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|  | **2023** |
|  | **All Sportsmen’s Trap League** |



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**Club Representatives** **2023 WTL Officers**

**Trafford President**

Dave Sandala Dave Sandala

Susanna Sandala

**West Penn Vice President**

R.J. McMahan R. J. McMahan

**Pitcairn Statistician**

Paul Bauer Bob McClelland

Jack Murray

1. The League shall consist of three (3) clubs: Trafford, West Penn, and Pitcairn
2. The season will consist of fifteen (15) shoots. The starting date for the season will be determined by the team delegates at the yearly kick off meeting.
   1. Five (5) shoots shall be held at each club.
   2. Each squad shall shoot fifty (50) targets from the sixteen (16) yard line. The fifty (50) targets will be shot across two traps. Failure of a trap may necessitate other options.
3. There will be three (3) teams for competition named Clay Target Crushers, Shotgun Shell Smoked’em, and Trap House Bangers. The contestants composing each team will be determined in the following manor:
   1. **Classification Average:** For the first three (3) weeks of the season, all contestants will shoot their targets as stated in 2b above. No Team Points will be awarded for the first three (3) weeks.
   2. A contestant’s average will then be determined by a composite of his/her first three (3) scores, prior average of up to five (5) years AND known ability. This average is designated the contestants Classification Average.
   3. The contestants will be listed by merit order determined by their Classification Average, from highest average to lowest average.
   4. **Classification Groups:** This merit ordered list will be divided into Classification Groups not to exceed six (6) people per Classification Group. The league delegates and Statistician will determine the amount of people in each Classification Group and the number of Classification Groups by the number of contestants that are competing.
   5. The six (6) names {if that is the number decided for each Classification Group} in the Classification Group with the highest averages will be concealed and put in a hat (physical or electronically).
   6. A designated person or sponsor will pick one name from the first Classification Group of six (6) {if that is the number decided for each Classification Group}. This contestant will be assigned to the Clay Target Crushers team. A designated person or sponsor will pick one name from the remaining five (5) names in the first Classification Group. This contestant will be assigned to the Shotgun Shell Smoked’em team. A designated person or sponsor will pick one name from the remaining four (4) names in the first Classification Group. This contestant will be assigned to the Trap House Bangers team. A designated person or sponsor will pick one name from the remaining three (3) names in the first Classification Group. This contestant will be assigned to the Clay Target Crushers team. A designated person or sponsor will pick one name from the remaining two (2) names in the first Classification Group. This contestant will be assigned to the Shotgun Shell Smoked’em team. A designated person or sponsor will pick the remaining name in the first Classification Group. This contestant will be assigned to the Trap House Bangers team.
   7. The six (6) names {if that is the number decided for each Classification Group} in the Classification Group with the second highest averages will be concealed and put in a hat (physical or electronically).
      1. The same procedure that is used in 3e above will be followed to assign the contestants in the second Classification Group to a team.
   8. The six (6) names {if that is the number decided for each Classification Group} in the Classification Group with the third, highest averages will be concealed and put in a hat (physical or electronically).
      1. The same procedure that is used in 3e above will be followed to assign the contestants in the third Classification Group to a team.
   9. For the remaining Classification Groups, the procedure in 3e above will be used to determine which team the remaining contestants are assigned.
   10. The last Classification Group may not contain enough contestants to equally fill the three (3) teams. New shooters who join after the third week can be used to balance the teams numerically, ability wise, or both. New shooters not placed on a team in the initial drawing will be assigned to the group that most closely represents his/her Classification Average. Therefore, a group(s) may contain more than the initial amount.

A contestant who for any reason cannot shoot the first three (3) shoots or any portion of the first three (3) shoots to determine their Classification Average will be allowed to shoot up to two (2) additional scores at his/her first opportunity to shoot to meet the three (3) score requirement to join a team. **The scores will be recorded as follows: First score is for the current shoot at the club hosting the shoot.. Second score, if possible will be scored as a make up at the club hosting the shoot, if there are no vacant make up positions for the contestant at the club hosting the shoot it will be scored as a shoot ahead at the club hosting the shoot. The third score will be placed using the same rules as the rules for the second score.** The contestant will not be required to shoot additional scores at his/her first opportunity to shoot but will not be assigned to a team until he/she has recorded three (3) scores and has a Classification Average. **Therefore, a contestant can have his/her Classification Average determined by shooting three (3) times at the same club or depending on circumstances only two (2) clubs and Rule 3b..**

1. Team Scores for each shoot shall be determined in the following manor:
   1. **For each team**, the contestants will be listed in merit order by their Classification Average as determined in 3a from highest average to lowest average. A contestant’s Classification Average will not change no matter what the contestant shoots in the future.
   2. **For each team’s** merit order list, the contestants will be divided into three (3) groups**1** using Lewis Class Rules. The groups will be labeled A, B, and C for each team. Therefore, there will be a total of three (3) A groups (one (1) from each team). Three (3) B groups (one (1) from each team). Three (3) C groups (one (1) from each team).
   3. The Team Score will be determined by taking the top three (3) scores from each team’s groups. The Clay Target Crushers will have their top three (3) scores from their A group compared to the Shotgun Shell Smoked’em’s top three (3) scores from their A group and the Trap House Banger’s top three (3) scores from their A group. The A group with the highest summed top three (3) scores will be awarded three (3) points. The A group with the second highest summed top three (3) scores will be awarded two (2) points. The A group with the lowest summed top three (3) scores will be awarded one (1) point.
   4. The same procedure as in 4c will be used to determine the points awarded to the B groups of each team.
   5. The same procedure as in 4c will be used to determine the points awarded to the C groups of each team.
   6. The Team Score for each team will be determined as follows:
      1. The Clay Target Crushers will add up the points assigned to their A, B, and C groups.
      2. The Shotgun Shell Smoked’em will add up the points assigned to their A, B, and C groups.
      3. The Trap House Bangers will add up the points assigned to their A, B, and C groups.
      4. The team with the highest total will be awarded three (3) points. The team with the second highest total points will be awarded two (2) points. The team with the lowest total points will be awarded one (1) point.

**Example** ( courtesy of Paul Bauer and maybe Susy but she had 2 glasses of wine by now):

Clay Pts Shotgun Pts Trap Pts

Total of Top 3 scores Group A 150 3 148 2 145 1

Total of Top 3 scores Group B 135 1 140 2 144 3

Total of Top 3 scores Group C 132 1 135 2 138 3

Total Point for each Team 5 6 7

Team Point(s) awarded  **1 2 3**

1. Sign up for each shoot shall begin by 5:00 PM and end by 8:00 PM. All shooting shall cease by 10:00 PM.
2. The entry fee shall be $12.00 of which $10.00 shall go to the host club and $2.00 shall go to the Lewis Class purse and Prize purse.
3. The $2.00 Lewis Class purse and Prize purse money shall be split as follows:
   * 1. 40% will be designated for the Lewis Class purse. There will be five (5) purses.
     2. 60% will be designated for the Prize purse. Prize purse money will be awarded by drawing. A qualifying shooter not in attendance at the Post Season shoot can appoint a proxy to select his/her prize. Otherwise, the Qualifying Shooter will be assigned one of the prize money envelops remaining at the end of the drawing.
4. The ability to purchase shells at the host clubs MAY NOT BE POSSIBLE because of the lack of the ability to buy shells from suppliers.
5. ATA rules shall govern all shoots unless stated otherwise in these By-Laws.
   1. Eye protection and hearing protection must be worn while shooting. Shooters not abiding by this rule will be required to leave the shooting line.
   2. It is the responsibility and the required duty of Shoot Management to immediately remove and disqualify any contestant at any time during an ATA sanctioned tournament: a. who is under the obvious influence of alcohol or drugs before starting or during any event, sub-event, shoot-off or practice, or who consumes any alcoholic beverage or drugs during participation in any event, sub event or between events or sub events held on the same day including shoot-offs and practice. For purposes of this rule, “drugs” shall mean any illegal, or recreational drug, and shall also mean any prescription medication if that prescription medication affects the judgement or conduct of the contestant to a degree that renders the contestant incapable of safely participating in the sport of trapshooting, whether during a registered event and/or tournament or practice.
   3. In addition to the ATA rules concerning alcohol and drugs, no shooter will be allowed to shoot if the shooter has consumed alcohol or drugs on any club grounds before he shoots at any league targets whether it is a league, make up, shoot ahead or any combination thereof.
6. Less than a full squad may be run at the discretion of the Host Club.
7. Practice by a League Shooter may be shot only after the Shooter has shot his League rounds. Practice shooters may not be bumped from the squad after the squad is called to the line. All practice shooters will be required to shoot at 50 targets. The practice fee will be set at the discretion of the Host Club.
8. If a shoot is “Called Off” because of weather, etc, scores of anyone who has shot at fifty (50) targets will count for that night. Only if a shooter has physically attended a “Called Off” shoot and either signed up on a squad or signed an attendance sheet provided by the club where the “Called Off” shoot is being held and has not shot at fifty (50) targets (because of weather, etc) will be permitted to shoot a makeup at the next regular shoot at that Club. The makeup score will count for the team score for the night of the cancellation. Partial scores (the contestant has shot at less than 50 targets because of the “Called Off” shoot) will not be counted. The contestants shooting partial scores will have their entry fee refunded. The contestant shooting a partial score will pay the Host Club according to the Host Club’s rules for practice,
9. No new shooters will be accepted after the sevenh (7th) shoot. No shooter may change teams during the season.
10. A minimum of thirteen (13) shoots shall be required to qualify for the Season Lewis Class, Season Prizes, and the Post Season activities.
11. Makeups, shoot aheads, **and “Called Off” scores** shall be shot and scored in the following manner:
    * 1. Each shooter may shoot no more than three (3) rounds [one hundred fifty (150) targets] for score that night during the regular season.
      2. The first score of the night will count for the scheduled shoot unless this was recorded previously as a shoot ahead. If you qualify to shoot a score for a “Called Off” shoot, your second score will be recorded as the score for the “Called Off” shoot.
      3. All other scores will be recorded sequentially in the Host Club’s five (5) regular season shoots unless the scores are declared shoot aheads or makeups before shooting.
      4. Shooters may declare any additional scores shot on one date, as defined in ii. above, as either all shoot aheads or all makeups or a combination of both before shooting.
      5. All scores count for individual Season Average.
      6. Regular, shoot ahead, and “Called Off” scores count towards team scores, but makeup scores do not.
12. Any club that fails to provide nine (9) shooters per event including makeup and shoot aheads must pay a penalty equal to the signup fee of **$12.00** per shooter. The penalty fee will be paid to the host club where the shortage occurred. The money will be divided according to Items 6 and 7. **THIS DOES NOT ASSURE YOU THAT YOU WILL HAVE SUFFICIENT TEAM POINTS. YOU COULD ONLY HAVE TWO SHOOTERS IN SOME GROUP. THIS ONLY ASSURES THAT THE club will get at least the amount of money if three shooters showed up in each group.**
13. All League Delegates and Statistician shall be members of the Safety Committee. Any three (3) of the following shall consist of a By-Law committee:
    * 1. Club Delegate
      2. President
      3. Vice President
      4. Statistician
14. Each shooter’s best thirteen (13) scores shall constitute his/her Season Average.
15. The post Season Shoots will be rotated between the Clubs. See “Schedule A” for the rotation schedule.
16. Except for the Big Five event, reverse scores will resolve all ties in the Post Season event, and if this fails a coin flip will decide. Ties in the Big Five event will be decided by Item 23.
17. A shooter can makeup one (1) shoot as a Wildcard for any club at the final event of the season. If you have not posted fifteen (15) scores you can shoot a Wildcard.
18. A traveling plaque shall be awarded to the team with the highest team score for the fifteen (15) week season. If there is a season tie, it shall be resolved at the Post Season shoot by the highest Big Five scores among the teams with the tied season scores then item **20**. The traveling plaque will reside with the club that will host the next years Post Season shoot.
    1. Additional trophy(ies) may be awarded at the discretion of the delegates at the Post Season Meeting
    2. The shooting program for the Post Season shoot will be decided at the league kick off meeting or the Post Season meeting.
19. The Big Five event will be shot at the sixteen (16) yard line. The Big Five Teams must have at least one (1) shooter from each group (A, B, C) shooting the Big Five event. The remaining two (2) positions of each Big Five Team will be filled at the discretion of each individual team. A plaque shall be awarded to the team with the highest Big Five score. The plaque will be displayed at the club that has the most shooters on the winning Big Five team. If there is not a club shooter majority, the winning team will decide where to display the plaque.

Tie scores will be resolved by reverse score with the following modification:

* + 1. Using only the scores from the tallies of the last post shot by each shooter (shooter number 1’s tallies from post 5, shooter number 2’s tallies from post 1, shooter number 3’s tallies from post 2 etc). This will be the last five (5) targets shot by each shooter and will be the last five (5) targets on the score sheet for each shooter.
    2. Starting with shooter number 1’s last five (5) tallies, beginning with and including the twenty-fifth (25th) target and counting to and including the twenty-first (21th) target, a tally will be made for every dead target until a missed/lost target is encountered in this group of five (5) targets. All dead targets prior to the missed/lost target will be marked as a tally. For example, shooter number 1 has his twenty-fifth (25th) target scored as dead and his twenty-fourth (24th) target scored as a missed/lost target. This will result in one (1) tally mark; shooter number 2 has his twenty-fifth (25th), twenty-fourth (24th), and twenty-third (23th) targets scored as dead and his twenty-second (22th) target scored as a missed/lost target. This will result in three (3) tally marks; shooter number 3 has his twenty-fifth (25th) target scored as a missed/lost target. This will result in zero (0) tally marks; shooter number 4 has his twenty-fifth (25th), twenty-fourth (24th), twenty-third (23rd), twenty-second (22nd), and twenty-first (21st) targets scored as dead. This will result in five (5) tally marks. The score (dead or lost) of his twentieth target will not be used at this time; this will continue for the remaining shooter on the team. The tally marks for each of the shooters will be summed.
    3. The remaining tied teams will use the same reverse score method as ii above.
    4. The team with the highest sum of tally marks will be the winner.
    5. If a tie still exists the methods in ii, iii, and iv above will be applied to and including targets twenty (20) to and including targets sixteen (16).
    6. If need be this will continue for each previous group of five (5) targets until awinner is declared.

1. One (1) $10.00 prize will be drawn for all shooters making actual perfect attendance.
   * 1. Two (2) $10.00 prizes will be drawn for all shooters shooting all shoots including makeup and shoot ahead scores.
     2. Losers of the one (1) $10.00 actual perfect attendance drawing will be added to the two (2) $10.00 prize drawings.
     3. Wild Card Scores will not count for either of the above attendance awards.
2. Each club will pay the entry fee for the Statistician to reimburse him/her for supplies. Supplies will include aspirin for any headaches that the Statistician may have.
3. The Club Delegate of the Club hosting the Post Season as defined in “Schedule A” will be the President of the League.’
   * 1. The Club Delegate whose Club is next to host the Post Season event as defined in “Schedule A” will be Vice President of the League.
4. Some clubs in the All Sportsmen’s Trap League may have a minimum age restriction that can keep a young participant from shooting at all the clubs. If this situation should arise the following will be used to allow the shooter(s) to post the minimum of thirteen (13) scores:
   1. The Team Delegates and only the Team Delegates will consider each shooter on a case-by-case basis.
   2. The Team Delegates and only the Team Delegates will develop a schedule that will allow the young participant(s) to shoot make up shoots, shoot ahead shoots, or Wild Card shoots at other clubs so the participant can post the required minimum thirteen (13) scores. The young participant(s) will only be allowed to post thirteen (13) scores.

Note 1: If sufficient contestants shoot the ASTL, the Team Delegates may increase the group number up to and including five (5) groups. Therefore, all reference to three (3) groups will be increased to the number of groups the delegates decide. The “Big Five” contestants will be adjusted accordingly.

**“SCHEDULE A”**

The following is the Year and Club that will be hosting the Post Season:

2016 West Penn

2017 Crowfoot

2018 Murrysville

2019 Trafford

2020 West Penn

2021 Crowfoot

**2022 Murrysville**

2023 Trafford

2024 West Penn

2025 Pitcairn

2026 Trafford

2027 West Penn

2028 Pitcairn

2029 Trafford

2030 West Penn

2031 Pitcairn

2032 Trafford

2033 West Penn

2034 Pitcairn

2035 Trafford

2036 West Penn

2037 Pitcairn

2038 Trafford

2039 West Penn

2040 Pitcairn

2041 Trafford

2042 West Penn

2043 Pitcairn

2044 Trafford

2045 West Penn

2046 Pitcairn

2047 Trafford

**I’LL BE DEAD**