

NATIONAL SKEET SHOOTING ASSOCIATION



OFFICIAL **RULES** AND REGULATIONS

REVISED 2004

Additions and changes are shown in italics.

SKEET WELCOMES YOU

The great sport of skeet shooting, designed in 1920 by a group of Andover, Massachusetts upland game hunters to improve their wing shooting, has rapidly caught the fancy of people in all age groups and both sexes. It is now a major sport, with its own international and state organizations. A dedicated group is guiding it carefully to even greater popularity and prestige.

Skeet has developed into much more than just an aid to better wing shooting or a substitute for hunting. It is now a competitive sport equaled by few in universal appeal. Matches are conducted for all gun gauges, and under skeet's universal classification system all shooters compete against others of like ability. Note classification rules, Section V. Competition is held for four gauges of shotguns, 12, 20, 28 and .410, though many people never use more than one.

Guns must be capable of firing two shots since four sets of doubles are included in the regulation 25-shot round. In addition, competitive Doubles Events are offered at many tournaments. The gun may be a double barrel (side-by-side or over-and-under), a pump gun or an automatic, depending on the shooter's preference. Major manufacturers offer specially made skeet guns, and you should consult them or a good gunsmith before buying a shotgun for skeet. Details such as weight, choke, drop and pitch and fit of the gun vary with shooters. It is actually better to try out several guns, all types if possible, before buying.

The National Skeet Shooting Association (NSSA) is a nonprofit organization owned and operated by and for its members, sportsmen who are dedicated to the development among its members of those qualities of patriotism and good sportsmanship which are the basic ingredients of good citizenship, and in general to promote and advance the interests, welfare and development of skeet shooting and related sports.

In addition to the present regulation skeet most commonly shot, the NSSA has an international division for those who wish to shoot under the rules used in international competition with low gun position and variable timing.

We believe that in skeet you will find the finest fellowship of sportsmen in the world. This is a rewarding recreational adventure where the best of sportsmanship prevails. You are welcome to this unique fraternity.

Gratuities in skeet are neither expected nor condoned.
Please comply - your cooperation is appreciated.

National Skeet Shooting Association

Official Rules & Regulations

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SECTION I - EQUIPMENT

A. TARGETS

Standard targets of good quality measuring no more than four and five-sixteenth (4-5/16) inches in diameter nor more than one and one-eighth (1-1/8) inches in height shall be used.

B. AMMUNITION

1. Gauge Specifications - Lead Shot.

- a. Shells commercially manufactured by reputable companies, which are clearly labeled and guaranteed as to lead shot sizes and weight are recommended for use in registered skeet shoots. However, NSSA will accept results of shoots and register scores where reloads have been used. NSSA assumes no responsibility in connection with the use of reloads.
- b. Gun Clubs are allowed to use alternate shot (other than lead) for registered shoots by written request to NSSA Headquarters: alternate loads must meet industry standards for "target load" ammunition.

2. Reloads

- a. The maximum load permissible is described below. This table makes ample allowance for manufacturing purposes, but the use of a proper shot bar is cautioned (a 12 gauge bar designed for 7-1/2 shot will weigh approximately 11 grains heavy when No. 9 shot is used).

Gauge	Ounces Lead	Grains Standard	Grains Maximum
12	1-1/8	492.2	507
20	7/8	382.8	394
28	3/4	328.1	338
.410	1/2	218.8	229

- b. Any shooter may elect to have his/her shells weighed by management before entering an event. The shooter must submit all shells to be used in said event. After one shell is selected, weighed and approved by these standards, the balance of the shells shall be stamped, approved and sealed by some suitable method and not be opened until on the field where the event is to be shot in the presence of the field referee. Failure to have the field

referee witness the breaking of the sealed boxes or containers on their respective fields shall necessitate the shooter using factory ammunition or risk having his/her score disqualified. Any shooter using approved and sealed ammunition shall be immune from further checking.

- c. Challenge Rule: At shoots where shells have not been checked, any contestant may, upon formal challenge presented to shoot management, have the chief referee, who shall use timely discretion, select a shell from another contestant and have said shell checked against the standards listed in Rule I-B-2-a. To prevent abuse of a shooter with this rule, shoot management shall make known the challenger and the individual challenged. Entire groups or squads shall not be challenged for purposes of anonymity.

3. Checking Factory Loads

Any shooter found to be using commercial loads heavier than the maximum grains permissible as listed in I-B-2-a shall have his/her score disqualified for that event.

C. FIELD LAYOUT

It is recommended and desirable for all NSSA registered targets to be shot on fields constructed according to the following specifications and the diagram shown on the centerfold of this book. Field Layout deviation will not affect NSSA's consideration of scores. Under no circumstances will protests based on alleged irregularity of field layout be considered.

1. A skeet field shall consist of eight shooting stations arranged on a segment of a circle of twenty-one (21) yards radius, with a base cord exactly one hundred twenty (120) feet, nine (9) inches long, drawn six (6) yards from the center of the circle. The center of the circle is known as the target-crossing point and is marked by a stake. Station 1 is located at the left end of the base while standing on the periphery of the segment. Stations 2 to 6, inclusive, are located on the periphery at points equidistant from each other. The exact distance between Stations 1 and 2, 2 and 3, etc., is twenty-six (26) feet, eight and three-eighths (8-3/8) inches. Station 8 is located at the center of the base chord.

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- a. Shooting Stations 1 and 7, each a square area three feet on a side, shall have two sides parallel to the base chord.
 - b. Shooting Stations 2 to 6, inclusive, each a square area, three feet on a side, shall have two sides parallel to a radius of the circle drawn through the station marker.
 - c. Shooting Station 8 is a rectangular area 3 feet wide by 6 feet long, with the long sides parallel to the base chord.
2. The location of each shooting station shall be accurately designated.
 - a. The marker for shooting Stations 1-7, inclusive, is on the center of the side nearest the target crossing point
 - b. The marker for shooting Station 8 is on the center point of the base chord.
 3. One target should emerge from a skeet house (called high house) at a point three (3) feet *in back of* Station Marker 1 (measured along the base chord extended), and ten (10) feet above the ground level. The other should emerge from a skeet house (called low house) at a point three (3) feet *in back of* Station Marker 7 (measure along the base chord extended), and two and one-half (2-1/2) feet from the base chord extended (measure on side of target-crossing point), and three and one-half (3-1/2) feet above the ground.
 4. Mandatory markers (where geographically possible) shall be placed at points 44 yards and 60 yards from both the high house and the low house to indicate the shooting boundary limit of 44 yards. These distances shall be measured along a line and the flight of a regular target 60 yards from the opening (where target emerges) in skeet house through the target-crossing point. The 60-yard distance markers must be suitably marked to indicate Station 8 ground level where geographically possible.
 5. The target-crossing point must be marked in a visible manner where geographically possible.
 6. It is recommended to remove posts or box stands tangent to the front of the stations interfering with the shooter.
 7. It is recommended and desirable that the side of the skeethouse, from the bottom of the chute to the top of the house, be very light color or painted white where feasible.
 8. It is recommended if more than one field is inline that a

fence be constructed between fields.

9. Unusual or undesirable field variations must be corrected before contract negotiations are completed.
10. The pull cord will be a minimum length to allow the referee to reach all mandatory referee positions and will have high house, low house and doubles release buttons.

D. MANDATORY POSITIONS FOR REFEREES

1. For shooting Station 1 (1R), stand six feet to the right and three feet back of the front of Station 1 where possible.
2. For shooting Station 2 (2R), stand six feet back and three feet to the right of Station 2.
3. For shooting Stations 3, 4, 5 and 6 (3-4-5-6R), stand six feet back and three feet to the left of the respective station.
4. For shooting Station 7 (7R), stand six feet to the left and three feet back of the front of Station 7 where possible.
5. For shooting Station 8 (8R), stand on center line of the field, not less than 6 feet from shooter (and not more than 10 feet).
6. During Doubles shooting, as shooters are coming back around the circle, referees should stand six feet back and three feet to the right of Stations 5, 4 and 3. (See diagram on pages 32-33)

Exception: A shooter may request the referee to move behind the station at Station 3 or 5.

E. RECOMMENDED POSITIONS FOR SHOOTERS

It is recommended for courtesy to team members that shooters do not advance more than one-third of the way to the next shooting station until all shooters on the squad have completed the station. Furthermore, shooters should stand a minimum of six feet behind the shooter while waiting to shoot.

F. RECOMMENDED PROCEDURE FOR SETTING DISTANCE ON TARGETS

It is recommended to adjust the skeet machine spring to a tension that will just reach the 60 yard stake, passing near dead center on the target setting hoop, under a "no wind" condition. *This distance setting has a plus/or minus two yard allowance, but should be as close to 60 yards as possible.* Once this setting is made, it is unnecessary to change the spring tension during a tournament unless the spring becomes defec-

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tive. The prevailing wind during a shoot may cause the targets to fall far short or long, but they are legal targets providing they pass through the setting hoop.

G. USE OF A RADAR GUN

The use of a radar gun for setting targets is permitted so long as the height and distance requirements specified under Rule III-A-4, Definition of a Regular Target, are complied with.

SECTION II - REGISTERED SHOOTS

A. GENERAL

1. Identification of Eligible Shooters

Members shall receive a new classification card as soon as possible after October 31.

- a. This card will be of high quality paper and is to be used throughout the shooting year. Classification cards will be a different color each year for ease of identification. Replacement cards can be obtained from NSSA home office if lost or accidentally destroyed.
- b. Presentation of a classification card, indicating a member's shooting record and paid membership status, and a plastic NSSA membership card is required for entry in a registered shoot.
- c. Classification for the beginning of the year shall be indicated in the appropriate place on each classification shoot record card.
- d. These cards also shall contain columns in which the holders are to keep their up-to-date averages posted for each gun.

2. Open Shoot Registration

The term open, as it may appear in any application for registration or sanction, or in the shoot program, if any, shall be deemed to mean open to NSSA members without regard to residence.

3. Night Shooting

Registered shooting at night is permissible. All scores recorded for night registered shoots will receive the same treatment as any other registered shoot. Participants in night registered shoots must accept the conditions at the

club where the shoot is held and no protest concerning shooting conditions; e.g., light conditions, natural or artificial, etcetera, will be allowed. At night registered shoots, white targets will be used unless otherwise published in the program.

4. Shooting Order

The management shall determine the shooting order of the individuals in each squad at the beginning of the round, and the shooters shall adhere to this order. If the order is changed during any succeeding round of the same event, each squad member shall be responsible that his/her name be in the proper order on the respective score sheet, and that the change be plainly indicated for the attention of the final recorder. Each squad shall report to the field at its appointed time. Upon failure of a shooter to appear at the appointed time, where a regular schedule has been posted in advance, or after proper call, the squad shall proceed without the absent shooter and the offender be dropped to the first vacancy in the schedule, or if there is no vacancy, to the bottom of the list. Weather conditions shall not be deemed sufficient excuse for delay in taking the field or proceeding with the round, unless all shooting has been officially suspended at the discretion of the management.

5. Squadding Restrictions

The squadding of practice shooting in a registered event shall not be allowed. It is permissible to squad Event 6 registered with regular registered events. Violations of this rule shall be sufficient cause for non-registration of all scores in the squad. Exception: IF THERE SHOULD BE A SINGLE ENTRY IN THE LAST SQUAD OF ANY EVENT, SHOOT MANAGEMENT MAY ALLOW NO MORE THAN TWO ADDITIONAL SHOOTERS TO SHOOT FOR PRACTICE, BUT ONLY IF REQUESTED TO DO SO BY THE LONE ENTRY ON SAID LAST SQUAD. Pacer for lone participant on a field in shootoff shall not be permitted.

6. Checks - Payments, Over-Payment

Anyone who presents a check at any shoot that is returned for insufficient funds or other causes, may not compete in any registered shoot until full payment has been made to

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the individual or club to which it was presented. Any club receiving such a check shall report name and address of the shooter issuing the check to the NSSA and to its own state, territorial or district association. Upon notification by NSSA, the shooter has 15 days to make the check good, or he/she will be suspended for six months. A second offense will result in indefinite suspension, and the shooter must petition the Executive Committee for reinstatement. The Executive Committee will determine penalties and suspensions as each case merits. Any competitor at a registered shoot who, through error, has been overpaid on any purse, added money, optional or other prize money and who is notified of the over-payment by registered mail, must return the over-payment within fifteen days. Failure to do so shall result in disbarment from all registered shoots until repayment is made.

7. Club Qualifications and Responsibilities

- a. Only clubs affiliated with NSSA with affiliation fees currently paid up for the year concerned shall be eligible to conduct registered shoots. Evidence of club's status in this regard must be displayed in the form of official NSSA membership certificate for the appropriate year. Only clubs also affiliated and in good standing with their state or territorial association will be permitted to hold registered shoots in areas where such associations are active. No registered shoot may be held at a facility which has been suspended or is in violation of NSSA rules.
- b. Where state or territorial associations exist, application for a registered shoot must be made through those bodies, which, in turn after giving approval, will submit application to NSSA. NSSA will then issue proper certification and supplies on which to report scores, winners and make financial reports. When an area association does not exist, clubs will make application directly to NSSA.
 - 1) The application form furnished by NSSA shall include the scheduled shooting dates and may not be altered without 10 days notice. Shoot applications, properly sanctioned, must be postmarked or received by NSSA

- at least 10 days prior to the shoot date.
- 2) Applications for night registered shoots must designate on the face of application that it will be a night shoot and all promotion by club shall clearly indicate that it is a night shoot.
- c. Open shoots should be advertised to a majority of local contestants, and closed club shoots posted a minimum of seven days prior to the shoot date. Failure to so advertise may result in a disqualification of shoot scores. Exception may, however, be granted by the Executive Director on merit.
 - d. It shall be the responsibility of the management of the club, association or other organization granted a certificate of registration, to see that each shoot is conducted in accordance with the official rules of the NSSA
 - e. The group or club sponsoring the shoot shall check the NSSA membership of each shooter before accepting his/her entry and shall be responsible for the annual dues if they allow a participant to shoot when said participant's membership in NSSA has expired.
 - 1) All individual shooters in all registered shoots must be members in good standing of the NSSA. IT SHALL BE THE RESPONSIBILITY OF THE CLUB HOLDING A REGISTERED SHOOT TO CHECK CARDS OF ALL PARTICIPANTS AND ENFORCE THIS RULE RIGIDLY.
 - 2) Management will be billed by NSSA in all cases where expired members are allowed to shoot. Management may seek reimbursement from said shooters.
 - f. Management shall check the shooter's classification card to ascertain the proper classifications in which he/she should compete and enter on the shooter's classification card the classification in which it is entering him/her in each gun.
 - g. Class winners must be reported if they are to be reported in the magazine.
 - h. Scores in shoots on which complete records are not made by shoot management will not be recorded and the national association shall not be liable to refund fees received in such cases.

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- i. It is the shoot management's responsibility to appoint a chief referee.
 - j. In the interest of safety, interference and time, only the club management's personnel shall be permitted to pick up empty shells from the grounds during a registered shoot, and extreme care must be exercised to prevent interference with other squads shooting.
 - k. Shoot management shall determine the number of targets to be shot on a field. When shooting background is fairly uniform, it saves time to shoot 50 or 100 targets on the same field.
 - l. Shoot management has the right to determine the rotation and shooting sequence of events in their program, as well as shooting mixed guns in squads, unless their state association rules otherwise. When a participant is allowed to shoot an additional increment of targets (50 or 100 targets) above those shot in a program event, the first increment shot shall be the targets registered for the program event.
 - m. All two-man and five-man team events must be limited to club teams unless management exercises their prerogative of holding open or state team events duly announced in the program, or posted prior to acceptance of the first entry.
- 8. Individual Qualifications and Responsibilities**
- a. Residents of a state or territory must be members in good standing of their own state or territorial association before they can register targets shot in that state.
 - b. It shall be the sole responsibility of the shooters to see that they are entered into all the events desired. The official cashier sheet/entry form or equivalent must be used. Once entered, clerical errors are the responsibility of shoot management.
 - c. Each shooter must verify his/her score and initial the official score sheet before leaving each field or accept it as the record. It shall be the responsibility of every shooter to enter in his/her proper class or classes at each shoot, including advancing himself in class when required by the rules based on averages at the completion of the regular string.

- d. A shooter who fails to keep all of his/her correct scores posted on his/her card and shoots in a lower class than the one in which his/her record places him/her shall forfeit any winnings earned while shooting in the wrong class for the first offense, and for the second offense shall forfeit all winnings and also be disbarred from registered competition for one year.
 - 1) A shooter winning trophies or money by shooting in a lower class or wrong class, including concurrent age groups than the one in which he/she was entitled to shoot must return his/her winnings within 15 days after notification by NSSA headquarters that said winnings must be returned. Failure to comply within this 15 day period shall subject the shooter to suspension as an NSSA member and permanent disbarment from registered competition.
 - 2) A shooter who enters, or allows himself to be entered in an event in a class lower than the class in which he/she was entitled to shoot forfeits all rights to any trophies or purses he/she would have earned shooting in his/her proper class unless the mistake is corrected prior to the distribution of such trophies or purse money.
- e. It is the responsibility of the shooter to see that his/her safety is off and his/her gun is properly loaded with unfired shells of proper size and loaded before calling for a target (for safety purposes).

B. STANDARD EVENT SPECIFICATION

For the purpose of uniformity in records, averages, etcetera, the following provisions shall apply to all shoots registered or sanctioned by NSSA.

1. Gauge Specifications

- a. Twelve gauge events shall be open to all guns of 12 gauge or smaller, using shot loads not exceeding one and one-eighth (1-1/8) ounces
- b. Twenty gauge events shall be open to all guns of 20 gauge or smaller, using shot loads not exceeding seven-eighths (7/8) of an ounce.
- c. Twenty-eight gauge events shall be open to all guns of

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28 gauge or smaller, using shot loads not exceeding three-quarters (3/4) of an ounce.

- d. Four-ten events shall be open to all guns of .410 bore or smaller using shot not exceeding one-half (1/2) ounce.
- e. A gun of larger gauge, which has been converted to take a smaller gauge shell may be used in an event for which it has been converted providing that the shell itself complies with the rule requirements for that event.
- f. No shot smaller than No. 9 (2mm) or larger than 7-1/2 shall be used in any load.

2. Awards Eligibility

Anyone that participates in an event for a reduced entry fee (i.e. an N/C shooter or any shooter that shoots for targets only) shall not be eligible for tangible (i.e. purses, trophies) or intangible awards (i.e. event champion, sub-senior champion). Such shooter may not enter any concurrent events. This rule does not prohibit, junior, sub-junior or collegiate shooter from participating in an event without paying that portion of an entry fee to be returned in the form of money, as outlined in II-C-4-b. Junior, sub-junior, and collegiate shooters who elect not to pay into any purse, or who elect not to pay that portion of the entry fee to be returned in the form of money, are still eligible to win intangible awards (listed above) and tangible awards, except money.

3. Concurrent Events

- a. Events designated for senior-veterans, veterans, seniors, sub-seniors, sub-sub-seniors, women, triple sub, juniors, sub-juniors, military service, retired military, two-man team or five-man team may be shot concurrently with the corresponding event on the regular program, or separately, at the discretion of the management.
- b. NO JUNIOR, SUB-JUNIOR OR COLLEGIATE SHALL BE REQUIRED TO PAY ANY PART OF ENTRY FEE THAT IS TO BE RETURNED TO THE SHOOTERS IN THE FORM OF MONEY, INCLUDING OPEN PURSES AND CONCURRENT PURSES, BUT NOT TO INCLUDE TEAM EVENTS IF THE INVOLVED JUNIOR, SUB-JUNIOR OR COLLEGIATE IS SHOOTING AS PART OF AN OPEN TEAM.

4. Concurrent Event Awards

Any shooter charged an entry fee for a regular event and an additional entry fee for a concurrent event shall be eligible to win in both events unless clearly stipulated in the written program.

5. All-Around Titles

All-around titles must be an aggregate of all gauges offered in that registered tournament (preliminary events, Champion of Champions, not to be included) and will officially be recognized by the NSSA only when they include championships or title events in at least three of the four standard gauges and load divisions defined in paragraph No. 1 above and a total of at least 200 targets. Provided that the foregoing shall not be deemed to forbid local awards of special prizes for events of combination not recognized.

6. Minimum Number of Targets

No event of less than fifty (50) targets shall be designated as a championship or title event.

7. High Gun System

In explanation of the high gun system: If, for example, in a class, three should tie for high score and two tie for a second high score, the top three scores would divide evenly the monies for first, second and third places, and the two tying for second high score would divide evenly the monies for fourth and fifth places.

8. Method of Breaking Ties

In all registered NSSA tournaments, ties shall be decided in a uniform manner as prescribed in the following paragraph unless the shoot management gives due notice of any deviation in its published shoot programs. In the absence of a shoot program, notice of deviation must be posted conspicuously at the place of registration, thus informing all shooters of deviation before accepting entry fees.

a. Shoot management may elect to use regular skeet or a doubles event and shall follow NSSA rules for whichever event elected.

b. All ties for championship titles, such as event champion, two-man and five-man teams, veterans, seniors, sub-seniors, women, triple sub, juniors, sub-juniors, junior women, military or any other concurrent title designated

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by the management, must be shot off by miss-and-out (sudden death). WHEN THE SAME INDIVIDUALS ARE TIED FOR CONCURRENT TITLES, SUCH AS EVENT CHAMPION AND SENIOR CHAMPION, ONLY ONE SHOOTOFF WILL BE HELD TO DETERMINE BOTH TITLES UNLESS THE SHOOT MANAGEMENT ANNOUNCED IN ADVANCE OF THE FIRST SHOOTOFF THAT SEPARATE SHOOTOFFS WILL BE HELD. Management may combine other shootoffs only by approval of all the individuals involved in same.

- c. After determining the position of all persons involved in shootoffs, all other awards shall be decided on the basis of the longest run in the event.
- d. Long runs in an event shall be determined by using the shooter's FRONT or BACK Long Run (WHICHEVER IS LONGEST). If longest runs are tied, the Long Run from the opposite end shall be used to break the tie. If Long Runs are still tied, miss-and-out shootoffs must decide.
 - 1) A shooter's FRONT LONG RUN is figured by counting all targets shot in the event before the first miss.
 - 2) To determine the BACK LONG RUN, count all targets broken after the shooter's last miss in the event. The optional shot must be counted in the proper sequence where it was fired.
- e. Long runs for team scores shall be the total of targets broken by the members of the team combined up to the first miss by any member of the team; or the total number of targets broken by all members of the team after the last miss by any member of the team, whichever run is longest.
- f. All ties for all-around championship must be decided by a miss-and-out shootoff using the smallest gauge gun of which the all-around score is comprised.
- g. All other tied scores for all-around awards shall be decided on the basis of the longest run from front or rear (whichever is longest) in that all-around event. If this also results in a tie, a shoot-off using the smallest gauge in the all-around event shall determine the winner of all places.

- h. Shootoffs take precedence over long runs, so all persons competing in a shootoff must continue to shoot off for all places beneath the event championship for which they may be tied.

9. **NSSA Procedures for Shootoffs**

NSSA rules shall apply subject to the following:

- a. In employing doubles for shootoffs a 50 target event is not required.
- b. Doubles shootoffs shall be conducted doubles stations 3-4-5, miss-and-out by station. This means that a shooter must break both targets on a station in order to beat a shooter who only broke one target (i.e. if one shooter breaks the first target and another shooter breaks the second target, they are still tied).
- c. If shoot management has elected to conduct shootoff using total score of a complete round, the shooter with the highest score shall be determined the winner. Tied high scores must continue to shoot complete rounds until the tie is broken and the winners determined. Lesser place winners shall be decided by the highest scores and if a tie exists, long run from the front shall determine these winners; if still tied, continue to shoot until the tie is broken.
- d. In regular skeet miss-and-out shootoffs, long run from the front shall determine the winners. Ties shall continue to shoot the round until the tie is broken.
- e. For Team Shootoffs management may combine or separate teams for shootoffs. Not all team members have to be present for the shootoff. However, any team member not present will be moved to the last position(s) on the team shootoff, and their targets will be scored as lost. Methods for different types of shootoffs are as follows and should be noted in the shoot program. If not noted in the program, "miss and out by station" will be used.
 - 1) If "miss-and-out" team winners shall be determined by the full team shooting until the first miss and comparing this long run with other teams involved. Any teams tied with long runs shall continue to shoot their rounds until the tie is broken.

II-B-9-e-2

- 2) If "miss-and-out by station", team winners shall be determined by counting a team's total score on a station and comparing it with that of the other teams involved. Any teams still tied shall continue until the tie is broken.
 - 3) If "total score", the total of the team scores shall determine the winner.
- f. Shoot management shall post notice of time of shootoff as soon as possible during each event and shall also announce same by the public address system if possible.
 - g. Contestants involved in shootoffs forfeit all rights to the shootoff if absent or if they do not report within five minutes of the time the shootoff is called. However, any such person shall be entitled to any award he/she would have won by finishing last in the shootoff. It shall be the shooter's sole responsibility to determine the time of the shootoff before leaving the grounds. Shootoffs may not be held prior to the completion of an event (registration for the event has closed and no possible ties or winners left on the field) or of events of that day UNLESS ALL PARTIES INVOLVED AGREE.
 - h. If completion of shootoff is prevented by darkness, as defined in rule IV-C-4, the management and the contestants concerned shall determine the champion by a mutually agreeable method, but if no mutually agreeable method can be decided upon, then the shoot management shall determine in what manner ties shall be decided. Management should make every effort to schedule the last squad of the day early enough to permit normal shootoffs.
 - i. If shooters involved in a shootoff offer management a mutually agreed upon method of determining the places, management may accept. If management does not accept, shootoffs must continue and any shooter or shooters who refuse to continue forfeits as in paragraph "g" above.
- Declaring of event co-champions at the world championship shall not be permitted. Contestants must

continue to shoot or forfeit.

- j. The shooting order for shootoffs shall be the sequence of finishing the event, where possible. In team shootoffs, team members shall line up adjacent to each other (i.e. shoulder to shoulder). Each leadoff person, or team, shall be dropped to the last position on subsequent rounds.
- k. Where shootoffs are held under lights, all white targets will be used unless otherwise published in the shoot program.
- l. A shooter involved in a shootoff with a broken gun shall be allowed a ten minute time limit to repair or replace a broken gun, and then must continue in the shootoff.

C. ELIGIBILITY OF INDIVIDUALS

1. Membership

- a. All competitors must be members of NSSA in good standing, with current dues paid.
- b. Neither state champions nor provincial champions will be recognized by NSSA unless sanctioned by state organization, provincial organization, recognized with proper bylaws on record at NSSA.

2. Amateurs

Before participating in any event, NSSA shooters who might want to maintain their amateur status in any sport shall be familiar with associations they are involved with as to the definition of an amateur to maintain their eligibility. It is the shooter's responsibility to know those rules before entering any event where prizes consist of money or prizes over a certain limit.

3. Residency Requirements

- a. An individual must be a bona fide resident (permanent abode) of a state to be eligible for state championships or to shoot as a state team member and must be a bona fide resident of a state within the zone to be eligible for closed zone championships or to shoot as a zone team member. Persons with residence in more than one state must declare their eligibility by writing their state and club affiliation on the face of the current year membership card. Servicemen, by the same act,

II-C-3-a

may choose their home state or the place in which they are permanently assigned for duty. Persons who change their official abode shall become immediately eligible to shoot as an individual in the state or zone shoot. They should contact NSSA for new membership cards reflecting change of address and present same before entering shoot. An exception to the residency requirements may be allowed to the individual residency requirements, providing all the following conditions are met:

- 1) The individual resides in a state without an association.
 - 2) The individual joins the association of an adjacent state.
 - 3) The state association agrees to accept non-bona fide residents into its association.
 - 4) The state association notifies NSSA of these exceptions.
- b. No person shall be eligible for more than one closed state or zone competition during the NSSA shooting year.
4. **Concurrent Events**
- a. A shooter's eligibility for concurrent events shall be determined by his/her age or status on 1 November.
 - b. No junior, sub-junior or collegiate shall be required to pay any part of any entry fee that is to be returned to the shooter in the form of money.
 - c. Where shoot programs offer special concurrent events based upon age, shooter entering such special events must shoot in the one for which they are qualified by age, if such a class is available. Example: Seniors cannot enter as sub-seniors if a senior event is offered. However, sub-juniors can enter a juniors event if a sub-junior event is not available.
 - d. In parent and child events, unless specifically stated otherwise in the shoot program, the child must be of junior or sub-junior eligibility age.
 - e. A sub-junior is any person who has not reached their fourteenth birthday.

- f. A junior is any person who has not reached their eighteenth birthday.
- g. A collegiate shooter shall be defined as a full-time undergraduate student in an accredited degree oriented learning institution up to a maximum of five (5) years of eligibility. For one time only, a shooter is eligible to compete as a collegiate shooter prior to his/her freshman year as long as he/she produces a letter of acceptance from a degree oriented learning institution. *At shoot entry eligible individuals must provide a valid student I.D. card. The card must be valid on November 1.*
- h. A triple sub is any person 18-39 years of age.
- i. A sub-sub-senior is any person who has reached their fortieth birthday.
- j. A sub-senior is any person who has reached their fiftieth birthday.
- k. A senior is any person who has reached their sixtieth birthday.
- l. A veteran is any person who has reached their seventieth birthday.
- m. A senior-veteran is any person who has reached their eightieth birthday.
- n. A military shooter is any ACTIVE DUTY member of the Air Force, Army, Coast Guard, Marine Corps, Navy, Reserves or National Guard/Air National Guard.
- o. A retired military shooter is any retired member of the Air Force, Army, Coast Guard, Marine Corps, Navy or National Guard/Air National Guard.
- p. Where shoot programs offer special concurrent events for military shooters, retired military shooters are only eligible to compete in a retired military event, and are NOT eligible to compete in a military event, even if a retired military concurrent is not offered.

D. TEAM ELIGIBILITY

The spirit and intent of these rules shall be interpreted to include all bona fide teams properly organized in pursuance of club and/or domicile requirements, and to exclude all teams of makeshift or pick-up character, organized on the grounds

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and seeking to take advantage of technicalities either herein or in program stipulations or omissions.

1. Team Representation

- a. The members of a team must be designated before the team begins the event.
- b. Team members shall be accredited by NSSA to the state in which they reside, but irrespective of residence, team members must not have represented any other club in a team event in any NSSA registered shoot at any time during the current year. A shooter who shoots on one club team, either two-man or five-man, shall by that act elect that club as the only club he/she shall represent in club team events during the current year. Exception: Service personnel who have, within this period, shot on teams sponsored by military organizations, such as division teams or teams representing specific departments of the same branch of the service, and have been required to do so as a duty assignment, may immediately shoot on teams representing individual military clubs, providing that said former teams have been definitely disbanded and also providing that they have been members in good standing of the clubs they are about to represent for a period of at least 90 days prior to the shoot.
- c. No individual may shoot on more than one team in any one event, even though both teams represent the same club, except in re-entry events where the program states that it is permissible.
- d. Team members shall not be eligible to shoot for any state championships except in the state in which they reside.

2. State Teams

- a. A state five-man team shall consist of five (5) individuals; a state two-man team, two (2) individuals.
- b. Each member of a state team must have resided in the same state for at least ninety (90) days prior to the date of the shoot.
- c. State teams may shoot in national competition, or in state shoots if approved by the state organization.

- d. State Championship Team Events. Any out-of-state team whose membership complies with state residency requirements and Rule II-D-3-b and II-D-3-d, may enter club team events but may be subject to a surcharge at the discretion of the state association.

3. Club Teams

- a. A club five-man team shall consist of five (5) individuals; a club two-man team, two (2) individuals.
- b. Team members must have been fully paid members of the club they represent for a period of at least 90 days prior to the date of the shoot (honorary, inactive, non-resident members, or members whose dues or assessments are in arrears are not eligible).
- c. No person shall reside more than 100 miles from the club he/she represents unless he/she resides in the same state in which the club he/she represents is located.
- d. The club represented must be affiliated and in good standing with the NSSA with dues currently paid.

4. Exceptions to Domicile and Club Membership Requirements

The provisions of domicile and club membership of individuals on club teams do not apply to:

- a. Shooters who have affected a bona fide change in place of domicile with resultant change in club membership affiliation.
- b. Clubs organized within less than 90 days prior to the date of the shoot, provided that members representing such clubs comply with II-D-1-b.
- c. New members of any club who have never previously fired in a team event in an NSSA registered shoot.
- d. Privately operated clubs, which require no paid membership, may with the approval of NSSA be represented by either two-man or five-man teams if the members of such teams meet all of the other requirements except those applying to club dues and club membership. Such team members must be certified by management of such club as having been active shooters of the club for a minimum of 90 days before

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they are eligible to shoot for that club.

- e. Former members of college teams and school teams who have become members of senior clubs after their graduation.

5. **Open Teams (Definition)**

An open team is one which is composed of members with no restriction as to club or domicile. Records established by open teams shall not be accepted to establish official records.

6. **Five-Man Teams**

- a. Five-man club teams and five-man state teams must shoot shoulder-to-shoulder, unless management publishes otherwise in their program or same is posted prior to accepting the first entry. To be eligible for tying or establishing world records, any five-man team **MUST** shoot shoulder-to-shoulder.

- b. Each five-man club team and state team shall designate a team captain who shall be the team representative.

- c. At the completion of each round, the shooters shall view their respective scores and initial them. However, in the case of team shooting, the captain of the team may assume the responsibility for the shooters and sign for his/her entire squad.

7. **Two-Man Teams**

Two-man teams may shoot in separate squads.

8. **Armed Forces Team Representation**

For team representation, the domicile of members on active duty with the Army, Navy, Air Force and other military establishments shall be defined as the place at which they are permanently assigned for duty. Retired, reserve or National Guard personnel are not eligible for service team membership unless on active duty for a period in excess of 90 days.

9. **NSSA World Championship Five-Man Teams**

- a. In the NSSA World Championships all members of a five-man team will shoot in the same squad through that particular event. If any team member fails to finish with his/her proper squad for any reason whatsoever,

the team shall be disqualified as such but not the members as individual contestants.

- b. Under no circumstances, however, will the provisions on broken gun and shooting up affect the requirement of shooting shoulder-to-shoulder throughout the five-man team competition at the NSSA World Championships.
- c. MANAGEMENT MAY DEVIATE FROM THIS RULE IS THEY DEEM IT TO BE ADVISABLE TO CONDUCT FIVE-MAN TEAMS IN MORE THAN ONE SQUAD. FOR CONVENIENCE IN TABULATING TEAM SCORES, IT IS MORE DESIRABLE TO KEEP A FIVE-MAN TEAM IN ONE SQUAD.

E. PROTESTS

1. A Shooter May Protest:

- a. If in his/her opinion the rules as herein stated have been improperly applied.
- b. The conditions under which another shooter has been permitted to shoot.
- c. Where he/she feels an error has been made in the compilation of a score.

2. How To Protest

A protest shall be initiated immediately when it is possible to do so upon the occurrence of the protested incident. No protest may be initiated by the shooter involved after thirty (30) minutes have elapsed after the occurrence of the incident for which a protest is desired to be made. Failure to comply with the following procedure will automatically void the protest.

A protest involving the scoring of a target, if filed immediately on the station, a second shot, or shots will be fired and the results recorded and noted as a protest. The protest shall proceed in the prescribed manner.

- a. State the complaint verbally to the chief referee. If not satisfied with his/her decision, then:
- b. File with the shoot management a protest in writing, stating all the facts in the case. Such protest must be filed within 12 hours after the occurrence of the protested incident. If not satisfied with the decision of the shoot management, then:

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- c. File with the NSSA a written appeal, stating all the facts. Such appeal must be filed within **48** hours after the decision of the shoot management has been made known to the shooter. Protests in team events must be made by the team captain. Team members who believe they have reason to protest will state the facts to their team captain, who will make the protest if he/she feels such action justified by the facts. The shoot management may appoint a shoot judge to handle protests referred to it which have been handled in the manner stated above.

F. DISQUALIFICATION AND EXPULSION

The shoot management shall upon proper evidence:

1. Disqualify any shooter for the remainder of the shoot program for willful or repeated violation of gun safety precautions which endanger the safety of shooters, field personnel and/or spectators.
2. Elect to refuse the entry or cause the withdrawal of any contestant whose conduct in the opinion of the shoot management is unsportsmanlike or whose participation is in any way detrimental to the best interests of the shoot.
3. Any shooter may be disqualified from a shoot for misrepresentation of his/her status under the eligibility rules.
4. Expel any shooter physically assaulting a referee or any shooter using extreme, abusive language to a referee upon adequate evidence presented by the chief referee.
5. The shoot management shall report to the NSSA all cases of disqualification and expulsion and the reasons for same. Subsequent action by the Executive Committee could result in being expelled and barred from further membership in the NSSA, after the shooter has had the opportunity to appear before the Executive Committee and present his/her case.

G. OFFICIAL SCORES

1. All scores or records, to be recognized as official, must be shot under the official NSSA rules.
2. *a.* All scores shall be recorded as having been shot with the gun in which event they shot (e.g. scores shot with a 20 gauge gun in a 12 gauge event must be recorded

as 12 gauge scores.) Such scores may not be included as part of a 20 gauge long run or average.

- b. When a shooter has started an event and realizes during or after the event the incorrect ammunition was used (e.g., 1oz. 20 gauge shells in the 20 gauge event, etc.), that shooter must immediately notify the field referee or shoot management of the error. If possible, the competitor will be allowed to re-shoot the targets incorrectly fired upon and continue with the proper ammunition or re-shoot the entire event. If not possible, the shooter is disqualified from that event and the targets will not be registered. All targets incorrectly fired upon will not be reported to or recorded with NSSA.*
3. Only the scores shot on scheduled dates, approved by NSSA, shall be registered. Scores made in shootoffs shall not be registered, however, all NSSA rules shall apply in shootoffs.
 4. No shooter will be permitted to enter the same event more than once, even though his/her score has been disqualified. *EXCEPT as noted and allowed in II-G-2.b.* When a participant is allowed to shoot an additional increment of targets (50 or 100 targets) above those shot in a program event, the first increment shot shall be the targets for the program event.
 5. The scores of any shooter who takes part in a registered shoot shall be considered official, and shall be registered with the NSSA even though the shooter had given notice that it was not his/her intention to have his/her score recorded.
 6. While the management may refund the entry fees and permit withdrawal of shooters who would be required to compete under drastically changed and clearly intolerable weather conditions or darkness not confronted by a majority of participants in an event, scores of all shooters who do participate must be recorded. In the event of extreme weather conditions, power failure, trap failure, or unusually early darkness, the shoot management may elect to continue the event some other time (e.g. the next morning

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or the following weekend) but must immediately notify NSSA, with a full explanation, who will sanction the change, provided it is deemed in the best interest of skeet.

7. When a contestant stops or withdraws without finishing an event in which he/she has started, his/her partial scores shall be reported to the NSSA along with the other scores of the event.
8. If a contestant stops or withdraws voluntarily, or after disqualification by the management, his/her partial score for the round in which he/she is shooting shall be entered as his/her score of targets broken for that full round of twenty-five targets. He/she shall not be penalized, however, for any of the remaining full rounds of that particular event. Where such withdrawal is the result of sickness, injury, or unrepairable gun, the shooter withdrawing shall be charged only with the targets actually fired upon in compiling and reporting his/her score. It shall be the shooter's responsibility to verify that the reason for this withdrawal is recorded on the scoresheet.
9. The shoot management is responsible to see that each squad's scores are posted on the score boards within thirty minutes of the time the squad finishes shooting.

H. REGISTERED SHOOT REPORTS

1. Reporting Requirements

It is the duty of each club or association holding a registered shoot to fulfill the following obligations. Payments and reports must be postmarked no more than 15 days after the last day of the shoot.

- a. Make payments of all money, purses and options to the shooters.
- b. Submit fees and reports due to state association.
- c. Two reports (Financial and Registered Target Official Report) must be made to NSSA on all registered shoots. Standard forms available from NSSA headquarters, or equivalent approved by NSSA Headquarters, must be used. Rules II-H-3 and 4 outline required method of completing these reports.

2. Penalties

Failure to fulfill the reporting requirements shall carry the

following penalties:

- a. All shoot reports and wrap-ups MUST be postmarked within 15 days of the last day of the shoot. A \$25.00 DELINQUENT FEE will be charged to all clubs that have not submitted a registered shoot report and financial report (including all payments due) within the postmarked date. For the second and all subsequent late shoot reports, a \$100.00 fine will be imposed. Shoot reports received past November 15 will have the fine, plus additional fees imposed depending on the lateness of the report. Also, after the second offense, suspension by NSSA from further sanctioned registered shoots is possible at the discretion of NSSA.
- b. Cancellation of all subsequent shoot dates for the offending club or association.
- c. Denial of right to apply or reapply for any further registered shoot dates for a period of thirty (30) days in case of first offense, or ninety (90) days in case of second or subsequent offense or until obligations have been met.
- d. Officers of any delinquent club or association shall be barred from shooting registered targets until all required obligations of said club association are met to the shooters, to the state association and to NSSA.

3. Financial Report

- a. Daily Fees: List number of targets shot each day of shoot and remit to NSSA the required daily registration fee (in U.S. funds).
- b. NSSA Dues Collected: Remittance (in U.S. funds) and duplicate copies of receipts for all types of NSSA memberships sold at your shoot must be attached. Membership applications must be completely and legibly filled out, including complete and accurate mailing address of purchaser. (Shooter buying membership receives original receipt.)

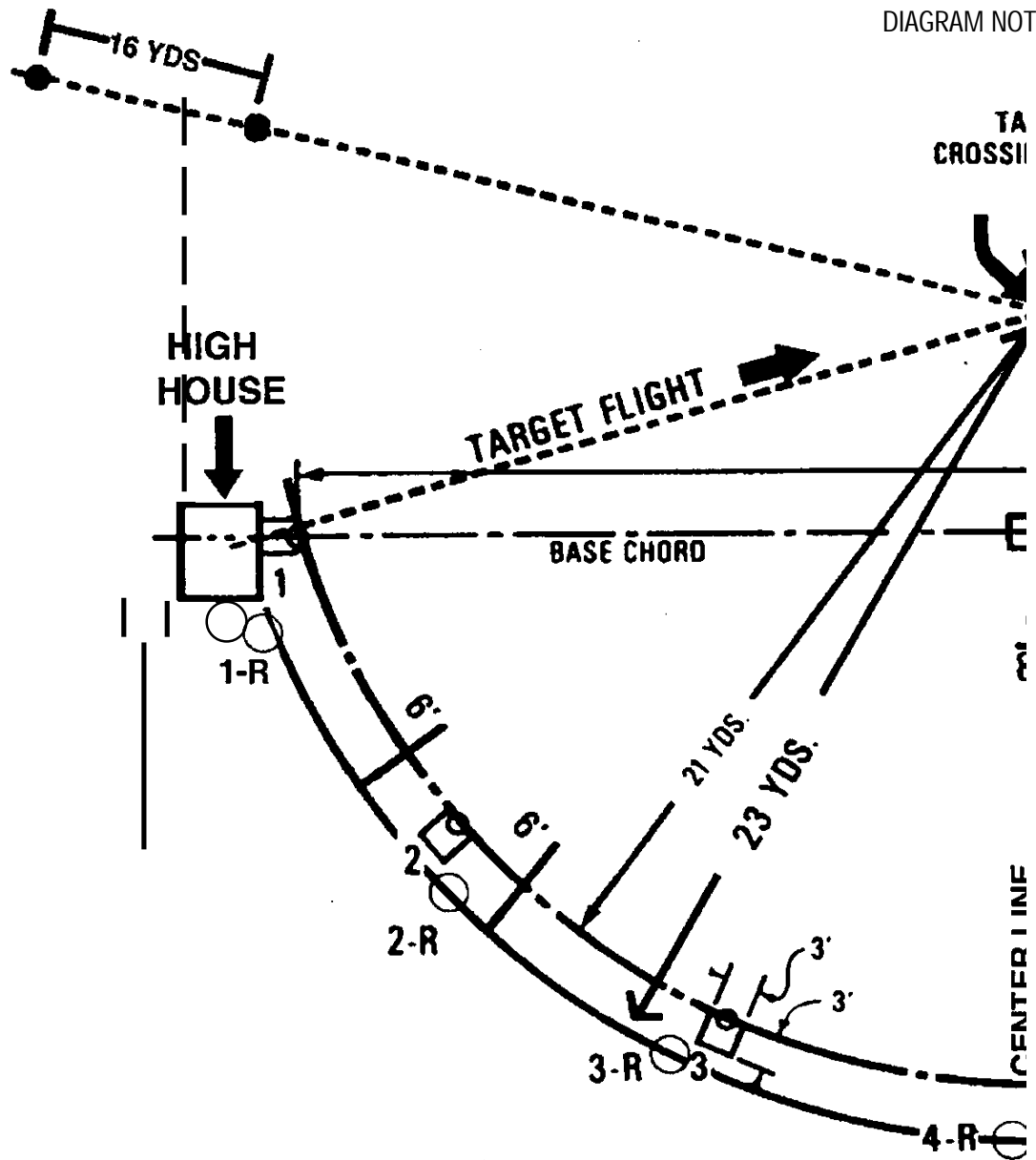
4. Registered Target Official Report

An individual entry form/cashier sheet must be submitted on every shooter. These individual reports must include:

- a. NSSA membership number
- b. Full name or initials, corresponding to NSSA member-

SKEET FIELD L

DIAGRAM NOT TO SCALE



SHOOTING STATIONS

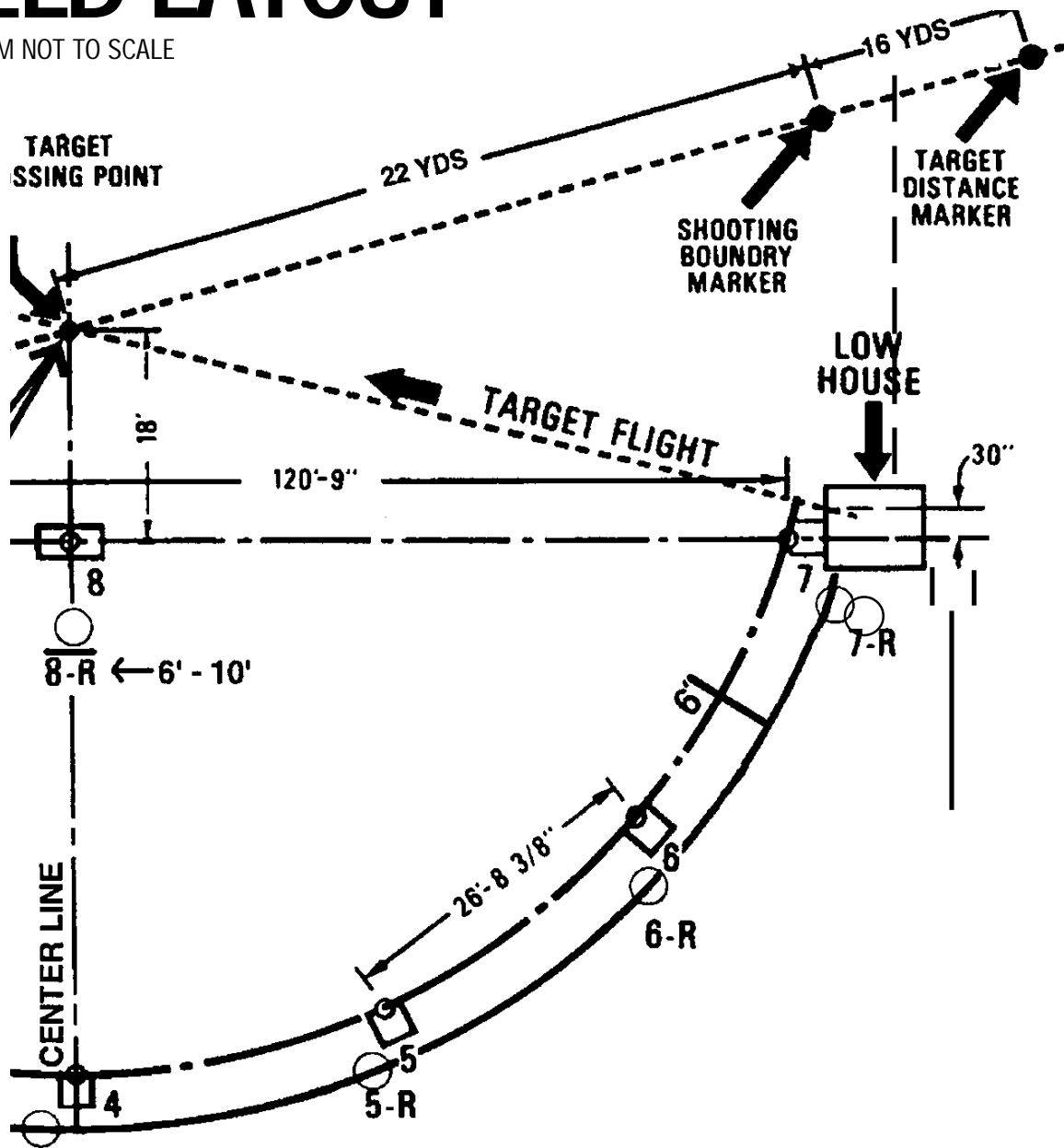


STATION MARKERS

Tolerances may not be exceeded on fields used for the NSSA World Skeet Shooting Championship and it is recommended that all fields used in NSSA registered competition fall within this range of variation: Station markers fall within plus or minus six inches; station sizes plus or minus three inches; distance and boundary markers plus

FIELD LAYOUT

DIAGRAM NOT TO SCALE



○ MANDATORY
Referee Stations

or minus six inches; target emergence elevation, high house, plus or minus three inches from level of Station 1, low house plus or minus three inches from level of Station 7. Station levels within plus or minus nine inches of Station 8 level. Mandatory referee positions should be marked®.

II-H-4-d-4

ship records

- c. Member's complete address

Note: All of the above information is included on the plastic membership card. If an imprinter is not used, all information must be legibly written on individual shoot report form.

- d. For each gauge in which the member participates (and HOA if appropriate) you must enter:

- 1) number of targets shot
- 2) number of targets broken
- 3) class in which member was entered (if member declares into a higher class at your shoot this information must be noted on shoot report form)
- 4) awards won. Regardless of what method was used in making awards, winners must be determined and reported under NSSA classification system. This applies even if no awards are made. Do not list winners above class champions unless such awards were made.

5. **Clubs are NOT REQUIRED to deliver or mail a copy of official shoot reports to the shooter.** They are, however, required to retain copies of scoreboard and/or field score sheet on file for 90 days after the end of the applicable shooting year.

I. RECOGNITION AND AWARDS

1. High Average Leaders

- a. For the purpose of determining yearly champions and High Overall Leaders on the basis of average alone, leaders will be recognized if they have shot the following standard requirements of registered targets.

	12	20	28	.410
Open Team	1200	1000	1000	1000
All Concurrents	1000	800	800	800
Sub-Jr/Sr-Veteran	700	500	400	400

- b. High Average Leaders in the Doubles Event and **High Overall Leaders** will be recognized if they shot 500 registered doubles targets. For Sub-Junior and Senior-Veteran, the requirements are 300 registered doubles targets.

2. All-American Team

Candidates for All-American selection must have shot standard target requirements as defined for High Average selection in II-I-1 in the .410, 28, 20, 12 and Doubles events.

3. Long Run Records

a. Only scores shot in registered events shall be included in official long runs. Scores shot with a smaller gun than the one for which the event is scheduled shall not be accredited as part of a long run with the smaller gun.

b. Shootoff targets and other non-registered targets shall not be counted as part of a long run.

c. All long runs shall be compiled in the order in which the scoring appears on the official score sheets except the optional shot shall be counted in the proper sequence where it was fired. The sequence in which the official score sheets are posted must coincide with the sequence in which the scores were broken.

4. High Overall Averages

For purposes of determining yearly all-around averages, divide by 4 the total of a shooter's year end averages in all four gauges.

5. World Records

Current World Records are listed in the NSSA Record Annual each year. Any shooter, or team, who feels they have tied or broken an established World Record must follow the procedure outlined below for official recognition of a World Record score.

a. Establish that the event in which the record was tied or broken was a part of the shoot program and available to all eligible competitors.

b. Establish that the shooter or team properly entered the event prior to firing the record score.

c. Submit application for recognition to NSSA headquarters on the standard form which is available at NSSA member clubs. The form is also available from headquarters, upon request.

d. In the event that more than one shooter or team should

break a world record score on the same calendar day, and provided they have correctly followed the outlined procedures, they shall become co-holders of that record.

6. Determination of Age Groups

Age or Concurrent event status based on status as of November 1.

7. Rookie is an individual who shoots NSSA standards and has never *received an initial classification in any gauge*.

8. Honor Squad is comprised of those individuals who have shot NSSA standards in the current and previous years who show the most improvement in their HOA averages.

SECTION III - SHOOTING PROCEDURE

A. DEFINITIONS

1. Shooting Positions

a. Shooter must stand with any part of both feet within the boundaries of the designated shooting station.

b. Station 8 the designated shooting station is the half of the rectangular pad most distant from the respective high or low house.

c. Any shooter with one or both feet definitely off the shooting station should first be made to shoot over and, if he/she persists in standing off the station, he/she shall be penalized by loss of the target for each subsequent violation in that event. However, if the shooter missed the target while committing the first violation of shooting position, the result shall be scored "lost".

2. Gun Position

Any safe position which is comfortable to the shooter.

3. No Bird

Any target thrown for which no score is recorded, or failure of a target to be thrown within the prescribed time limit of one second. This permits the throwing of instant targets, but gives a short time period in order to prevent a contestant from refusing a target which does not appear immediately after his/her call. If a shooter fires upon a

target which appears after one second has elapsed between his/her call and the emergence of the target, and also before the referee calls no bird, the result of his/her shot shall be scored. If he/she withholds his/her shot after such an alleged slow pull, the referee may declare the target no bird provided he/she, in his/her sole judgment, decides that the delay exceeded the one second time allowance. The pull is not required to be instantaneous.

4. Regular Target

A regular target is one that appears after the shooter's call and within a period not to exceed one (1) second, and **which passes within a three-foot circle centered at a point fifteen (15) feet above the target-crossing point.** The target-crossing point shall be measured from the level of Station 8. The target, in still air, must carry to a distance equivalent, on level ground, to 60 yards from the skeet house **when passing through the center of the hoop, with an allowance tolerance of plus or minus two yards.**

5. Irregular Target

- a. An unbroken target that has not conformed to the definition of a regular target.
- b. Two targets thrown simultaneously in singles. However, if by error or for mechanical reasons doubles are thrown, and the shooter shoots and breaks or misses the correct target, it shall be scored as in singles. It shall be the shooter's prerogative to elect to shoot or withhold his/her shot when doubles are thrown in the calling of singles.
- c. Target thrown broken. Under no circumstances shall the result of firing upon a broken target be scored.

6. Regular Double

A regular target thrown from each skeet house simultaneously.

7. Irregular Double

Either or both targets of a double thrown as irregular targets or only one target is thrown.

8. Proof Double

A repeat of a double.

9. Shooting Bounds

III-A-12-a

For Stations 1 to 7, inclusive, an area forty-four (44) yards in front of the skeet house from which the target is thrown. For Station 8, the distance from the skeet house to a point directly over a line with Station 4, 8 and the target crossing point.

10. **Balk**

Failure to shoot at a regular target or double due to the fault of the shooter.

11. **Malfunction of Gun**

Failure of gun to operate or function through **no fault of the shooter**.

12. **Defective Ammunition**

a. Defective Ammunition will be defined as:

- 1) Failure to fire, provided firing pin indentation is clearly noticeable.
- 2) When a target is missed in the case of an odd-sounding shell, which in the **sole judgment of the field referee** does not deliver the shot the distance to the target, and therefore does not give the shooter a fair opportunity to break the target. NOTE: If a target is broken with an odd-sounding shell, it shall be scored **dead** regardless and will **not** be considered defective ammo. Odd-sounding shells where the shot **does** travel the distance to the bird and provide the shooter a fair chance to break the target will **not** be considered defective ammo and the results of those shots will be scored.
- 3) Brass pulling off hull **between shots on doubles**:
- 4) Separation of brass from casing when gun is fired (usually accompanied by a whistling sound as the plastic sleeve leaves the barrel).

b. Wrong sized shells or empty shells shall not be considered defective ammunition.

c. Repeated Targets - A target shall be repeated for each allowable instance of defective ammunition.

d. Number allowed - A shooter will be allowed only 2 instances of defective ammunition from the first box of shells used in that round. After 2 instances of defective ammunition in a round or a shoot off round, a shooter

may obtain a FACTORY box of ammunition and is then allowed 2 additional instances per box of FACTORY shells in that round. If shells are not changed in a round after 2 ammo malfunctions have been ruled, the third and all subsequent occurrences in that round will be excessive. EXCEPTION: If a shooter is provided a proof shell by the referee and defective ammunition is ruled on that proof shot, that instance will not count against the shooter as defective ammunition.

13. Dead Target

A target from which, in the sole judgment of the referee, a visible piece is observed before the target hits the ground as a result of having been legally fired upon.

14. Lost Target

A target from which in the sole judgment of the referee no visible piece is broken as a result of having been fired upon.

15. Optional Shot

The shot fired after the first 24 targets have been scored dead in any one round (Station 8 low house only); or fired following the shooter's first lost target. In the latter instance it must be fired from same station and at the same house as the one first missed.

16. Skeet Squad

- a. A normal skeet squad is composed of five shooters.
- b. Any five (5) shooters may designate themselves as a squad. All shooters shall be formed into squads of five (5) shooters each, as nearly as possible. Less than five (5) is permissible for expedience, but more than six (6) should not be squadded for safety reasons.

17. Round of Skeet

A round of skeet for one person consists of twenty-five (25) shots, the object being to score the greatest number of dead targets. Twenty-four shots are fired as described in III-B-1. The first shot scored lost in any round shall be repeated immediately and the result scored as the twenty-fifth shot. Should the first shot lost occur in a double, the lost target shall be repeated as a single with the result of this shot scored as the twenty-fifth shot. If the first shot

III-B-1-a

lost should be the first target of an irregular double, then a proof regular double shall be fired upon to determine the result of the second shot, and then the first target scored lost shall be repeated as a single and scored as the twenty-fifth shot. Should the first twenty-four (24) targets of a round be scored dead, the shooter shall take his/her optional shot at low house eight only.

18. Shooting Up

The procedure of a late shooter shooting out of turn to catch up with his/her squad (III-B-6).

B. GENERAL

1. Squad Shooting Procedure For A Round Of Skeet

- a. A squad shall start shooting at Station 1 in the order in which the names appear on the score sheet. The first shot scored lost in the round shall be repeated immediately as the optional shot.
- b. The first shooter shall start shooting singles at Station 1, shooting the high house target first and the low house target second. Then, loading two shells, he/she shall proceed to shoot doubles (shooting the first shot at the target from the nearest skeet house and the second shot at the target from the farthest skeet house) before leaving the station. The second shooter shall then proceed likewise followed by the other members of the squad in their turn.
- c. Then the squad shall proceed to Station 2 and repeat the same sequence as on Station 1.
- d. The squad shall then proceed to Station 3 where each shooter will shoot at a high house single target first and a low house single target second before leaving the shooting station.
- e. The same procedure shall be followed at Stations 4 and 5.
- f. Upon advancing to Station 6 the leadoff shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, he/she shall shoot doubles by shooting at the low house target first and the high house target second before leaving the station. The other shooters will follow in their turn.

- g. The same procedure will be followed on Station 7.
 - h. The squad will then advance to Station 8 where each shooter shall shoot at a target from the high house before any member of the squad shoots at a target from the low house.
 - i. The squad shall then turn to Station 8 low house and the leadoff shooter will shoot at the low house target
 - .j. The shooter shall repeat the low house target for his/her optional shot before leaving the station, provided he/she is still straight (no lost targets in the round). The other shooters will follow in turn.
 - k. At this time the shooter should verify his/her own score.
- 2. Rules and Procedures for Doubles Events**
- a. No less than a fifty (50) target event.
 - b. Shooting commences at Station 1 and continues through 7 and backwards from 6 through 5, 4, 3 and 2. Rounds 2 and 4 will end with doubles on Station 1 using the 25th shell from rounds 1 and 3. That is, rounds 1 and 3 will consist of 24 shots ending with doubles at Station 2, and rounds 2 and 4 will consist of 26 shots ending with doubles at Station 1.
 - c. When shooting doubles at Stations 1, 2, 3, 5, 6 and 7, shoot the first shot at the target from the nearest skeet house and the second shot at the target from the farthest skeet house. When shooting doubles at Station 4 the shooter must shoot first at the high house target going around the stations from 1 through 7 and shoot at the low house 4 target first when coming back around the stations from 7 through 2 (or 1).
 - d. The rules for doubles in a Doubles event are the same as the rules for doubles in a regular round of skeet.
 - e. All other NSSA rules apply.
- 3. Shooter's Right To Observe Targets**
- a. At the beginning of each round the squad shall be entitled to observe two (2) regular targets from each skeet house and shall have the option of observing one regular target after each irregular target.
 - b. Shoot management, State Association, State Chief Referee and/or Zone Chief Referee shall have the right, where

III-B-4-b

topographically possible, to make it mandatory to use a hoop or other suitable device whenever a target adjustment is necessary.

4. Progress From Station To Station

- a. No member of the squad shall advance to the shooting station until it is his/her turn to shoot, and until the previous shooter has left the station. No shooter shall order any target or shoot at any target except when it is his/her turn. Targets fired upon while shooting out of turn, without permission of the referee, shall be declared "no bird."
- b. No member of a squad, having shot from one station, shall proceed toward the next station in such a way as to interfere with another shooter. The penalty for willful interference in this manner shall be disqualification from the event.
- c. No shooter shall unduly delay a squad without good and sufficient reason in the judgment of the referee in charge of his/her squad. A shooter who persists in deliberately causing inexcusable delays after receiving a first warning from the referee shall be subject to disqualification from the event.

5. Broken Gun

When a gun breaks in such a manner so as to render it unusable, the shooter has the option of using another gun if such gun can be secured without delay, or dropping out of the squad until the gun is repaired and finishing the event at a later time when a vacancy occurs or after all other contestants have finished the event. Nothing shall prohibit the shooter from missing one round because of a broken gun, having the gun repaired and then rejoining the squad for all later rounds that the squad has not started. In that case the shooter will finish any or all rounds, starting with the shot where the breakdown occurred, that were not shot because of a broken gun, on the proper fields and in the first vacancy that may occur, or after the event has been finished by all other contestants.

6. Shooting Up

- a. Where a shooter has registered in but does not show up

to start an event with his/her squad, he/she will not be permitted to shoot up after the first man in the squad has fired a shot at Station 2.

- b. He/she may join the squad for all later rounds, but the round missed because of lateness must be shot on the proper field in the first vacancy, or after all other contestants have finished.
- c. In the interest of conserving time the shoot management may modify this rule to meet special conditions, if it so desires.

7. Slow Squads

It is suggested that shoot management use substitute fields when breakdowns or unusually slow shooting squads are disrupting the normal sequence of squads. Under normal conditions, a squad should complete a round in 20 minutes, including breaks between rounds. Squads using more time cannot object to being transferred to a substitute field.

C. SCORING

1. The score in any one round shall be the total number of dead targets.
2. Targets declared no bird shall not be scored.
3. One lost target shall be scored on:
 - a. A balk or failure of gun to fire due to fault of shooter. Should this include both targets of a regular double, it shall be scored as first target lost, and a proof double shall be thrown to determine the result of the second shot only. If a balk should occur, or his/her gun fail to fire because of the shooter's fault, when a proof double is thrown and the result of the first shot has already been scored, the second target shall be scored as lost.
 - b. Each excessive instance of defective ammunition, or excessive malfunction or malfunctions of gun.
 - c. Doubles fired upon in reverse order.
 - d. Target fired upon after it is outside the shooting bounds.
 - e. Each target fired upon and allegedly missed because the shooter's gun had a bent barrel, or a bent compensator, or any other bent tube or accessory.
 - f. Each successive foot position violation.
 - g. Each successive time balk. It shall be considered a time

III-C-5

balk if a shooter deliberately delays more than 15 seconds for each shot on a station and the referee shall warn him/her once each round without penalty.

4. If a shell having once misfired is used again, and fails to fire, the results shall be considered a fault on the part of the shooter and scored lost.
5. No claim of irregularity shall be allowed, either on singles or doubles, where the target or targets were actually fired upon and alleged irregularity consists of deviation from the prescribed line of flight, or because of an alleged quick pull or slow pull, unless the referee has distinctly called no bird prior to the firing of the shot. Otherwise, if the shooter fires, the result shall be scored. The referee shall have final say as to whether he/she called no bird before the shooter fired.
6. If the brass pulls off a hull between shots on doubles, score as defective ammunition but do not score it as a gun malfunction.
7. During a regular round or a doubles event, if the brass pulls off a hull, or if a defective ammunition occurs between shots on doubles, the referee shall rule that if the first target was a dead bird, nothing is established, and a proof double shall be fired upon to determine the result of both birds. However, if the first target was lost, it shall be so established and a proof double shot to establish the second shot result.

D. GUN MALFUNCTIONS

The shooter must not be considered at fault if he/she has complied with the manufacturer's operating instructions for loading the gun, and the gun does not fire. In the case of a gun going into battery (locking closed) for the first shot on doubles or any shot on singles, if the shooter has closed the action in accordance with the manufacturer's instructions, and if the bolt appears visually to be closed, the failure of a gun to fire shall be scored as malfunction.

1. Semi-Automatics

- a. On a semi-automatic the shooter is not required to push forward or strike the breech bolt retraction lever to insure locking the gun. This is a normal gun function.
- b. The shooter must load the shell or shells into the gun and see that the action appears closed. If he/she loads 2

shells on singles or doubles, and if the second shell fails to go into the chamber or is thrown out of the gun, it shall be scored a malfunction.

2. Pump Guns

- a. The shooter is required to pump the gun, as recommended by the manufacturer, on doubles and to close the action completely forward (visually) on singles.
- b. If the shooter short-shucks the gun, the hammer will not be cocked, a fault of the shooter.
- c. If the lifter throws the second shell out of the gun it shall be a malfunction.
- d. It shall be a malfunction if between shots on singles or doubles the gun returns the empty shell to the chamber provided the hammer is cocked.
- e. The referee shall check for a malfunction as instructed under that title and shall then apply forward pressure on the forearm to see if the shell is lodged (a malfunction). However, if the gun closes smoothly, without jiggling, it is not a malfunction.

3. Double-Barreled Guns

- a. The shooter is responsible for loading a shell in the proper barrel, or two shells for doubles.
- b. The shooter must close the action in accordance with manufacturer's recommendations.

4. Shell Catching Devices

Where any device is attached to a shotgun which must be adjusted or removed to permit shooting doubles, it shall be the shooter's responsibility to perform such adjustment or removal. Failure to fire a second shot on doubles, due to such device, shall not be an allowable malfunction, and the bird shall be scored lost.

5. Repeated Targets

A target shall be repeated for each allowable malfunction and/or each allowable defective ammunition.

6. Number Allowed

Only two malfunctions of any one gun in the same round or shootoff round shall be allowable. The third and all subsequent malfunctions of the same gun shall be excessive. However, when more than one person is using the same

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gun in the same round, this rule shall apply to each person separately.

7. Loading Two Shells

During the shooting of single targets, a shooter may load two shells except at Station 8 high house, or for the last single target on any station, or unless forbidden by club rules, and if the gun jams or malfunctions between shots, it shall be scored as a malfunction and the shooter permitted to shoot the target over. However, the shooter is still restricted to two allowable malfunctions with one gun in one round.

8. Malfunction on Singles or First Shot Doubles

To establish that a malfunction has occurred the shooter must not open the gun or touch the safety before the referee's inspection.

- a. If the shooter is holding the trigger pulled, the referee, after seeing that the gun is pointed in a safe direction, will place his/her finger over the shooter's and apply normal pressure.
- b. If the shooter has released the trigger, the referee, after seeing that the gun is pointed in a safe direction, will exercise extreme caution not to jiggle or attempt to further close the action and will apply normal pressure to the trigger.
- c. The target shall be scored lost if the gun fires or is opened before the referee's inspection. A malfunction will be ruled if it does not fire and the referee's examination for ammunition, safety, barrel selection, etcetera, establishes that the shooter had fulfilled required responsibilities.

9. Malfunction Between Shots on Doubles

If an apparent malfunction occurs between the first and second shot on doubles:

- a. The referee shall apply the same procedures as listed under malfunction on singles to determine if an allowable malfunction has occurred.
- b. During a regular round or a doubles event, if an allowable malfunction has occurred, the referee shall rule if the first target was a dead bird, nothing is established,

and a proof double shall be fired upon to determine the result of both birds. However, if the first target was lost, it shall be so established and a proof double shot to establish the second shot result.

- c. If such malfunction is excessive (not allowable) and the first shot is a dead bird, it shall be scored first bird dead, second bird lost, but, if the first bird is lost then both birds shall be scored lost.

10. Fan-Fire

If a gun doubles or fan-fires while shooting singles or doubles the referee shall rule a malfunction, and during a regular round or a doubles event, if the first target was a dead bird, nothing established, and a proof single or double shall be fired upon to determine the results. However, if the first target was lost, it shall be so established and a proof double shot to establish the second shot result.

E. DOUBLES OR PROOF DOUBLES

1. If the first target emerges broken, the doubles shall, in all cases, be declared no bird and a proof double shall be thrown to determine the result of both shots.
2. If a double is thrown but the targets collide, before the result of the first bird is determined, it shall be declared no bird, and the result of a proof double shall determine the score of both shots.
3. If the first target of a double is thrown irregular as to deviate from the prescribed line of flight and is not shot at, a proof double shall determine the score for both shots, whether the second target is fired upon or not. The referee shall be the sole judge of irregularity.
4. If the first target of a double is thrown irregular as to deviation from the prescribed line of flight, and is shot at, the result shall be scored for the first shot in accordance with III-C-5 and if the shooter is deprived of a normal second shot for any of the reasons in III-E-5 the second target only shall be declared no bird and a proof double shall be fired to determine the result of the second shot.
5. If the shooter is deprived of a normal second shot for any of the following reasons, the result of the first shot shall be scored, and the second target only shall be declared no bird

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and a proof double shall be fired to determine the result of the second shot.

- a. The second target is thrown broken.
 - b. The second target is thrown irregular as to deviation from the prescribed line of flight and is not shot at.
 - c. The second target is not thrown at all.
 - d. The second target is not thrown simultaneously.
 - e. Both targets are broken with the first shot.
 - f. The wrong target is broken with the first shot. (For proof double ruling see paragraph 8 below.)
 - g. The first shot is lost and a collision occurs before the result of the second shot is determined.
 - h. The second target collides with fragments of the first target properly broken, before the result of the second target is determined.
 - i. The result of the first shot is determined, and interference occurs before the second shot is fired.
6. There shall be no penalty for withholding the first shot when either target of a double is irregular. A proof double shall determine the score of both shots thereafter.
 7. If a double is thrown and an allowable gun malfunction or defective ammunition occurs on the first shot, it shall be declared no bird, and the result of a proof double shall determine the score of both shots. If such malfunction is excessive, (not allowable), the proof double shall be thrown to determine the result of the second shot only.
 8. In shooting a proof double after the first target (of a double) is lost,
if the shooter fires at, or breaks the wrong target first, said proof double shall be scored as both targets lost. If, in such a proof double after the first target (of a double) is dead, the shooter fires at, or breaks, the wrong target first, it shall be scored as first target dead and second target lost.

F. INTERFERENCE

1. Any circumstance beyond the shooter's control which unduly affects his/her opportunity to break any particular target is interference.
 - a. If a shooter fires his/her shot, the appearance of a target, or a piece of target, from an adjoining field shall not be

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G. SAFETY PRECAUTIONS

The safety of competitors, field personnel and spectators is of primary importance and requires continuous attention and self-discipline. On any part of club grounds, as well as on the shooting field, particular attention must be given to the safety procedures outlined in the following paragraphs and to other safe gun handling techniques. Caution must also be used in moving about the field and club grounds. Where self discipline and attention to safety procedures is lacking, it is the duty of the field personnel to enforce them and the duty of competitors to assist in such enforcement.

1. Eye and Ear Protection - All persons (including shooters, referees and trap personnel) must wear some form of eye and ear protection on a skeet range at a shoot sanctioned by NSSA.
2. No gun shall be loaded until the shooter is on the shooting station. Loading is considered as putting any part of a loaded shell in any part of the gun.
3. As a safety precaution, test shots will not be permitted without permission of the Field Referee. Such permission shall not unreasonably be withheld.
4. The loaded gun shall be kept pointed in a direction that will not endanger the lives of shooters, field personnel or spectators.
5. When not on the shooting station, the gun shall be carried with breech open and empty. Pumps and automatics will have the bolt open. Fixed breech (double barrels including over and unders and side-by-sides) will be broken open.
6. When the shooter is on the shooting station and ready to shoot and a delay occurs, such as equipment breakdown, the gun shall be opened and all shells extracted.
7. During the shooting of single targets, management may permit the loading of two shells. However, no one will be allowed to load two shells to shoot their last singles target on any station. Management cannot compel the loading of two shells in the shooting of singles.
8. The loading of more than two shells in the gun shall not be allowed at any time.
9. A gun may not be used that will accept more than one (1)

- gauge of shells at the same time.
10. A shooter will not be permitted to use a gun with a release-type trigger unless the referee and the other members of the squad are notified. Extra caution must be exercised if the gun is given to a referee who is unfamiliar with its operation. Guns with release type triggers must be clearly marked. Safety stickers designating. Release trigger with instruction on placement are available from Headquarters. Please send your request in writing.
 11. Any shooter whose gun accidentally discharges twice within one round for mechanical reasons shall be required to change guns or, if time permits, have his/her gun repaired, before continuing to shoot the round or subsequent rounds.
 12. When a shooter intentionally fires a second time at the same target, he/she shall be warned by the referee. The second time the shooter intentionally fires a second shot at the same target in any event, the penalty shall be automatic disqualification from the event.
 13. The placement of markers other than those specified in NSSA Rule Book shall be deemed illegal.
 14. In the interest of safety, interference and time, only the club management's personnel shall be permitted to pick up empty shells from the grounds during a registered shoot, and extreme care must be exercised to prevent interference with other squads shooting.
 15. No spectator shall be allowed on the skeet fields, and the referee shall be responsible for the enforcement of this rule.
 16. *The use of any drug, legal or illegal and including alcohol, prior to or during an NSSA sanctioned event by a registered competitor or referee is prohibited, with the exception of prescription or non-prescription over-the-counter medications that do not impair a shooter's or referee's ability to perform safely.*

SECTION IV - REFEREES

A. LICENSED REFEREE

1. NSSA official referees shall pass prescribed written examinations (with the aid of a rule book) and also eye tests, using

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glasses if necessary. For the eye test, a visual card system will suffice and save cost of a professional eye examination.

- a. These examinations will be given by their state associations or NSSA affiliated clubs.
 - b. Applications for official NSSA referee cards and emblems shall be approved by the applicant's state association, where one exists, or by an NSSA affiliated club where there is no state or district association.
 - c. It is recommended that all state organizations adopt the policy of using only NSSA official referees as chief referees.
 - d. All applicants for referee licenses must be paid up regular members of the NSSA.
2. Referees for NSSA World Championship Shoots
 - a. All applicants must be licensed NSSA referees for current year.
 - b. Each applicant must be recommended in writing by two current officers of his/her state association or by one NSSA director from his/her state or zone.

B. ASSOCIATE REFEREE

1. NSSA Associate Referees must meet all eligibility requirements specified for NSSA licensed referees (IV-A-1), with the exception of paid up membership in the NSSA.
2. An Associate Referee is eligible for an Associate Referee patch.
3. Application for Associate Referee status must be approved by applicant's state and/or zone Chief Referee.
4. An Associate Referee is not eligible to referee the World Championships.

C. CHIEF REFEREE

When shoot management designates a chief referee, he/she shall have general supervision over all other referees and shall be present throughout the shooting.

1. It shall be his/her responsibility to appoint the necessary assistant chief referees and all other referees shall meet with his/her approval.
2. The chief referee shall designate and assign the referees to the fields and shall be held responsible for their conduct at all times during the shoot.
3. It is recommended that the chief referee also have the re-

sponsibility of instructing all other referees and being certain they are acquainted with the rules and approved interpretations.

4. It shall be the chief referee and/or shoot management's responsibility to stop a shoot or shootoff when darkness or other conditions prevent a fair chance to shoot. This action **must be carried out simultaneously on all fields**. Example: Use of public address system or the shutting off of power; or a suitable signal, the significance of which is known to all referees. Use of the referee's eye test card - 5/16" dot at 21 yards - is MANDATORY.
5. Where practical, each state association should appoint a Chief Referee for its state. It is suggested that this chief referee be placed in charge of all referees in the state and that he/she conduct training courses to develop better referees.

D. FIELD REFEREE

The field referee is responsible for the conduct of shooting on the field to which he/she has been assigned. On this field, he/she shall have jurisdiction over the area in rear of the field (that used by other shooters and spectators) as well as over the actual shooting area.

1. He/she shall be completely familiar with the shoot program and the NSSA rules.
2. He/she must be constantly alert, impartial and courteous (though firm) in the handling of shooters.
3. Upon protest, the referee shall rule upon the occurrence, and then without delay, proceed with the round as if nothing had happened. At the completion of the round, he/she shall notify the Chief Referee.
4. The referee shall distinctly announce all lost targets and all no bird targets.
5. The referee shall see that each shooter has a fair opportunity to shoot in his/her turn, and if a shooter has been unduly interfered with while shooting, he/she shall declare no bird and allow the shooter another shot.
6. The referee shall declare no bird as soon as possible when:
 - a. The shooter's position is not according to the rules. The

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- shooter shall be warned by the referee of his/her illegal shooter's position, but if he/she continues to violate the position, he/she shall be penalized by the loss of one target for each subsequent violation in that event.
- b. Target does not emerge within the allowed time after the shooter's call.
 - c. Target emerges before shooter's call.
 - d. An irregular target is thrown in singles, doubles or proof doubles.
7. It shall be the referee's first duty to declare "no bird" as quickly as possible when he/she determines that an irregular target has been thrown.
- a. If the shooter fires before the no bird call, the result of the shot shall be scored.
 - b. In the case of doubles or proof doubles, if the referee's call of no bird occurs after the firing of the first shot the result of the first shot shall be scored and a proof double shall be thrown to determine the result of the second shot only.
 - c. **NO RESULT OF FIRING ON A BROKEN TARGET SHALL BE SCORED.**
8. The result of shooting at a target after it has been declared no bird shall not be scored and the shot will be repeated in all instances.
9. Dusted targets or perforated targets that are retrieved after landing shall be declared lost.
10. When the targets thrown from any machine are repeatedly irregular, the referee shall suspend shooting and order the machine adjusted or repaired. At shooter's request, after such repair or adjustment, the referee should allow shooter to observe a target, if such request is reasonable and not excessive.
11. The referee shall grant a shooter permission to shoot out of his/her regular turn where it is justified.
12. The referee shall disqualify, for the event:
- a. A shooter who in his/her opinion has willfully interfered with another shooter while the latter is shooting.
 - b. Any shooter who repeatedly violates any of the safety

- precautions listed in Section III or for any act that in the referee's opinion endangers the safety of shooters, field personnel or spectators.
- 13.** It shall also be the field referee's responsibility to supervise the keeping of correct scores and to see that all scores are verified by the respective shooters before the score sheet is taken from the field.
 - a.** Every regular target fired upon shall be shown on the score pad and it is recommended that the mark / or X be used to signify dead and O to signify lost.
 - b.** If an error in scorekeeping is discovered on the field, the field referee shall remedy it promptly at the time of discovery.
 - c.** In the event there is any question as to the correctness of a score after the score sheet leaves the field, shoot management shall check with the field referee and order the score corrected if it is determined that an error has been made.
 - d.** The referee's responsibility in seeing that shooters verify their scores is to announce after each round, Please check your scores.
 - 14.** The referee shall be the SOLE judge of decision of fact. For example, his/her decision as to whether a target is dead or lost shall be irrevocable, regardless of the opinion of spectators or other members of the squad.
 - 15.** It is better for a referee to continue to officiate at the same field.
 - a.** Relief referees shall not take over the fields until the shooters have completed the round, except in cases of emergency, such as illness, etcetera.
 - b.** No NSSA official referee may be disqualified in the middle of a round but he/she may choose to disqualify himself.
 - 16.** Only assigned field referees, as designated by shoot management or the chief referee, may pull, score, or referee registered targets. A voice release system may be used.
 - 17.** Whenever possible, have assigned field referees at registered shoots. However, in an effort to offer reduced shoot entry fees, shoot management may elect to have squads self-referee IF it is published in the shoot program and/or

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at the shoot registration desk. In such cases, the squad leadoff shooter shall be responsible for carrying the score sheet to and from the field, and having each shooter initial his/her final score at the end of the final round. In cases of any dispute or protest situation, these should be taken to shoot management immediately upon completion of the last round. Any protest to be filed must follow existing procedures as published in Section II.E in this Rule Book.

SECTION V - NSSA CLASSIFICATION

A. DEFINITIONS

1. NSSA Shooting Year

The NSSA shooting year shall be any twelve month period running from November 1 through the following October 31.

2. Current Year

The twelve month period November 1 through October 31 of the year for which classification is being determined.

3. Previous Year

The twelve month period immediately preceding the current shooting year, (i.e. November 1 - October 31).

4. Gauge

The term gauge used in this Classification Section includes International skeet and doubles as well as 12 gauge, 20 gauge, 28 gauge and .410.

5. Initial String

The required minimum number of registered targets necessary for an initial Classification is 200 for each gauge independent of each other gauge.

6. Regular String

The required minimum number of registered targets necessary for RECLASSIFICATION of a classified shooter is 300 for each gauge independent of each other gauge.

7. Initial Classification

The first classification of a newly classified shooter based on his/her INITIAL STRING of registered targets shot during the CURRENT year, or during the PREVIOUS year and the CUR-

RENT year combined.

8. Regular Classification

- a. The classification of a classified shooter at the beginning of the CURRENT year in each gauge will be based on all registered targets shot during the previous year, providing at least two hundred targets were shot.
- b. The reclassification of a classified shooter based on his/her average for totals of all registered targets shot during the CURRENT YEAR.

9. Class Assigned

The class to which a shooter is assigned and would be required to shoot were he/she to compete in a subsequent shoot, whether or not he/she ever shot in that class.

10. Classification/Shoot Record Cards

- a. As soon as possible after October 31 of each year, each PAID member will receive from NSSA a classification/shoot record card.
- b. This classification/shoot record card shall include provisions for club designation, targets shot and targets broken in each gauge, and shall be imprinted with:
 - 1) Member's name, address, membership expiration date and membership number.
 - 2) Shooter's class for the start of the current year in each gauge in which he/she is a classified shooter, or NC if he/she shot less than 200 targets during previous year.
 - 3) The number of targets shot at and broken in each gauge during previous year, if any.
 - 4) The highest class in which shooter shot or was assigned during the previous year.
- c. Any errors on shooter's new classification card, including those caused by failure of shoot reports to be received at NSSA headquarters in time to be included on new card, should be promptly reported to NSSA by the shooter so that a corrected card can be supplied and to insure proper inclusion in permanent record.

11. Classified Shooter

- a. One who has fired at least the required INITIAL STRING of registered targets, or more, during the PREVIOUS

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year, or

- b. One who has fired at least the required INITIAL STRING of registered targets, or more, during the CURRENT year, or
- c. One who has fired at least the required INITIAL STRING of registered targets, or more during the PREVIOUS year and the CURRENT year combined.

12. Previously Classified Shooter (PC)

One who attained a classification during any of the three years prior to the current year but in the year immediately prior to the current year shot less than the 200 targets required for regular classification.

- a. A PC shooter shall be solely responsible for his/her own record and, if requested by shoot management at the time of registration, be required to sign an affidavit attesting to his/her highest classification in the three years prior to current year. Falsification subjects shooter to action on II-A-8-d.
- b. For classification procedures see V-B-4-c. For classifying PC shooters in concurrent events see V-D-2-a.

13. Non-Classified Shooter (NC)

A new shooter, or one whose record does not conform with any of the preceding requirements for Classified or Previously Classified shooters.

- a. For classification procedures see V-B-4.
- b. For classifying NC shooters in concurrent events see V-D-2-b

B. PROCEDURES

1. Maintaining Shoot Record Card

- a. Each shooter shall bear the responsibility of promptly and accurately entering his/her own score with the date, etcetera, in the proper gauge division at the conclusion of each registered EVENT in which he/she participates. Where a single EVENT extends more than one day, he/she should enter the total, not the day-to-day scores.
- b. Shooter shall PROMPTLY have his/her classification changed in reclassification spaces on his/her classification/shoot record card whenever they have changed by averages on a regular string or cumulative regular strings,

or because of class assigned.

- c. The shooter is required to carry his/her card to each registered shoot and present it at registration.
 - 1) A shooter failing to present his/her classification card, for any reason, MAY BE ASSIGNED CLASS AA AT THE DISCRETION OF SHOOT MANAGEMENT.
 - 2) In the case of a lost card, or accidentally forgetting a card, the shooter may sign an affidavit attesting to his/her classification, subject to specified penalties. Such affidavit MUST be attached to the shoot report when it is forwarded to NSSA for tabulation. NOTE: REPLACEMENT FOR A LOST CARD (INCLUDING REPORTED SCORES TO DATE) MAY BE OBTAINED FROM NSSA UPON REQUEST. IF THE ORIGINAL CARD IS LATER FOUND, THE SHOOTER SHOULD CAREFULLY CONSOLIDATE THE RECORD, THEN DESTROY THE EXTRA CARD.
- d. In the space provided for club on his/her classification/shoot record card, each member shall designate, not later than his/her first competition in such events, the club he/she has elected to represent in club two-man and five-man team competition.
- e. A shooter falsifying any entries or improperly using more than one card shall be disqualified and reported to NSSA for action according to section II-A-8-d.

2. Classification Review

A state association, director, club or shooter has the right to request a review of a shooter's record if it appears that he/she is unfairly competing in a class below his/her true level of ability. Upon review by a duly authorized national committee the shooter may be assigned a higher class and may be required to disregard certain abnormally low scores for the purpose of classification and reclassification only.

3. Classification/Reclassification of Classified Shooter

Also see Reclassification Limitations.

- a. Using the Universal Classification Tables, a classified shooter's class for the start of the current year shall be figured on the basis of his/her average on the total number of registered targets shot during

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the previous year, however, such class shall be no lower than:

- 1) One class below the HIGHEST class in which he/she shot during the PREVIOUS year, or
 - 2) The class he/she was assigned if, because of a classification review, he/she was required to move to a higher class than that required by average.
- b. A shooter shall maintain throughout each shoot his/her classes and running averages as they were at the time of entry. A classified shooter shall not be subject to changes in classification during a shoot for any reason nor have his/her classification changed for a consolation event held after the regular shoot.
- 1) EXCEPTION: A non-classified or previously classified shooter who completes an INITIAL STRING of targets at the end of a preliminary event becomes classified for all remaining events of that gauge.
 - 2) The total number of targets scheduled for an EVENT ARE TO BE USED IN DETERMINING STRINGS FOR CLASSIFICATION AND RECLASSIFICATION.

Example 1:

A non-classified or previously classified shooter has shot 150 registered 12 gauge targets and enters a 100 target 12 gauge event. He/she shall be classified on the total of 250 targets and NOT after shooting the first 50 targets of the event, which would total 200 targets.

Example 2:

A classified shooter has shot 550 registered 20 gauge targets and enters a 100 target 20 gauge event. He/she shall be reclassified on the total 650 targets and NOT after shooting the first 50 targets of the event, which would total 600.

- c. A shooter who is classified at the beginning of the year on a class assigned or totals of targets

shot during previous year will RECLASSIFY (**UPWARD ONLY**) at the end of his/her first REGULAR STRING and at the end of all succeeding regular strings shot during the CURRENT YEAR.

Example (12 ga):	SHOT	BROKE	/ AVERAGE	CLASS
CURRENT YEAR	100	93		C
	100	98		C
	100	97		C
Reclassify on	300	288	.9600	A
	100	95		A
	100	98		A
	100	96		A
Reclassify on	600	577	.9617	A
and again on	900, etc.			

- d. Shooters must, however, always reclassify at the end of each regular string even though the correct number of targets for reclassification comes between the preliminary and the main event. Reclassification is not effective until **AFTER** the shoot, but must be accomplished on the correct number of targets.

Example (12 ga):	SHOT	BROKE	AVERAGE	CLASS
CURRENT YEAR	100	96		C
	100	99		C
Preliminary	100	97		C
Reclassify on	300	292	.9733	A
Main Event of above shoot	100	95		C*
	100	98		A
	200	197		A
Reclassify on	700	682	.9743	A

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Example (12 ga):	SHOT	BROKE	AVERAGE	CLASS
	100	100		A
	100	98		A
	100	99		A
Reclassify on	1000**	979	.9790	AA

* Note that shooter must reclassify at end of regular string EVEN THOUGH he/she does not CHANGE CLASS until **AFTER** the shoot:

** and that reclassification is at end of each regular string; not necessarily on multiples of 300.

e. A shooter who becomes a CLASSIFIED SHOOTER on combination of targets shot during the PREVIOUS year and CURRENT year shall be RECLASSIFIED on each succeeding REGULAR STRING of registered targets shot during the current year.

Example (12 ga):	SHOT	BROKE	AVERAGE	CLASS
PREVIOUS YEAR	100	87		NC
CURRENT YEAR	100	92		C
CLASSIFY ON	200	179	.8950	D
	100	96		D
	100	93		D
	100	94		D
Reclassify on 400 shot in current year	400	375	.9375	B
	100	91		B
	100	95		B
	100	94		B
Reclassify on 700 shot in current year	700	655	.9357	B

NOTE: After Initial Classification, targets shot in PREVIOUS YEAR are not used in calculating averages.

f. A classified shooter who wishes to voluntarily declare himself/*herself* up in class may do so, *including AAA. Any shooter voluntarily declaring into AAA must remain in AAA for the remainder of the year.* When he/she so elects, he/she must (at a registered shoot) have his/her card marked before competing in the event in the class for which he/she is declaring himself. His/her card shall be marked with the new classification by self-declaration in the class where he/she declared himself, and be entered on the Official Entry Form with notation self-declared.

4. **Classification of Previously Classified and Non-Classified Shooters**

- a. A shooter who has not attained a classification during the previous year will compete in a class determined by the score he/she shot for that day until he/she has shot an Initial String of 200 targets in that gauge. For a 50 target event, the score would be doubled to determine the class.
- b. Management may reserve the right to restrict PC and NC shooters from entering purses and/or class options but **MAY NOT REQUIRE** PC and/or NC shooters to pay any part of the entry fee that is to be returned to the shooters in the form of cash or other tangible awards. NC or PC shooters will not be eligible for cash or tangible awards for which they have not paid the required entry fee prior to shooting the event.
- c. Upon completing an Initial String in each individual gauge, the shooter will be given a classification based on average; however, a previously classified shooter may not be classed more than one class below the highest class he/she held in any of the 3 years immediately prior to the current year.
- d. A PC or NC shooter who completes an INITIAL STRING of targets at the end of a preliminary event becomes classified for all remaining events of that gauge.

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- e. After this INITIAL CLASSIFICATION, a shooter will reclassify after each succeeding REGULAR STRING, using the total number of targets shot during the current year and will follow procedures as outlined in items b through f of this Classification/Reclassification of Classified Shooters.
- f. A previously classified or a non-classified shooter who voluntarily wishes to declare himself classified may do so provided he/she declares himself in Class AA. When he/she so elects, he/she must have his/her card marked (at a registered shoot) in AA before competing in the event for which he/she is declaring himself and Class AA must be entered on the Official Entry Form with notation self-declared.

C. UNIVERSAL CLASSIFICATION TABLES

1. Use of the Universal Classification Tables shall be required for all registered shoots and shall be in accordance with the tables of averages shown below. Standard rounding procedures will be used to calculate an individual's average. Calculate the average to 5 digits and rounding to the 4th digit, and if the 5th digit is greater than or equal to 5, then the 4th digit will be rounding up.
 - a. Shooter's correct class and average shall be posted on his/her shoot entry form.
 - b. Classification in each gauge gun is independent and shall be treated without regard to classification in any other gauge.
2. Individual Classification

CLASSIFICATION TABLES FOR OPEN INDIVIDUAL CLASSES

<u>12 GAUGE</u>		<u>20 GAUGE</u>		<u>28 GAUGE</u>	
Class	Average	Class	Average	Class	Average
AAA	98.50 and over	AAA	98.00 and over	AAA	97.50 and over
AA	97.50 to 98.49	AA	97.00 to 97.99	AA	96.50 to 97.49
A	96.00 to 97.49	A	94.50 to 96.99	A	94.00 to 96.49
B	93.50 to 95.99	B	91.00 to 94.49	B	90.50 to 93.99
C	90.00 to 93.49	C	85.50 to 90.99	C	85.50 to 90.49
D	85.50 to 89.99	D	Under 85.50	D	Under 85.50
E	Under 85.50				

<u>410 BORE</u>		<u>DOUBLES</u>	
Class	Average	Class	Average
AAA	96.00 and over	AAA	97.00 and over
AA	94.70 to 95.99	AA	95.00 to 96.99
A	91.00 to 94.69	A	91.00 to 94.99
B	86.00 to 90.99	B	85.00 to 90.99
C	80.00 to 85.99	C	80.00 to 84.99
D	Under 80.00	D	Under 80.00

3. Compulsory Classes

Only Classes AA, A, B, C and D (and E in 12 Gauge) shall be compulsory.

- a. Class AAA shall be optional and when AAA is not offered Class AA shall include all shooters who would be in Class AAA if it were offered.
- b. Class AAA is optional, however, it should be considered for use in any event where the number of entries exceeds 100, or where the number of entries eligible for AAA justifies doing so.
- c. It shall be the sole responsibility of shoot management to determine whether Class AAA shall be offered and its decision shall be published in the shoot program or posted before the shoot.

4. High Overall/High All Around

Unless otherwise published in the program or posted at the shoot, a shooter's HOA/HAA class will be based on his/her 4 *or* 5-gun average using the NSSA HOA/HAA Classification Tables. In no case will shooters HOA/HAA class be any lower than *his/her* lowest gun class. For *classified* shooters who have voluntarily declared *upward in class or* on any gun, or all guns, to calculate a HOA/HAA class, use the bottom percentage of *the class* in each respective self-declared gun. For a non-classified shooter, not wanting to voluntarily declare AA, who wishes to shoot HOA/HAA event, use the highest percentage in B Class for any non-classified gun in calculating the shooter's HOA/HAA, but *in no case will the shooter's HOA/HAA be more than one class below his/her* highest class in any one gun.

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D. TEAM AND OTHER CONCURRENT EVENT CLASSIFICATIONS

1. Division of two-man team, five-man team, women, junior and other concurrent events into classes is NOT MANDATORY. In cases where shoot management should desire to establish classes in these events, they may do so. When such classes are established, they should be designated by NUMBER rather than by letter, i.e., Class 1 (or I) XX - and over, Class 2 (or II) under XX -.
2. Classification for team events shall be combined average of team members' scores, carried to the fourth decimal place at their initial or last reclassification (i.e. - .9525). Standard rounding procedures will be used to calculate an individual's average. Calculate the average to 5 digits and rounding to the 4th digit, and if the 5th digit is greater than or equal to 5, then the 4th digit will be rounding up.
 - a. The average for a PREVIOUSLY CLASSIFIED shooter competing in a team or other concurrent event that has been divided into classes shall be his/her highest published average in the three years prior to the current year for the gauge entered.
 - b. The average for a NON-CLASSIFIED shooter competing in a team or other concurrent event shall be considered the highest percentage in B class of the gauge entered.

E. RECLASSIFICATION LIMITATIONS

1. **DURING THE CURRENT YEAR A SHOOTER IS SUBJECT TO RECLASSIFICATION UPWARD ONLY WITH THE EXCEPTION OF AAA.**
 - a. Reclassification **DOWN** will only be accomplished by NSSA headquarters at the beginning of the next skeet year; however,
 - b. Any shooter who believes he/she is entitled to compete in a lower class due to illness, accident, age, etcetera, may appeal to the Classification Review Committee of NSSA after prior approval of his/her request by his/her state association. In the absence of a state association in the shooter's state, his/her appeal may be made directly to the Classification Review Committee.
2. Each shooter classified at the beginning of the skeet

year will shoot in that class or a higher class as determined by average or as assigned by the Classification Review Committee.

3. Reclassification in all cases shall be subject to the restriction and qualifications set out in this section and in the sections headed Classification, *unless he/she voluntarily declared AAA, then downward classification into AA is not permitted.*
4. **NSSA HOA/HAA CLASSIFICATION TABLES**

	4 Gun HOA	5 Gun HAA
AAA	97.50 & over	97.40 & over
AA	96.43 - 97.49	96.14 - 97.39
A	93.88 - 96.42	93.30 - 96.13
B	90.25 - 93.87	89.20 - 93.29
C	85.25 - 90.24	84.20 - 89.19
D	84.12 - 85.24	83.30 - 84.19
E	84.11 & under	83.30 & under

Shoot Management has the discretion to offer Class E HOA/HAA if necessary.

Use of these tables is not mandatory, however, if no other method for determining HOA/HAA is listed in the shoot program of prominently posted prior to beginning registration, the tables listed above will be used to determine HOA/HAA classification. It is important for clubs to remember that the method for determining HOA/HAA classification must be posted or published in the shoot program.

F. ALTERNATE AWARD SYSTEM

Recommended for Small Shoots

This proposal represents an alternative method for small shoots to award tangible prizes (e.g. awards, trophies or added money). By cutting down the quantity, a club could increase the quality of awards and hopefully attract more shooters. Use of this system will not affect an individual's NSSA classification and shoot management **MUST** report the shooter's score as per NSSA rules and classification. Use of this system is only for that shoot and clubs who choose to

D. RECORDING SCORES

1. Only those scores shot in NSSA registered International events are to be used for determination of a shooter's NSSA International classification.
 - a. These are the only scores that will be included in NSSA records and publications.
 - b. These scores will NOT be included in USA shooting records unless the tournament has also been registered with USA shooting.
2. It is the responsibility of all shooters entering NSSA/USA shooting registered events to determine their correct classification according to NSSA/USA shooting rules.

E. REPORTING SCORES

Clubs registering International events with NSSA are subject to all requirements of Rule II-H, including payment of the required Daily Fees (in U.S. funds) for each target shot in the tournament.

F. RECOGNITION AND AWARDS

1. Scores shot and awards won by NSSA members in USA shooting and other UIT approved competitions will be recognized by NSSA for the purpose of All American team selection, if in addition, the shooter has shot the NSSA standards of 1200 NSSA registered targets, provided such scores and awards can be substantiated by official records or published reports.
2. Candidates for All-American team selection must:
 - a. Shoot at least 1200 International NSSA registered targets during the NSSA shooting year.
 - b. Concurrent categories in International shooting will follow the 12 gauge NSSA standard registered targets subject to Rule II-I-1(a) page 24.

G. MODIFIED INTERNATIONAL - SEE "EVENT 6" SECTION VIII-E-2

SECTION VII - RULES OF CONDUCT

A. EACH MEMBER AND MEMBER CLUB WILL BE FUR-

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NISHED A COPY OF THE OFFICIAL NSSA RULES, WITH THE UNDERSTANDING THAT THE MEMBER AND MEMBER CLUB WILL READ AND UNDERSTAND EACH RULE. ALL MEMBERS AND MEMBER CLUBS ARE RESPONSIBLE TO KNOW THESE RULES AND ABIDE BY THEM, FOR THEIR OWN BENEFIT AND SAFETY AS WELL AS THAT OF OTHER SHOOTERS.

B. BY PAYING THE MEMBERSHIP FEE, ENTERING A COMPETITION OR HOLDING A COMPETITION, EVERY MEMBER AND MEMBER CLUB AGREES TO ABIDE BY THESE RULES AND TO ACCEPT ALL OFFICIAL DECISIONS OF THE NSSA INTERPRETING AND/OR APPLYING THESE RULES.

C. IT SHALL BE A VIOLATION OF THESE RULES TO:

1. Exhibit unsportsmanlike conduct of any kind, including but not limited to: falsifying scores or classification, cheating, verbal abuse, physical abuse of any shooter, scorer, field judge, shoot official, or protest committee.
2. Disobey the order of any scorer, field judge or shoot official.
3. Violate any safety rules as set forth in Section III of these rules and regulations, or engage in any activity that is considered unsafe by the NSSA Executive Committee.
4. Shoot at any place other than the designated station.
5. Interfere with the shoot management's procedures in conducting the shoot.
6. Violate any rule or regulation of a club or range.
7. Exhibit any conduct that is deemed by the Executive Committee to be harmful to the NSSA, its membership, or the sport as a whole.
8. Failure of shoot management to submit a written report to NSSA of written complaints received along with a report of action taken.
9. Violate any other rule or regulation of the NSSA as set forth in any other section or paragraph of the NSSA's rules and regulations.

D. SUSPENSIONS, EXPULSIONS AND REINSTATEMENT

1. The Executive Committee may at any time at its discretion suspend or expel any member or member club or disci-

pline any member or member club for the violation of any NSSA rule or regulation.

2. The procedure for suspension, expulsion or other disciplinary action is as follows:
 - a. Any member, shooter, scorer, field judge, shoot official or owner or member of management of a club or range who witnesses a violation of any NSSA rule shall if warranted submit to the NSSA Director or Executive Director a written complaint within thirty (30) days of the alleged violation which shall include:
 - 1) the name of the alleged violator;
 - 2) the date and location of the alleged violation;
 - 3) a reasonably detailed description of the alleged violation;
 - 4) the names and addresses, if known, of any witnesses;
 - 5) the name, address, phone number and signature of the complainant(s).
 - b. Upon receipt, the NSSA Director or Executive Director shall assign each complaint a complaint number consisting of the year of receipt and consecutive number of receipt, i.e. 01-01, 01-02, etc.
 - c. The NSSA Director or Executive Director shall review the complaint within ten (10) days of receipt and determine if it meets the requirements set forth above. The NSSA Director or Executive Director has the discretion to consider and investigate or dismiss any complaint that does not meet the foregoing requirements. Any complaint may be resubmitted to the Executive Committee within ten (10) days of receipt of rejection.
 - d. Within ten (10) days of receipt of a complaint the NSSA Director or Executive Director, or anyone acting pursuant to direction from the Director or Executive Director, shall serve written notice of the complaint and a copy of the complaint on the alleged violator, by certified mail, return receipt requested. The written notice shall instruct the alleged violator of his right to submit a written statement, which must be signed and should include the names, addresses and phone numbers of

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any witnesses not named in the complaint. Such written statement must be received by the NSSA Director or Executive Director within ten (10) days of the alleged violator's receipt of the notice and complaint. All statements received after such date shall not be considered.

- e. The NSSA Director or Executive Director, or someone acting pursuant to direction from the Director or Executive Director, shall thoroughly investigate the allegations of the complaint by attempting to obtain written statements from all known witnesses. All witness statements must be in writing and signed by the witness.
- f. After time for the alleged violator to respond expires, the NSSA Director or Executive Director shall review the complaint, the statement of the alleged violator, witness statements and any other relevant evidence. Upon such review, the NSSA Director or Executive Director shall recommend to the NSSA Executive Committee a specific disciplinary action. The recommendation shall include:
 - 1) all evidence that was considered, including the names of any witnesses who submitted statements;
 - 2) a determination of whether the alleged violation occurred; and
 - 3) the disciplinary action, if any, the NSSA Director or Executive Director recommends that the NSSA Executive Committee impose.
- g. The NSSA Director or Executive Director shall provide each member of the NSSA Executive Committee with a copy of the complaint, the statement of the alleged violator, copies of any witness statements and a copy of the recommendation.
- h. The NSSA Director or Executive Director shall schedule a conference call between the members of the NSSA Executive Committee wherein the NSSA Executive Committee shall review all information provided by the NSSA Director or Executive Director and issue a ruling on the matter by majority vote. The NSSA Ex-

ecutive Committee's ruling shall include:

- 1) the date of issuance;
- 2) all evidence that was considered, including the names of any witnesses who submitted statements;
- 3) a determination of whether the alleged violation occurred; and
- 4) the disciplinary action, if any, imposed by the NSSA Executive Committee.

E. THE NSSA EXECUTIVE COMMITTEE SHALL HAVE THE DISCRETION TO SUSPEND OR EXPEL A MEMBER OR TO IMPOSE ANY OTHER DISCIPLINARY ACTION IT DEEMS APPROPRIATE. UPON ISSUANCE OF A RULING, THE NSSA DIRECTOR OR EXECUTIVE DIRECTOR SHALL SERVE THE RULING ON THE VIOLATOR BY CERTIFIED MAIL, RETURN RECEIPT REQUESTED. THE RULING SHALL BECOME EFFECTIVE ON THE DATE OF ISSUANCE AND CONTINUE UNTIL A HEARING, IF ANY, IS HELD.

F. THE VIOLATOR SHALL HAVE THE RIGHT TO APPEAL THE NSSA EXECUTIVE COMMITTEE'S RULING BY NOTIFYING THE NSSA EXECUTIVE COMMITTEE. SUCH NOTIFICATION OF APPEAL MUST BE IN WRITING AND MUST BE POST-MARKED NO LATER THAN THIRTY (30) DAYS FROM THE DATE THE RULING WAS ISSUED.

1. Upon receipt of the notification of appeal the NSSA Executive Committee shall hold a hearing on the matter, which will take place at the next regularly scheduled quarterly meeting of the NSSA Executive Committee.
2. At the hearing, the violator shall have the right to be present, the right to bring counsel, the right to testify and the right to present any evidence he so chooses. No record or transcript of the hearing will be made or allowed.
3. The NSSA Executive Committee shall review the complaint, the written statement of the violator, and any other evidence it deems appropriate. The NSSA Executive Committee may allow any and all witnesses to testify by telephone or in person. The Executive Committee may make inquiries of the witnesses but no other persons may do so.
4. At the conclusion of such hearing, the NSSA Executive Committee shall have the authority to affirm, reverse

or modify the disciplinary action imposed previously by majority vote.

G. BY PAYING THE MEMBERSHIP FEE, ENTERING A COMPETITION OR HOLDING A COMPETITION, EVERY MEMBER AND MEMBER CLUB AGREES TO ABIDE BY ANY DECISION OF THE NSSA EXECUTIVE COMMITTEE AND FURTHER AGREES AND RECOGNIZES THAT AS A VOLUNTARY AMATEUR ASSOCIATION, THE NSSA HAS THE RIGHT TO IMPOSE, INTERPRET AND ENFORCE ITS RULES AND REGULATIONS AND THAT ALL DECISION BY THE NSSA EXECUTIVE COMMITTEE FOLLOWING A HEARING ARE FINAL.

SECTION VIII - EVENT 6

In an effort to promote and introduce shooters to skeet shooting without causing additional expense to gun clubs "Event 6" can be used to host a variety of different skeet shooting matches. These matches can be tailored to members and non-members wants and desires. Event 6 is designed to put the fun back in local skeet shoots. Anyone can shoot and be eligible for all awards. You don't have to be a member of the NSSA to shoot, and the awards are based on a class system similar to Lewis Class, so anyone can win. Awards are provided to clubs by NSSA on a cost basis. The targets are registered for NSSA members and count toward lifetime targets only. Results of event 6 shoots will be published in the Skeet Shooting Review.

A. RULES:

1. Any gun or gauge may be used.
2. Pulling/Scoring/Refereeing and following NSSA rules can be the responsibility of the squad.
3. All targets will be registered separately and will only be counted towards lifetime-registered targets.
4. Anyone and everyone can shoot and be eligible for all awards.
5. All NSSA Safety Rules apply.
6. It is permissible to squad Event 6 registered with regular registered shooters.

B. SHOOT APPLICATIONS:

1. Handle the same as in Rule II-A-7a through b2). Designate shoot as an Event 6 shoot. This will provide for standardization and effective management of shoot and financial reports.
2. When application is received and a shoot number is assigned applicable shoot, financial report forms and award order forms will be forwarded to clubs.

C. FEES:

Standard NSSA and State fees apply for both NSSA members and non-members. Fees for non-members go for daily membership to be eligible for prizes.

D. SHOOT REPORT:

1. Report all NSSA member scores by name and NSSA member number this will insure targets are added to lifetime target totals.
2. Report winners list. This list includes NSSA members and non-members as applicable. This list will be published in the Skeet Shooting Review.

E. TYPES OF "EVENT – 6" MATCHES:

1. Regular Skeet and Doubles: It is permissible to squad Event 6 registered with regular registered shooters.
2. NSSA Modified International: The same format used by the UIT, USA Shooting and NSSA will apply with the following exceptions:
 - a. Targets can be thrown at standard NSSA distances requiring no modification of equipment.
 - b. Ammunition used is of standard NSSA specifications and any gauge can be used.
 - c. No automatic timers are required. The puller can control target release time.
 - d. Target requirements can be standard NSSA specified. International targets are not required.
3. NSSA Vintage Skeet: The same format used in standard NSSA skeet with the following possible exceptions:
 - a. Only pump/slide action or side-by-side guns are to be used.
 - b. After mounting the gun the stock can be dropped slightly before calling for the target.

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F. DETERMINING AWARDS: BOTH NSSA AND DAILY MEMBERS ARE ELIGIBLE TO WIN.

1. Your program (or poster) has promised 1 award every 6 entries. You have 22 entries divided by 6 = 3.66 or 4 awards.

2. Example of scores:

98	Winner
97	
95	
95	
94*	
<u>94*</u>	*Tied for Winner
94*	
93	
92	
92	
92	
<u>91**</u>	**Tied for Winner
91*	
91*	
90	
90	
89	
<u>88***</u>	***Tied for Winner
88***	
88***	
88***	
82	

Score below line is winner; however, if more than one score exists either **above** or **below** the line there is a tie.

Ties may be divided by shoot-off or combined total of either long runs (forward and backward) or coin flip/draw card or any other method you may choose.

Club must decide how to determine winners when ties exist and post this information **before** shoot starts!

SECTION IX - GUIDELINES FOR PROTESTS

In order that protests may be more uniformly and fairly handled, the protesting shooter and the protest committee* should observe the following guidelines.

A. RECORD THE EXACT TIME THAT:

1. The incident occurred.
2. A verbal protest was made to the field referee (if at all).
3. A verbal protest was made to the chief referee (if at all).
4. The chief referee ruled on the protest (if at all).
5. The Protest Committee's decision was made known to the protesting shooter.

B. DETERMINE AND RECORD:

1. If there was a chief referee, was the complaint brought to his/her attention by the protesting shooter?
2. Was the written protest tendered to Shoot Management within 12 hours of the protested incident?
3. Is the shooter not protesting a referee's decision of fact?
4. Is the shooter protesting: Improper application of the NSSA rules, or the conditions under which another shooter has been allowed to shoot or an error in scorekeeping?

C. IF B-1 THROUGH B-4 ABOVE CAN ALL BE ANSWERED YES, THE PROTEST COMMITTEE SHOULD THEN DECIDE WHETHER TO GRANT OR DENY THE PROTEST. IF THE ANSWER TO ANY OF THE QUESTIONS B-1 THROUGH B-4 ABOVE IS NO THE PROTEST IS INVALID.

D. ANY APPEAL TO THE NSSA OF THE PROTEST COMMITTEE'S DECISION SHOULD INCLUDE:

1. The facts outlined above.
2. A copy of the written protest.
3. A copy of the Protest Committee's decision.

E. SHOOT MANAGEMENT SHOULD BE PREPARED TO PROVIDE THE INFORMATION IN D-1 THROUGH D-3 ABOVE TO THE NSSA UPON REQUEST.

*"PROTEST COMMITTEE" SHALL BE DEFINED AS: SHOOT MANAGEMENT, OR A JUDGE APPOINTED BY SHOOT MANAGEMENT, OR A PANEL OF JUDGES APPOINTED BY SHOOT MANAGEMENT.

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