



THANK YOU coaches for your time and efforts to provide this event opportunity to your student athletes, their families and your school. GOOD LUCK and remember SAFETY IS EVERYONE'S NUMBER ONE PRIORITY!

SCHEDULE:

All times are when teams need to be at their assigned fields and prepared to shoot. After the starting time for each day, all starting and completion times are estimated.

- If an athlete does not report to the assigned field by the scheduled time, he/she will have to be moved to shoot with a different team in the same Session.
- Coaches should pre-squad their team based on the schedule.
- The number in parentheses (##) on the schedule indicates the total number of student athletes scheduled for each Session.
- Squads with fewer than five athletes need to combine with other members from other teams to form complete squads of five.
- No athlete registrations or substitutions are allowed.
- Student athletes should add a name label to their shotgun prior to the event.

CHECK-IN:

- Coaches must check-in at the clubhouse one hour prior to first scheduled shooting time.
- Coaches will receive instructions, meal tickets, scoresheets, and athlete name labels at check-in.
- Student athletes must check-in with their team at their assigned field at least 30 minutes before the scheduled time. They DO NOT need to check-in with tournament officials.
- If a registered student athlete is not attending the event, coaches should notify the tournament scoring officials.

SQUADDING:

- Session 1 scoresheets will be titled and printed in black ink. Session 2 scoresheets will be titled and printed in red ink. Please use the corresponding scoresheets for each Session.
- Student athlete name labels are also designated by Session 1 and Session 2. Use the Session 1 labels on the Session 1 scoresheet. Do the same for Session 2.
- Coaches will affix pre-printed student athlete name labels containing the athlete information on the corresponding scoresheet to create a squad.
- If an athlete label is missing, clearly print the school name and athlete name in the label area on the scoresheet.
- Squadding order for each Session needs to be exactly the same.
- Members from different teams used to complete a full squad can use their name label on the same scoresheet.

COMPETITION GUIDELINES:

- Teams must supply their own scorekeeper and Range Safety Officer (RSO) unless directed otherwise by the shooting range.
- It is highly preferred that no person act in more than one official role (Coach, RSO, scorer) at any time. A coach should not act as a coach and RSO at the same time, or an RSO should not also act as scorer, etc, at the same time.
- Student athletes will shoot an early session (Session 1), and again after the first session has completed (Session 2).
- Athletes will shoot two consecutive rounds of 25 targets in each Session.
- During each Session, student athletes should place the second box of shells near the field (ie: 27-yard line) for easy accessibility after the first round has been completed.
- Squads cannot take a break between rounds during each Session except to retrieve the second box of ammunition.
- Squads for Session 2 must be comprised of the same athletes and squad shooting order as Session 1.
- Squads must be prepared to shoot immediately after the previous squad completes their round.
- Scoring disputes must be initiated by the student athlete only, and must be **immediately after a scorer announces a lost target**. Please reference the League's Policies and Procedures regarding disputing targets.
- Coaching is not allowed while athletes are shooting.
- Coaches may not be on the field while athletes are shooting. Coaches must remain on the sidewalk (if applicable) or a minimum of 5 yards behind the scorekeeper.

View scores and standings at claytargetleaderboard.com

- Coaches may not communicate with scorers during shooting.
- Coaches may aid special-needs student athletes that require assistance while shooting.

COMPETITION SCORING:

Student athletes shoot 100 targets to compete in BOTH individual and team events.

Individual Competition

Student athlete classifications used for the individual competition are determined by the athlete's year-end average weekly score after Week 5.

Classifications (based on season average per round) include:

- Novice: 0-14.99
- Junior Varsity: 15-18.99
- Varsity: 19-25

All athletes will participate in the "High Gun" (highest number of targets hit) competitions in their corresponding classification. If a tiebreaker is required for any places, the longest reverse run of hit targets by the athletes will be used. The longest reverse run score will start from the last target and count backwards until a missed target is reached to determine the tiebreaker score. If there is a tie after the longest run is totaled, then a shoot-off event will occur.

Individual Shoot-Off

The following station starting assignments will be drawn from a hat to determine the rotation of athletes for the shoot-off.

- 2 athletes – stations 2 and 4
- 3 athletes – stations 2, 3, and 4
- 4 athletes – stations 2, 3, 4, and 5
- 5 athletes – stations 1, 2, 3, 4, and 5

If more than 5 athletes are involved in the tie, they will be divided as equally as possible into two or more squads as needed.

A shoot-off round will consist of up to 10 targets thrown (2 per station).

Once each athlete has successfully completed the 2 attempts at a given station, the squad will rotate in a clockwise manner to the next station. An athlete is removed from competition on their first target declared "Lost" as long as 2 or more athletes remain. The shoot off ends when one of the final 2 athletes suffers a "Lost" target and the remaining athlete breaks the final target in a given round. Once a round has been completed, remaining competitors will move on to the following rounds.

Round 1:

2 targets at each station from the 20-yard line.

Round 2:

2 targets at each station from the 24-yard line.

Round 3:

2 targets at each station from the 27-yard line.

In the event of competitors remaining after the 3rd round, target speed will be increased and competition will remain on the 27-yard line until competition concludes.

Additional tiebreaking rounds will be conducted if previous round scores are tied.

Team Competition

The top five student athlete scores from a team will be used to determine the overall team score. No squadding is required. If a tiebreaker is required for any places, the team member with the highest round score from each team will be used to break the tie. Subsequent score comparisons will be used if the top score is tied.

FILLING TRAP HOUSES:

Each team is responsible for filling the trap house after each squad has completed their round. Please view the printed "Filling Traps" instructions in the coach packet.

ROUND/SESSION COMPLETION:

- Scoresheets must be submitted to scoring officials immediately after a round is complete.
- Lost scoresheets will result in a zero (0) for the entire squad.
- Teams are responsible for picking up their shells.

SCORE POSTINGS:

- Scores will be posted online at www.claytargetleaderboard.com
- Coaches should verify their team's scores on their electronic device. If there is a discrepancy, the Head Coach of the team should notify the scoring officials immediately.

AWARDS:

- 1) Team: Overall High Score (using top 5 scores) Places 1-3
- 2) Individual: Overall High Score Places 1-3 for each classification + Overall

AWARDS CEREMONY:

- An award ceremony will be held at the completion of the competition. Awards for season division competition and event competition will be distributed.
- If teams and/or student athletes cannot attend the event award ceremony, please pickup the award prior to departure or arrange a pickup of the award from event award officials.

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