

Tri-County Blizzard League

2017-2018 Rules

Shooting Hours

1. Sign up time for the regular shoots will be from 8:00 AM until 1:00 PM. Sign up time for the trophy shoot shall be from 8:00 am until 12:00 noon.
2. A shoot will be cancelled only if the roads are closed.

Club Responsibilities

1. Each club will host two regular shoots during the season, except Mumford, and Oatka who will host only one regular shoot.
2. A league fee of \$20 will be due from each club the first time at which the club hosts a shoot.
3. Each club will run a 50/50 raffle at each shoot to benefit the league.
4. The host club may run raffles for their own benefit.
5. The host club will provide shells, food and beverages.
6. Targets shall be all orange or orange dome with a black rim (NYS ATA Target). All shooters shall be able to shoot the same color target during a given shooting day. Host Clubs shall not change target color during an event.
7. The host club reserves the right to remove a shooter from a squad in the event that the squad is called to the line and the shooter is not available due to being on a squad that is already shooting. The shooter may sign on an open spot on another squad since the fee has already been paid.
8. Clubs are responsible to field a minimum of 7 shooters at each shoot. Clubs not fielding the minimum required number will pay a fine of \$25 to the league. The league will pay this fine to the host club for that week.

General Rules

1. ATA rules shall apply where applicable or where not specified in these rules.
2. Two (2) "Failure to fires" will be allowed per round of 25. All following failures in the same round will be scored as "lost targets". If the wad clears the barrel, the target shall be scored as "lost".
3. A shooter does not have to be a member of a club to shoot for a club.
4. A new shooter may join the league only up to & including the 4th shoot. Shooters may not join the league after the 4th shoot held.
5. A shooter who posts a perfect score (25) on their first round of the day will receive a box of new target shells from the league.
6. The league does not condone or encourage the serving of alcoholic beverages during league events. There shall be no alcoholic beverages allowed on the trap field/line by anyone during a shoot.
7. Audible cellular phone calls or audible pages will not be permitted at the shooting line. Violations will be penalized by loss of 5 targets by the offending shooter.
8. The Host Club will assign squads to the next available trap.
9. All trap machines will be set per the current ATA rules and guidelines the morning of the scheduled shoot. Setting of the traps are subject to verification by any officer or club director of the league.

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Cost of shooting

1. A league registration fee of \$4.00 shall be paid by each adult shooter prior to their first round of the season. Juniors and sub-juniors are exempt from the registration fee. A score card will be issued which should be presented at each shoot.
2. The cost of shooting for Adults shall be \$4.50 per 25 birds. \$3.50 of that cost goes to the host club, and \$1.00 shall go to the league.
3. Junior (15-17 yrs.) and Sub-juniors (12-14 yrs.) are exempted from the registration fee. The category is determined by the shooters age on the day of the first scheduled shoot of the season. Their cost of shooting shall be \$2.00. \$1.00 of that goes to host club, and \$1.00 goes to league. Junior and Sub-Junior shooters will not be eligible for CLASS Trophies.
4. All shooting during league events will be recorded, and paid for according to the league rules at the league member's fee rate.
5. The host club will pay the shooting fees for the league secretary up to 100 targets per event.

Individual Scoring

1. The score is based on a round of 25 targets.
2. A shooter may shoot as many rounds as they wish.
3. The highest score shot by the shooter for the day will be recorded for team scoring and calculating the shooter's average.

Team Scoring

1. The sum of the seven highest scores for each club shall be used to determine the team score.
2. Make-up and shoot-ahead scores are not used towards determining the team score.

Make-up and Shoot-ahead Scores

1. A shooter is allowed a total of 3 make-up or shoot-ahead scores in any combination.
2. After a shooter has shot as many rounds as desired toward the current days score, they may then shoot as many rounds as they desire towards a shoot-ahead or make-up score. The highest score for each shall be recorded, counted towards determining the shooters average, and count as a posted score to determine the shooter's eligibility for the trophy shoot.
3. A make-up score must be shot at the next shoot attended by that shooter and a shoot-ahead at the previous shoot. Once a shoot-ahead score has been posted; the shooter may not appear at the next shoot and post a shoot for score, replacing the posted shoot-ahead score.
4. A shooter may shoot as many make-up or shoot-ahead scores as they are entitled to in one day provided that it is in accordance with the above criteria.
5. The shooter must notify the desk that they are done shooting towards the current day's score and that they desire to shoot towards a make-up or shoot-ahead score, and likewise to shoot towards more than one make-up or shoot-ahead score. The shooter must confirm that M/U or S/A is posted next to their name on the squad score sheet before the squad begins shooting.

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Trophy Shoot Rules

Determining the Host Club

1. The host club is determined by the following rotation:

Mumford	2018
Brockport	2013
5- Point	2014
Bergen	2015
Holley	2016
Oatka	2017

2. The schedule will follow the same rotation. If substitutions are made between clubs the rotation for the host shoot shall remain the same, with the club hosting the trophy shoot/banquet this year going to the bottom of the list.
3. If a club should drop from the league each club will move up one position, and any new club joining the league will be placed on the bottom.

Eligibility and shoot off rules for the Trophy shoot

1. A shooter must post 8 scores to qualify for the trophy shoot.
2. A shooter's average will be determined by the 8 highest scores.
3. All shooters will be broken down into 5 classes based on the averages.
4. The trophy shoot shall be a single 50 target event.
5. Club trophy teams shall consist of each club's 7 highest shooters, to include the 7 regular trophy team scores or up to 2 alternates' scores if necessary for a total of 7 scores.
6. The hours for the trophy shoot shall be 8 till 12 noon. Shooters must be signed up by noon.
7. Shoot-off rules:
 - 7.1 Shoot-offs will be held for first place class trophies only.
 - 7.1.1 Trophies for club "High-Gun" will use the 50 bird trophy shoot score as the first tie-breaker if necessary.
 - 7.1.2 The 50 Bird trophy shoot score shall also be used to decide a tie of the league overall high gun.
 - 7.1.3 In the event that all parties tied for a trophy per items 7.1.1 or 7.1.2 fail to appear for the trophy shoot; ties will be broken by coin flip held by the league directors the day of the trophy shoot / banquet. If there are multiple (more than 2) shooters tied multiple coin flips will be used until one winner is decided.
 - 7.2.1 Shoot-offs will be used if there is still a tie for any individual trophy after using the 50 bird trophy shoot score
 - 7.2.1 First shoot off to consist of a full 25 target round. If a tie remains after first 25 targets shooters will continue shooting until winner is determined by miss, and out.
 - 7.2.2 The league will pay the host club \$3.50 per 25 targets used in the shoot-offs.
 - 7.2.3 Shooters will provide their own shells for all shoot-off events.