2016 NORTHERN TIER TRAP LEAGUE RULES

- 1. A COMPETITOR MUST ATTEND ONE OF THE FIRST SIX SHOOTS IN ORDER FOR SCORES TO COUNT FOR CLUB SCORES.
- 2. A COMPETITOR MAY SHOOT AHEAD OR BEHIND IF SHOOTING AHEAD THE SCORE WILL BE CREDITED TO THE COMPETITORS PERSONAL AND TEAM SCORE. WHEN SHOOTING BEHIND THE SCORE WILL BE CREDITED ONLY TO THE SHOOTERS PERSONAL SCORE. THIS MUST BE DONE ON THE SAME DAY AND AT THE SAME CLUB HE IS POSTING A SCORE, BE IT AHEAD OR BEHIND.
- 3. A COMPETITOR CAN NOT SIGN UP FOR SHOOT AHEAD OR BEHIND, UNTIL HE EXITS THE LINE, AFTER SHOOTING HIS $\mathbf{1}^{ST}$ 50 TARGETS.
- 4. SHOOTING FEE \$10.00. \$8.00 GOES TO THE CLUB AND \$2.00 GOES TO LEAGUE TREASURY TO BE USED FOR PRIZE MONEY.
- 5. JUNIORS JUST PAY THE \$2.00 LEAGUE FEE WHICH IS USED FOR SHOOT OFF PRIZE MONEY.
- 6. SUB JUNIORS AGE 8-14, JUNIORS 15-18. ANYONE OVER THE AGE OF 65 IS CONSIDERED A SENIOR. ALL COMPETITORS ARE RESPONSIBLE TO LIST WHAT CATEGORY THEY SHOOT IN ON SIGN UP SHEETS. WHEN THIS DOESN'T HAPPEN THEY ARE NOT ELIGIBLE FOR THE PRIZE IN THAT CATEGORY.
- 7. LEAGUE DUES \$40.00.
- 8. ELEVEN PAID SHOOTS REQUIRED FOR THE SHOOT OFF. CLASS RANKING WILL BE DETERMINED AT THE END OF THE SEASON BY DIVIDING THOSE QUALIFIED INTO AS EQUAL A CLASS UNIT AS POSSIBLE.
- 9. ELEVEN SHOOTS REQUIRED FOR THE SHOOT OFF. IN THE EVENT OF AN EXTREME EMERGENCY A COMPETITOR MAY PAY FOR A MISSED SHOOT AND POST A SCORE OF ZERO THUS QUALIFYING HIM FOR THE SHOOT OFF. THIS IS A ONE TIME DEAL. HIS AVERAGE WOULD BE BASED ON THE 10 SHOOTS HE ATTENDED. THE SHOOT MONEY WOULD GO TO HOST CLUB OF THE 1ST CLUB HE MISSED. \$8.00 FOR THE CLUB AND \$2.00 TO THE LEAGUE.