

# ST. JOE VALLEY CONSERVATION CLUB

5871 CR 60 St. Joe, Indiana 260-337-1011

## 2019 HANDICAP WINTER LEAGUE (9-15-2018)

- 1) **Leagues are open to everyone:** club membership is not required.
- 2) The Winter League will consist of the following leagues:
  - 5 Stand** --- 3 member Handicapped Teams
  - Trap** --- 5 member Handicapped Teams
  - Skeet** --- 5 member Handicapped Teams
- 3) Full team signup is unnecessary; we will form teams from individual shooters.
- 4) Each League consists of 325 targets, to be shot over a 13 week period, see attached schedule.
- 5) **League Days and Hours**, starting December 6 thru March 10:
  - a. Wednesday 10 am to 5 pm Trap & Skeet
  - b. Saturday 10 am to 4 pm Trap & Skeet
  - c. Sunday 11 am to 4 pm Trap, Skeet and 5 Stand
- 6) The last date to sign up and start shooting any league is **Sunday January 27**.  
Each shooter must have 4 rounds complete by this date.
- 7) **Shooting ahead is allowed**, but scores cannot fall behind after January 27.
- 8) **If a shooter falls behind** after January 27:
  - a. **Individual Lewis Class Scores:** A blank score will be posted for each week missed.
  - b. **Handicap Team Scores:** The shooter's average, less 2 points, will be posted for each week missed, as long as the league is fully paid.
  - c. **Handicap League Championships:** Individual competition will be based on your league ending handicap.
- 9) **Weather related club closure:** If the club is closed due to extreme weather, any shooter that falls behind for that week will be allowed to make up the score the following week only. Please check our web site for closures ([www.stjoevalleytrapandskeet.com](http://www.stjoevalleytrapandskeet.com)).
- 10) Shooters may participate in multiple leagues and with multiple teams.
- 11) Shooters switching to a smaller gauge gun during league, the smaller gauge must be continued for the remainder of the league and also the League Championship.

- 12) Team Standings will be posted each week in the Club House starting February 6, and also on the web site ([www.stjoevalleytrapandskeet.com](http://www.stjoevalleytrapandskeet.com)).
- 13) **\$50 League Fee includes**; \$20 paid out to teams, \$10 paid out to Lewis Class divisions, \$10 paid out to Championship, \$5 for drawings and \$5 for misc.
- |                       |  |
|-----------------------|--|
| <b>Trap League</b>    | \$50 entry fee + 13 weeks of targets @ \$7 = \$141 |
| <b>Skeet League</b>   | \$50 entry fee + 13 weeks of targets @ \$7 = \$141 |
| <b>5 Stand League</b> | \$50 entry fee + 13 weeks of targets @ \$7 = \$141 |
- 14) League "Fee" must be paid at the start of each League. Target fees may be paid weekly.

## 2019 Awards

### To Be decided by board

**Handicap Team Awards:** Pay-Outs are approximately 1 of every 3 teams.

8-10 teams (3 places), 11-13 teams (4 places), 14-16 teams (5) places, 17+ (6) places

**Individual Lewis Class Awards:** Pay-Outs are approximately 1 of every 3 individuals.

High-Over-All score and 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in each Class division, with 5 divisions maximum per league

**Handicap Championship Awards:** 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places based on the following;

- **Trap and Skeet Championships:** each event will consist of 100 targets (5 Stand - 50 targets).
- Cost of targets will be \$25 for each Championship (\$15 for 5 Stand).
- Shooters will use their league ending handicap plus actual score (score of 100 maximum) (50 for 5 Stand).
- Each shooter with a score of 100 or (50) will proceed to another round of targets.
- Shoot off rounds are as follows:  
Shooters original league ending (individual) handicap is cut in half, then added to the actual score of each additional shoot-off round until a winner is determined (a shoot off score of 25 is the highest score possible). In the case of continued ties the handicap will be cut in half again for each addition shoot off round required.

## 2019 WINTER LEAGUE INSTRUCTIONS

- 1) All shooters (practice or league) must check in at the counter for field assignment before going to the fields.
- 2) Practice shooters may fill out partial league squads when openings are available.
- 3) Practice shooters will not turn in practice scores to prevent scoring confusion.
- 4) Squads will shoot two rounds maximum (50 targets), before returning to the club house for additional squadding.
- 5) Skeet squads will pull and score their own rounds.
- 6) Trap squads will have a puller and scorer provided.
- 7) Each squad should turn in, an accurate, legible and complete score sheet.
- 8) Each shooter should verify the accuracy of his or her score.
- 9) Each score sheet must include the following information before turning in:  
Name                      Date                      Week Number (1-13) for each shooter.

### SAFETY FIRST!!!

**No Loaded Guns anywhere except on the shooting station**

**No closed Guns anywhere except on the shooting station**

**Always keep your gun pointed in a safe direction**

**Load only 1 shell at a time except for Doubles**

**Eye and Ear Protection Required on fields**

**Shooters may furnish their own ammunition, as noted**

**Lead shot only, no shot larger than 7 1/2 or heavier than 1 1/8 oz.**

**No alcohol or Drugs allowed at anytime**

**St. Joe Valley Conservation Club is not responsible or accidents or loss of equipment**

# Winter League Dates for 2019

## (Dates to be approved by board)

Week #1	Jan	2, 5 & 6	Wed, Sat, Sun
Week #2	Jan	9, 12 & 13	Wed, Sat, Sun
Week #3	Jan	16, 19 & 20	Wed, Sat, Sun
Week #4	Jan	23, 26 & 27	Wed, Sat, Sun
Week #5	Jan	30, Feb 2 & 3	Wed, Sat, Sun
Week #6	Feb	6, 9 & 10	Wed, Sat, Sun
Week #7	Feb	13, 16 & 17	Wed, Sat, Sun
Week #8	Feb	20, 23 & 24	Wed, Sat, Sun
Week #9	Feb	27, Mar 2 & 3	Wed, Sat, Sun
Week #10	Mar	6, 9 & 10	Wed, Sat, Sun
Week #11	Mar	13, 16 & 17	Wed, Sat, Sun
Week #12	Mar	20, 23 & 24	Wed, Sat, Sun
Week #13	Mar	27, 30 & 31	Wed, Sat, Sun
Skeet Championship	April	6	Sat 10 am
Trap Championship	April	7	Sun 10 am
5-Stand Championship	April	13	Sat 10 am

**Management reserves the right to make program changes if required!**