

BEAVER DAM ***CONSERVATIONISTS, INC***

Visit----- trap@bdconservationists.com for Shooting Schedule, Results & Much More.
Phone Number (920-885-9926)

If league is cancelled due to weather, That date will be cancelled from schedule.

LEAGUE / RULES

1. Teams must be signed in and ready to shoot **FIVE MINUTES PRIOR** to there scheduled shooting time.
If your team is late for your scheduled time your team will be moved to the last shooting time for that night.
2. One shooter from each team must **MARK SCORE** for the next team shooting on that trap.
3. Score markers must **turn off** voice releases while shooters are changing stations and immediately after round is finished.
4. Score Markers must make sure a target is broken when scoring. (**Dust is not a broken target**)
The target must have a piece broken off large enough to be **VISIBLE** to the scorer.
5. **PLEASE** do not take Team Sign-Up Sheets from the Office, **Fill out Sign-up Sheets at Office Window (Thank You).**
6. Teams must shoot with a minimum of 4 shooters.
7. **No more then 11** shooters per team.
8. Team Members must have **shot 4 weeks** prior to the **last 3 weeks** of league (**weeks #17 & #18 and Fun Night**).
If they do shoot the score will not count.
9. Sponsor Fee should be paid by the **second week** of the league.
10. Open substitution is allowed. An average will be established for each team you shoot with.
11. **PLEASE PICK-UP YOUR EMPTY SHELL CASINGS WHEN YOUR TEAM HAS FINISHED SHOOTING.**
IF YOU DO NOT WANT TO SAVE THEM, PLEASE PUT THEM IN THE PAILS BY VOICE RELEASES.

MAKE-UP / SHOOTING AHEAD

- a. A team may shoot ahead if they know they are going to be gone.
- b. If absent on any week team **MUST** make-up on the following week
Example: Team misses week 4. Team **MUST** shoot weeks 4 & 5 the following week.
- c. (**SUMMER LEAGUE ONLY**) The practice trap will be available for make-up and shooting ahead.
- d. Teams can shoot no more than twice per night. , Please sign-up leaving **30 min.** between each event.

LEAGUE HIGH GUN

Shooter must have shot (78%) of scheduled nights to Qualify for League High Gun.

Safety-----Safety----- Safety ----- Safety

1. ONLY ONE (1)Shell may be put in your gun at a time.
2. Action must be open or broke open until it is **your turn** to shoot.
3. Muzzle must be pointed down at all times.
4. All Shooters **MUST WEAR EYE and EAR PROTECTION.**

(Fun Night)----- Teams not shooting on fun night will be awarded last place prize money.

THANK-YOU AND HAVE FUN