FACILITY HOST

CLARK COUNTY
Shooting Complex
Las Vegas

Nevada's 5-Star
Outdoor Shooting Facility

LEAGUE HOST

NEVADA STATE TRAPSHOOTING ASSOCIATION

Nevada State Trapshooting Association

Non-Profit Organization - Dedicated To Local Youth Programs and Future Trapshooting Events!

Thursday Night Handicap Trapshooting League

September 10 - November 19, 2015 | Starts at 6:30PM

10 Week League - Five Person Teams

Nightly Raffles, Drawings and Funshoots

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

CLARK COUNTY NEVADA

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

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

Five Person Team League

Fees & Prices

Event Information

25-16 Yard Targets & 25 Handicap Targets!

Target Fee: $17 Per Night Per Shooter.
*Includes targets, Secretary and Scorers

*$1 of the nightly fee per shooter will go to a Jackpot purse paid out at the end of the League by Lewis Class, either 3 or 4 sub-classes, based on the attendance of the league.

One Time $85 Trophy Fee Per Team Paid By Sponsor Or Team.

John Mull's ROAD KILL GRILL

Dinner Available from The Road Kill Grill II

Open During Public Shooting Hours:

Wednesday - Sunday

CONTACT INFORMATION

N.S.T.A President
Mike Prince:

(850) 294-7351

For more Info: NVTrap.com/Shoots/NSTA-Fall-Trap-League

Trophies to 25% of Teams & Sponsors

N.S.T.A. THURSDAY NIGHT TRAP LEAGUE RULES

1. **League** shooting will begin every Thursday at 6:30 P.M.

2. **Teams:** will consist of five or more members (only five will shoot). The four best scores, (including target spot) in each sub event, and combined scoring, will be used. All team members will be considered final by the sixth week of the league; including Designated Alternates.

3. **Designated Alternates:** are extra team members and may shoot for one team only. All Designated Alternates must be registered with the League Secretary by the **6th week** of league Any changes to a team roster after the 6th week must be approved by the **Rules** and **Grievance Committee**. A Designated Alternate must shoot league a minimum of 4 times in the prior 12 months to shoot the last night of league.

4. **Team Roster:** The Team Captain must notify the league Secretary of any changes to the team roster prior to shooting. Should unexpected changes occur as the team goes to the line to shoot, the scorekeeper or team captain is to enter the shooters name on the squad sheet and the team captain must notify the counter personnel of the change when turning in the sheet for posting. The unreported shooter's scores will not be recorded. The team's standing will be scored on the remaining team members only, retroactively adjusting other team standings, as applicable. Averages will be corrected as needed. Teams may also be subject to disqualification 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 sub may be used if available. If a sub has been properly qualified, the sub will receive a target spot like a regular team member. The team pays a sub's shooting fee. A team in any position may not use a sub the last 4 weeks of league, or on a position night. A team may never use more than 2 subs on anyone night and a sub may shoot for only one team per night.

6. **Qualifying Shooters:** Every shooter will shoot scratch on the first night. All scores will be recorded by the league secretary and will determine the shooter's target spot for the following week. A running average of each night's scores will be kept starting with the first night of league to determine each shooter's target spot thereafter.

7. **League fees:** A one-time Sponsor Fee of $85.00 is due by the 2nd night of league. The nightly fee is $85.00 per team. This nightly fee includes all targets and secretary fee. The nightly fee is due in **full** each night if team members are present or not. It is the responsibility of the team captain to collect from his/her team members and present the fee to the league secretary before they shoot the first round each evening. **One dollar of the nightly fee per shooter-will be retained in a Jackpot Purse and paid out the end of the League by Lewis Class, with either 3 or 4 sub-classes based on league attendance. Payouts will be based on total Scratch Averages for the entire League. Final averages will be comprised of two decimal points. Ties will divide. Team members must shoot 10 weeks of a 12 week league or 8 weeks of a 10 week league to be eligible for the Lewis Payout.**

8. **League Schedule and Format:** Teams will be allowed 30 minutes to complete their two rounds of shooting and will be scheduled at the same time as their opponents on adjacent fields. All teams will shoot their 16-yard round first, then immediately shoot their second round on the same field from a longer yardage. Second round yardage distance will be 20 yards for all teams the first week of league. Starting the 2nd night of league, yardage will be determined by the team's placement in the overall standings. The top 20% of the teams will shoot their second round from 27 yards. The next 20% from the 25-yard line; the next 20% from the 23 yard line; the next 20% from the 21 yard line; the final group from the 19 yard line. Ties will be determined by lot draw so that each group will have the same amount of teams. A schedule will be out by the 2nd night of league giving shooting times, fields, and opponents.

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9. **Scoring:** The Team Captain/Squad Leader is responsible for making sure any "mark over" scores are clarified by the scorekeeper with the word "Dead" or "Lost"; written for the mark over. Targets not properly clarified will be deducted from the total score as per **ATA** rules.

10. **Rules & Grievance Committee:** During the 2nd night of each league, the names of 5 shooters will be randomly drawn from all league members. This committee will hear all complaints and make all final decisions on reported rule infractions.

11. **Blinds:** If a team is missing a shooter they may elect to use a blind. A blind consists of the absent shooters average, minus 2 targets each sub-event and minus 4 targets on the total. Any shooter a blind is used for must have shot at least half of the prior league nights. The same blind may be used two weeks in a row, then the shooter must return and shoot before the blind is used again. If the shooter does not return after the two-week period the "blind" used will be for the last shooter participating on the team, whether it be a regular team member or a designated alternate.

12. **3 Member Nucleus:** A minimum of 3 regular or designated team members must be present to enter a score and win points. A team is not allowed to use over 2 subs, 2 blinds, or combination thereof. If the 3-member nucleus minimum is not met the opposing teams points will be determined as stipulated below for an Easy *5 / N0* Show team. (Note: Less than a 3-member nucleus team is deemed a No Show).

13. **"No Shows" or "Easy 5":** If the team you are scheduled to shoot against cannot post a score, or you are scheduled against an Easy 5, your team's points will be determined by "drawing" a competitor from the teams scheduled to shoot in the same time slot. Points will be calculated against the drawn team in the same manner they would have been against your scheduled opponent.

14. **Point System:** Each night it will be possible for a team to win up to 5 points. One point will be awarded for the 16 yard event, 2 points for the Handicap event, and 2 points for the total. In the event of ties, points will split.

15. **Target Spot System:** System: Shooters with an average of 23 or better will shoot scratch. Shooters with averages 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 figured the same way with shooter's average being subtracted from 46. The maximum score allowed with a target spot is 24x25 or 48x50.

16. **Team Missing Assigned Time:** Teams missing their assigned shooting time will forfeit. No early or late make-up!

17. **Team Member Arriving Late:** If a team member arrives late and his blind is being used, he may still join the team if they have not fired at their first target on the second station. Otherwise, the blind will be used for the 16-yard portion and the shooter may join his team for the second round. No early or late make-up! If a sub or designated alternate is shooting in place of the regular team member that individual must complete both rounds of shooting. No mix of individuals is permitted.

18. **Trophies:** Sponsor and team trophies will be given for each 4 teams entered (20 teams means 5 places, etc.). Total points determine placement; each team will drop one nights points (one grace night). Ties for Champion will be shot off; other ties are determined by the total combined score used to calculate that night's points (top 4). Should a tie still exist all combined scores (5) will be used; ongoing ties will be shot off.

IMPORTANT NOTE!! ANY INFRACTION OR SITUATION NOT SPECIFICLY ADDRESSED BY A LEAGUE RULEWILL FALL UNDER RULINGS AS SET FORTH BY THE AMATEUR TRAPSHOOTING ASSOCIATION (A.T.A.)

AWARDS PRESENTATION AFTER LAST NIGHTS SHOOTING

N.S.T.A. THURSDAY NIGHT TRAP LEAGUE RULES

Procedure for League Rule Change-

Occasionally, a situation will arise that may warrant discussion of a possible future rule change for your league. Rule changes should not be taken lightly, and thought out carefully, as the slightest change could tremendously affect the overall dynamics of the league. When considering a rule change proposal, ask yourself if the end result would create a win/win situation for all involved.

A rule change proposal may be submitted by any League team member but only during our two largest leagues, i.e., Spring or Fall, which average being twice the size of our Summer & Winter. Any written proposal should be submitted to the League Secretary, which will in turn be copied, and distributed to all team captains. Team captains will have two weeks to discuss the proposal with their team members. A vote will be taken the third week, *and* 2/3 of the team captains must vote in favor of the proposal to put the change in effect.
A copy of the league rules can be made available to any league shooter, at any time. An infraction not covered specifically by a league rule, may fall back on the rules governing the A.T.A. (Amateur Trapshooting Association). For example, unsportsmanlike conduct, or conduct that disrupts the harmony of the event, could result in suspension of an individual, or an entire team. Another example would be the known ability of any shooter that conflicts with his/or her recent scores. The Rules & Grievance Committee, by unanimous vote, is authorized by the League Secretary to re-adjust classification or handicap as they see fit.

Each league's Rules & Grievance Committee is selected on the 2nd night of each new league. Five names are drawn at random from the league roster. Any suspected rules violation should be reported to a member of this group.

What are the differences between a "Designated Alternate" and a "Substitute"?

DESIGNATED ALTERNATES	VS	SUBSTITUTES
Extra team member		No team affiliation
One team only		Free-lance weekly
Must be on roster by 6tn week		Can be added after 6th week
Must shoot minimum 4 times in past 12 months to shoot on finals night		Cannot shoot on finals night
Can shoot mid-season position night		Cannot Shoot mid-season position night
Can shoot last four (4) weeks of league		Cannot shoot last four (4) weeks of league
League fees are paid in accordance with team payment schedule		Team pays shooting fee

N.S.T.A. THURSDAY NIGHT TRAP LEAGUE RULES

TARGET SPOT TABLE

Avg. on 25 Targets	Target Spot
23+	0
22	1
21	2
20	3
19	4
18	4
17	5
16	6
15	7
14	8
13	9
12	10
11	11
10	12
9	13
8	14
7	14
6	15
5	16
4	17 (MAX)

Avg. on 50 Targets	Target Spot
46+	0
45	1
44	2
43	3
42	4
41	5
40	5
39	6
38	7
37	8
36	9
35	0
34	11
33	12
32	13
31	14
30	14
29	15
28	16
27	17
26	18
25	19
24	20
23	21
22	22
21	23
20	23
19	24
18	25
17	26
16	27
15	28
14	29
13	30
12	31
11	32 (MAX)