a squad, will be allowed to participate at the discretion of the League Manager but shall not be eligible for prizes.
- C. Non-members may participate, at the discretion of the League Manager, to fill open positions on the squad but shall not be eligible for prizes.
- D. Priorities shall be given to all competitors for squading and shoot positions as determined by the League Manager.
- E. Prospective members may participate in the league, but are not eligible for monthly prizes until they are voted into the club. Once membership is established, all previous scores will count for annual prizes.
- F. To qualify as a rookie, the shooter must be not have participated in either the Panorama Sportsman's Trap League, or the regional Round Robin competition, regardless of club affiliation, for a period of at least five (5) years.
- G. The League Manager makes the final decision on shooters eligibility.

2. Shoot Days and League Start:

- A. Saturday morning of the PSC weekend (3rd full weekend of the month).
- B. The first squad of the Singles event will begin shooting at 9:00AM.
- C. All sign-ups must be made prior to 10:30AM; this deadline may be extended at the League Manager's discretion.
 - i. This allows competitors to help with Cowboy setup or other range events and still participate in the League.
- D. The league shall begin in January and continue each successive month for a total of 9 events.
- E. Nominally, the League shall end with the final event in September. October is reserved as a makeup month in the event that weather or other circumstances force the cancellation of a normal League weekend.
- F. If the final League shoot occurs in September, there will be a fun shoot with lunch provided in October.



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3. Number of Shoots in the League:

- A. There shall be a total of **9** League weekends.
- B. A total of **10** shoots are allowed
 - i. If a shooter has completed all 8 events (including pre-shoots and make-ups) an extra bonus round can be shot during the 8th League weekend.
- C. Each competitor shall be required to complete **6** shoots to be eligible for the year-end prizes.

4. Targets and Event Rules:

- A. The number and throw of the targets vary per event. There are three events held at each monthly competition. Participation in each event is optional; competitors are only eligible for prizes in events in which they compete.
 - i. Singles:
 - a. 25 targets shot from the 16 yard line
 - b. 25 targets shot from the 21 yard line
 - ii. Doubles:
 - a. 25 pairs of targets shot from the 16 yard line
 - iii. Skeet:
 - a. 25 targets shot in a standard skeet sequence
- B. Singles begin at 9:00AM after the completion of any practice round in progress.
- C. The Doubles event follows the completion of the Singles event, including any shoot-offs.
- D. At the completion of Doubles, the Trap field will be secured and shooters will move to the Skeet field for the final event.
- E. The puller/score keeper shall make the final determination of a hit or missed target. It is up to the squad leader (first shooter of each squad) to resolve any scoring discrepancies of the previously shot post position prior to shooting the next post position. Only squad member input shall be considered for resolution.
- F. Whenever each event begins, the swing and elevation of the target presentation shall not be adjusted or modified during that event unless catastrophic failure occurs.
- G. Once an event is completed, and the trap machine is changed for the next event, the previous event shall be deemed completed and shall not be repeated for that month. This ensures that all competitors see the same target conditions and presentation for that event.
- H. The League Manager retains the authority to mitigate any disputes that result from any challenges that is satisfactory to all event competitors.



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I. ATA Rules shall apply to all circumstances not addressed in these specific rules.

5. Pre-Shoots and Make-Up Shoots:

- A. It is understood that it may not be possible to complete the shoots as scheduled due to personal priorities and extenuating circumstances which will cause absences. If and when these occur, with the permission of the League Manager, pre-shoots and make-ups can be accomplished with the following restrictions:
 - i. Only two (2) pre-shoots or make-ups can be accomplished in each month in addition to the regular shoot for a total of three (3) possible shoots per month per event.
 - ii. The League shoot shall precede pre-shoots and make-ups. The League shoot must be accomplished to qualify for pre-shoots and make-ups.
 - iii. Pre-shoots and make-ups are not eligible for any monthly prizes.
 - iv. Pre-shoots and make-ups are allowed in the first 8 monthly League competitions. No make-ups shall be conducted on the final day of shooting.
 - v. All make-up scores shall be back-filled on the master score sheet to the earliest vacancies noted.
- B. Additional Pre-Shoot Restrictions:
 - i. All pre-shoots shall be declared for which future month(s) the score will be applied prior to the commencement of that shoot and shall be documented on the score sheet. If the month for which the pre-shoot score is not assigned or agreed to, prior to the commencement of shooting, that score shall be rendered invalid and shall not be counted.
 - ii. If a shooter is present (shows up) on a month that a pre-shoot score has been assigned, that shooter shall be declared ineligible to participate in that month's event for either regular score or further pre-shoots/make-ups. Shooters that have completed a pre-shoot for the eighth month are eligible to shoot the bonus shoot if so desired. Ineligible shooters shall be allowed to fill open positions on short squads as a non-competitor and any scores noted shall not be counted.

6. Bonus Shoot:

- A. Bonus shoots are held on the 8th League weekend (nominally August).
- B. A competitor must have completed all League shoots, including pre-shoots and make-ups, to be eligible to for a bonus shoot.
- C. Bonus shoots are available for Singles and Doubles Events.



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D. Bonus Shoot Restrictions:

- i. Bonus shoots are counted as pre-shoots or make-ups and are applied to the three (3) shoot limit per event.
- ii. The League shoot shall precede a bonus shoot (if required).
- iii. Bonus shoots are not eligible for monthly prizes.
- iv. If a pre-shoot has been recorded for the 8th month, and a competitor is present, a bonus shoot is allowed if all other requirements have been met.

7. Practice:

- A. The trap field will be staged and ready for shooting by 7:45AM on League mornings.
- B. Prior to the commencement of the Singles event, practice rounds are allowed to be shot.
- C. League sign-up and side-pot/purse participation must be done prior to shooting practice.

8. Fees:

- A. The appropriate mandatory fees shall be collected from each competitor prior to participation in the following events:
 - i. Singles \$25.00
 - ii. Doubles \$12.00
 - iii. Skeet \$5.00 per round
- B. Pre-shoot and make-up fees for each event shall be as follows:
 - i. Singles \$25.00
 - ii. Doubles \$12.00
 - iii. There are no pre-shoots or makeups for Skeet
- C. Non-competitor fees for each event shall be as follows:
 - i. Singles \$10.00 for full event or \$5.00 per round
 - ii. Doubles \$10.00
 - iii. Skeet \$5.00 per round
- D. Bonus Shoot fees:
 - i. Singles \$25.00
 - ii. Doubles \$12.00
- E. Pre-League Practice fees:



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- i. Singles \$5.00 per round (either 16 or 21 yards)
 - ii. Doubles \$10.00 (time permitting)
- F. Competitors in the singles event may also participate in a side-pot/purse as a part of the monthly prize. If participation is elected, an additional fee of \$3.00 shall be collected at the time the event fees are collected.
- i. Participation in the side-pot must be declared and paid before any shooting by a competitor (practice or league).
 - ii. Participation in the side-pot is voluntary.
 - iii. Pre-shoots and make-ups are not eligible for side-pot/purse participation.
- G. Competitors in the Skeet event may participate in a side-pot/purse as agreed upon before the start of the Skeet event.
- H. Once a shooter starts the event (takes the first shot), the monies collected are non-refundable except at the discretion of the League Manager.

9. Scores:

- A. Monthly scores for each event shall be tallied on the master score sheet. To reduce the chance of un-sportsman like conduct, the monthly classes will be based on the high gun score for the month. The following chart shows the class breakdown for high scores from 45 to 50, if the high gun is lower than 45, an expanded chart is available to use.

High Score	50	49	48	47	46	45
AA	45 - 50	45 - 49	44 - 48	43 - 47	42 - 46	42 - 45
A	40 - 44	40 - 44	39 - 43	38 - 42	38 - 41	38 - 41
B	35 - 39	35 - 39	34 - 38	34 - 37	34 - 37	34 - 37
C	30 - 34	30 - 34	30 - 33	30 - 33	30 - 33	30 - 33

- B. Total league scores are determined by tallying the best 6 scores of the total monthly scores tallied on the master score sheet. After the minimum number of scores is posted, the next better score shall replace the lowest score posted.
- i. The scoring percentage for each overall class are:
 - a. AA Class 92.67% or higher.
 - b. A Class 84%-92.33%
 - c. B Class 76%-83.67%
 - d. C Class 72%-75.67%

- C. Doubles scores for monthly and final overall have only High Gun class.



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- D. Skeet scores are for information only as there are no prizes for Skeet this year.
- E. The current score sheet will be posted on-line for competitors review as soon as possible after the completion of each League weekend.
 - i. The official score sheet is maintained at:
http://www.thecushings.com/Trap_League.html
 - ii. For those without internet access, hard copies will be available at the Trap field during Wednesday practices and at the following League weekend.

10. Monthly Prizes:

- A. An encapsulated American Silver Eagle coin is available as a trophy for the winner of each class of shooters in the singles event with the following qualifications:
 - i. The high overall shooter shall win the coin for that class.
 - a. It is possible that the high overall shooter may not qualify for the highest classification (AA). In this case, there will not be an award for AA Class.
 - ii. The remaining class winners shall be determined in accordance with Section 9.A. The highest score in each class shall win the coin.
 - iii. In case of a tie score for any class, a shoot-off shall be conducted to determine the coin winner using the following process:
 - a. If there are less than 5 shooters in the shoot-off, the first shooter starts on Post 2.
 - b. Shoot-offs for multiple classes can be combined into a single squad.
 - c. The squad order is determined first by class, then in the order in which the shooters qualified.
 - d. Shoot-off procedure:
 - 1. Two targets shall be shot from each position at both 16 yards and 21 yards for a total of 20 targets. High score wins.
 - 2. If the score is still tied, the shooters shall move back to the 24 yard position and shoot one shot at each station. High score wins.
 - 3. If score is still tied, shooters move back to the 27 yard line and shoot one shot from each station in a sudden death format. Both shooters shoot the same station. First loss is eliminated however both shooters must complete a position.



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Example: Both shooters make first shots. If first shooter misses second shot, second shooter must make second shot to win.

- iv. In addition to class winners, if there are three (3) or more new League shooters in any given month, a Top Rookie prize will be given to the new shooter with the highest score.
 - a. In the event that a rookie shooter qualifies to win a class award, it will be the shooters option to take either the rookie or class prize.
 - b. The remaining prize will be awarded to the second place finisher.
 - c. Rookie is defined in Section 1.F.
 - v. In addition to coins, the side-pot/purse total monies shall be divided equally by the number of classes and awarded to the top scorer in each class that participated in the side-pot/purse.
 - a. In the event that there are no winners in a particular class, the monies for that class shall be re-divided up amongst the remaining eligible classes.
 - b. If there is a tie for the side-pot/purse winner, a shoot-off shall decide the winner.
- B. There is currently no monthly prize for Doubles.
- C. There is currently no monthly prize for Skeet.

11. Annual End of League Prizes

- A. End of League prizes are provided for the following categories:
- i. Singles
 - a. High Overall (League) Champion
 - b. AA Class Champion
 - c. A Class Champion
 - d. B Class Champion
 - e. C Class Champion
 - f. High Junior
 - g. High Lady
 - h. Top Rookie
 - i. Most Improved
 - j. Sportsman Award
 - k. High 25
 - ii. Doubles
 - a. High Overall Champion



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- iii. There is no annual prize for Skeet.
- B. There shall be at least two (2) competitors in the High Junior and High Lady classes for an End of League prize to be available. If there is only one (1) competitor in these classes at the end of the League then no prize shall be awarded.
- C. All End of League class champion awards trophy buckles.
 - i. Once awards are chosen, individual winner may choose to upgrade their buckle at the winner's expense.
 - ii. In lieu of a trophy buckle, the class winner may opt for a silver bar, weight to be determined by spot price and buckle value.
- D. There shall be at least four (4) rookie competitors for an End of League prize to be available. If there are less than four (4) rookie competitors, then no prize shall be awarded.
- E. The Most Improved End of League award will be given to the shooter that has the largest gain in total score from the 2017 League.
 - i. Competitors that did not complete or compete in the 2017 League are not eligible for this prize.
 - ii. The Most Improved End of League award will be a 5 oz. silver bar, or equivalent, at the League Manager's discretion.
- F. The Sportsman Award goes to the shooter that, though they have not shot well, preserves to finish the league and finishes in last place.
 - i. The Sportsman Award will be a 2 oz. silver round, or equivalent, at the League Manager's discretion.
- G. The High 25 award is for the shooter that achieves the most 25 straight scores at either 16 or 21 yards.
 - i. The High 25 award will be a 5 oz. silver bar, or equivalent, and the League Manager's discretion.
- H. Only one (1) End of League prize per event can be claimed.
 - i. Singles class winners are eligible to win the Doubles event prize if they choose.
 - ii. Any event winner may also win the Most Improved and High 25 awards.
 - iii. If the High Lady, High Junior or Top Rookie also qualifies for a higher class category prize, that prize may be claimed, however only one prize can be claimed. Example: If the High Lady/Junior/Rookie qualifies for "B" Class Champion, and elects to accept "B" Class Champion, then the High Lady/Junior/Rookie prize is forfeited. If the High Lady/Junior/Rookie elects to accept that prize, then the "B" Class Champion becomes available to another shooter.



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- I. Participants who have not completed the required number of shoots in each event for the year shall not be eligible for any prize consideration.
- J. In the event of a tie for any of the year end prizes, a shoot-off will determine the winner.

12. Event Descriptions

A. Singles

- i. This event must be shot 5 shots at each post from 16 yards with each shooter in order shooting at one target until all have shot 5 times, and then rotating in a clockwise manner to the next post. After all shooters have shot at 25 targets, the voice control speakers are moved to the 21 yard position and the current squad will prepare for a second round at 21 yards. When called to the line, the squad maintains the same order shoots 25 targets at 21 yards in the same manner as the 16 yard round.
- ii. When the final shooter has shot 25 targets, the firing line is secure and the score sheet is submitted to the League Manager for verification and recording.

B. Doubles

- i. This event must be shot from 16 yards, with each shooter in order shooting a two (2) targets thrown simultaneously from the trap house until all have shot the specified number of times, then rotating in a clockwise manner to the next post.
- ii. Each Doubles event consists of 25 pairs of targets, shot 5 pairs per station.
- iii. When the final shooter has shot the final pair, the firing line is secured and the score sheet is submitted to the League Manager for verification and recording.

C. Skeet

- i. A squad shall start shooting at Station 1 in the order in which the names appear on the score sheet. The first shot scored lost in the round shall be repeated immediately as the optional shot.
- ii. The first shooter shall start shooting singles at Station 1, shooting the high house target first and the low house target second. Then, loading two shells, he/she shall proceed to shoot doubles (shooting the first shot at the target from the nearest skeet house and the second shot at the target from the farthest skeet house) before leaving the station. The second shooter shall then proceed likewise followed by the other members of the squad in their turn.



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- iii. Then the squad shall proceed to Station 2 and repeat the same sequence as on Station 1.
- iv. The squad shall then proceed to Station 3 where each shooter will shoot at a high house single target first and a low house single target second before leaving the shooting station.
- v. The same procedure shall be followed at Stations 4 and 5.
- vi. Upon advancing to Station 6 the leadoff shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, he/she shall shoot doubles by shooting at the low house target first and the high house target second before leaving the station. The other shooters will follow in their turn.
- vii. The same procedure will be followed on Station 7.
- viii. The squad will then advance to Station 8 where each shooter shall shoot at a target from the high house before any member of the squad shoots at a target from the low house.
- ix. The squad shall then turn to Station 8 low house and the leadoff shooter will shoot at the low house target.
- x. The shooter shall repeat the low house target for his/her optional shot before leaving the station, provided he/she is still straight (no lost targets in the round). The other shooters will follow in turn.
- xi. At this time the shooter should verify his/her own score.
- xii. Once the final shooter has completed Stage 8, the firing line shall be secured and the score sheet submitted to the League Manager for verification and recording.

13. Etiquette

As we work to improve our league, and to make the experience enjoyable for everyone, essential rules of etiquette are required. The following guidelines are not comprehensive, but set a standard to ensure squads move with the appropriate flow, and shooters are free from unnecessary distractions.

- A. The squad leader is the shooter on post 1, or in the farthest left position. It is the squad leader's responsibility to ensure that the squad is ready to shoot. As squad leader, do not assume that everyone is ready, ask "Squad ready?", after getting visual confirmation that the squad is ready to proceed, ask "Puller ready?", this ensures that the score keeper is ready and the system is powered on. Finally, direct the squad to attention and ask for a show bird by calling "Pull!". After the show bird, load your gun and call for your first target.



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- B. It is acceptable and encouraged, for shooters to place a shell in the chamber, ensuring that they leave the action open after their previous shot, or when they first get to a new station. This helps the rhythm of the round and the flow of the squad. It will prevent your squad mates from having to wait on you while you load your shell. When it is your turn, all you should have left to do is to close your action raise the gun to your face and call for your target.
- C. It is never acceptable to move stations with a loaded firearm. A loaded firearm is any firearm that has a live round in the chamber, whether or not the action is closed. Moving with a loaded firearm can result in removal from the range.
- D. When you close your action, make sure that you do not disrupt the shooter in front of you. If you have a semi-automatic or a pump, close your action either when they are shooting or after they have completed their shot, never before their shot is taken.
- E. Shooters should not be talking while on the station. Talking will distract other shooters and with voice automated calls you may inadvertently throw targets, disrupting the current shooters rhythm.
- F. Be ready to shoot when it's your turn. Don't rush, but don't dawdle either. Take your safety off before the round starts and leave it off until you're done. You will only annoy yourself and everyone else when you forget to take it off.
- G. You don't want your hulls to hit the ground or, worse, the person next to you. Hold your hand over the breech of a break action to catch the ejected hull and put it in your vest pocket. If you shoot a semiautomatic, use a shell catcher, or put a fairly stout rubber band around the receiver in front of the bolt handle to keep shells from ejecting.
- H. Remain on your post, standing facing the trap quietly, until the fifth man has fired and then move to the next post. Refrain from unnecessary movement during the round.



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- I. When moving from station five to station one it is proper to rotate clockwise off the station, always keeping your firearm from pointing at your fellow shooters. Always rotate behind the line and other shooters.
- J. During the round, if and when you move from post 5 to post 1, make sure to look to the leader of your squad and give him an indication that you are ready. They may be waiting for you to be ready and set before continuing with their own shot.
- K. Wait till the end of the round to reach down and pick up empty shells from the ground. Movement from other shooters may distract someone who is lining up for their next shot.
- L. Spectators should not interfere with the squad on the line. If the current squad is behind the 16 yard line, do not make trips to the storage shed or refrigerators until the squad is changing stations. Also, do not pass in front of the scorer during the round as this could cause confusion during scoring.
- M. After your final shot of the round, leave the action open and transport your firearm to the racks. Pump action and semi-automatics shall be keep open while in the racks, break action firearms can be closed within three feet of the racks for storage. When removing your firearm from the rack, open the action before leaving the area of the racks.