

Clark County Shooting Complex

.22 Rimfire- Spring 2014 League Rules

April 10 – May 29, 2014

1. **Shooting:** Shooting will begin every Thursday evening at 6:30pm.
2. **Teams:** Teams will consist of 5 or more members of which only 5 will shoot each evening. All team members will be considered final by the fourth week of league including Designated Alternates. The top 4 individual scores from each team (including handicap) will be used to determine final team score each evening. Note- A team must have a minimum of three members present to enter a team score.
3. **Designated Alternates:** Designated Alternates are extra team members and may be so for one team only. All Designated Alternates must be listed with the League Secretary by the fourth week of league.
4. **Team Roster:** The Team Captain must notify the League Secretary of any changes to the team roster prior to shooting each evening. Teams are subject to disqualification of their nightly score and forfeiture of any points won if a change in team personnel is not reported prior to points being awarded.
5. **Substitutes:** If all team members are not present at the scheduled shooting time, a substitute may be used if available. If a sub has been properly qualified, the sub will receive a target spot the same as a regular team member. The Team Captain is responsible for paying the sub's shooting fee. A sub may not be used the final two weeks of league. Only one sub may be used by a team on any given night, and a sub may shoot for only one team on any given night. The League Secretary will keep a listing of qualified subs.
6. **Qualifying New Shooters as Team Members or Subs:** At least one week prior to the start of any league there will be a qualifying night to establish a starting average for each new participant. The qualifying fee will be the same as the nightly league fee set for the subsequent league and includes the necessary targets. Team members and subs may qualify individually. The qualifying average will be dropped following the first night of league and only league scores will determine averages from that point forward. Once individuals or team members have participated in a league, their averages will be carried forward and they will not re-qualify for subsequent leagues. First time participants that fail to qualify will shoot scratch the first night of league.
7. **League Fees:** The nightly league fee is currently \$70/team (\$14/shooter) and is to be paid by the Team Captain to the League Secretary. Once the nightly fee is paid, the League Secretary will release the team's official targets for that night. There is a one-time Trophy Fee of \$50/team that is due by the third night of league.
8. **League Schedule & Format:** Teams will be scheduled to shoot at designated times each evening, directly against their opponents on adjacent tables. A schedule will be available by the 3rd night of league. Phase 1 (Handgun) will start at 6:30 and continue until all teams have completed this phase. All shooting in Phase 1 will be from a standing position at paper targets, 10 shots each at 7yds, 15yds, and 25yds. Phase 2 (Rifle) is anticipated to begin at approximately 8pm each evening. All shooting in Phase 2 will be from a seated position with rest at paper targets, 10 shots each at 15yds, 25yds, and 50yds. All 5 team members are required to complete their phases in 20 minutes, including securing firearms and vacating tables to allow for preparation of the on-deck team. Should an opposing team not show at their scheduled time, another team in the same time slot will be selected to be the opponent. A no-show does not guarantee 5 points by forfeit.

9. **Target Malfunction:** In the event of a target malfunction, the team member will be committed to shoot at the target assuming the target is still partially attached to the backing. This would include a target that has broken loose on one side from the cardboard backing and facing the shooter edge-wise. Any target that should completely separate from the backing will be disqualified and the shooter will be scored a "0" for that target. Shooters are 100% responsible for securely fastening their targets to the backing.
10. **Firearms/Ammunition:** All firearms are limited to open (metallic) or peep sights, no magnification of the sights or the target is allowed. The maximum cartridge for this league is .22 Long Rifle.
11. **Scoring:** All scoring will be determined by bullet placement in the scoring rings of the target. Center, or "X" = 11 points. Anything outside of the lowest scoring ring on the target will be scored as zero. Bullet holes that cut the line will receive the higher value. Opposing teams will score each other's targets following each phase. Once both Captains approve, Team Captains will sign & date, then submit to league secretary for recording of official scores.
12. **Blinds:** If a team is missing a member, they may use a blind. A blind consists of the absent team member's average less 15 points for each phase. To use a blind, the blind must represent a team member that has competed in a minimum of half of the prior league nights. A team may use a maximum of 2 blinds on any night, and may not use the same blind for more than two consecutive weeks.
13. **Points:** Points will be awarded by comparing each team's nightly performance against the team they are scheduled to shoot against by means of handicap. Each team winning Phase I (handgun) will each receive 2 points. Each team winning Phase II (rifle) will each receive 2 points. Each team winning the combined aggregate scoring over their opponent will receive 1 additional point. Every team has the possibility of winning up to 5 points each night.
14. **Handicap Target Spot System:** For this league, a perfect score of 330 for handgun, 330 for rifle, and 660 for total has been determined. Anyone that qualifies or holds an average that exceeds 90% of the perfect score (297) will be deemed a "scratch" shooter and receive no spot. All other shooters will receive a spot based on subtracting their average from the base score and multiplying the difference by 90%. Example- If a perfect score has been determined to be 330, anyone qualifying or holding an average of 297 (the base score) or higher would be considered a "scratch" shooter. If a shooter has an average of 250, they would receive a spot of 42. No shooter may exceed 95% of the perfect score by means of spot. If 330 has been determined as the perfect score, 313 would be the maximum score allowed by means of handicap. **Maximum target spot for this league has been set at 60 for handgun, 60 for rifle, and 120 for total**
15. **Teams Missing Scheduled Shooting Time:** Teams missing their assigned time will forfeit. No early or late make-up by any team will be allowed.
16. **Team Member Arriving Late:** If a team member arrives late, he/she may be replaced by a Designated Alternate, Sub, or Blind, or shoot Phase 2 only if their blind was used for Phase 1. No early or late make-up by team members allowed.
17. **Trophies:** Trophies will be awarded to each member of the top 25% of the teams in the league. (12 teams = 3 places, 20 teams = 5 places) The 1st place "scratch" team members will also receive trophies. There will be individual scratch trophies for any individual who has participated in a minimum of 8 evenings as follows- High-Average Handgun- Male & Female, High Average Rifle- Male & Female, High Average Combined- Male & Female, Outstanding Handgun Performance of the League, Male & Female, Outstanding Rifle Performance of the League, Male & Female, Junior (under 18) and Sub-Junior (under 15), and Most Improved Male & Female. Any ties for team trophies will be settled by the team earning the most points in the final four weeks of the league. Should a tie still occur, the next

previous week of points will be used until the tie is broken. The current winning team photo will be framed and displayed in the Rifle/Pistol Center for one year, then be awarded to the winning Team Captain following this period.

18. **Practice:** Your nightly league fee includes complimentary practice after 5pm on the same day as your scheduled league activity. You will be required to provide your own targets for practice. Targets and ammunition, as well as ear & eye protection are available for purchase at the Center.
19. **Rules & Grievance Committee:** 3 participants will be selected at random from the teams on the 2nd night of league. This 3-member committee will make final decisions on any disputes which may arise that are not clearly covered by the existing rules. Should a committee member be directly affected by a decision on any given dispute, their voting position will be temporarily replaced by the League Secretary.

Participants from previous Rimfire Leagues will not re-qualify for the Spring 2014 league; their averages will be carried forward.

Trophy Presentation will follow the last night of competition!

Special Rules for Optional Long-Distance Rifle Event

“For the first time, we have added an optional event to provide our league participants with an additional competitive shooting activity before, during, or after their team competition phases. As this is our first attempt at this, please feel free to offer comments and advice to improve as we move forward!” S.C.

1. **Optional Event Entry Fee:** \$5/nightly, includes 2 targets and awards fee.
2. **Firearms/Ammunition:** Small-bore rifle not to exceed .22 Long Rifle. All optics, accessories, or enhancements are allowed.
3. **Format:** This event is intended only for individuals that are participating in the current league team competition. Shooting to be completed from bench, 10 shots from 100 yards, and 10 shots from 150 yards each night.
4. **Time:** You may complete this anytime between 5pm and 10pm on the evening of your league competition. No early or late make-up. You are not required to complete at one sitting. You may elect to shoot the 100 yard portion before your handgun phase of league, and complete the 150 yard portion later in the evening.
5. **Scoring:** Once a target has been completed, turn in to the League Secretary for official scoring. Scoring will follow NRA guidelines; any bullet cutting the line will receive the higher score. Both targets must be submitted before 10pm to be considered.
6. **Awards:** There will be an award given to the High Average Male and High Average Female based on their 6 best performances.



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