

## 2023 DBCL Scheduled Trap Registration Form

Team Name: \_\_\_\_\_

Team Sponsor: \_\_\_\_\_

Please print names legibly and verify spelling.

Name of Shooter	Email Address	Phone	DBCL Member	Amount Paid	Read Rules (initials)
			Y / N		
			Y / N		
			Y / N		
			Y / N		
			Y / N		

DBCL must have a phone number and email on file for each shooter.

Team Numbers not assigned without completed forms and scores not posted until forms are completed and team fees are paid.

**Shooting Fees:**      Members \$8.00 per round  
                                 Non-Members \$11.00 per round

**Sponsor Fees:** \$100 per Team (5 plus up to 3 subs) due by Week 3  
*Credit card processing fees are applied*

**Main Rules:** Eye and Ear protection required past fence – no exceptions  
 Actions open until shooting, and muzzles always in safe direction.  
 No Shooters on the line if/when cone is on a trap house.  
 Captains to verify scores before leaving field – scores subject to change upon Clays Committee verification.  
 Due to voice activated equipment – no talking on the lines during rounds.  
 No more than 2 gun/shell malfunctions per round. – else “loss”  
 Side ejecting semi-automatics require shell catcher.  
 Clays Committee’s word is final in all discrepancies.  
 Disputed targets are decided upon by the Scorer.  
 All targets thrown will be standard WF orange top  
 ATA rules apply for anything not covered by league rules  
 Any situation not covered by league rules goes to 50% of team captains.  
 Teams must have at least five (5) shooters with up to three (3) substitutes.

**Handicap:** Combined average of 5 persons shooting that week are used.  
Previous 3 weeks of scores used to calculate shooter averages.  
If season average > than prior 3 weeks, then that is shooter average.  
With less than 3 weeks of scores, all scores used for shooter average.  
If first week of scoring, that week's score used for shooter average.  
Wins/Losses for 1st three weeks calculated after Divisions set  
Team average difference times 0.5 added to lower team score,  
Week 5 and Week 10 are "Position Nights" – scheduled week prior.  
Position Nights are by division – 1st Place vs. 2nd, 3rd vs. 4th, etc.  
Blind (absence) only allowed for up to three (3) shooter a night  
Blind will count 25 for calculating average and scored at a 15  
Can shoot once and use score twice if teams are scheduled at same time  
Teams involved in "shoot offs" will not be charged shooting fees

NOTE: Handicapping Method is subject to Change.  
May need to simplify due to SW capabilities.

**Schedule:** Shooting will occur, regardless of whether – Exception is lightning.  
Shooting is at scheduled times. 7:00-8:30pm, Pads #3 and #4 each week  
First three weeks scheduled by open team sign-ups without ranks  
5 Main Shooters must shoot three (3) weeks by Week 3  
Team members, 5 and up to 3 subs, set by end of Week 3  
Shooters may shoot ahead up to two (2) weeks.  
No shooting ahead allowed on last night of league.  
Subs must have in 3 scores to shoot Week 14  
Divisions defined after Week 3 scores are in. Defined by Clays Committee  
The team must be on scheduled pad/line within 5 minutes of scheduled time.  
Late team shoots after league or on open pad if available with 2 yard penalty  
League, Division, and/or Team "High Gun" must shoot at least 10 weeks  
In the event of a "shoot off" on last night, teams to take the field when called. If short, Blind is used.  
No full team can shoot ahead on night of shooting – e.g. if shoot at 8:00am, can't shoot prior to that.

**Other:** Team captain's responsible for completing score sheet with full names prior to shooting each night  
After the 1<sup>st</sup> target is fired, no changes can be made to team for that night – i.e. late shooter cannot join.  
No unsafe action or misconduct will be tolerated. Shooter will be asked to leave and team will use 'Blind' for score  
In the event of CTM malfunction target shot scored as is. Management may reset traps even if other teams have shot.  
In the event of CTM failure, squad will finish shooting on other trap pad that night but only when a pad becomes open.  
Weather cancellation after shooting is started → if 75% of teams have shot, remaining 25% shoot next week on other pads.  
Weather cancellation after shooting is started → if 75% of teams have not shot, no scores count and fees treated as practice.  
Team winnings not claimed by end of Fall Clays will be forfeited.

Individuals without a team may sign up and we will work to find a team for you.

If you have any questions, please contact Jeff Pharris (262-720-3003) or Tim Steinke (262-305-0215).

For office use only: Fee amount paid \$ \_\_\_\_\_ Received by: \_\_\_\_\_