



LEAGUE RULES



CHECK-IN:

- When you arrive at the Hunt Desk, please let us know which team you're on (for example: "Team Big Shot") and provide your name (e.g., Vinnie Johnson).
- Members should present their membership card.
- Once your entire team has arrived, one team member will need to leave an ID or membership card in exchange for the programmed shooting card.
- Before heading out, be sure to pick up your team's clipboard and scorecard.

CHECK-OUT:

- Once shooting is complete, the individual who left their ID may return to the front desk to turn in the shooting card and collect their ID.
- Team captains or co-captains will turn in Hot Clays scorecard to the desk or enter scores on the Hot Clays App.

SHOOTING ON THE COURSE:

- All teams must begin at Station #1 on their assigned course, regardless of whether two or three teams are scheduled there. Do not skip or change stations. When it is your team's turn to shoot, the stand will clear and your group should proceed promptly.
- Teams with seven or more participants must divide into two groups to help maintain the flow of the course.
- Team members should shoot in the same order at each station while rotating the starting shooter.
- At times, staff may need to fill machines while you are shooting. If staff are downrange, stop shooting immediately. If staff are behind or to the side of you, it is safe to continue shooting, with the staff members permission.

EXTRA CLAYS/BROKEN TRAPS:

- Each group is allowed to look at the A&B targets at each station (1 pair)
- Make sure the entire group watches the targets when they are launched. Each group should only launch show-me targets ONCE at each station.
- If there are two shooting stands at one station, it's up to the group to organize themselves and determine the shooting order to accommodate the second stand. We are NOT adding additional "extra" clays onto shooting cards to look at them a second time. (EX: 4 people shoot 50 targets each, a total of 200 clays will be given. This accounts for 12 show-me targets, and 18 for broken targets/gun issues)
- If you experience an issue, please call or text the clubhouse at 952-447-2272.
- Do not repeatedly press the button, as each press counts targets off your card and you may run out. Please only push the button a max of 3 times.
- Under no circumstances should shooters attempt to adjust or repair the machines.
- If a trap is out of order, your team has two options: advance to the next station, and return to the broken station after its repaired; or shoot only the working target (EX: if A is not throwing, shoot a B followed by a B or If it's a true pair, shoot the B o/r B)
- If a target breaks during A/B report pair, record the unbroken target as a hit or miss and relaunch the broken target. (EX: If the B target breaks, record the A as a hit or miss and relaunch the B. If a target breaks during a true pair, record the unbroken target and relaunch the broken target.)



LEAGUE RULES

MINNESOTA



HORSE & HUNT
CLUB

TEAM CAPTAINS / CO-CAPTAINS RESPONSIBILITIES:

- Team Registration
- Team Roster
- Submitting Scores
- League Communication

REGISTRATION:

- Team registration: Register your team online at www.horseandhunt.com or submit a completed form to haley.r@horseandhunt.com or kimberly@horseandhunt.com
- Registration, rosters, and league fees are due April 15th
- If you choose to register on the first night of shooting, please email Haley with your **starting day, time, and team name** to reserve your desired spot.
- Rosters may be adjusted until **May 10th**. (Note: Teams may still register by this date, but any missed weeks—up to three—will need to be made up.)

HANDICAPS:

- Handicaps are determined by taking a shooter's average score, subtracting it from par (43), and multiplying the difference by 70%.
- **Example:** If a shooter's average score is 30, the calculation is: $43 - 30 = 13 \times 0.70 = 9.1$. This handicap (9.1) is then added to the shooter's score.
- Handicaps are recalculated weekly. The maximum score allowed, including handicap, is 43. All shooters compete with a handicap, except for teams in Master Class.

SCORING:

- Top score is 50.
- To record your score, you must use the Hot Clays app, or pick up a scoresheet from the Hunt Desk for your assigned course.
- Scoresheets will be turned into the Hunt Desk following shooting within one week of shooting.
- Final scores for the season must be submitted end of day on Sunday, August 30st.

"C" TARGETS:

- An optional "C" target will be available on one station per course.
- This clay is considered an advanced target and will be worth 2 points.
- Shooters may choose whether or not to attempt the "C" target.
- Although the "C" target carries 2 points, the maximum possible score for the round will remain 50 points.

League will be broken into 3 segments/6 weeks each segment

1	2	3
APRIL 20 TH - MAY 28 TH	JUNE 1 ST - JULY 9 TH	JULY 13 TH - AUGUST 20 TH
LAST DAY TO ENTER SCORES: JUNE 7 TH	LAST DAY TO ENTER SCORES: JULY 19 TH	LAST DAY TO ENTER SCORES: AUGUST 30 TH

CLASSES:

- Classes are determined after the first 6 weeks of scores are tallied. Last day to enter scores to determine class are end of day, Sunday, June 7th.
- Classes are Master, AAA, AA, A, BBB, BB, B, CCC, CC, C
- Sub-Classes are Male, Female, Senior (65+), and Youth (18 and under)

SAFETY REMINDERS:

- Only load TWO rounds
- Only load when in the shooting stand while pointing downrange.
- You must be unloaded, actions open, and muzzles up while moving around the property
- Eye and Ear Protection is required on the courses
- No alcohol can be consumed on the Horse and Hunt clay courses or parking lots.

“DO OVERS”

The following situations are “do-vers”. After 2 issues, score will be marked as a “miss”

- Forgot to load two shells
- Safety on
- Shotgun malfunction
- Ammo issue

IF YOU MISS A WEEK:

- For example, if you shoot Weeks 1 and 2 and Week 3 is canceled due to weather, you will still shoot your originally scheduled course in Week 4. The missed Week 3 round should be made up on a different date or after your assigned course, if shooting on the same night.
- You must check-in to the hunt desk to receive the proper score sheet for the week that was missed or check the HotClays app to receive and report your missed score.
- Scores must be entered before the last day noted above in each segment.
- Exceptions can be discussed with League Management. (EX: travel out of the country for an extended period or time, illness, etc)

HOTCLAYS:

- The Horse and Hunt Club will be utilizing HotClays this year. HotClays is a paperless scoring system for sporting clays. Scorers do not use a clipboard, pencil, and paper. Instead, scorers use a mobile device (phone or tablet) running the HotClays app. When scorers use HotClays, the scores can be viewed in real time on the HotClays website, in the app, or in the Horse and Hunt Clubhouse.
- If shooters do not want to use the mobile app, they will get the appropriate scorecard from the Hunt Desk prior to shooting and turn it in after shooting is completed.



Week 1 of Leagues

WEEK OF APRIL 20TH

The first week of leagues is extremely busy!

TO HELP THINGS RUN SMOOTHLY PLEASE READ THE STEPS BELOW:

There will be 2 tables set up alongside the Main Hunt Desk.

- 1ST** Membership Table –
Sign up for a membership individually before your team arrives.
Current members can also renew at this table.
- 2ND** Team Table –
Captains or co-captains check in here to pick up t-shirts, update rosters, and confirm their starting course.
- 3RD** Main Hunt Desk –
Individual shooters can check in, pay for shooting, and purchase shells. A membership card, ID, or \$5 deposit will be collected for the shooting card.

MARK YOUR CALENDARS:
LEAGUE BANQUET
MONDAY, SEPTEMBER 21ST



STARS COMPETITION



**THIS COMPETITION WILL BE HELD WITHIN THE SEASON
NO EXTRA FEES OR ENTRY IS NECESSARY.
EVERY TEAM IS AUTOMATICALLY ENTERED TO PARTICIPATE.**

1st star is awarded to the top scoring team in each class on June 8th.

Example: Class B teams placing after Segment 1:

- ★ Shoot 'em all
Darcy's clay team
Two for One
Dust in the Wind

Star is awarded to Shoot 'em all

2nd star is awarded to the top scoring team in each class on July 20th.

If the team in first place has already been awarded a star from the first segment, the star will be awarded to the second-place team

Example: Class B teams placing after Segment 2:

- Shoot 'em all
- ★ Two for One
Dust in the Wind
Darcy's Clay Team

Star is awarded to "Two for One", because "Shoot 'em all" has already earned a star.

3rd star will be awarded to the top scoring team in each class on August 30th.

If the team the top teams have already been awarded a star, the star will be given to the highest scoring team without a star.

Example: Class B teams placing after Segment 3:

- Shoot 'em all
- Two for One
- ★ Darcy's Clay Team
Dust in the Wind

Star is awarded to "Darcy's Clay Team", because "Shoot 'em all" and "Two for One" have already earned a star.

At the end of the season, all starred teams will be participating in a team shoot off during the week of September 7th. Teams will shoot a designated course on their regularly scheduled night.

Teams will be squadded by Horse and Hunt prior to shooting. Squads will be composed of members from two teams scheduled to shoot on their regularly scheduled night. Squads may be assembled from teams of any class level. All squads will shoot the same course at a pre-determined start time.

Teams are competing for a \$300 gift card to Trigger's.

Results and winners will be announced at the League Banquet on Monday, September 21st.