

## **2011 OKLAHOMA SHOTGUN RULES**

- Trap, Skeet and Sporting Clays will be shot in competition.
- Counties are to provide adults who will serve as scorers for teams other than their own. In the event of a lost target that is in dispute, the scorer will check with the puller to determine if the target was lost. Their decision will be final.
- No release triggers permitted.
- ONLY factory ammunition is permitted. No Reloads!
- Shotguns MAY NOT be loaded or a shell chambered until it is the members turn to shoot.
- **Live ammunition may not be placed (grounded) on the shooting pad. Shells are to be kept in members shooting pouch, vest, etc...**

**\*\*Ages are determined using members age as of January 1 of the current calendar year.**

### **Age Divisions**

Junior (ages 10-11)

Intermediate (ages 12-13)

Senior (ages 14+)

### **Teams**

There will now be three team divisions (Junior, Intermediate and Senior) for Trap and Skeet Contests.

Participants will still be allowed to move up an age class to compete on a team. They may not compete on more than one team!

Participants will still be eligible for individual awards in their appropriate age division.

## **SPORTING CLAYS**

- Any sporting clays course as set by the management.
- The sporting clays course of fire is flexible- depending upon the capabilities of the facility.
- A minimum of 50 sporting clays targets.
- A combination of sporting courses (5-stand, walk-through, etc..) may be used for this event.
- Squads will be randomly assigned based on number of pre-registered participants.
- FITASC, an international form of Sporting Clays, **will not** be used.

**Event**                    50 target event.

**Course of Fire:**    Participants will be made aware of course prior to contest.

**Time Limit:**        Shooters will fire in an expeditious manner, avoiding unnecessary delay.  
Shooters should be prepared to take the field 30 minutes before the scheduled firing time.

**Equipment:**        Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB.

**Ammunition:**        Maximum loads for any gauge may not exceed:

Maximum of 1 1/8 ounce of lead shot.

Shot size: 7 ½ - 9

**Tie-breaker:**        As determined by the shoot management.

**NGB Rules:**        National Sporting Clays Association  
<http://www.mynsca.com/image/downloads/2006-NSCA-Rules.pdf>

## **SKEET**

- Event:** Standard NSSA (American) skeet.
- Course of Fire:** 2 rounds (50 targets) consisting of singles and doubles from stations 1, 2, 6, and 7 and singles from stations 3, 4, 5, and 8.
- Time Limit:** Shooters will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field 30 minutes before their scheduled firing time.
- Equipment:** Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB
- Ammunition:** **The maximum load permissible is described below:**  
Maximum of 1 1/8 ounce of lead shot.  
Shot size: 7 1/2 - 9
- Tie-breaker** Tie break will be done to establish the top ten individuals and the top five teams. Shooters will shoot doubles at stations 3, 4, and 5. "Miss and out" by station until all ties are broken.
- Procedure:** Station 3 – high house first  
Station 4 – high house first  
Station 5 – low house first  
Station 4 – low house first  
Repeat as needed  
Team shoot-off will follow the same procedure, each team firing as a squad at one station. Team placing determined by the cumulative score of the top 3 individuals of a team at each station. All teams shoot one station before advancing, if required.
- NGB Rules:** National Skeet Shooting Association  
<http://www.mynssa.com/image/downloads/2006-NSSA-Rules.pdf>

## **TRAP**

- Event:** Standard ATA (American) trap (16 yards)
- Course of Fire:** 2 rounds (50 targets) consisting of five targets from each of five shooting stations at 16 yards.
- Shoot-offs:** Two (2) each from each station at 16 yards. Management may increase the distance if required to break ties.
- Time Limit:** Shooters will fire in an expeditious manner, avoiding unnecessary delay and should be prepared to take the field up to 30 minutes prior to listed start time.
- Equipment:** Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB.
- Ammunition:** **A contestant cannot use:** Any load with a velocity greater than 1290 FPS (Feet Per Second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces, as measured in any individual shotshell. These velocities are maximum and no individual shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 1/2 can be used.

(Source: ATA Rules, page 49-50)

- Tie-breaking:** Individuals: The following method shall be used for rotation of shooters: Starting post to be used shall be as follows:
1. Shoot-offs shall be considered and interpreted the same as registered events and all applicable ATA Rules shall apply unless mutually agreed upon by all contestants. The management of a tournament may rule that ties shall be carried over to the first (or more if needed) sub-event on the next like event.
  2. All ties whenever possible shall be shot off and in such a manner, as shoot management shall designate. Unless otherwise specified by the management, ties on single target events shall be shot off in 25 target events.
  3. The following method shall be used for rotation of shooters: Starting posts to be used shall be as follows:
    - If 2 shooters - post numbers 2 and 4.
    - If 3 shooters - post numbers 2, 3, and 4.
    - If 4 shooters - post numbers 2, 3, 4, and 5.
    - If 5 shooters - post numbers 1, 2, 3, 4, and 5.
- If more than 5 shooters are involved in the tie, they shall be divided as equally as possible into two or more squads as directed by the management.

If subsequent shoot-offs the post shall be rotated in a clockwise manner, with the shooter from post 1 advancing to post 2 and the shooter from post 5 rotating to post 1 or to the post dictated by the number of shooters remaining, but always in clockwise rotation.

The 1 shooter situation may not need to be included because it is for a handicap shoot-off more than anything else. It is used incase one shooter shoots at a much longer handicap than the other and I don't think this would apply to this shoot.

Tie broken by greatest total of targets broken after the completion of all stations.

Team ties broken by a round of 25, 5 at each station. If a full team of 4, all 4 may shoot and the low score will be dropped.

If after 1 round, all placings are not determined, the yardage may be increased

**NGB Rules:**

Amateur Trap Association

[http://www.shootata.com/pdfs/2009\\_Rulebook\\_and\\_Bylaws\\_4web.pdf](http://www.shootata.com/pdfs/2009_Rulebook_and_Bylaws_4web.pdf)