



Nevada's 5-Star
Outdoor Shooting Facility



BERETTA
500 YEARS. ONE PASSION.

FRIDAY MORNING 2 - PERSON TEAM TRAP LEAGUE

January 15- March 25, 2016 (10 Weeks)
LEAGUE STARTING TIME - 9:30 EACH MORNING!



GENERAL INFORMATION

Format:

One round from 16 yard, one round from 25 yard;
Opposing teams will squad together.

Handicap System:

Same as previous Friday League.
Anyone without prior league trap average will
shoot scratch first day.

No League:

February 19th
(Ducks Unlimited Continental Event)

Road Kill Grill II:

Open for breakfast on Fridays at 8AM starting
January 15, 2016

Daily Entry - \$20 (\$5 Returned as Cash Awards to be split as follows)

First Place Team -	40%	High Individuals Scratch Average 1st-	15%
Second Place Team-	20%	High Individuals Scratch Average 2nd-	10%
Third Place Team-	10%	High Individuals Scratch Average 3rd-	5%



Trap · Skeet · Sporting Clays · Archery · Rifle-Pistol · Education Center

Where North Decatur Blvd. ENDS!
(702) 455-2000

www.ClarkCountyNV.gov/ShootingComplex
shootingcomplexinfo@ClarkCountyNV.gov



FRIDAY MORNING 2-PERSON TEAM TRAP LEAGUE RULES

1. **Time:** League shooting will begin every scheduled Friday morning at 9:30 a.m. There will be no early or late make-up allowed by individual shooters or teams.
2. **Substitutes:** If both team members are not present at the scheduled shooting time, substitutes may be used if available. If a sub has been properly qualified, the sub will receive the same target spot as a regular team member. The team pays the substitute's shooting fee. A team may not use any substitutes the last 4 weeks of league and a substitute may only shoot for one team on any given day.
3. **Blinds:** If a team is missing a shooter and a substitute is not available, they may elect to use a blind. A blind consists of the absent shooters average minus 2 targets for each sub-event and minus 4 targets on the total.
4. **Qualifying New Shooters for Proper Handicap:** All shooters new to the league are encouraged to establish their opening day handicap by shooting two rounds of practice, one from 16 yards, and one from 25 yards, prior to the start of the league. Score these rounds, make a copy of the score sheet, and present to the league secretary. This will be the basis for your target spot on the first day of league. Established shooters need not re-qualify; their existing averages will be carried forward to subsequent leagues.
5. **League Fees-** Daily fee is \$20/person, with \$5/person returned as cash awards.
6. **League Format:** Teams will shoot on the same squad as their opponents. First sub-event is from 16 yards, second sub-event is from 25 yards.
7. **Point System:** Each day it is possible for a team to win up to 5 points. One point will be awarded for the first round, two points for the second round, and two points for total.
8. **Point Drop:** At the end of the league, each team will drop one day's earned points from their final team point total.
9. **Target Spot (handicap) System:** Shooters with an average of 23 or better will shoot scratch. Those with averages of less than 23 will subtract his/her average from 23 then multiply the difference by 90%; all decimals are rounded off. On the total 50, the spot is calculated using the same method with the shooter's average being subtracted from 46. The maximum score allowed with a target spot is 24X25 and 49X50.
10. **Odd Number of Teams:** No team automatically earns 5 points. If a team is not scheduled to oppose you, another team in the same time slot will be selected.
11. **Cash Awards:** Cash awards will be given to the first three place teams (40%-20%-10%) and the first three place individual scratch averages (15%-10%-5%), of total prize pool.
12. **Ties for Team Cash Awards:** If tied, the team earning the most points in the final 3 weeks will win the tie. If still tied, each prior week will be used until the tie is settled.



Nevada's **5-Star**
Outdoor Shooting Facility