

# Five-Shooter Skeet Teams: Winter Skeet League



## Fees

Each team captain is responsible for fee collection and submitting to the league chairmen. Please make team checks out with *5-Shooter Winter Skeet* on the memo line. All fees collected will be used towards league expenses including awards and activities. Upon fee payment, each team agrees to the following rules:

## Rules and Scoring

- Five shooters will comprise a team. The team must shoot together as a squad with at least 4 members for an event score. If you don't have a team captain, one of the five will be assigned captain's duty by the Winter Skeet Chairman.
- The handicaps are based on 12 gauge. Smaller gauge may be shot but no special handicapping will be given. Each shooter is to cover their line fee cost, shells, and proof shells.
- Event rounds will consist of one round of regular skeet and one round of skeet doubles at all stations. Each member of the team will shoot 25 regular targets and 25 doubles targets for a 50 target score which is then handicapped. The skeet doubles round will consist of a round of doubles (24) with a single high-house target (1) after the final doubles pair on Station 2. Trap adjustments cannot be made after the start of the event.
- All NSSA rules apply, except the gun malfunction limit is waived. Referees call on lost targets is final. It is the team/shooters responsibility to verify score for accuracy prior to leaving the field. The score sheet stands as final record upon acceptance from the puller/referee – no exceptions!
- Team score for the event round is the sum of the 4 highest handicapped scores. If all five members shoot, the lowest handicapped score is scratched. The maximum team score per event round is 200.
- Each team must complete at least five event rounds to be included; the maximum team score for the season is 1000 (200 x 5).
- After completing the required five event rounds a team may continue shooting to improve its score. The score of the last re-shoot must stand and any one of the previous scores is to be deleted, maintaining the aggregate score for five event rounds.
- Team winners will be determined by the total of the team's five final handicapped scores (their best four plus the last shoot).
- On the last day of the program a team may shoot only one event round. The team captain or designate must "declare" their intent to shoot by advising the Winter Skeet Chairmen no later than 9 P.M. the Thursday prior to the last day. Teams that declare must shoot or will automatically be disqualified for any honors and/or awards.
- In the event two teams are tied on the Thursday prior to the last Saturday and only one team declares on Thursday evening, then the team that declares must shoot a skeet round on Saturday. If neither team declares on Thursday, the winner will be determined by the Winter Skeet chairmen using a coin flip on Saturday. If the team that shoots on Saturday is still tied with the other team, the shooting team will be declared the winner. If both teams declare on Thursday and are still tied after shooting on Saturday, then they will have the option to shoot one or more winter skeet rounds to break the tie.
  - Those teams not declaring to shoot a final regular season round on the last Saturday, cannot alternatively be at the club waiting to see if a Saturday-shooting team shoots themselves into a tie with their team and then proceed to a post-season shoot-off. The tie in this instance will go to the team that declared and shot on

Saturday. Again, only teams that declare and shoot on Saturday are eligible to then shoot off any ties between other teams that also shot on Saturday.

- IF A TEAM DECLARES ON THURSDAY AND FAILS TO SHOOT SATURDAY, THEY WILL BE “AWARDED” A SCORE OF “0” FOR THEIR FIFTH AND FINAL ROUND, WHICH EFFECTIVELY ELIMINATES THEM FROM POSTING A VIABLE/WINNING SCORE.
- If one or more teams are tied on Thursday evening, then one or more of those teams can declare to shoot on Saturday in an effort to break the tie. Teams do not automatically go to a shoot-off on Saturday by virtue of being tied on Thursday evening. If Saturday-shooting teams result in one or more ties after that final regular season round, THEN we go to post-season team shoot-offs on Saturday. A reminder, these rules are generally about resolving ties for first, second and third-place standings.
- You can win first, second or third place by not shooting on Saturday. It is entirely possible (and often happens) that a team will shoot Saturday and shoot themselves out of contention, leaving a team that did not declare with a winning score (which is perfectly fine). The rub of the game is: Do I shoot on Saturday OR stand pat?? —decisions, decisions...).
- The rules for post-season shoot-offs are as follows: All ties from the final Saturday morning round will be decided by shoot-off, one event round of 50 targets per shooter. If still tied, then another event round of 50 targets per shooter and so on until a winner is declared. Handicaps for shoot-offs are based on individuals classification from the final Saturday morning regular season round. Shooters will not be re-classified during post-season shoot-offs. If a winning score is achieved for either first, second or third place after the final Saturday regular season round (before post-season shoot-offs, if any), that score will stand regardless of scores posted in shoot-offs. Shoot-offs are only for purposes of breaking ties within a particular standing.
- **The Winter Skeet League Chairmen will supplement these rules when necessary and will post the rules and subsequent changes to advise all participants. The Winter Skeet Chairmen will settle any and all disputes and their decision is final.**

April 30, 2021