

Folsom Shotgun League

Rules, Procedures and Agreements

The rules and procedures stated on these seven (7) pages were developed for the Folsom Shotgun League by the League Committee. The Folsom Shotgun League is home at, and is affiliated with, the Folsom Shooting Club Inc. that owns and operates the Sacramento Valley Shooting Center.

I. Agreement

By submitting a completed Folsom Shotgun League Application, league participants agree to the following:

- A. The rules, procedures, and agreements stated herein. A copy of this document will be provided each league participant.
- B. League participants will abide by the rulings of the League Committee.
- C. The purpose of the league is to promote recreational shotgun shooting sports, assist and be patient with any participant who is new to shotgun shooting sports, and enjoy the league activities while being respectful to other participants of the league.

II. Definitions and Abbreviations

The following definitions and abbreviations will apply in this document.

Committee: means the five (5) members of the Folsom Shotgun League Committee operating the Folsom Shotgun League. Members are identified herein.

Established Average: means the average of scores from the previous Folsom Shotgun League session. The established average is used to determine a person's Participant Classification as A, B, or C. A returning participant, who had an established average in a prior league session but did not participate in the league session immediately previous to the current league session, may be allowed to use the previous established average. Participants with longer separations will be Class C until a new established average is established according to the rules herein.

The established average is recalculated at the end of each league session based on the scores of that completed league session. An established average may be adjusted by the Committee as stated in "III-H, Committee Membership and Authority."

Fair Play: means that rules and rulings will be intended to provide an equal opportunity for all league participants in the spirit of good sportsmanship.

Folsom Shooting Club (FSC): means the owner and operator of the Sacramento Valley Shooting Center.

Participants: The term participants will mean a league member.

Session: refers to a spring, summer or fall schedule of dates established by the league committee, generally of 8 to 12 weeks in length.

Shooter: a participant at a shooting station.

Shooting Station: The designated area on the trap, skeet or five-stand range where a shooter calls for a target and shoots at the target in flight.

Squad Captain: A designated person within a shooting squad responsible for the squad timely arrival, schedule, scoring, reporting squad scores and other duties established in these rules.

SVSC: means the Sacramento Valley Shooting Center operated by the Folsom Shooting Club.

III. Committee Membership and Authority

- A. The Committee has developed the language of this document.
- B. The Committee shall have five positions, including a Chairperson. All Committee positions shall be occupied by league participants.
- C. The members of the Shotgun League Committee are:
1. Dean Springer, Chairperson
 2. Don Turner
 3. Bill Ocken
 4. David Rice
 5. Bill Cramer
- D. The Committee may amend the terms of this document by majority vote as needed for safety, fair play, schedule maintenance, and general operation of the league.
- E. No action or amendment by the Committee shall stand unless passed by a minimum vote of three Committee members. No vote shall be taken unless all five Committee members are made aware of the pending issue and vote.
- Exception: Any two on-site committee members are authorized to make decisions on postponements for weather conditions, scores, squad assignments, shooting order, etc., during regularly scheduled shooting.
- F. Any participant may submit suggested changes to the terms of this document. The Committee shall consider all suggestions from participants and provide a response.
- G. The Committee will make final rulings on all scores, squad assignments, and any other matter relating to the operation of the league.
- H. The Committee may assign new participants to a Participant Class higher than Class C, based on observed performance.
- I. The Committee may allow a committee member to continue in the position of a committee member who is absent from shooting activities for medical, family or other good cause recognized by the Committee. Such absence shall not exceed more than one league session.

IV. Eligibility

- A. Any adult person (18 years of age or more) may participate in the Folsom Shotgun League, including SVSC members and non-members.
- B. Any person not yet 18 years of age, must be in the company and under continuous supervision of a parent or guardian in order to participate in the Folsom Shotgun League. The parent or guardian may not leave the SVSC area while the minor is participating in league activities. The League Committee may request written evidence of guardianship.

C. By completing an application to participate in the Folsom Shotgun League (FSL), the applicant thereby agrees and understands that the use of firearms is inherently dangerous and that participation in FSL activities is at the participants sole risk and therefore to the fullest extent permitted by law, agree to hold harmless, defend and indemnify the FSL, its committee members, squad captains, and any other person(s) in any way connected with the FSL, against any and all claims, loss, damages and/or demands, including all costs (to include attorney fees) arising there from, or in any way connected with my participation in FSL activities. This waiver has no limitation with respect to time and continues until such time as participant is no longer active with the FSL and its related organizations or individuals.

D. The Committee may, after notification of behavior that is abusive or disrespectful to other participants, unsafe handling of firearms, or uncorrected violation of the rules stated herein, expel such a participant from the Folsom Shotgun League for repeating the offense.

V. Safety Rules

All league participants shall abide by all SVSC safety rules regarding eye and ear protection, and safe gun handling, in addition to all of the following.

- A. All guns shall be open and empty at all times except when the shooter is at a shooting station and is preparing to call for a target and shoot.
- B. Participants shall refrain from talking and creating distractions when a shooter is in a station and preparing to call for a target.
- C. Participants shall take care to protect the guns and property of others. Utilize gun racks and stands in a manner that will protect all standing guns.

VI. Schedule, Rules, and Procedures

A. Shooting Schedule:

1. Schedule: A shooting schedule will be distributed separate from these rules for a each League session (spring, summer, fall) with open Saturdays for shoot-ahead and makeup shooting.

Note: There is no need to attend on open dates if a participant does not need shoot-ahead or makeup shooting.

2. Squad Captains are responsible for maintaining the shooting schedule. Deviations from the shooting schedule shall be permitted because of weather interruptions, equipment malfunctions, availability of the shotgun ranges, and other unforeseen difficulties. Additionally, a Shooting Squad may elect a shooting date and time other than the established schedule.

3. The Committee may suspend the schedule because of weather, or other unforeseen circumstances.

B. Shooting Squads:

- 1. The Committee will make the Shooting Squad assignments on or before the first shooting date.
- 2. Each squad will have no more than five participants. A lesser number may be used to balance squad sizes.
- 3. Each squad shall have a Squad Captain assigned by the Committee. The Squad Captain is responsible for gathering their respective squad and maintaining the shooting schedule.

4. The Squad Captain is responsible for scoring and submitting a score sheet to the Committee for their respective squad at the completion of each day of shooting. Score keeping and pulling of targets may be delegated and shared among the squad participants, or other league participants. Ideally, two squads can work together; one squad pulling and scoring while the other squad shoots.

5. Substitutions and Guests: No substitutions will be allowed. Guest shooters may participate in league shooting as stated in "E. Guest Shooters" below.

C. Participant Classifications: For awards, there shall be three classification levels as follows.

- a) Trap Class A- participants with an established average for trap of 22.0 or more.
- b) Trap Class B- participants with an established average for trap of more than 19.0, but less than 22.0.
- c) Trap Class C- participants with an established average of less than 19.0, or without an established average for trap.
- d) Skeet Class A- participants with an established average for skeet average of 22 or more
- e) Skeet Class B- participants with a skeet average of more than 19.0, but less than 22
- f) Skeet Class C- participants with an established average of less than 19.0, or without an established average for skeet.

Notes and Clarification:

1. The Committee may assign a new league participant to a higher classification than Class C, based on observed performance.

2. A participant may have a different trap and skeet classification.

3. A participant's skeet classification will be used for the Five-Stand Classification.

D. Scoring

1. A hit, break or broken target occurs as a result of contact from lead shot fired from a shotgun. The break must occur before the target strikes the ground (except for the rabbit target in Five-Stand) or becoming out of bounds. Any visible size piece that separates from the target is considered a break.

2. A lost (missed) target is any of the following:

- a. The shooter calls for a target, shoots at the target and the target does not break.
- b. The shooter calls for target, but does not shoot at a good target. A good target is a target that is whole in flight and was released in a timely manner.
- c. The shooter elects to shoot at a partial target and the partial target does not break further.
- d. The shooter breaks a target beyond the range boundary markers or after the target strikes the ground (except for the rabbit target in Five-Stand).

3. The shooter has not lost (missed) a target when the following occurs:

- a. The shooter elects not to shoot at a broken target. A broken target is any target with two or more pieces in flight, or is otherwise not whole when in flight.
- b. The shooter calls for a target but the release of the target is abnormally delayed.
- c. The shooter calls for a target but no target is provided.

d. The shooter calls for a target but does not shoot because of an abnormal distraction such as talking, unsafe conditions, or a sudden severe weather event such as a whirlwind. Normal wind of less than 25mph is not cause for not shooting at a called for target.

4. The Squad Captain shall make final rulings on lost and target abnormalities. The Squad Captain may utilize the consensus of the squad participants to reach a ruling. Fair play should be basis of such rulings.

5. If one or more of any double target results in one or more of the target breaking as a result of one shot breaking both targets, or a fragment from one target breaks the other target, the double target must be repeated.

6. Skeet, Trap and 5-Stand Handicaps

a. One additional target break will be added to each round (25 targets) scored when using a 28 gauge shotgun. The adjusted score may not exceed 25 for one round, or 49 for the day "2 games".

b. Two additional target breaks will be added to each round (25 targets) score when using a .410 shotgun. The adjusted score may not exceed 25 for one round, or 49 for the day "2 games".

Participants may use different gauge shotguns for shooting, but only one gauge on any one day of shooting.

7. Trap Handicaps

a. All Trap shooting will be performed from the 16 yard mark. Unless otherwise noted in the season flyer.

E. Guest Shooters: Guests may participant in league shooting under the following conditions.

1. A guest may participant in league shooting, not to exceed two shooting dates. After two shooting date, the guest must join the league.

2. Guest shooters must pay shooting fees at the Shotgun Office.

3. Guest may shoot only with squads with open positions.

F. Make-up for Absences

1. Make-Up Shooting:

a. A participant may make-up a maximum of two absences.

b. Make-up shooting shall in the presence of a Squad Captain or Committee Member.

c. All make up shooting shall be completed on or before the last scheduled shooting date. Any participant who fails to complete all skeet or trap rounds on or before the last day of league shooting forfeits those rounds and is not eligible for a refund for those unused rounds.

d. Make-up shooting may occur on any day the SVSC shotgun facility is open to the public or membership.

2. Shoot-Ahead for Anticipated Absence:

a. When a participant is aware of a forthcoming absence, the participant may shoot-ahead for up to two shooting days of the league schedule.

b. Shoot-ahead shooting must be in the presence of a Squad Captain or Committee Member.

c. Shoot-ahead shooting may occur on any day the SVSC shotgun facility is open to the public or membership.

3. Substitutions: No substitutions will be allowed.

G. Shotguns and Ammunition Allowed

1. Pump-action, semi-automatic, and break-open shotguns with barrel lengths of at least 20 inches are allowed for league shooting.

2. Only ammunition considered to be low-base target loads of the following types will be allowed:

- a. 12 gauge with no more than 1-1/8 ounce of lead shot of 7.5, 8, 8.5 or 9 size.
- b. 20 gauge with no more than 1 ounce of lead shot of 7.5, 8, 8.5 or 9 size.
- c. 28 gauge with no more than 3/4 ounce of lead shot of 8, 8.5 or 9 size.
- d. .410 bore with no more than 1/2 ounce of lead shot of 8, 8.5 or 9 size.

H. Awards: The Committee may grant awards as stated in this section for all or some of the award categories.

- 1. The Committee will make all decisions regarding awards. Scores used to determine awards will include any granted handicaps.
- 2. No one person may win more than one award. Any one person leading in more than one award category may select the one award category to win.
- 3. No participant without an established average for the completed league may win an award.

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