

ST. JOE VALLEY CONSERVATION CLUB

2011 WINTER LEAGUE STRUCTURE

- 1) Leagues are open to everyone; club membership is not required, but appreciated!
- 2) The Winter League will consist of the following leagues:
 - Five Stand (3 member teams)
 - Skeet (5 member teams)
 - Trap (5 member teams)
- 3) Each League will consist of 13 weeks, 325 total targets, to be shot within a 13 week period starting Sunday January 2nd, ending Sunday March 27th.
- 4) League Days and Hours:
 - a. Wednesday 10am to 5pm Trap and Skeet available, no Five Stand!
 - b. Saturday 10am to 4pm Trap, Skeet and Five Stand available!
 - c. Sunday 11:30 to 4pm Trap, Skeet and Five Stand available!
- 5) The last date to start shooting any league is the 4th week; Sunday January 23rd, which at this time the shooter must have 100 targets completed.
- 6) A total of four weeks maximum, from the current week can be shot ahead.
- 7) If a shooters score falls behind after the 4th week, the following will happen:
 - a. Individual scores for Individual Awards and / or Lewis Class: A zero will be posted for each week missed.
 - b. Individual scores for Team Awards: The absent shooters current average less 2 points will be posted for up to two weeks. After two weeks (2) an absent team member may be replaced with a phantom shooters score to allow the team to complete the league and to be eligible for team awards, the remaining team members will pay the absent team members shooting fees.
 - c. Weather related club closure: If the club is closed due to extreme weather, any shooter that falls behind for that week will be given their current average, or allowed to make up the score the following week. Call the recorded phone message at the club to confirm closure.
- 8) After two (2) consecutive missed weeks shooters are dropped from the league. For the shooter to restart and complete the league, and to be eligible for the Banquet, Awards and Calcutta, all league and target fees must be paid in full.
- 9) Shooters may participate in multiple leagues and on different teams within the same league, as long as they shoot a different gauge gun on the second team.

Individual Lewis Money Classes

(Participation Optional)

- 1) Lewis Class Scores will run concurrent with weekly league scores, so the Lewis Classes must be selected and paid for when joining the league or by the end of week 4.
 - 2) Shooters must be participating in a league to be eligible for the Lewis Class events.
 - 3) Shooters may participate in a Lewis Class event for each League and / or Team.
 - 4) The number of classes will be determined as soon as the final start date of league has passed and the number of shooters has been determined.
 - 5) Monetary awards will be distributed at the Awards Banquet.
 - 6) Lewis Class Rules will be strictly adhered to for determining all winners.
 - 7) Ties for Champion will be shot-off, all class ties will be broken by the highest number of 25's, 24's etc. shot during the league.
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Calcutta Event

- 1) Trap and Skeet: each event will consist of 100 targets, to be shot on one designated field.
- 2) One Calcutta event for each league and / or team may be shot by each shooter, with a maximum of two Calcutta events per shooter.
- 3) Target cost will be \$20.00 per event for each Calcutta event shot.
- 4) There will be no additional target charge for any shoot off rounds.
- 5) Shooters who have zeros posted for weeks missed during the league, now will have handicaps based on their average for the actual number of weeks shot.
- 6) Shooters will use their league ending handicap (x 4) plus actual score to reach their total for the Calcutta first round score, with 100 being the highest score possible.
- 7) All shooters who reach a total score of 100 including their handicap in the Calcutta main event will proceed to a shoot-off round of 25 targets.
- 8) Shoot off rounds are as follows:
Each shooters original league ending (individual) handicap is cut in half, then added to the actual score of the first 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.
- 9) All league shooters are automatically entered in the Calcutta event.

- 10) Calcutta shooters must sign up to participate in the auction, prior to the Banquet.
- 11) Calcutta Auction will determine the final “owner” of each Shooter.
- 12) Calcutta Purse will be split 60% to the Winning Bidder and 40% to the Shooter.
- 13) The winning Shooter will receive 100% of the Purse if the Shooter is also the high bidder.
- 14) The Purse is divided 50%, 30% and 20% respectively to the winners of each Calcutta.
- 15) The Calcutta Auction will be held during the League Banquet. This is a fun event for all. Please show your support for this event, and all of the participating Calcutta Shooters by supporting the auction.

2010 WINTER LEAGUE INSTRUCTIONS:

- 1) All shooters (practice or league) must check in at the squadding table for field assignment, before going to the fields.
- 2) Sign-up at counter to pay league and target fees and to receive league tokens.
- 3) Sign-up at squad table for field assignment and score sheet.
- 4) Practice shooters may fill out partial league squads when openings are available.
- 5) Practice shooters will not turn in practice scores to prevent scoring confusion.
- 6) Squads will shoot two rounds maximum (50 targets), before returning to the club house for additional squadding.
- 7) Each skeet squad will pull and score their own rounds, except when a puller is available.
- 8) Five Stand and Trap shooters will have a puller provided.
- 9) Each squad should designate a captain to turn in accurate, legible and complete score sheet for the entire squad at the counter.
- 10) Each shooter should verify the accuracy of his / her own score.
- 11) Each score sheet must include the following information before turning in:
 - *Type of League *Date
 - *Week Number (1-13) (for each shooter)
- 12) Practice Skeet shooters can shoot with league squads except when otherwise directed to available practice fields.
- 13) Practice Trap shooters can shoot with league squads except when otherwise directed to available practice fields.