



Lomira Sportsmen's Club Inc.
PO Box 235
Lomira, WI 53048
League Shooting Rules

REVISED (04/15/2018): Updated Rule #18

1. All team shooters must have their membership paid for by their first shooting night or their scores will not count. Substitutes must purchase a membership when substituting for a 2nd night of shooting in order for their scores to count.
2. Team sponsorship fees must be paid by the end of the third week of April, or forfeit their spot.
3. Team Captain's are responsible for:
 - Collecting team sponsor fee and paying on time.
 - Team members purchasing a membership by their first shooting night and substitutes purchasing a membership when substituting for a second night of shooting.
 - Full shooting fee paid before shooting, or will not field his/her team.
 - Responsible for fielding his/her team at the designated time.
 - Responsible for any Team member's discrepancy on scores or averages to talk to the league secretary. If this rule is not followed properly the person acting out of order will be brought before the Board of Directors and will no longer be a member of the Lomira Sportsmen's Club.
4. With the approval of the opposing Team Captain, your team may shoot on the previous Thursday, also allowing the opposing team to have the option to shoot at the same time as you. If the opposing team captain is not properly alerted of your team shooting Thursday night, your Team will forfeit. All alterations must be notified to the League Secretary. No individual may shoot alone to make up League shooting nights.
5. Rules for all members:
 - Safety rules of handling a firearm should be insisted on by your Team and by any Club member.
 - Any member acting out of order will be asked to leave the grounds.
 - There should never be any soda or beer out on the stations, or in the shooting area.
 - Empty shells should not be picked up until after the squad has completed shooting.
 - All teams must have a clear record of paying debts to the Club before joining next season or their next round of shooting.
 - High gun is based on average, going to the hundredths, by missing no more than three weeks out of the shooting season.
 - Members who are not shooting please have respect for members shooting. Please refrain from loud noises when Teams are shooting.
6. Complete or partial rainouts will be made up the following Tuesday or the following Thursday League night.
7. Each Team is granted 15 minutes to shoot. This includes a 3-minute grace time in which you must field a team.

8. A Team starting with four shooters may be joined by a fifth only if the Team is still shooting on their first round.
9. Any Team not able to field their team on Thursday night may shoot after league that same night, providing the opposing team Captain is properly alerted and has the option to shoot with you at the same time. If this rule is not properly followed, your Team shall forfeit the score.
10. Trap load may only use 2 3/4" and 3 Dram, 1 1/8oz., shot size 7, 7 1/2, 8, 8 1/2, or 9. New shells are sold in the Clubhouse.
11. League and Tournament shoots, in case of a tie will have a shoot off based on the regular season handicap. In case of a first place tie in League, it must be shot the last night of League after everyone else has shot. A team not able to field a team will forfeit. Teams in contention for shoot-off will be highlighted the second last night of League. Team Captains are responsible to keep members on Club grounds. Rule #7 will also apply.
12. The target shall be called lost if:
 - The target is only dusted and no noticeable pieces are chipped off.
 - Targets will be shot over if there is a misfire. A misfire is described as: dented primer or a malfunction of the gun. Safeties left on, shell in the wrong barrel, ect., are not considered misfires and will be marked as a loss. The marker will enforce this rule.
 - Irregular loaded shells or field loads are used.
 - Out of turn shooting will be called a loss.
13. The target will be called no target if:
 - The shell which lacks a live primer or one in which the primer fires, but through failure of the shell or lack of components, and which consequently leaves part of or all of the charge of shot or wad in the gun, which is considered a dud shell.
 - A soft load, in which the shot and wad leave the barrel, is not considered a dud shell.
 - Failure of the gun to fire or operate properly.
 - When two shooters fire at one target.
14. Teams may only shoot with regular shooters, or their own regular subs, which have shot at least three League nights or tournaments, or forfeit the score.
15. Tournament shoots must be shot on the assigned night and the same time, or you will forfeit.
16. A score of 122 wins automatically.
17. Total birds will be used to set up tournament shoots.
18. A league shooter can post no more than two scores on a league date. Shooting ahead for a future date is also allowed.
19. Handicap is based on 80% of the difference between the two team's average by only going to the tenths and dropping the hundredths.
20. Average is based on three weeks of individuals shooting score, and starts with last year's average for the first two weeks.
21. The Board of Directors will handle all disputes.
22. Not less than 75 birds for team average, except juniors.