

# **GENERAL INFORMATION FOR TEAM, SQUAD AND ATHLETE REGISTRATION**

## **SKEET EVENT Wednesday, July 9, 2014**

### **200 Non-Registered Targets**

**Cost:** \$70/Competitor

**Register by E-mail:** See On-line form for Skeet Event under “Shoot Registration” tab

**Deadline for Registration: Sunday, June 29, 2014**

**Information Required for Registration:** \*Team Name, State, \*Division, Coach's Name, E-mail Address, Home and Cell Phone Numbers

Competitor Information in the following format: Shooting Order, Last Name, First Name, \*Category and T-shirt Size.

**Check-in and Pay:** Tuesday July 8, 10:00AM-4:00PM, Shotgun Center Cafeteria, Clark Co. Shooting Park.

***Make checks payable to CYSSA***

## **SPORTING CLAYS EVENT Thursday, July 10, 2014**

### **100 Non-Registered Targets**

**Cost:** \$45/Competitor

**Register by E-mail:** See On-Line Form for Sporting Clays Event under “Shoot Registration” tab

**Deadline for Registration: Sunday, June 29, 2014**

**Information Required for Registration:** \*Team Name, State, \*Division, Coach's Name, E-mail Address, Home and Cell Phone Numbers

Competitor Information in the following format: Shooting Order, Last Name, First Name, \*Category and T-shirt Size.

**Check-in and Pay:** Tuesday, July 8 and Wednesday, July 9, 10:00AM-4:00PM, Shotgun Center Cafeteria, Clark Co. Shooting Park. ***Make checks payable to CYSSA***

## **TRAP EVENT Friday and Saturday, July 11-12, 2014**

### **200 Non-Registered Targets (100 Friday, 100 Saturday)**

**Cost:** \$65/Competitor

**Register by E-mail:** See On-Line Form for Trap Event under Shoot Registration tab

**Deadline for Registration: Sunday, June 29, 2014**

**Information Required for Registration:** \*Team Name, State, \*Division, Coach's Name, E-mail Address, Home and Cell Phone Numbers

Competitor Information in the following format: Post; Last Name, First Name; \*Category and T-Shirt Size.

**Check-in and Pay:** Tuesday, Wednesday, and Thursday July 8-10, 10:00AM-4:00PM, Shotgun Center Cafeteria, Clark Co. Shooting Park. ***Make checks payable to CYSSA***

### ***\*TEAM NAME***

A group of shooters participating in a “high school” or “club” organized youth clay target program. *(See Division below)*

### ***COMPETITIVE SQUAD***

**Skeet** – 3 shooters from the same team, which are either of the same category or meet the “Bump-up” rule

**Sporting Clays** – 3 shooters from the same team, which are either of the same category or meet the “Bump-up” rule.

**Trap** - 5 shooters from the same team, (3 for Rookie) which are either of the same category or meet the “Bump-up” rule.

### ***NON-COMPETITIVE SQUAD***

**Squads which contain one or more of the following:**

Less than 3 shooters for skeet and sporting clays and less than 5 shooters for trap (except for Rookie 3 person squads)

Shooters from two or more teams

Squads failing to meet the “Bump-up” rule.

## ***INDIVIDUAL SHOOTER***

An individual shooter competing for individual awards.

### ***\*DIVISION***

**School Division** - Team members from the *same* high school

**Club Division** - Team members from the *same* gun club, 4-H club, Boy Scout Troop, FFA etc.

### ***\*CATEGORY***

#### **High School (9th-12<sup>th</sup> grades)**

Varsity - 2<sup>nd</sup> year or more in an organized youth clay target program at the High School level

Junior Varsity - 1<sup>st</sup> year in an organized youth clay target program at the High School level

#### **Junior High (6th-8<sup>th</sup> grades)**

Intermediate Advanced - 2<sup>nd</sup> year or more in an organized youth clay target program at the Junior High level

Intermediate Entry - 1<sup>st</sup> year in an organized youth shooting program at the Junior High level

#### **Rookie (5<sup>th</sup> grade and below)**

## ***BUMP-UP RULE***

Squads are to be constructed **first** according to category. (For example, a competitive squad would be all Varsity shooters, or all Intermediate Advanced shooters) If a team has **less than three shooters in skeet or sporting clays and less than five shooters in trap** in the same category, you may “bump-up” a shooter or shooters from a lower category to fill the squad. The squad then assumes the highest shooters category on that squad. However, the shooter or shooters who are bumped up maintain their own category for individual awards. (For example, a squad with a single Varsity shooter and four JV shooters competes in the Varsity category, but all JV shooters compete for Individual awards in JV)

## ***TIE BREAKERS***

### **Trap**

*Team* – Use 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> etc. shooters scores or in case a team runs out of shooters before a winner is determined the top 5 shooters may compete in a 25 round shoot-off(s).

*Squad* – 25 round shoot-offs until winner is determined

*Individual* – 25 round shoot-off s until winner is determined

### **Skeet**

*Team* – Use 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> etc. shooters scores or in case a team runs out of shooters before a winner is determined the top 3 shooters may compete in a 25 round shoot-off(s)

*Squad* – Miss and Out Doubles from Stations 3, 4, and 5

*Individual* – Miss and Out Doubles from Stations 3, 4, and 5

### **Sporting Clays**

*Team* - Use 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> etc. shooters scores or in case a team runs out of shooters before a winner is determined the top 3 shooters may compete in a 10 round shoot-off from a randomly pre-selected station(s)

*Squad* – By randomly pre-selected station(s)

*Individual* - By randomly pre-selected station(s)

## ***AWARDS***

**Team-** Teams compete in either of the two Divisions, School or Club. First, second and third place trophies are awarded in each Division. In the High School Division in Trap winners are determined by the 5 highest team scores in Varsity and the 5 highest scores in JV. In Skeet and Sporting Clays it is determined by the 3 highest scores in Varsity and Junior Varsity. In the Senior Club Division winners are determined by the 5 highest team scores in Trap and 3 highest in Skeet and Sporting Clays, regardless of category. In the Junior Club Division winners are determined by the 5 highest team scores in Trap and 3 highest in Skeet and Sporting Clays in the combined Intermediate Advanced, Entry and Rookie categories.

**Squad** - Competitive squads compete in the five different categories, Varsity, Junior Varsity, Intermediate Advanced, Intermediate Entry and Rookie. First, second and third place trophies are awarded in each category. The total score of the 5 squad members in trap except Rookie is 3 and 3 squad members in Skeet and Sporting Clays determines winners.

**Individual** - Individual shooters and shooters from non-competitive squads compete in five divisions, Varsity, Junior Varsity, Intermediate Advanced, Intermediate Entry and Rookie. First, second and third place trophies are awarded in each category. The individual shooter's total score determines winners.