

REGISTRATION INFORMATION AND RULES

SKEET EVENT

Wednesday, July 12, 2017

200 Non-Registered Targets

Cost: \$80/Competitor

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

Deadline for Registration: Sunday, July 2, 2017

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

Check-in and Pay: Tuesday July 11, 10:00AM-5:00PM, Shotgun Center Cafeteria, Clark Co. Shooting Park.

Make checks payable to CYSSA

SPORTING CLAYS EVENT

Thursday, July 13, 2017

100 Non-Registered Targets

Cost: \$55/Competitor

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

Deadline for Registration: Sunday, July 2, 2017

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

Check-in and Pay: Tuesday, July 11 and Wednesday, July 12 10:00AM-5:00PM, Shotgun Center Cafeteria, Clark Co. Shooting Park. ***Make checks payable to CYSSA***

TRAP EVENT

Friday and Saturday, July 14-15, 2017

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

Cost: \$75/Competitor

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

Deadline for Registration: Sunday, July 2, 2017

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

Check-in and Pay: Tuesday, Wednesday, and Thursday July 11-13, 10:00AM-5:00PM, 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-12th grades)

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

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

Junior High (6th-8th grades)

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

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

Rookie (5th 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)

SAFETY RULES

All competitors must wear ear protection and safety glasses in all events.

All competitors must wear closed toe and closed heel footwear while on the shooting line.

All competitors in the skeet and sporting clays events are required to wear a hat with brim forward.

The use of toe pads or resting the firearm barrel on any part of the foot is prohibited.

Actions are to be open and guns unloaded between stations and posts and when in transport to and from the field. Recommend barrels on automatics and pumps be carried so that the barrel is up above the head.

In all events while waiting your turn to shoot actions are to remain open until your turn to fire.

OTHER RULES AND INFORMATION: For rules and information not already listed here regarding shotguns, shotshells, range safety, personal conduct and attitude, appeal process, general scorekeeping rules, protests and disqualifications, coaches and participants see the CYSSA Handbook (www.shootcyssa.com) pgs.9-18

TIE BREAKERS

Trap

Team – Use 6th, 7th, 8th 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 4th, 5th, 6th 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 4th, 5th, 6th 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.

High Over All – The competitor with the highest combined score in skeet, sporting clays and trap.