

Thursday Night League Rules – Effective 2026

The following rules pertaining to Thursday Night League are determined by the Papillion Gun Club and cannot be modified without approval of the current Gun Club Board of Directors:

1. All shooters are required to wear eye and hearing protection during shooting.
2. All shooters must follow posted range safety rules and practice safe gun handling techniques including open actions when not firing and muzzle under control at all times.
3. No shooter shall shoot or handle firearms after consuming alcohol. All alcohol must be purchased from the Gun Club. No outside alcohol may be brought onto Gun Club premises. Alcohol may only be consumed within the clubhouse, the clubhouse patio or the covered patio attached to the shoot house. The bar shall be operated by either a responsible party hired by the League or a current Gun Club member.
4. Each Team Captain is responsible for ensuring that League Rules are followed by their team. Captains may designate a responsible individual on a nightly basis to fill in for them in their absence. Failure of any team member to abide by League Rules will result in loss of all team points for the night and no entry fees will be reimbursed.
5. Every Team Captain shall be a current member of the Papillion Gun Club.
6. Each team shall pay an annual \$50 per team sponsor fee to the gun club due by the Team Captains Meeting.
7. The gun club shall be paid \$27 for Members and \$33 for Non-Members (including \$1 for prize fund and \$5 for trap help) per shooter per night for all shooters participating in the Thursday Night League. If a team is short shooters the team is still responsible for the weekly \$6 prize fund contribution and the \$30 for trap help.
8. The cost to shoot a 25-target practice round is \$7 for Members and \$9 for Non-Members. Practice fee must be paid to the bartender or league manager. Practice will not be allowed to interfere with league shooting.
9. The gun club will arrange to have an adequate number of range workers each night of shooting. It is the responsibility of the League Manager to pay the workers at the completion of each League night. Workers will be paid a flat rate of \$40 from Gun Club.
10. All shooters shall treat the scorers and trap attendants respectfully. Any scoring disputes shall be handled as described in the current ATA Rule Book Section VII Official Scoring. Inappropriate behavior towards the trap workers shall be grounds for disqualification. Scorers shall have the authority to switch to hand pulling of targets should a problem be encountered with the voice activation system at a particular trap.
11. All shooting must be completed prior to 9:30 PM.
12. Shooters are to catch and/or pick up their empty hulls after completion of shooting. Trap attendants will assist in picking up empty hulls on the doubles range only.

13. The league duration will be 16 weeks for 7 or 8 teams. 20 weeks for 9 or 10 teams.
14. Six (6) shooters per team participate each week.
15. Each team will shoot a 25-target 16-yard single event, a 25-target handicap event and a 12-pair doubles event each week for a 74-rock program.
16. Prize money is paid out @ \$3 per point in standing to each team captain.
17. Team listing number for the current year is based on final standings of the previous year.
18. Teams can use up to six (6) shooters per night and drop the lowest score for one (1) shooter per event. Teams shooting with less than six shooters will not drop a low score.
19. Points are awarded one (1) point each for the 16-yard event, handicap event, doubles and overall total – four (4) points available per night. Ties will each receive ½ point.
20. Yardage for the handicap event shall be determined by the team's 16-yard event score. Corresponding handicap yardage will be posted on the score sheets and provided by the scorer for each team each night. Team Captains are responsible to check the scores and make sure the team is shooting from the proper yard line. If the team shoots at a closer yardage they will forfeit the Handicap point and the rock count from Handicap for the Overall point.
21. Doubles will be a 24 Rock program. Doubles will be shot in a 4-6-4-6-4 sequence. Double will be shot on traps 3 & 4. Teams may shoot Doubles on the other side if it is open and scoring is available. Priority will be given to the teams shooting the same side.
22. Team Captains are required to log and review all scoring records.
23. Each Team Captain shall submit to the League Manager a Team Roster prior to the start of the season. Team Rosters shall include team members and a list of substitute shooters. Rosters shall include shooters' names and telephone numbers. Rosters will be posted at the Gun Club for all captains to use in order to obtain substitutes. An Independent or Nomad Roster will be made for anyone who wants to shoot a sub but not be affiliated with any team.
24. Teams are scheduled to shoot every 15 minutes commencing at 6:30 PM. Shooting will commence at assigned times with the number of shooters present. **OFFICIAL TIME WILL BE CELL PHONE TIME.**
25. If a shooter is late for their scheduled shooting time, they may join their team during event #1 provided the team has not completed more than 2 posts. (Each team member has fired at 10 targets or less). The late shooter will be allowed to catch up the targets (10 or less) and finish the night with their team. Any shooter later than 2 posts will not be able to join the team that night for Singles and Handicaps. Late shooters will be allowed to join in for Doubles if they arrive before the start of Doubles. The fee for Doubles only would be \$12 for Members and \$14 for Non-Members.
26. No make-up shooting will be allowed except as described herein regarding weather cancellations after shooting for the night has started. Should a team not show up or miss their scheduled shooting time they will forfeit four (4) points and will be responsible for \$36 (\$6 for the prize fund and \$30 for the trap help). If it is not paid the following week \$36 will be charge against their prize fund.

27. Substitutes can be drawn from any of the posted team or Independent/Nomad rosters. A Team cannot take substitutes from the team they are competing against that night.
28. League night may be cancelled due to severe weather threat at the discretion of the League Manager prior to starting at 6:30 PM. Each Team Captain will be notified by the League Manager of cancellation. The following Monday will be the make-up date for any cancelled night.
29. If rain starts during shooting and no lightning is present shooting will continue. If the presence of lightning occurs during the evening and only some of the teams are prevented from shooting, any necessary make-up shooting will take place the following Monday night. If any two competing teams have completed shooting prior to cancelation, they will not reshoot and their scores will stand. Should only one of two teams that are competing against each other complete their shooting, the completed team will have the option to reshoot during the make-up session or keep their score as it stands, and the other team will shoot during the make-up session.
30. On position nights, in the case of team ties, team ranks will be determined by the total Rock Count for the season as the tie breaker.
31. Should a team shoot with less than five (5) shooters their team score for each event shall be calculated by using a ghost shooter(s). The ghost shooter score shall be calculated by taking the average of the shooters and subtracting five (5) targets per event. This calculation will also be used to determine the handicap yardage for the team during event #2.
32. If the league shoots with an odd number of teams, the league can proceed in two ways, either have a bye week or a ghost team, this must be decided at the beginning of the season:
 - a. The bye week. Each week there will be one team that gets a bye week and does not shoot for that week. They will receive 0 points. Each team will have 1 bye week per league cycle. A normal season will consist of two cycles; therefore, a team will normally have 2 bye weeks per season. On position night all teams must shoot and the ghost team methodology will be used for those nights only.
 - b. Ghost team methodology. The odd team that night will shoot against a ghost team to determine points. The ghost team will be the average of all the other teams that shoot that night. If a team does not shoot that night, zeros will NOT be averaged into the ghost team's score for the team that was not present.