Procedure for Awarding All American Points on 100 Target Events

Note: Teams for the current year are chosen based on targets shot in the previous year. Monthly Targets and League Targets do not count towards any recognition program point's calculation process.

Open Team - All points are multiplied by number of Master Class <u>entries</u> in event

100 or more in Event:

1.	Top score and all ties receive:	4 points +	1 pt for finishing in Top 10	for total of 5 pts
2	Second highest score and all ties receive:	3 points +	1 pt for finishing in Top 10	for total of 4 pts
3	Third highest score and all ties receive:	2 points +	1 pt for finishing in Top 10	for total of 3 pts
4	Fourth highest score and all ties receive:	1 point +	1 pt for finishing in Top 10	for total of 2 pts
5.	Fifth to Tenth highest score and all ties receive: 1 pt for finishing in the top 10 scores			

1 to 99 in an Event:

1.	Top score and all ties receive:	4 points
2	Second highest score and all ties receive:	3 points
3	Third highest score and all ties receive:	2 points
4	Fourth highest score and all ties receive:	1 point

Concurrent Teams: All points are multiplied by number of Concurrent entries in event

* Please note that Sub Junior and Sr. Super Vet All-American points are awarded at FITASC events.

100 or more in Event:

1.	Top score and all ties receive	4 points +	1 pt for finishing in Top 10	for total of 5 pts
2	Second highest score and all ties receive:	3 points +	1 pt for finishing in Top 10	for total of 4 pts
3	Third highest score and all ties receive:	2 points +	1 pt for finishing in Top 10	for total of 3 pts
4	Fourth highest score and all ties receive:	1 point +	1 pt for finishing in Top 10	for total of 2 pts
5,	Fifth to Tenth highest score and all ties receive: 1 pt for finishing in the top 10 scores			

1 to 99 in an Event:

1.	Top score and all ties receive	4 points
2	Second highest score and all ties receive:	3 points
3	Third highest score and all ties receive:	2 points
4.	Fourth highest score and all ties receive:	1 point

**NEW: Starting January 1, 2018 - The same process above applies: Any event with less than 100 <u>targets</u>, will receive half as many All-American points as a 100 target event.

All-Region Team Calculations

Note: Teams for the current year are chosen based on targets shot in the previous year. Monthly Targets and League Targets do not count towards any recognition program point's calculation process.

1. In all categories (Open, Class and Concurrent) points from both shoot sizes (>=100 entries or <100) are added together, and that total becomes TOTAL WINS. *Note:* The method of calculating these points is outlined in later paragraphs: Open Team, Class Teams and Concurrent Teams. Each of these three teams will have a column for WINS IN EVENTS WITH 100+ ENTRIES and for WINS IN EVENTS WITH LESS THAN 100 ENTRIES.

2. Computer calculates targets shot within home region (to show they have satisfied requirement for minimum of 500 targets in home region) and puts that number in a column labeled REGION TARGETS and lists total targets shot (including REGION Targets) in a column labeled TOTAL TARGETS. *Note:* These target totals are not used in any calculations; they are only available as a reference.

3. TOTAL WINS are ranked highest to lowest, with highest TOTAL WINS getting 30 WIN POINTS, next highest 29 WIN POINTS and so on down to 1 WIN POINT for 30th highest number of WIN POINTS (and ties, if any).

4. All ties are broken using method shown in the box below labeled "Ranking of Tied Scores."

5. Top 10 REGION SHOOT SCORES (labeled REGION SCORE) in each category (Open, Class and Concurrent) are ranked high to low and given points. High score in each category receives 10 points, next high 9 points, and down to 1 for the 10th highest score.

6. Points for Region Shoot Scores (Main Event only) are labeled "SCORE PTS" and added to WIN POINTS for TOTAL POINTS, and shooters in each category are then listed in high to low order based on TOTAL POINTS. Highest possible TOTAL POINTS is 40, of course.

7. All ties for placement on any category of All-Region Team are broken by higher Region Shoot score. If there is still a tie, we will go to "Total Points," then "Region Points." If there is still a tie for the last or for the only place, both shooters will be given a place on the team.

8. Calculations are based on a shooter's beginning year class. Shooters who have punched up in class, since the beginning of the shoot year, will still have points earned, posted under their beginning year class.

Ranking of Tied Scores
This is the method used to rank WIN POINTS and SCO PTS in all categories. Notice that tied points (or scores) are given the same number of points, but the next lower number is skipped so that only 30 WIN POINTS and 10 REGIONAL SHOOT SCORES are given a point value.

178 – 10
175 – 9
171 – 8

171 – 8 (7 skipped due to tie)
171 – 8 (6 skipped due to tie)
169 – 5
163 – 4
163 – 4 (3 skipped due to tie)
161 – 2
160 – 1

Open Team

- Points awarded only to Master and AA shooters
- Points awarded based on rank of score in shoot

For shoots of more than 100 total entries:

Top score and all ties receive	4 points x total number shooters in event
2nd high score and all ties receive	3 points x total number shooters in event
3rd high score and all ties receive	2 points x total number shooters in event
4th high score and all ties receive	1 point x total number shooters in event

For shoots with less than 100 total entries:

Top score and all ties receive	3 points x total number shooters in event
2nd high score and all ties receive	2 points x total number shooters in event
3rd high score and all ties receive	1 point x total number shooters in event

Class Teams

Points are awarded for Class Teams using the same methodology as shown above with one exception: Points awarded are based on number of shooters in class in the event (rather than total entries in event).

Concurrent Teams

Points are awarded for Concurrent Teams using the same methodology as shown above with one exception: Points awarded are based on number of shooters in appropriate concurrent in the event (rather than total entries in event).

ALL STATE TEAM CALCULATIONS

Note: Teams for the current year are chosen based on targets shot in the previous year. Monthly Targets and League Targets do not count towards any recognition program point's calculation process.

1. In all categories (Open, Class and Concurrent) points from both shoot sizes (>=100 entries or <100) are added together and that total becomes TOTAL WINS. **Note: Method of calculating these points is outlined in later paragraphs (Open Team, Class Teams and Concurrent Teams. Each of these three teams will have a column for WINS IN EVENTS WITH 100+ ENTRIES and for WINS IN EVENTS WITH LESS THAN 100 ENTRIES.)**

2. Computer calculates targets shot within home state (to show they have satisfied requirement for minimum of 500 targets in home state) and puts that number in column labeled STATE TARGETS and lists total targets shot (including State Targets) in a column labeled TOTAL TARGETS. **Note: these target totals are not used in any calculations they are only available as a "reference".**

3. TOTAL WINS are ranked highest to lowest with highest TOTAL WINS getting 30 WIN POINTS, next highest 29 WIN POINTS and so on down to 1 WIN POINT for 30th highest number of WIN POINTS (and ties, if any)

4. All ties are broken using method shown in the box labeled "Ranking of Tied Scores" (see next page).

5. Top 10 <u>STATE SHOOT SCORES</u> (labeled STATE SCORE) in each category (Open, Class and Concurrent) are ranked high to low and given points. High score in each category receives 10 points, next high 9 points and down to 1 for the 10th highest score.

6. Points for State Shoot Scores (Main Event only) are labeled "SCORE PTS" and added to WIN POINTS for TOTAL POINTS and shooters in each category are then listed in high to low order based on TOTAL POINTS. Highest possible TOTAL POINTS is 40, of course.

7. All ties for placement on any category of All State Team are broken by higher State Shoot score. If there is still a tie we will go to "Total Points", then "State Points. If there is still a tie for the last or for the only place, both shooters will be given a place on team.

8. Calculations are based on a shooter's beginning year class. Shooters who have punched up in class, since the beginning of the shoot year, will still have points earned, posted under their beginning year class.

Note: Ranking of Tied Scores

This is the method used to rank WIN POINTS and SCO PTS in all categories. Notice that tied points (or scores) are given same number of points but the next lower number is skipped so that only 30 WIN POINTS and 10 STATE SHOOT SCORES are given a point value.

$$178 - 10$$
$$175 - 9$$
$$171 - 8$$
$$171 - 8 \text{ (7 skipped due to tie)}$$
$$171 - 8 \text{ (6 skipped due to tie)}$$
$$169 - 5$$
$$163 - 4$$
$$163 - 4 \text{ (3 skipped due to tie)}$$
$$161 - 2$$

OPEN TEAM

1)   Points awarded <u>only</u> to Master and AA shooters
2)   Points awarded based on **rank of score <u>in event</u>**

For shoots of more than 100 total entries:
     Top score and all ties receive   4 points x total number shooters **in event**
     2nd high score and all ties receive 3 points x total number shooters **in event**
     3rd high score and all ties receive 2 points x total number shooters **in event**
     4th high score and all ties receive 1 point x total number shooters **in event**

For shoots with less than 100 total entries:
     Top score and all ties receive   3 points x total number shooters **in event**
     2nd high score and all ties receive 2 points x total number shooters **in event**
     3rd high score and all ties receive 1 point x total number shooters **in event**

CLASS TEAMS

Points are awarded for Class Teams using the same methodology as shown above with one exception: Points awarded are based on **number of shooters in class in the event** (rather than total entries in event).

CONCURRENT TEAMS

Points are awarded for Concurrent Teams using the same methodology as shown above with one exception: Points awarded are based on **number of shooters in appropriate concurrent in the event** (rather than total entries in event).