

# 2021 CENTRAL PENN TRAP LEAGUE RULES

1. THE OPERATION AND RECORD KEEPING OF THIS LEAGUE SHALL BE THE RESPONSIBILITY OF THE SECRETARY.
2. CLUBS/TEAMS SHALL BE: ENOLA SPORTSMEN, MECHANICSBURG SPORTSMEN, CARLISLE FISH & GAME, AND SHIPPENSBURG FISH & GAME ASSOC.
3. ALL SHOOTS WILL START AT 9:00 A.M. ENTRIES SHALL CLOSE AT 2:00 P.M. SHARP.
4. THE SHOOT WILL CONSIST OF FIFTY (50) 16 YARD TARGETS.
5. SHOOTERS MUST DECLARE FOR WHICH TEAM THEY WILL SHOOT AND ARE NOT PERMITTED TO CHANGE TEAMS.
6. **FEES WILL BE \$10.00. SEVEN DOLLARS (\$7.00) TO CLUB, AND THREE DOLLARS (\$3.00) TO LEAGUE.**
7. JUNIORS WILL BE CHARGED \$5.00. (17 YEARS OLD OR LESS) JUNIORS THAT PAY THE REDUCED RATE WILL NOT BE PERMITTED TO ENTER THE LEWIS.
8. OPTIONAL LEWIS - \$10.00. 1 CLASS EVERY 10 SHOOTERS. MINIMUM 2 CLASSES
9. DATES AND HOST CLUBS ARE AS FOLLOWS: (SEE ATTACHED SCHEDULE)
10. THE FIRST SCORE A SHOOTER ENTERS WILL BE USED FOR ESTABLISHING HIS/HER HANDICAP AND WILL BE HANDICAPPED TO 49 (**UNLESS HE/SHE SCORES A 50**). AFTER THE FIRST SHOOT YOUR HANDICAP SCORE WILL BE DETERMINED BY THE SCRATCH SCORE YOU HAVE SHOT FOR THAT DAY.
11. THE TOP TEN (10) SCORES FOR EACH SHOOTER WILL BE USED TO CLASSIFY THE SHOOTER FOR THE MONEY SHOOT.
12. SCORES WILL BE COMPUTED ON AN ADDED TARGET HANDICAP BASIS.
13. FORTY- NINE WILL BE THE PRIME SCORE FOR COMPUTING.
14. THE MAXIMUM SCORE WITH HANDICAP WILL BE 49.
15. **TEAM CAPTAIN FROM THE HOST CLUB** SHALL BE RESPONSIBLE FOR NOTIFYING THE OTHER CAPTAINS, AND THEIR OWN TEAM MEMBERS, IF THEY HAVE TO CANCEL A SHOOT DUE TO WEATHER OR OTHER UNFORSEEN CIRCUMSTANCES. PLEASE SEE THAT THE LEAGUE HAS YOUR CONTACT INFORMATION (THE EARLIER THE BETTER).
16. NO LIMIT ON NUMBER OF SHOOTERS ALLOWED SHOOTING FOR ANY CLUB.
17. NEW SHOOTERS WANTING TO JOIN THE LEAGUE AFTER THE 4<sup>th</sup> HELD SHOOT OF THE SEASON SHALL BE ASSIGNED TO THE LAST PLACE TEAM AT THE TIME, THEY POST THEIR FIRST SCORE.
18. LEAGUE RULES COMMITTEE SHALL CONSIST OF A TEAM CAPTAIN FROM EACH CLUB.
19. **GRIEVANCES** SHALL BE BROUGHT TO THE ATTENTION OF THE TEAM CAPTAIN OF THE CLUB THAT YOU SHOOT FOR. THE GRIEVANCE SHALL BE RESOLVED BY DECISION OF THE RULES COMMITTEE.
20. THE SIX HIGHEST SCORES (6) SCORES SHOT THAT WEEK SHALL CONSIST OF THE TEAM SCORE.
21. BLIND SCORES, IF NEEDED, WILL BE THE AVERAGE OF ALL SHOOTERS SCORES SHOT THAT DAY.
22. SHOOTERS WILL BE ALLOWED TO SHOOT AHEAD, FOR THE NEXT WEEK, TWICE (2) DURING THE (12) WEEK LEAGUE. SHOOTERS WILL BE ALLOWED TO PRACTICE, SHOOT AHEAD, OR BACK, ONLY AFTER THEY HAVE SHOT THEIR SCORE FOR THAT DAY.
23. PRACTICE COST SHALL BE THE RATE FOR A ROUND OF PRACTICE CHARGED BY EACH CLUB.
24. SHOULD A SHOOTER SHOOT LESS THAN 10 OF THE 12 SHOOTS, HE/SHE WILL NOT BE ELIGIBLE FOR SEASON END TROPHIES OR THE MONEY SHOOT.
25. SHOOTERS MUST POST AT LEAST (1) REGULAR (NOT SHOT AHEAD or BACK) SCORE AT EACH CLUB TO BE ELIGIBLE FOR SEASON END TROPHIES OR THE MONEY SHOOT.
26. THE TEAM SCORES, STANDINGS, AND TREASURY REPORT SHALL BE POSTED EACH WEEK.
27. IT WILL BE THE RESPONSIBILITY OF EACH SHOOTER TO ADVISE THE SECRETARY OF ANY DISCREPENCIES.

28. WE WILL FOLLOW THE “**SPIRIT**” OF THE ATA RULES, EXCEPT AS MODIFIED HEREIN BY C.P.T.L. RULES.
29. TROPHIES WILL BE AWARDED AS FOLLOWS: (THERE MUST BE AT LEAST 3 CONTESTANTS START IN EACH CATEGORY, ONLY ONE TROPHY PER SHOOTER)
30. HIGH GUN (Scratch & Handicap)
31. HIGH LADY (SCRATCH)
32. HIGH JUNIOR (17 YRS or LESS, AS OF FIRST SHOOT) (SCRATCH)
33. HIGH SENIOR (65 YRS OR OLDER, AS OF FIRST SHOOT) (SCRATCH)
34. HIGH SR. VET. (70 YEARS OF AGE AS OF THE FIRST SHOOT) (SCRATCH)
35. MOST IMPROVED SHOOTER (AVERAGE OF 1<sup>ST</sup> (5) SCRATCH SCORES vs. LAST (5) SCRATCH SCORES)
36. WINNING CLUB WILL BE AWARDED A PLAQUE AT THE END OF THE LEAGUE.
37. TARGET COLOR WILL BE DECIDED BY THE CLUB HOSTING THE SHOOT.
38. SHOOTING BACK- SHOOTERS WILL BE PERMITTED TO SHOOT BACK ONCE DURING THE REGULAR SEASON, THIS WILL NOT COUNT TOWARD MEETING THE REQUIREMENT THAT YOU MUST SHOOT ONCE AT EACH CLUB DURING THE REGULAR SEASON. A SCORE SHOT BACK WILL NOT HAVE ANY EFFECT ON THE TEAM SCORE AND WILL NOT BE HANDICAPPED. THE SCORE SHOT BACK WILL ONLY BENEFIT THE SHOOTERS “SCRATCH SCORE” AND TOWARD THE REQUIREMENT OF NEEDING 10 SCORES TO QUALIFY FOR THE MONEY SHOOT, AND SEASON END THROPHIES. SCORES SHOT BACK MUST BE SHOT AT THE CLUB IN WHICH A SCORE WAS NOT POSTED. THE CLUB AND THE DATE YOU ARE SHOOTING BACK FOR MUST BE DECLARED ON THE SCORE SHEET ON THE DAY YOU ARE SHOOTING THE SCORE. ALL SCORES SHOT BACK WILL HAVE THEIR SCORE PENALIZED BY (1) TARGET. A SCORE SHOT BACK MUST BE THE LAST SCORE THE SHOOTER SHOTS THAT DAY.
39. TIE-BREAKER FOR HIGH HANDICAP CATEAGORY- AT THE END OF THE SEASON THERE IS FREQUENTLY A MULTI-SHOOTER TIE FOR WINNER OF THE HIGH HANDICAP CATEGORY. THE PAST METHOD FOR BREAKING TIES WAS TO USE A REVERSE RUN OF THE LAST LEAGUE SCORE YOU SHOT. THIS INVOLVED THE USE OF A SCRATCH SCORE TO DETERMINE THE WINNER OF A HANDICAP CLASS. NOT THE BEST METHOD FOR DETERMINING THE WINNER. THE RULES COMMITTEE HAS DETERMINED AN ALTERNATE METHOD FOR DETERMINING THE WINNER, WHICH HOPEFULLY BETTER SUITS THIS CATEAGORY. THIS METHOD WILL USE THE LAST (10) ACTUAL CALCULATED HANDICAPS IN REVERSE IN ORDER TO DETERMINE THE WINNER. PLEASE SEE PAGE 3 FOR FURTHUR EXPLAINATION.
40. IF A SHOOTER RETIRES BEFORE COMPLETEING A ROUND OF 50 TARGETS, HE/SHE SHALL RECEIVE A “NO SCORE” FOR A HANDICAP SCORE. THE SCRATCH SCORE SHALL BE THE NUMBER OF TARGETS BROKEN BEFORE THE SHOOTER RETIRED.  
\*\* IF A SHOOTER RETIRED DUE TO A BROKEN GUN OR DEFECTIVE SHELLS, HE/SHE MAY COMPLETE THE ROUND THAT DAY. SCHEDULEING SHALL BE AT THE DISCRETION OF THE HOST CLUB. THE ROUND SHALL BE COMPLETED PRIOR TO SHOOTING AHEAD, BACK, OR PRACTICE. THE HANDICAP SCORE FROM THE PREVIOUS WEEK SHALL BE CARRIED FORWARD AND WILL BE THE SHOOTERS HANDICAP FOR THE NEXT WEEK ONLY IS HE/SHE DOES NOT COMPLETE THE ROUND.  
IF HE/SHE COMPLETES THE ROUND THEN THE HANDICAP WILL BE AS USUAL.
41. AII SEASON ENDING TIES SHALL BE RESOLVED BY THE LONGEST REVERSE RUN OF THE LAST SCORE THE SHOOTER ACTUALLY SHOT.  
\*\* THIS SCORE SHALL NOT BE INCLUDED IN THE CALCULATION OF “MOST IMPROVED SHOOTER”.
42. IF AFTER THE LAST SHOOT THE SEASON ENDS IN A TIE, THE TIE SHALL BE BROKEN BY THE AVERAGE OF EACH TEAMS TOP 10 HANDICAP SCORES. IF THIS STILL FAILS TO RESOLVE THE ISSUE, THEN A COIN TOSS BE USED.

		1	2	3	4	5	6	7	8	9	10	11	12	FINAL STAT S **	Handicap Count
Shooter 1	Scratch Score	38	41	41	44	42	48	46	45	46	49	46	46		
	Handicap	0	11	9	9	8	8	7	5	4	3	2	3		
	Final Score	49	49	49	49	49	49	49	49	49	49	48	49	49.0	1
Shooter 2	Scratch Score	20	27	38	29	37	31	35	31	32	38	40	36		
	Handicap	0	29	25	21	20	18	17	15	17	16	16	14		
	Final Score	49	49	49	49	49	49	49	46	49	49	49	49	49.0	4
Shooter 3	Scratch Score	35	40	45	42	41	42	42	41	46	46	45	45		
	Handicap	0	14	11	9	8	8	7	7	7	7	6	5		
	Final Score	49	49	49	49	49	49	49	48	49	49	49	49	49.0	4
Shooter 4	Scratch Score	40	48	50	49	48	46	46	48	50	48	48	43		
	Handicap	0	9	5	3	2	1	1	1	2	2	2	1		
	Final Score	49	49	50	49	49	47	47	49	50	49	49	44	49.0	0
Shooter 5	Scratch Score	40	46	48	42	44	46	47	47	49	47	47	48		
	Handicap	0	9	6	4	5	5	4	3	3	2	2	2		
	Final Score	49	49	49	46	49	49	49	49	49	49	49	49	49.0	8
Shooter 6	Scratch Score	35	38	47	40	40	43	45	42	47	39	46	48		
	Handicap	0	14	12	9	9	10	8	6	7	6	6	5		
	Final Score	49	49	49	49	49	49	49	48	49	45	49	49	49.0	2
Shooter 7	Scratch Score	41	47	45	45	44	42	45	47	44	47	50	48		
	Handicap	0	8	5	5	4	4	4	4	4	5	4	3		
	Final Score	49	49	49	49	48	46	49	49	48	49	50	49	49.0	3
Shooter 8	Scratch Score	38	41	41	44	42	48	46	45	46	49	46	46		
	Handicap	0	9	9	9	8	8	7	5	4	3	2	3		
	Final Score	49	49	49	49	49	49	49	49	49	49	48	49	49.0	1
Shooter 9	Scratch		48	48	49	50	45	49	50	48	49	50	48		
	Handicap	0	0	1	1	1	0	1	0	0	0	0	0		
	Final Score	49	48	49	48	50	45	49	50	48	49	50	48	49.0	0

Scores From The 2015 League Showing a 9 way tie for the "HIGH HANDICAP" Category. Tie-Breaker would be conducted by looking at the last 10 "Final Scores" for each shooter. Starting with the last score shot, count back the number of times a shooter made his/hers handicap. The count is shown in Column "T". By using this method shooter # 5 would win the High Handicap category. If this failed to break all the ties, the same method would be employed except the count would start with the first score shot and count forward the first 10 scores. If after this ties remained, the draw the pill method would be used.