



Skeet League Rules

Please note: All rules listed in this document are subject to the interpretation of the Management of HW Range & Training Center. In the event any discrepancies or questions regarding the violation of these rules should occur the final call will be made by said management. This includes, but is not limited to, discrepancies involving: make-up rounds, weather related issues, mechanical problem, and scoring.

Remember: A field is reserved for a 5 person team. **It is the responsibility of the Team Captain to advise HW Range Management, before your league time, of any team member who will be absent.** It is imperative that we have the cooperation of all league shooters.

Team Captains are responsible for:

- Checking and signing all scores after each round
- Double checking that scores have been recorded correctly via I Clays
- Reminding any shooter missing his or her regular shoot time to make up the missed rounds in the time allotted
- Relaying league news to their members
- Maintaining contact with the HW Range & Training Shooting Range Management regarding complaints, concerns, or questions.

General Rules:

1. Shooting order: as listed on prepared sheet. Rounds must begin at scheduled starting time. Late comers, arriving after first shot has been fired on station 2, may not join squad until next round. The missed round will then be shot on the first available field. **Squads are allowed one hour to finish both rounds, at the end of that hour any targets not engaged will be recorded as lost.**
2. Gauge: **Open, Maximum shot 1 1/8 oz lead shot. Due to the surrounding areas we must restrict shells to light 8 or 9 shot with a velocity under 1300fps. There will be a mandatory shell check at the beginning of each round.**
3. Ties: Determined by shoot-off, doubles at 3, 4, & 5, miss and out, involving entire team. If a shoot-off cannot be held due to scheduling conflicts; ties will be resolved by referring to raw scores.
4. Shooting position: Starting with any part of both feet within boundaries of shooting station.
5. Gun position: Shooters choice as long as the muzzle maintains a safe direction
6. No bird: Any target for which no score is recorded.
7. 7Dead target: Visibly broken.
8. Lost target: Not visibly broken.
9. Pulls are not required to be instantaneous but must be pulled within one second after call.

10. Squad members absent:

- a. May make up missed rounds in advance or following scheduled time.
 - b. Rounds must be completed before the next scheduled team shooting time.
 - c. If a squad member fails to make up missed rounds in allotted time, he will be given his average (to the closest whole target) less one bird per round, but no handicap.
 - d. Alternate shooters are allowed but cannot be shooting on a current league team.
 - e. Make-up rounds must be refereed by a HW Range Employee.
 - f. A shooter may only make up 4 rounds before 5:00pm.
 - g. Scored rounds must be shot two as a time. (i.e. a shooter may not split his make-up rounds 25 targets one day and 25 targets the next.)
11. Handicap: 80% of difference between average of last 100 targets and 24, handicap scores may not exceed 24. First night handicap figured on 50 targets.
12. Interference: Circumstances beyond the shooter's control which unduly affects his opportunity to break any particular target. The sun is not classed as interference.
13. Firing on broken targets will not be recorded.
14. "Option" shot will be fired after the first miss, or in the event of 24 straight, at station 8 low house.
15. Station 8: All shooters fire at high house in turn before any member fires at low bird. The squad will then fire at low bird in turn. Both birds must be fired on before passing overhead (center stake) or it is a lost target.
16. At the beginning of a round the entire squad may observe targets together. This shall not exceed: one high target, one low target, and one double.
17. Payment in full for the entire six weeks may only be made on or before your teams first scheduled night to shoot.
18. Once the first league shot is fired, both rounds must be completed. 1. In the event of severe weather exceptions may be made.
19. League members must begin rounds before the scheduled third week's shoot time unless they have been recruited by the team late.
20. If the area is experiencing severe weather on your team's league night HW Range reserves the right to cancel league for that evening. If your league night is cancelled; each team member will be responsible for making up his/her rounds before the next week's scheduled rounds unless, the management of HW Shooting Range has approved exceptions.

21. **THE REFEREE WILL HAVE THE FINAL SAY WHEN IT COMES TO RULES OR THE STATUS OF A TARGET. THIS MEANS: HIS DECISION AS TO WHETHER A TARGET IS DEAD OR LOST SHALL BE IRREVOCABLE, REGARDLESS OF THE OPINION OF SPECTATORS OR OTHER MEMBERS OF THE SQUAD. ANY FURTHER DESCREPENCIES SHOULD BE BROUGHT TO THE ATTENTION OF MANAGEMENT AFTER THE ROUND IS COMPLETED.**
22. To qualify for an **individual** award:
 - The shooter must have shot all twelve rounds.
 - **Only four of the twelve rounds may be shot before 5:00 p.m.**
23. Absolutely, no alcoholic beverages may be taken to, or consumed on any part of the skeet range. Anyone refusing to abide by this rule will be told to leave. Furthermore, **any league shooter consuming alcohol prior to his/her round will be disqualified from shooting for the day, and receive his/her average less one target with no handicap for the said rounds.**
24. **We expect our employees to treat you with respect, likewise we expect you to treat them with equal respect. Abuse, physical or verbal, toward our referees (including profanity) will not be tolerated.**

The league will last for a six-week period, 50 birds per shooter per week. On the sixth week, all rounds must be completed by closing time of the scheduled day set by management.

The championship will be decided with a 100 bird per shooter shoot-off between the top team of each division, and one wild card member. **Alternates for shoot-offs are not restricted however, in order to compete in the shoot-off a team must use at least 3 original members.**

SCORING:

1. The score in any round shall be the total number of dead targets.
2. Targets declared "no bird" shall not be scored.
3. One "lost" target shall be scored on:
 - a. A balk or failure of gun to fire due to fault of shooter. Should this include both targets of a regular double, it shall be scored as first target lost, and a proof double shall be thrown to determine the result of the second shot only. If a balk should occur or his gun fail to fire because of the shooter's fault, when a proof double is thrown and the result of the first shot has already been determined, the second target shall be scored as "lost". (If a shooter fails to engage a target because his/her gun is on safety the target will be scored as "lost".)
 - b. Each excessive malfunction of gun 2 allowed per round.
 - c. Doubles fired in reverse order. First bird lost, proof doubles to establish second.

d. Target broken after it is outside the shooting bounds on number 8. Note: Even though we are not scoring lost targets on birds hit after they pass shooting boundary at houses, we recommend that all shooters form a habit of breaking birds before this point, in the event that you may, in the future, shoot in registered events. Referee must see the bird broken at the house.

e. Each target fired upon and allegedly missed because the shooter had a bent barrel, or a bent compensator, and any other bent tube or accessory.

f. Each target fired at when shooter fires out of turn without permission of referee.

g. Each successive foot violation.

h. Each successive time balk. It shall be considered a time balk if a shooter deliberately delays more than 15 seconds for each shot on a station, and the referee shall warn him once each round without penalty.

4. A shot shall be repeated for each instance of defective ammunition. If a shell having once misfired is used again and fails to fire, the result shall be considered a fault on the part of the shooter and scored "lost".

5. No claim of irregularity shall be allowed, either on singles or doubles, where the target or targets were actually fired up and alleged irregularity consists of deviation from the prescribed line of flight, or because of an alleged "quick pull" or "slow pull", unless the referee has distinctly called "no bird" prior to the firing of the shot in the event of the "quick pull", or prior to the emergence of the target from the skeet house in the event of a "slow pull". Otherwise, if the shooter fires, the result shall be scored. The referee shall have final say as to whether he called "no bird" before the shooter fired.

6. If the brass pulls off a hull between shots on doubles, score as defective ammunition but do not score it as a gun malfunction.

7. If the brass pulls off a hull, or if defective ammunition occurs between shot on doubles, the referee shall rule that if the first target was a "dead target" nothing is established, and a proof double shall be fired upon to determine the result of both birds. However, if the first target was "lost", it shall be so established and a proof double shot to establish the second shot result.

MALFUNCTIONS:

1. A target shall be repeated for each allowable malfunction.

2. Only two malfunctions of any gun in the same round shall be allowed. The third and all subsequent malfunctions of the same gun shall be excessive. However, when more than one person is using the same gun in the same round, this rule shall apply to each of said persons separately.

3. During the shooting of single targets, a shooter may load two shells except at station 8. If the gun jams or malfunctions between shots, it shall be scored as a malfunction and the shooter is permitted to shoot the target over. However, the shooter is still restricted to two allowable malfunctions with one gun in one round.

4. Malfunctions on singles or first shot doubles:

- a. If the gun is handed to the referee in the same condition as at the time the shooter attempted to fire it, referee will exercise caution not to jiggle or attempt to further close the action and will apply normal pressure to the trigger and the result will be declare a “lost bird” it the gun fires or a “malfunction” if it doesn’t fire.
- b. If however, the shooter is holding the trigger pulled and doesn’t want to give the gun to the referee, the referee will place his finger over the shooter/s and apply pressure as above after seeing the gun is pointed in a safe direction. The result shall be scored a “lost target” if the gun fires or a “malfunction” if it does not fire.
- c. After exercising “a” or “b” above, the referee shall examine the gun for ammunition, etc. (Shooter’s responsibility.)

5. Malfunctions between shots on doubles. If an apparent malfunction occurs between the first and second shot on doubles:

- a. The referee shall apply the same procedures as listed under malfunction on singles (a, b, & c, above) to determine if an allowable malfunction has occurred.
- b. If an allowable malfunction has occurred, the referee shall declare the status of the first target, broken or lost, and a proof double will be thrown to establish the second target.
- c. If such malfunctions are excessive (not allowable) and the first target if a “dead bird”, it shall be scored first bird “dead”, second bird “lost”, but if the first bird is “lost” then both birds shall be scored “lost”.

6. If a gun “doubles” or “fan fires” while shooting singles or doubles, the referee shall declare the status of the first target, broken or lost, and a proof double will be thrown to establish the second target.

DOUBLES OR PROOF DOUBLES:

1. If the first target emerges broken, the double shall, in all cases, be declared “no bird” and a proof double shall be thrown to determine the result of both shots.
2. If a double is thrown but the targets collide before the result of the first shot is determined, it shall be declared “no bird” and a proof double thrown to determine the status of both birds.
3. If a double is thrown but the shooter is deprived of a second shot for any of the following reasons, the result of the first shot shall be scored, and the second target only shall be declared “no bird” and a proof double shall be fired to determine the result of the second shot only:
 - a. The second target is thrown broken
 - b. The second target is not thrown at all
 - c. The second target is not thrown simultaneously
 - d. Both targets are broken with the first shot
 - e. The wrong target is broken with the first shot, (for proof double ruling, see paragraph 5 below.)

f. The first shot is lost and a collision occurs before the result of the second target is determined

g. The second target collides with fragments of the first target, properly broken, before the results of the second target is determined

h. The result of the first target is determined and interference occurs before the second shot is fired.

4. If a double is thrown and an allowable malfunction occurs on the first shot, it shall be declared "no bird" and the result of a proof double shall determine the score of both birds. If such malfunction is not allowable, the proof double shall be thrown to determine the result of the second shot only.

5. In shooting a proof double after the first target (of a double) is "lost", if the shooter fires at, or breaks the wrong target first, said proof double shall be scored as both targets "lost". If, in such a proof double after the first bird is "dead", the shooter fires at or breaks the wrong target first, it shall be scored a first target "dead" and second "lost".

INTERFERENCE:

1. Any circumstance beyond the shooter's control which unduly affects his opportunity to break any particular target is interference.

a. If a shooter fires his shot, the appearance of a target, or a piece of target, from an adjoining field shall not be ruled interference, unless such target, or piece of target strikes or threatens to strike the shooter or his gun. It shall be the final judgment of the referee as to whether a target or piece of target threatens to strike shooter or his gun.

b. If a shooter withholds his shot due to what he considers to be interference, and if the referee observed the cause and ruled interference, the interference may be allowed.

c. If a shooter withholds a shot for safety purposes, the referee may give the shooter the benefit of the doubt and rule interference, only if said referee agrees safety was involved.

2. If the shooter fires at a target, he or she accepts it. He must abide by the rules unless the referee considers that there was legal interference.

3. The sun shall not be considered as interference. It must be accepted as a normal hazard.

The Referee shall:

1. Announce distinctly "lost" or "no bird", as the case may be.

2. See that each shooter has a fair opportunity to shoot in his turn, and if in his sole opinion, a shooter has been unduly interfered with while shooting, he shall declare "no bird" and allow the shooter another shot. Claims of interference may be allowed when a target or a piece of target, from an adjoining field strikes or threatens to strike a shooter or his gun, providing that such interference occurs after the shooter calls for his target and before he fires upon it.

3. Declare “no bird” as soon as possible when:

a. The shooter’s position is not according to rule. The shooter shall be warned by the referee of his illegal shooter’s position, but if he continues to violate the position, he shall be penalized by the loss of one target for each subsequent violation in that round.

b. Target does not emerge within the allotted time after the call.

c. Target emerges before shooter’s call.

d. An irregular target is thrown in singles, doubles, or proof doubles.

1) In singles, if the shooter fires before the “no bird” call, the result of the shot shall be scored.

2) In the case of doubles or proof doubles, if the referee’s call of “no bird” occurs after the firing of the first shot (and said first shot was fired at a regular target) the result of the first shot shall be scored and a proof double shall be thrown to determine the result of the second shot only.

No Result of Firing on a Broken Target Shall Be Scored!

4. Declare as “lost” dusted targets or perforated targets that are retrieved after landing.

5. Declare as “lost target” the third shot fired when gun has been loaded with more than two shells.

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SAFETY PRECAUTIONS: The safety of competitors, field personnel, and spectators requires continuous attention by all. The careful handling of guns, and caution in moving about the field and club grounds will be the responsibility of everyone on the field. Self-discipline is necessary on the part of shooters, field personnel, and spectators.

Where such self-discipline is lacking, it is the duty of the field personnel to enforce discipline and the duty of competitors to assist in such enforcement. Team captains shall be held accountable for discipline within their respective teams.

1. No gun shall be loaded until the shooter is on the shooting station. Loading is considered as putting any part of a loaded shell in any part of the gun.

2. All firearms shall be pointed in a direction that will not endanger the lives of shooters, field personnel, or spectators at all times

3. Always keep your finger off the trigger until ready to fire.

4. When not on the shooting station, the gun shall be carried with breech open. Pumps and automatics will have the bolt open. Fixed breech (double barrels, including over & under and side by sides) will be broken open.

5. When the shooter is on the shooting station and ready to shoot and a delay occurs, such as equipment break down, the gun shall be opened and all shells extracted.
6. During the shooting of single targets, the management may permit the loading of two shells at all stations except station 8 high house. However, the management cannot compel the loading of two shells in the shooting of singles. New shooters are asked to load only one shell for singles.
7. The loading of more than two shells in the gun shall not be allowed at any time.
8. Referee must be informed if you are shooting release-type triggers.
9. Any shooter whose gun accidentally discharges twice within one round for mechanical reasons shall be required to change guns or, if time permits, have his gun repaired before continuing to shoot the round or subsequent rounds.
10. When a shooter intentionally fires a second time at a missed target, he shall be warned by the field referee. The second time the shooter intentionally fires a second shot at a missed target in any round, the penalty shall be automatic disqualification from the event.
11. Do not pick up empties until end of round. We appreciate the participation of all league shooters and their help in making our Skeet Leagues as safe and enjoyable as possible for all parties involved. If you have any questions regarding this document please feel free to contact us:

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Thank you for your business and cooperation,

HW Range & Training Shooting Range