

3M Skeet Summer League Shooting Rules

Broken Targets: Shots at broken targets must be repeated regardless of a hit or miss. Proof doubles are not required except when designated by skeet directors. (Primarily during tournaments).

Malfunctions: Targets will be repeated for initial malfunctions (Gun or ammo). The shooter should change guns or shells if repeated malfunctions occur.

Safety: Guns will be unloaded and open until the shooter is positioned on the shooting station. No more than two shells are allowed to be loaded at any one time on a station.

Hulls: Shooters are encouraged to pick up their hulls at the end of the round (*not* between stations!). Hulls will *not* be picked up **beyond** the sheet houses (generally from stations 1, 7 and/or 8) while adjacent field is in use.

Option Shots: Option shot is taken as a repeat of the first target lost. In the event of a straight, option is taken as a repeat of low house eight.

Order: When shooting doubles, high house is shot first from stations one and two with low house shot first from stations six and seven.

Dusted: A dusted target (no visible piece) is a lost target.

Dead: When a visible piece is broken from a target.

Time: Heavy utilization of skeet fields requires all shooters to be ready when called to minimize delays. Picking up hulls during the round is discouraged and should be done between rounds.

Teams: Each team member is encouraged to shoot weekly. The five highest scores with handicap will be counted for team score. Teams do not have to shoot together as a squad and individuals may shoot Tuesday or Wednesday.

Skeet Teams: Skeet directors will create the proposed summer skeet league teams based on the available applications and information provided at the beginning of the season. After the fourth week of official shooting the Skeet Directors will have the option to reorganize the teams in order to balance handicaps, team members and encourage competition within the league.

League Rounds must be stamped with the appropriate stamp (“L” for league, and “P” for practice) prior to being shot. All shooters must post their scores on the sheet provided in the clubhouse.

12 Gauge League: 18 weeks

High Gun: A “high average” award is given to the shooter holding the league high average at the end of the season. The average ***does not*** include handicap. To qualify, all 18 league rounds must be shot. Ties for High Gun will be broken in the following order

- 1) Most 25's.
- 2) Shoot-off to be determined by the sheet directors.

Shoot Ahead: Shooting ahead is allowed up to five weeks in ***advance*** (current day + five more scores) and is encouraged for shooters who will not be available. Shoot ahead scores ***must*** be recorded on a shoot ahead sheet. If you shoot ahead plus shoot a league score for the same day, ***the lower of the two scores will be recorded.***

Teams: skeet directors are responsible for selecting teams based on entries.

Team Points: Points awarded shall be; Win = 2, Tie = 1, Loss or forfeit = 0

League team shoot off between the winning teams for the first half and second half will be held at a predetermined time on a Tuesday or Wednesday designated by the skeet directors. All members of the two teams are eligible to shoot. The shoot off consists of 25 birds at skeet one, and 25 birds at skeet two for each team. Teams may shoot at the same time with one team on field one and the other on field two. At the end of the first round, the teams switch fields and shoot their second round. Handicap is not adjusted after the first round; it is based on season ending handicaps. Teams with less than five shooters may use a blind of 15.0 for up to two absent shooters.

Handicap: Handicap shall be on an individual basis;
Maximum handicap = 10, Blind = 15 (maximum of 2 per squad)
Maximum score with handicap = 24
Scratch = 23
Actual + handicap scores less than 15.0 are made 15.0
Weekly handicap is calculated on the accumulated average from the start of the season.
Calculation to be 100% of difference between the shooter's running average and scratch.

28 Gauge League: 10 weeks (summer 2006)

League Champion: A “League Champion” award is given to the shooter holding the league high average at the end of the season. To qualify, all 10 league rounds must be shot. Ties for League Champion will be broken in the following order:

- 1) Most 25's.
- 2) Shoot-off to be determined by the sheet directors.

Shoot Ahead: There is no limitation to the number of shoot aheads for this league. Scores must be recorded clearly indicating the score and corresponding week for which it counts.

For 2007 skeet league 28 ga season, teams may or may not be formed depending on the number of participants.

.410 Bore League: 10 weeks (summer 2006)

League Champion: A “League Champion” award is given to the shooter holding the league high average at the end of the season. To qualify, all 10 league rounds must be shot. Ties for League Champion will be broken in the following order:

- 1) Most 25's.
- 2) Shoot-off to be determined by the sheet directors.

Shoot Ahead: There is no limitation to the number of shoot aheads for this league. Scores must be recorded clearly indicating the score and corresponding week for which it counts.

For 2007 skeet league 410 ga season, teams may or may not be formed depending on the number of participants.

Doubles League: 10 weeks (summer 2006)

League Champion: A “League Champion” award is given to the shooter holding the league high average at the end of the season. To qualify, all 10 league rounds must be shot. Ties for League Champion will be broken in the following order:

- 1) Most 25's.
- 2) Shoot-off to be determined by the sheet directors.

Shoot Ahead: There is no limitation to the number of shoot aheads for this league. Scores must be recorded clearly indicating the score and corresponding week for which it counts.

For 2007 skeet league doubles season, teams may or may not be formed depending on the number of participants.