



2018 Winter Shooting League

1. The league will run from 19 October 2018 to 31 March 2019.
2. A League Table will be put in the Pavilion
3. The table will be divided into two columns – one for 1st & 2nd Division Players and one for 3rd Division players and non-league entrants.
4. All members can participate at any time **and as many times as they want** but must follow the following rules:
 - a. A minimum of 3 players must be present at the shooting mat (one shooting, one scoring and one resetting the targets)
 - b. Scoring Cards will be available in the an envelope in the pavilion together with the simplified scoring system and a clip-board
 - c. A throw is taken from each of the throwing circles in turn for each round, starting with the shortest distance
 - d. In the event of any dispute, the “Official Rules for the Individual Shooting Competition” on the Documents page of the Club Web Site will prevail
 - e. The maximum number of points available for 1 session of 5 rounds is 100.
 - f. Completed and counter-signed score cards must be placed in the relevant envelope (in the file)
 - g. Scores will be collected on a regular basis and the league positions will be displayed on the magnetic board.
 - h. The President will be responsible for setting updating the league table. No other member should alter any of the positions.
5. The boules/jack must be set using the setting out template in the boules shed. In all cases, except Round 5, the target should be in the centre of the landing circle.
6. The competition will end on 31 March 2019 and there will be a trophy and commemorative plaque for the winner of each league.

HAVE FUN – SHOOT FOR THE STARS



Simplified Scoring for Shooting League

The shooters boule must land in the landing circle to be **VALID**. If it touches the shooting mat when landing that throw is **INVALID** – the throw is **NOT** taken again.

Round 1 – Single Target Boule

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| 1. Target HIT but stays in the Circle. | 1 Point |
| 2. Target HIT and leaves the Circle | 3 points |
| 3. Target HIT , leaves the Circle and shooters boule stays in the circle | 5 points |

Round 2 – Target Boule 10 cm behind jack

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|---|----------|
| 1. Target HIT , stays in the Circle, jack is not touched | 1 Point |
| 2. Target HIT , leaves the Circle, jack is not touched | 3 points |
| 3. Target HIT , leaves the Circle, shooters boule stays in the circle, jack is not touched | 5 points |

NOTE: If the jack is moved by the recoil of the shooters boule in any of the above, then 1 point is scored. If the jack is touched first, no points are scored.

Round 3 – Target Boule with 2 obstacle boules 3 cm apart

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| 1. Target HIT , stays in the Circle, neither obstacle boule is touched | 1 Point |
| 2. Target HIT , leaves the Circle and neither obstacle boule is touched | 3 points |
| 3. Target HIT , leaves the Circle, shooters boule stays in the circle, neither obstacle boule is touched | 5 points |

NOTE: If the obstacle boules(s) is/are moved after the target boule is hit in any of the above, then 1 point is scored. If the obstacle boules(s) is/are touched first, no points are scored.

Round 4 – Target Boule 10 cm behind obstacle boule

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| 1. Target HIT , stays in the Circle, obstacle boule is not touched | 1 Point |
| 2. Target HIT , leaves the Circle, obstacle boule is not touched | 3 points |
| 3. Target HIT , leaves the Circle, shooters boule stays in the circle, obstacle boule is not touched | 5 points |

NOTE: If the obstacle boule is moved by the recoil of the shooters boule in any of the above, then 1 point is scored. If the obstacle boule is touched, first no points are scored.

Round 5 – Target Jack 20cm from front edge of circle

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| 1. Jack HIT , stays in the Circle | 3 Points |
| 2. Jack HIT , leaves the Circle | 5 points |