

## PIAZZA SUMMER SKEET LEAGUE

1. The league will start the first Tuesday following Memorial Day and continue on Tuesdays through Labor Day for a total of six shoots.
2. A post-season shoot will be held on the Tuesday before Labor Day.
3. All shooting will be done at Black Ash Sportsman Club.
4. All shoots will be 50 targets (two rounds of American style skeet), scored by a point system posted below.
5. All 50 targets will be shot on the same field.
6. Shooting can start at 5:30 PM with 7:30 PM the cutoff for sign up.
7. Target cost and fees will be \$10.00 per 50 targets or \$7.00 for youth under age 16 at their first shoot.
8. Shooters may shoot ahead or back as many weeks as they desire.
9. All shooters must sign up themselves and cannot sign up for a second round until they have completed their first. Competition rounds must be shot before any practice rounds.
10. Shooters must shoot all 6 league shoots to be eligible for any High Gun or Runner Up prizes. Five minimum are required to receive the handicap add on at the post season shoot.
11. Shooters may shoot any gauge gun they choose. However, no additional handicap will be given for smaller gauges.
12. Handicap add-on will be points equal to 80% (whole numbers only) of the difference between your weekly average and 200.  
 Example: If your average is 160, the difference is 40, 80% of 40 is 32. You would then add 32 points to your post season score to get your point score for that shoot only. Ties will be broken by a shoot-off using the Piazza scoring.
13. Shooters at the post-season shoot and banquet that have missed shoots, will be asked to pay \$2.00 for each missed shoot.
14. Shooters at the post-season shoot with less than 5 shoots, will receive a handicap of 5 points less than the lowest handicap shooting that day.
15. "Dud Shell Rule" If the wad exits the barrel, the result of the shot will be scored.

1 SGLS	1 DBLS	2 SGLS	2 DBLS	3 SGLS	4 SGLS	5 SGLS	6 SGLS	6 DBLS	7 SGLS	7 DBLS	8	OPT	TOTAL
H L	H L	H L	H L	H L	H L	H L	H L	L H	H L	L H	H L		
4 5	4 5	2 4	1 4	4 5	3 3	5 4	4 2	1 4	5 7	7 5	3 3	6	100