

FROM: 30 FSS/FSVS

SUBJECT: INTRAMURAL TRAP & SKEET LEAGUE

**1. GENERAL:** The Vandenberg AFB Intramural Program encourages participation by all assigned active military personnel in organized sports. Additionally, the Vandenberg Intramural Program tries to offer as many opportunities to base personnel to compete at the highest levels of competition.

**2. ORGANIZATION:** The number of teams entered will determine the number of leagues. League competition will be a round robin format. An organization may have more than one team in the league; however, they must be designated as teams 1,2, etc... or by section name.

**3. RULES OF PLAY:** Except as amended by these by-laws, shooting will be conducted in accordance with ATA and NSSA rules. Rule books are available for viewing at the range, or can be located at: <http://www.mynssa.com/image/downloads/2006-NSSA-Rules.pdf> for skeet and [http://www1.shootata.com/rule\\_book.pdf](http://www1.shootata.com/rule_book.pdf) for trap. It is the shooter's responsibility to know and abide by the basic rules laid out in the NSSA and ATA rulebooks as well as the rules outlined in this document.

**4. ELIGIBILITY:** Participation in the intramural leagues is open to all military personnel and civilians assigned to Vandenberg AFB and personnel on TDY status for more than thirty (30) days. No more than 30 percent of the squadron intramural team may be comprised of non-military members. Dependents participating in the intramural Trap & Skeet program must be 18 years or older.

A. TDY personnel must be on orders for thirty days or longer.

B. Individuals must be assigned or attached to the unit represented. If an individual changes squadrons during the season, he/she may choose which squadron they wish to play for. He/she will establish his/her eligibility by playing one game with either the losing or gaining unit. All players regardless of category of personnel must go into a players' pool prior to being placed onto any team.

C. With the approval of the Intramural Sports Coordinator, squadrons, detachments or units with insufficient personnel assigned or present for duty may combine with other units in the same situation. This authority to combine will only be for the current season. The team cannot compete for commander's trophy points.

D. If an organization does not enter a team in the program, members of that organization may be assigned to participate with another organization entered in the program by requesting in writing their intent to the Intramural Sports Coordinator. The Intramural Sports Coordinator will place these individuals into the players' pool. Once the season has started, the team with the

least amount of players on their roster will have first choice of any additional players from the players' pool. The second option will be the team with the worst win/loss record, and so on.

E. A player whose team drops from the league or forfeits out must submit his/her name to the Intramural Sports Coordinator to be placed in the players' pool. This includes squadrons with two or more teams.

5. **FORFEITURE:** Teams not turning in their scores to the Intramural Sports Coordinator by the end of the following week will not have their scores counted toward the team's cumulative score for the season.

6. **SPORTSMANSHIP:** Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can be defined as fighting, using profanity, trash talking, taunting, and basically anything that could be considered to instigate a verbal or physical altercation. Coaches are reminded that they are responsible for their conduct as well as the conduct of their players. All unsportsmanlike conduct and fights will be reported to the Fitness Center Director.

7. **ROSTER:** Rosters must be typed and turned into the Intramural Sports Coordinator before the first match of the season. If the Intramural Sports Coordinator does not have a roster on file for a team, the team will forfeit all their scores until the roster is received and accepted by the Intramural Sports Coordinator. Individuals may be added to the roster during the regular season. Players not listed on their team roster will not be eligible to play. In the event that an ineligible player participates in a match, that player will forfeit his scores. Competitors can shoot for score for only one team.

8. **UNIFORM REQUIREMENTS:** All participants will wear the proper uniform. No part of the military uniform, serviceable or unserviceable, may be worn while participating in the intramural program. No sandals or metal cleats will be worn while shooting.

9. **SAFETY:** Basic weapons safety will be stressed at all times with *special* emphasis on the following items:

A. GUNS SHALL BE POINTED DOWN RANGE AT ALL TIMES.

B. SHOOTERS WILL LOAD ONLY ONE SHELL AT A TIME WHEN SHOOTING TRAP

C. LOADED GUNS SHALL BE PERMITTED ONLY AT THE FIRING STATION AND ONLY IMMEDIATELY PRIOR TO SHOOTING AT THAT STATION.

10. **POSTPONEMENTS:** A postponement will only be granted for inclement weather, power failures, and squadron/base alerts that are MISSION ESSENTIAL. Unit Picnics are not considered mission essential.

11. **MINIMUM NOTIFICATION OF CANCELLATION TIMES:** If there is a week in which a team cannot shoot Trap & Skeet, they must notify the Intramural Sports Coordinator prior to the day that the scores are due. Otherwise, they cannot make up their scores.

12. **MAKE UP DAYS:** As long as it has already been coordinated with the Intramural Sports Coordinator, the make-up days can be completed when it is convenient for any team or individual on a team.

13. **PROTEST:** Protests will be limited to rule interpretation and player eligibility only. All protests must be registered at the time of the incident. A full account of the protest and its conditions must be typed and submitted to the Intramural Sports Coordinator before 1200 hours on the following work day.

14. **COMPOSITION OF THE PROTEST COMMITTEE:** The protest committee will consist of the Fitness Center Director, Intramural Sports Coordinator, and Rod & Gun Club manager. The decision of the protest committee cannot be appealed.

15. **EJECTIONS AND DISQUALIFICATION:** A disqualification can occur when a player participates on two teams. An ejection will occur when a participant is being careless with his/her weapon or on the Trap & Skeet ranges.

16. **OFFICIALS:** Each shooter is responsible for accurately recording their score. Integrity is a must.

17. **EQUIPMENT:** Individuals will provide their own ammunition & shotgun. Ammunition is available at the range for current cost. Additionally, the range store has a rental gun available for a fee.

18. **LEAGUE CHAMPIONSHIP:** The total number of a team's handicapped targets broken (top 4 scores weekly) at the end of the season will determine the base champion.

19. **PLAYOFFS:** There are no playoffs. The base Championship is determined as stated in paragraph 18.

20. **PLAYING RULES SUPPLEMENT:** The following rules or deviations pertain to league play.

A. The Intramural Trap & Skeet League will consist of 20 rounds shot over a period of 10 weeks. Contestants will shoot during regular range hours. Teams should call ahead to the Rod and Gun Club to schedule a range time.

B. A team will consist of a minimum of three individuals, and a maximum of eight. All shooters will be listed on the team roster. All members must be eligible for intramural competition according to paragraph 4 above. Replacement shooters are authorized as long as the team captain or the alternate submits the changes in writing to the Intramural Sports prior to the start of the 3rd week of competition.

C. Scorekeeping: Each week's scores consist of two rounds per shooter (50 targets); one round of trap and one of skeet. Shooters must state whether the round is for score or practice prior to any shooting. Shooters scores will be submitted to the Intramural Sports Coordinator no later than 1300 on Monday for the prior week's score. Submit all scores shot by team members, rank ordered from highest to lowest score in the format stated below.

(1) Scores will be kept on a score sheet by a scorer who knows the rules of the discipline being shot.

(2) Scores will be accurately recorded as they are shot, not at the end of the round.

(3) A visible chip from the target must be seen to establish a dead target. "Dusting" a target is not a visible chip and will be scored as a loss.

(4) Shooting week ends on Sunday and scores must be submitted by 1300 Monday. The email must include squadron, date, first and last name of shooter, and trap and skeet scores. The Rod and Gun Club **will not** collect score sheets; all scores must be emailed.

(5) Bank scoring will be permitted, ensure that the words "Bank Score" are placed before the scores on the email. Example: 1 ASTS, 30 Aug 05, Kyle Uptmor, "BANK SCORE" Skeet - 21 Trap -20. Bank scores are to be shot prior to the week they are "banked" for. Bank scores will not be shot as makeup scores for weeks already missed.

(6) Teams not having the minimum of three team members will be allowed a vacant or ghost shooter score at a maximum score of 35 per week.

(7) No more than four (4) rounds (100 targets) can be shot for score on any one day.

(8) Shooting will be conducted from the 16 yard line in trap and the eight stations in skeet. Maximum net score of scratch plus handicap shall not exceed 42 for a weeks score. Initial handicap will be established after the first round. Handicaps will be a running average determined by the scratch scores from all previous weeks. This number will be deducted from 50 and 40% of that number will be your handicap. All numbers will be rounded down, a 12.8 handicap is a 12 handicap.

(9) In the event of a tie at the end of the season, the teams will complete a Skeet Doubles shoot off as a tiebreaker. Skeet doubles is 26 targets, two pairs shot at stations 1 through 7. Each shooter will shoot a pair at station 1, then station 2, then station 3, etc, through station 7. On the way out, when shooting at station 4, the high house will be shot first. On the way back, the station 4 low house will be shot first. If a pair is broken with a single shot, the shooter will reshoot the pair. The top four scores will be taken from each team and totaled. There will be no handicap.

D. Each person will be responsible for paying all range fees. Each team must have at least two members who are properly trained to operate the machines and explain/enforce range clean up procedures.

E. Shooting will be performed during normal club hours.

F. When shooting skeet, if two targets are broken with one shot, they will both be scored as two dead targets as opposed to proof doubles. This eliminates the need to re-shoot those targets.

G. Trap machines will be properly configured to meet ATA rules. Machines will be set to oscillate left to right during shooting. The wobble trap on field 1 will be set to oscillate left to right only, not up and down.

H. Skeet machines will not be adjusted by anyone other than authorized club personnel.

21. **AWARDS:** A trophy and T-Shirts indicating the team's accomplishment will be awarded to the first place team. A maximum of 15 T-shirts will be awarded to the team. The second place team will be presented with a trophy.

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