

League Shooting For Fun

League shooting is the livelihood of any gun club, be it a vast layout in a major metropolitan area, or a small club in a community of 2,000 people. Included in this section is a simple handicapping system used at the 7-H Skeet Club in Pennsylvania.

Recruiting shooters for your leagues is a simple and fun way to promote your club. One potential source is the industrial plants in your area. Making calls to the public relations director at these sites can be very rewarding.

Learn to shoot programs, at various times during the year, can be another way of attracting potential shooters to the club.

A must for league coordination is constant contact with media. A short column in the local newspaper will catch a lot of eyes. Arrange to make guest speaking engagements with local civic group and other local organizations.

When organizing your league, be sure to run it as a team league. Individuals who excel should be recognized as well. Keep the cost at a modest rate, keep scores and team standings up-to-date on a scoreboard in the clubhouse.

There are numerous types of fun shooting games. Fun shooting gives a gun club a constant flow of income and generates an atmosphere of belonging.

Fun shoots are for people of all ages where skill is not of the importance. It is not necessary that expensive prizes be awarded. These shoots on a regular scheduled basis will lead to a successful and happy membership. The games are simple and limited only to the imagination of the organizer and the safety of all involved.

Introducing families to a variety of games will bring out the crowds and whet the appetites of shotgunners for more clay target sport and fun shooting.

Membership within a club with an active league and fun shooting program makes one feel that membership dues are well spent dollars.

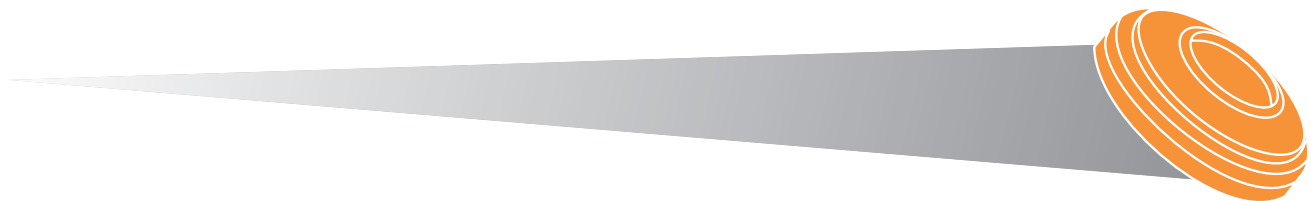


League Shooting

There are numerous types of league shooting formats. The following gives you an example of one type of league shooting. NSSA has on file numerous other league formats. Call for assistance in other league ideas.

League shooting provides family and friends a recreational shooting sport creating a year round season of activity at your Gun Club.

A flyer at the end of the section provides information on the NSSA League and Sweepstakes held each year. Non-members and members may shoot in these leagues and members have the option to register their targets. The bottom line is having fun shooting skeet.



League Shooting

The Heart of Club Promotion

**Organize a league today
at your club!**



League Handicapping Example

There are many ways to operate a skeet league and handicap it so that all shooters have a competitive chance to do well. The NSSA has a number of different systems on file thanks to the help of members such as Cecil Smith, Cotton Talbot, Hervey Laliberte, Robert Miller and others. These folks have all sent us rules and by laws of their own respective league programs that are very successful in the areas where their clubs are located. For information on these varied programs, call us 210-688-3371 and we will be glad to send them to you.

The most important thing when considering starting a league program at your club is the tremendous effect of team shooting. In all sports that incorporate league activity, team competition is a must. Bowling leagues are the backbone of any successful alley as golf leagues are to the links. Each of these very successful sports are dedicated to team competition.

The following is an example of a very productive program that has been used for many years at the 7-H Skeet Club in Patton, Pennsylvania. Roy Holtz, manager of the club, has generously shared his formula with us.

THE 7-H SKEET CLUB LEAGUE

This league consists of 5 shooters per team. Use the 4 highest averages of the 5 shooters to arrive at a team average, then subtract from 100 to determine the team handicap. After the team has shot their 50 targets, each use the 4 highest scores from each round of 25 targets to determine the team score, then add in the team handicap to give them a total score for that round (the handicap is added to each round separately). Quite often the team score is in excess of 100. You then compare that teams score vs. their competitor for that night on a round by round basis. Either team could have 2 wins or 2 losses or a split (one win, one loss). Use a running average for each individual shooter posted in the clubhouse. Example: Your very first shoot you have no average for the first night. You shoot 43 x 50, 1st night... your average for next week will be 86%. The second week, you shoot 45, add $43 + 45 = 88 / 100 = 88\%$. 88% is your average for the next week. In the third week you shoot 41... $43 + 45 + 41 = 129 / 150 = 86\%$. Fractional % is used.

Example: If you have 9 teams in the league, the 24 week schedule is drawn up so that each team shoots against all 8 other teams 3 times and each week you rotate fields and flight times, (7:30 pm, 8:30 pm). Since you have an odd number of teams, each team will take a turn shooting against themselves (call ghost), they must shoot above their average with handicap (100) to win.

League Handicapping Example

Team 1		Team 2	
Tom	92%	Ed	97%
Bill	81% drop low	Terry	92%
Jim	89%	Jack	89%
Joe	91%	Judy	79%
Sam	88%	Ron	91%
	$360/400 = 90\%$		$369/400 = 92.25\%$
	100-90 = 10 bird handicap per round		100-92.25 = 7.75 bird per round

Team 1 Scores			Team 2 Scores		
Round 1		Round 2	Round 1		Round 2
Tom	25	24	Ed	25	25
Bill	21	23	Terry	21	24
Jim	22	21 drop low	Jack	23	21
Joe	17 drop low	22	Judy	19 drop low	22
Sam	24	22	Ron	23	19 drop low
	92	91		96	92
	+ 10 handicap	+10		+7.75	+7.75
	102	101		103.75	99

Team 1 lost 1st game, won 2nd game • Team 2 won 1st game, lost 2nd game

There is one twist... to protect the team with a very small handicap vs. team with two very large handicaps, any team shooting an actual team score of 98 or better automatically wins, (without handicap).

Example

Team 1 Shoots

25
25
24
24
23*
98

Team 2 Shoots

23
20
19*
23
21
87

Don't need to use handicap: +14 handicap
Because of high actual score: 101

Team 1 wins with actual score of 98 vs. handicap score from other team of 101.

During summer league, actual score of 98 or better wins during winter league, after first snowfall, actual score of 97 wins.

Editor's Note:

We received a letter some time ago asking for ideas for league shooting systems. I asked for suggestions from our readers and, as usual, they did not let us down. I received a large number of league system ideas being used all across the nation. As you might imagine, there was some duplication of the various plans submitted, so after thoroughly reading them all, we selected several that look fun, fair and efficient. It is impossible to print all the plans we received, although we greatly appreciate all the shooters and gun club managers who took the time to tell us about their leagues. If you are looking for the "makings" of a good league, try one of the following systems.



BLAST FROM THE PAST
Reprint from August 1987

LEAGUE SHOOTING

PLAN 1

Tri-State Gun Club
Keokuk, IA
Submitted by M.C. Boyd

Trapshooting League Rules:

1. There will be a rules committee consisting of club officers and board of directors. All problems pertaining to scores and yardage should be presented to them.
2. All team members shall have their fees paid before they shoot. Each night's shooting will start at 6 p.m., with each team being allowed a 5-minute grace period from the time they are scheduled to shoot. Anyone not present will be given an averaged score, which will be the previous two weeks' scores less three targets.
3. Each team will be allowed two substitutes who must be designated on the team roster.
4. Shooters will be allowed to shoot ahead for two weeks, with a penalty yard for the second week.
5. All entry fee money will be paid back in trophies and pins. Tri-State Gun Club will put on a party for the teams at the end of the season.
6. All teams will start from the 22-yard line.
7. All shots fired will be scored. There will be no shooting a match over for any reason. If a match must be stopped, it will be restarted from where it stopped.
8. Lost targets will be determined as per ATA rules.
9. All ties will be recorded as $\frac{1}{2}$ win.
10. Handicapping will be as follows: A winning team will move back one yard, a losing team will move forward one yard, and tying teams will not change yardage.
11. There will be no restrictions on the number of teams one person may shoot on or substitute for on any given night.
12. Targets will be set each night before leagues start. Setting procedure shall be: Trap set in center hole, targets adjusted to be a straightaway from Post Three, height to be determined by setting gauge provided and distance to be 45 to 48 yards. Traps are then to be set in hole #2. If, before a match gets underway, a team captain does not think targets are right, he may ask to have them reset or checked. For no reason will targets be adjusted in any manner other than the one mentioned in this paragraph.
13. At the end of league, ties will shoot off for first, second and



third places using the average yardage of those teams for the season. Matches will be 125 targets. Places will be determined by high-gun rule.

NOTES: Handicaps are for the whole team and not individuals, so there is no problem of different yardages for team members. When a team that has earned a 27-yard handicap competes with a team shooting from 17 yards, the 17-yarders have a good chance to win. We have used this system since 1984 and have had no problems with it. I do not know of a better league system.

PLAN 2

**Manhattan Wildlife Association
Bozeman, MT**

Submitted by Clay Fracchiolla

Trapshooting League Rules:

1. 16-yard and 20-yard events (25 each); may shoot beyond 20 yards at shooter's option.
2. Registered ATA shooters to shoot at assigned yardage if over 20 yards.
3. Added Target System - based on 92% of 50 minus shooter's average = handicap. Example: Shooter has a 40x50 target average. 92% of 50 = 46, minus average of 40 = 6 added targets. Exception: At no time will more

than a 46 be posted, unless actually shot! If a 6 handicap shooter shoots a 43, a 46 will be posted (no free 50's!).

4. If 10 or more teams, we will establish "A" and "B" divisions. Divisions will be based on teams' scratch average. "A" Division Team average 375 and above; "B" Division Team average 374 and under. (Note: If shooter has no established average, we will assign a 73.) Example:

Shooter #1 has 72 average
Shooter #2 has 83 average
Shooter #3 has 78 average
Shooter #4 has 68 average
Shooter #5 has 76 average

377

(This becomes "A" Division Team)

PLAN 3

**Hollidaysburg Consolidated Sportsmen's Association
Tyrone, PA**

Submitted by Jimmie Miller

Tri-County Skeet/Trap League Rules:

Combining two great sports, skeet and trapshooting, in a competitive event can be quite enjoyable for the participants. In organizing a combined skeet and trap league, clubs have to deal with the rift that exists between the two factions. "Skeet is harder," says the skeet shooter. "Trap is harder," counters the trapshooter. Who is right? It is impossible to say and not at all important, anyway. They are two different sports, each with its own traits, styles and difficulties.

One way to reduce the friction between the two groups is to have the skeet shooter shoot trap and the trapshooter shoot skeet. In order to truly experience the other sport, this shooting of each other's game should be done regularly, not just once. That is what we did here at Hollidaysburg Consolidated Sportsmen's Club in beautiful central Pennsylvania. A league wherein the shooter shoots 50 skeet targets and 50 trap targets was developed to help tear down the barricades between the two factions.

We also invited two interested neighboring clubs to join in the competition

— Shenecoy Sportsmen of Huntingdon, PA and 7-H Skeet Club of Patton, PA. The new league met with success far exceeding our expectations.

Here is how it works. Each shooter is required to shoot 50 trap birds and 50 skeet birds. Their combined score for the 100 targets is the score used to determine the winning team. Each team can field as many shooters as it wishes, but the team that fields the least number of shooters determines the number of scores that may be counted for each team. Teams with higher numbers of shooters are able to drop their lowest scores until all teams compete with the same number of scores. For example, Hollidaysburg has 12 shooters, Shenecoy Sportsmen brings 14 shooters and 7-H Skeet Club brings 15 shooters. Shenecoy is able to drop two of its lowest scores and 7-H is able to throw out three of its low scores. Now all three clubs are competing with 12 scores. (Incidentally, it seems the team with the most shooters usually wins for the day. What a great incentive to encourage a large participation and, after all, that is what we are seeking. As the competition becomes keener, the teams go out to beg, borrow, steal, bribe or buy any person able to hold a gun in order to win the trophies!)

We arbitrarily decided to shoot our league on the last Sunday of each month, beginning in October and ending in March. We also rotate our shooting by traveling to all of the clubs involved, which also seems to heighten the interest of the shooters. All of us need to shoot at different clubs periodically in order to meet new people and support neighboring clubs, anyway. We end our league with a great banquet, at which time trophies and awards are presented.

We give awards as follows: A large trophy to the winning club, an individual trophy to each of the winning team members who were able to shoot on at least four of the six Sundays, a trophy to the shooter with the highest trap average, a trophy to the shooter with the highest skeet average and a trophy to the shooter with the highest overall average. Trophies are also given to each junior shooter. The trophies are paid for by an equal donation from all shooters.

This new league operates in conjunction with our existing separate skeet and trap leagues and is designed to bridge the gap between the two shooting sports. Part of this league's success is due to the fact each shooter not only experiences a new sport but also gains an insight into and respect for the other shooters and their sport.



Teledyne Target Busters Lawrenceburg, TN

Submitted by
Donald Lipscomb

Trap & Skeet League Rules:

I helped start a trap and skeet league at my place of work. We had the same problems as many clubs, and here is how we solved the problems.

Our league consists of 25 trap and 25 skeet targets every other week until we have fired 500 targets. We score points on a Round Robin system and use an 80% handicap.

After all shooters have entered, we make a master shooting schedule for the year. Each shooter fires against another shooter each week. Their scratch scores are added with their handicap to determine their total score. Points are awarded as follows: 2 points for trap, 2 points for skeet and 2 points for total. All ties split the points.

The handicap is determined by giving 80% of what it would take to make their average perfect. Example: If a shooter hits 18, 21 and 19 in his first weeks of shooting trap, his handicap is determined like this:

$$\begin{array}{r} 18 \\ 21 \\ +19 \\ \hline 58 \end{array} \quad \begin{array}{r} 25.0 \\ -19.3 \\ \hline 5.7 \\ \times 8 \\ \hline 4.6 \end{array} \quad 58 \div 3 = 19.3$$

The handicap is rounded down to the whole number; therefore, this person's handicap would be 4 for the fourth week. The skeet scores are handled the same.

I use a computer with a Lotus spreadsheet to do all the calculations and rank all the shooters. We had a league last year and used last year's handicap for the first two weeks of this year until a new handicap could be established. All new shooters must

Keokuk, Iowa Tri-State Gun Club									
1987 Wednesday League									
TIME	6:00	6:15	6:30	6:45	7:00	7:15	7:30	BYE	
TRAP NO.	1-2	1-2	1-2	1-2	1-2	1-2	1-2		
WEEK	DATE	TEAMS							
1	4/22	2-15	3-14	4-13	5-12	6-11	7-10	8-9	1
2	4/29	1-3	15-4	14-5	13-6	12-7	11-8	10-9	2
3	5/6	4-2	5-1	6-15	7-14	8-13	9-12	10-11	3
4	5/13	3-5	2-6	1-7	15-8	14-9	13-10	12-11	4
5	5/20	6-4	7-3	8-2	9-1	10-15	11-14	12-13	5
6	5/27	5-7	4-8	3-9	2-10	1-11	15-12	14-13	6
7	6/3	8-6	9-5	10-4	11-3	12-2	13-1	14-15	7
8	6/10	7-9	6-10	5-11	4-12	3-13	2-14	1-15	8
9	6/17	10-8	11-7	12-6	13-5	14-4	15-3	1-2	9
10	6/24	9-11	8-12	7-13	6-14	5-15	4-1	3-2	10
11	7/1	12-10	13-9	14-8	15-7	1-6	2-5	3-4	11
12	7/8	11-13	10-14	9-15	8-1	7-2	6-3	5-4	12
13	7/15	14-12	15-11	1-10	2-9	3-8	4-7	5-6	13
14	7/22	13-15	12-1	11-2	10-3	9-4	8-5	7-6	14
15	7/29	1-14	2-13	3-12	4-11	5-10	6-9	7-8	15
16	8/5	SHOOT OFF							

Looking for a schedule for 15 teams to compete over a 16-week period? This is how the Tri-State Gun Club does it.

shoot two weeks before their handicaps are calculated.

Using this system, beginners can give AA shooters a run for their money. In our last year's league, two beginners tied for first place. All the shooters in our league think this is a fair system. That is a pretty good statement in itself.



Izaak Walton Waterloo, IA

Submitted by Kenny Rogers

Izaak Walton Trap League Rules:

All teams are picked by drawing names, except for team captains. Team captains are determined by high scores from the previous league. To qualify for Top Gun, a shooter must shoot on a league team.

Each team shoots a 16-yard, 25-bird round at the beginning of each league night to determine its handicap yardage for that night. The team's total 16-yard score divided by the number of team shooters shooting the total score determines the handicap yardage (minimum 18 yards).

Shooting a broken bird must be shot over, or at the discretion of the puller and scorer. Scorer and puller decisions are final, and they may also rule on illegal birds. Team captains must

check scoresheets before leaving the field. Once they have left the field, they cannot be changed.

League times and starting-trap schedules are posted or distributed by the second night of league shooting. There will be a 5-minute grace period and then the team will be expected to shoot. Other shooters can fill out incomplete teams for make-up or practice as their names come up on the make-up or practice list. Shooters must sign up on these lists to fill in. Fill-in shooters' scores do not count on team yardage.

The 6-6:30 make-up practice time is limited to current league members only. Make-up must be completed within two weeks. A shooter can shoot two weeks in advance and/or two weeks after missing, but 100 rounds of make-up is the maximum that can be shot for a league score in one night. Make-up will be shot before or after regular league shooting each night and on unfilled teams. It is the shooter's responsibility to inform the squad scorer and make sure "Make-up" is noted on the sheet and to see that his team captain gets the scores. Any shooting not completed by the end of the league will be figured and recorded as 80% of the shooter's average nightly score to date.

League shooting will continue during light sprinkles or drizzles. Teams will shoot between scattered showers. (Bring your duck gun!)

Our trap club has used the above method for over 15 years with success.

Team captains are the top shooters from the previous league. They draw for the remaining four team members. Twenty-five 16-yard targets are shot each night to determine the handicap for each team (minimum of 18 yards). The teams shoot on a rotating schedule so all have the same amount of "bad light" before lights are used. This has worked well for us. It has started many new shooters and forced older shooters to mix with newcomers, because you never know whose team you will be on. We have been able to keep costs low and enjoyment high with a "fun" approach like this. Our "Big Shoot" for the year is held the weekend before pheasant season opens and is run like a meat shoot, but with live prizes given. Last year we gave away 80 live pheasant, ducks, geese and turkeys. The big event was an Annie Oakley, with the prize being a game-farm bighorn ram with a trophy curl. It's fun to see a shooter try to load live geese and turkeys into his nice car for the trip home!



PLAN 6
Road Runner
Trap Club
Alamogordo, NM
Submitted by Bruce Axline

Trap League Rules:

Here's the way we set up a night league that works very well. It gives a slight advantage to new, improving shooters, which I believe is a good idea.

First, everyone shoots on an individual basis. This solves the problem of what to do when someone doesn't show up. Each shooter shoots 25 16-yard targets and 25 handicap targets at their assigned ATA yardage. New shooters shoot from the 20-yard line, ladies from the 18.

The first week everyone shoots scratch and the winner takes the pot. Thereafter, each shooter has a handicap. For instance, if a shooter breaks a score of 41, his handicap is $\frac{1}{2}$ the number of targets missed, in this case 6. The next week, if the same shooter breaks a 45, his handicap is added to his score, making it a total of 51. A minimum score of 50 is possible, however, including the handicap. Handicaps are refigured weekly and are rounded off. All ties split the pot. **SS**

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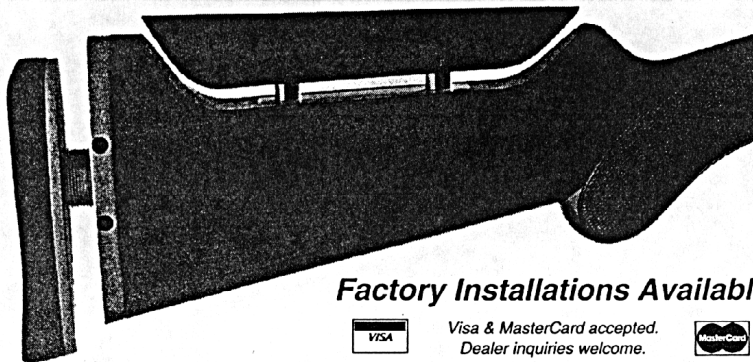
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League Shooting

Jack Mills

There are numerous types of league shooting formats, many of them very good. The following are some of the things I have found, in my personal experience, that make leagues successful. Whatever system you use, give it a chance to work, keep trying.

1. **Structure:** If you allow participants to shoot anytime, anyway, there will be little camaraderie and interest will soon wane.
2. NSSA rules should govern skeet events.
3. Shooters shoot at scheduled times and on scheduled fields.
 - a. Times and fields should rotate to offer all shooters equal opportunity in varying light conditions, background, etc.
 - b. Allow shooters to “Bank” a score, in advance, to use in an emergency.
4. Competition should be in teams.
 - a. Teams can be any number of shooters, 2-3-4-5, but team spirit will keep shooters happy even when they’re not doing well. Where an individual might drop out, a team member will keep going for the sake of the team.
5. 4. Use an Added Bird Handicap System.
 - a. You may handicap each individual or you may handicap the team.
6. Use and post a leader board.
 - a. Post the winners each week and use the best win loss record to establish the league winner. Keep a running tally on the leader board.
7. Finish with a bang.
 - a. Have a party at the club for all participants.
 - b. Recognize winning team, high individual, and most improved.
 - To determine most improved compare first half average to last half average, or raw score first half to last half. Give them a take home trophy to show off to friends & family.
 - High Individual would be most targets broken (raw score).
 - Winning team, best win/loss record. I would place a plaque on the wall in the clubhouse with winning team members names on it. This is even better than a take home trophy because no one sees it at home and all the members see it at the club. An annual plaque can be used for a whole years leagues, or even more, saving cost.
8. Announce the next league.
 - a. Allow a short break between leagues, but start signing up folks for the next league right away. Challenge the shooters to bring in a new shooter for each team.
 - b. Vary your leagues.
 - Try skeet, trap, crazy skeet, skeet doubles, trap doubles, handicap trap even skeet backwards, at least once a year throw in something other than the regular game. This really helps the non- competitive shooters stay interested. Even if your AA shooters sit this one out it’s still good for business. A hunters league in the early fall may be very productive.

League Handicap

Jack Mills

There are numerous ways to handicap league shooting. In my experience, the added bird system works best. You may handicap individuals or, the team as a whole. In most cases I prefer handicapping the individual shooter, then adding them together for the team score. The following system was derived from the Winchester Handicap System, and may be modified to fit your needs.

I normally shoot leagues 50 target per week for 8, 10 or 12 weeks. To establish a round robin tournament you may adjust the number of persons on a team, thereby adjusting the number of teams to come up with a program where each team shoots against each other team at least once, twice would be better. Keep the league 12 weeks or less if possible. People tire of longer leagues, especially those who aren't shooting well.

On the first week I use the raw score as an average and keep a running average from then on. I handicap each shooter 70 or 80 percent of the difference between their average and a perfect score. I then add this percent to the shooters raw score for that day/night to arrive at their league score for that week. However, the individual's league score for any given week should not exceed 49. To be scored with 50 you would need to break 50, best score with handicap would be 49. Fractions of percentages are used but no handicap score would be higher than 49.

Example: Joe shoots a 43 on the first week of league. His average is therefore 43, the difference between 43 and 50 is 7, $7 \times 80\% = 5.6$. Joe's league score for that week would be $(43 + 5.6) 48.6$. Next week Joe shoots a 41, his average is now $(43 + 41) 84$ divided by $2 = 42$. The difference between 42 and 50 is 8, $8 \times 80\% = 6.4$. Joe's league score for the second week would be $41 + 6.4 = 47.4$. On the third week of league Joe shoots a 46. His average is now: $(43 + 41 + 46) 130$ divided by $3 = 43.3$, his handicap is $(50 - 43.3) 6.7 \times 80\% = 5.36$ Joe's added bird handicap for this week. Joe's league score then, would be 49. Remember the best handicap score you can have is 49 even though Joe's raw score of 46 plus handicap of 5.36 would equal 50.36.

You will find it helpful to carry handicap to two decimal places, once each individual's score is added together for the team score hundredths of a target will often determine the winner. I find a computer-spread sheet most helpful to figure and maintain team scores. However, it is possible to do this manually. Using a spreadsheet such as Lotus, Quattro or Excell you will only need to key in the individual score and let the program do the rest. Results may then be posted only minutes after the last score is shot.

Each week, each team is matched against another team and the team with the highest league score (raw score plus handicap for each team member combined) wins. Example:

Team 1		Team 3	
Joe	$43 + 5.6 = 48.6$	Dave	$41 + 7.2 = 48.2$
Sam	$46 + 3.2 = 49$	Tom	$48 + 1.6 = 49$
Pete	$39 + 8.8 = 47.8$	Bob	$40 + 8 = 48$
Total	145.4 win		145.2 loss

League Scheduling

Jack Mills

Round Robin team scheduling starts with a seed team and all other teams rotate around this seed team. In the following example Team 1 is the seed team.

Time	Field 1		Field 2
Week 1			
6:00 PM	1	vs	3
7:00 PM	2	vs	4
Week 2			
6:00 PM	1	vs	2
7:00 PM	4	vs	3
Week 3			
6:00 PM	1	vs	4
7:00 PM	3	vs	2

Begin 2nd Half

Move seed to new location; continue same rotation (clockwise around seed).

Week 4			
6:00 PM	1	vs	3
7:00 PM	2	vs	4
Week 5			
6:00 PM	1	vs	2
7:00 PM	4	vs	3
Week 6			
6:00 PM	1	vs	4
7:00 PM	3	vs	2

Note: All teams shot an equal number of times on each field and each flight time.

In the event of an uneven number of teams, the seed spot will be assigned to a Ghost team. A ghost team need not be rotated, making the round robin scheduling easier. In order for a team to win over a ghost team they must shoot a team score higher than their team's average.

Bank Scores: Shooters may "Bank" a score in advance to be used in the event they are prevented from shooting at the scheduled time. Bank scores may be shot at any time the club is open but must be declared prior to shooting. Also, any required league fee should be paid in advance on a "Bank" score.

League Fees: An entry fee should be charged in advance. Also a weekly league fee usually \$1 per week. All fees should go for awards and league parties.

National Skeet & Sporting Clays League and Sweepstakes Guidelines

- NSSA/NSCA rules and regulations shall govern and be in effect during this league.
- This league is for both NSSA/NSCA members and non-members. NSSA members may register targets (in all four gauges), provided all daily fees are paid in advance. These targets will be added at the end of the 2001 shooting year. NSCA members may register targets, provided all daily fees are paid in advance. At the completion of your league, and as soon as league results are received at headquarters, the 500 targets will be available to use toward meeting your state, zone or national target requirement. These targets will not affect your class standing.
- A sweepstakes drawing will be held shortly after the conclusion of the league. All participants who enter a ten-week league are eligible for any and all prizes. The use of substitute prizes may be necessary in some circumstances. (Example: If a shooter is from outside the U.S. and wins ammunition, we will substitute a prize for the ammunition.)
- Individual winners from each gauge, Champion, Runner-up, and Third place, will be awarded. Additional NSSA/NSCA awards will be given based on the Lewis Class System with one group every 50 members per gauge. A random computer drawing conducted by NSSA/NSCA will break all ties.
- Team winners - Champion, Runner-up and Third will be awarded in each gauge. The Lewis Class System will award additional winners with one group every 10 teams per gauge. NSSA/NSCA awards will be awarded to all winners.
- In **SPORTING CLAYS**, each team may consist of 3, 4, or 5 shooters, and may be mixed to include NSCA members, non-members, registered and non-registered shooters. Clubs may have as many teams as deemed necessary to accommodate shooters. Should a club not be able to field a team, individual shooters may participate in this league.
- In **SKREET**, each team may consist of 3, 4, or 5 shooters, all shooting the same gauge (example: 3-man team shooting .410 will only compete with other 3-man teams shooting .410), and may be mixed to include NSSA members, non-members, registered and non-registered shooters. Should a team be comprised of mixed gauges, this team **will not** be eligible for team awards, but for individual competition only. Clubs may have as many teams as deemed necessary to accommodate shooters. Should a club not be able to field a team, individual shooters may participate in this league.
- Multiple leagues may be shot. (Example: Jan-April & Jun-Aug). A shooter may also shoot more than one league during any one ten-week period provided he enters only one league *per club* during each ten-week period, and shoots all targets for each particular club's league only at that club.
- If a shooter misses a week, he/she can make up that score at a later time. If a shooter knows he will be absent for a week, he may shoot ahead for that score.
- If a team member is unable to complete the league, the team can replace him with a substitute to keep the team eligible for awards. This substitute starts where the other member left off, however, both will still be eligible for the sweepstakes drawing.
- All ammunition will conform to NSSA/NSCA rules. Maximum 1 1/8 - 7 1/2.
- Spectators and contestants must follow all NSSA/NSCA rules and must assume all risks for accidents and hold harmless the National Skeet Shooting Association & National Sporting Clays Association, its employees, officers and directors.

National Skeet Shooting Association

National Sporting Clays Association

NSSA/NSCA LEAGUE & SWEEPSTAKES—WIN GREAT PRIZES!

The 2001 League & Sweepstakes officially begins January 1 and continues through September 30. A sweepstakes drawing will be held shortly after the conclusion of the league and includes many great prizes to be given away.

PRIZES

Shotguns • Ammunition • Shooting Accessories • Much More!

All NSSA/NSCA affiliated clubs are eligible to participate in the NSSA League and Sweepstakes. The League is open to both NSSA/NSCA members and non-members. **NSSA** members may register their targets (any of the 4 gauges & Doubles) if they wish. **NSCA** members may register their targets.

IMPORTANT INFORMATION

- Teams consist of 3, 4, or 5 shooters, **all shooting the same gauge**, and may be mixed to include NSSA/NSCA members and non-members, registered and non-registered shooters
- Should a team be comprised of mixed gauges, this team **will not** be eligible for team awards, but for individual competition only
- Clubs may have as many teams as deemed necessary
- A combined NSSA/NSCA drawing of all the prizes will be held
- Each league runs for 10 weeks, 50 targets each week, for a total of 500 targets
- Shooters may shoot multiple leagues and are eligible to have an entry in the sweepstakes drawing for each league they participate
- In addition to the sweepstakes drawing, team and individual awards will be awarded based on Lewis Class
- Each participant will also receive a participation award, courtesy of the National Skeet Shooting Association
- Each club will receive at least 5 NSSA/NSCA League & Sweepstakes patches to award your club's top five participants
- For NSCA at the completion of your league, your 500 targets will be available to use towards meeting your state, zone or national target requirements

Check with your local club manager for the starting date of the league in your area!

FEES

- Entry Fee: \$20.00 per shooter per league shot
- Registered Target Fees: \$1.50 per week
(\$15.00 for 10 weeks paid prior to shooting)

Remember, both NSSA/NSCA members and non-members can shoot on the same team and all shooting awards are based on the Lewis Class System, regardless of experience.