

**NATIONAL SPORTING
CLAYS ASSOCIATION**

2022

RULES & REGULATIONS

- Sporting Clays
- NSCA 5-Stand
- Super Sporting
- Parcours de Chasse (FITASC)
- American Field Sporting

Updated: 8/17



NATIONAL SPORTING CLAYS ASSOCIATION

www.mynsca.com



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Revised for the 2022 shooting year.

Shells handled safely
Actions open
Firearms pointed in a safe direction
Eye and ear protection is required
Target fragments can be dangerous
YWhy?

Because safety is everyone's responsibility!

NATIONAL SPORTING CLAYS ASSOCIATION
5931 Roft Road
San Antonio, Texas 78253-9261

OFFICIAL RULES & REGULATIONS

ORGANIZATION OF THE
NATIONAL SPORTING CLAYS ASSOCIATION

The National Sporting Clays Association (NSCA) was formed in April of 1989, as a division of the National Skeet Shooting Association (NSSA), to promote sporting clays in the United States and other countries. The following is an informative summary of the organization of the NSCA, important official policies and rules that govern the NSCA, the shooting of registered targets, the conduct of shooters and the duties of shoot management. The NSCA has the responsibility for the formulation, regulation and enforcement of these rules. For any rules or policies not contained in this book, or in the official minutes of the NSCA Executive Council meetings, refer to the bylaws of the NSSA. The NSCA reserves the right to make alterations in, or amendments to, these rules and policies at any time, when it deems it to be in the best interest of the National Sporting Clays Association and its members.

I. General Information

A. Purpose of NSCA

The purpose of the National Sporting Clays Association is to promote and govern the sport of sporting clays throughout the United States and other countries, in a way which is beneficial to all who enjoy and participate in the game. The NSCA is dedicated to the development of the sport at all levels of participation. NSCA vows to create an atmosphere of healthy and safe competition and meaningful fellowship within its membership.

II. Safety

A. Safety is Everyone's Responsibility

1. It is everyone's responsibility to report any unsafe shooting condition or action immediately to Shoot Officials.
2. **Mandatory Eye and Ear Protection**—All persons, spectators, shooters, field judges and trap personnel, must wear eye and ear protection on the course at a tournament sanctioned by NSCA.
3. The use of horizontal gun racks or horizontal gun cases are not permitted. Horizontal gun racks may not be used on any manner of conveyance or on a course where any part of the body of a shooter or guest may pass in front of a firearm's muzzle, whether the firearm is loaded or not. Failure to enforce this rule may subject the club to disciplinary action under Rule IV-D.
4. **Trap Personnel Protection**—All trap personnel in front of the line of fire must be out of sight with screen protection able to withstand the charge of shot at the given distance.
5. All shooting must require the shooter (except wheelchair shooters) to engage all targets from **within the stand**, in the standing position.
6. Shooters must have the permission of a Field Judge to test fire any gun. Guns will be discharged only in attempt at competition targets.
7. The first person on every squad shall be allowed to view a good presentation of targets from within the shoot station. This is not limited to one pair. This person is the only person permitted to mount their unloaded gun and track the targets being viewed.
8. It is the sole responsibility of the shooter to begin any event, station and/or field with sufficient equipment, including safety equipment and ammunition. Failure to do so, which, in the opinion of the Field Judge will delay the shoot, will result in the loss of all targets as required to keep the shoot moving. Make-up targets will be provided only at the discretion of the Shoot Officials.
9. The shooting stations must be positioned in such a way that

all shooters, trappers, and spectators are protected from shot/target fall. Additionally, the shooting stations must be designed to restrict dangerous gun hold/movement.

10. Target Drop Zones must be clear of ALL shooters and spectators.
11. Course Design Safety is the sole responsibility of the Range Owner/Shoot Officials.
12. The shooter must fire with his/her gun shouldered for all targets.
13. The use of any drug, legal or illegal, including alcohol, prior to or during an NSCA event by a registered competitor is prohibited with the exception of prescription medicine, which does not impair a shooter's ability to perform safely. Alcohol may not be in any area where shooting activities are taking place.
14. Failure to comply with the NSCA Safety Rules may subject the Range Owner/Shoot Officials/Competitor to possible suspension.
15. Shotgun shooting safety is everyone's responsibility.
16. Safety Zone – When a shooter is in the process of shooting, no one (other than the Referee/Trapper) is allowed within three feet (3') of the shooter. There will be an imaginary line three feet behind the shooter that will extend along the entire station.

III. Membership

A. Individual

1. The membership and shooting year begins on January 1 and ends on December 31 of the same year.
2. All memberships may be applied for by filling out an application provided at an NSCA club/range or by contacting NSCA Headquarters for an application. Also available on NSCA website www.nssa-nasca.org.

B. Clubs and Ranges

1. The membership and shooting year begins on January 1 and ends December 31 of the same year.
2. Annual Club/Range membership may be applied for by fill-

ing out an application provided by the NSCA. Also available on NSCA website www.nssa-nasca.org.

IV. Rules of Conduct

- A. Each member and club will be furnished a copy of the Official NSCA rules, also available on NSCA website www.nssa-nasca.org, with the understanding that the member/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 NSCA in 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, **refusal to turn in a scorecard**, cheating, swearing, verbal or 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 II of these rules and regulations, or engage in any activity that is considered unsafe by the NSCA Executive Council.
 - 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 harmful to the NSCA, its membership, or the sport as a whole. Exhibit behavior that shows discrimination towards race, religion, or sex - including sexual harassment.
 - 8) Failure to submit a written complaint to shoot management after witnessing the violation of one of the NSCA's rules or regulations.
 - 9) Failure of shoot management to submit a written report to NSCA of written complaints received along with a report of action taken.

- 10) Violate any other rule or regulation of the NSCA as set forth in any other section or paragraph of the NSCA's rules and regulations.

D. Suspensions, Expulsions and Reinstatement

1. The Executive Council may, at any time at its discretion, suspend, expel or discipline any member or member club for the violation of any NSCA rule or regulation. *State Associations also have the same authority under their association by-laws. The NSCA encourages State Associations, if one exists, to take the first disciplinary action(s), then notify the NSCA of the complaint, action(s) taken, and if there is a request for further action by the NSCA.*
2. The procedure for suspension, expulsion or other disciplinary action is as follows:
 - a) Any member, shooter, scorer, field judge, shoot official, owner or member of management of a club or range who witnesses a violation of any NSCA rule shall submit to the NSCA Director or Executive Director a **written** complaint within thirty (30) days of the alleged violation. The action of being disqualified from a shoot does not start disciplinary action. The complaint **must** be in writing to start disciplinary action. The written complaint shall include:
 - i. the name of the alleged violator
 - ii. the date and location of the alleged violation
 - iii. a reasonably detailed description of the alleged violation and a request for action to be taken on the situation
 - iv. the names and addresses, if known, of all witnesses
 - v. the name, address, phone number and signature of the complainant(s).
 - b) Upon receipt, the NSCA Director or Executive Director shall assign each complaint a complaint number consisting of the year of the receipt and consecutive number of receipt, i.e. 13-01, 13-02, etc.
 - c) The NSCA Director or Executive Director shall review the complaint and determine if it meets the requirements

set forth above. Any complaint may be resubmitted so long as it is received within the described requisite time period noted above. The NSCA Director or Executive Director has the discretion to consider and investigate or dismiss any complaint that does not meet the foregoing requirements.

- d) Within ten (10) days of receipt of a complaint the NSCA 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 any witnesses not named in the complaint. Such written statement must be received by the NSCA 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 NSCA 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 NSCA 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 NSCA Director or Executive Director shall recommend to the NSCA Executive Council a specific disciplinary action. The recommendation shall include:
 - i. all evidence that was considered, including the names of any witnesses who submitted statements;
 - ii. a determination of whether the alleged violation occurred; and
 - iii. the disciplinary action, if any, the NSCA Director

or Executive Director recommends that the NSCA Executive Council impose.

- g) The NSCA Director or Executive Director shall provide each member of the NSCA Executive Council 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 NSCA Director or Executive Director shall schedule a conference call between the members of the NSCA Executive Council wherein the NSCA Executive Council shall review all information provided by the NSCA Director or Executive Director and issue a ruling on the matter by majority vote. The NSCA Executive Council's ruling shall include:
 - i. the date of issuance
 - ii. all evidence that was considered, including the names of any witnesses who submitted statements
 - iii. a determination of whether the alleged violation occurred and
 - iv. the disciplinary action, if any, imposed by the NSCA Executive Council.

The NSCA Executive Council shall have the discretion to suspend or expel a member or to impose any other disciplinary action it deems appropriate.
 - i) Upon issuance of a ruling, the NSCA 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.
- E. The violator has the right to appeal the NSCA Executive Council's ruling by notifying the NSSA Officers. Such notification of appeal must be in writing and must be post-marked no later than twenty (20) days from the date the ruling was issued.
- 1) Upon receipt of the notification of appeal, the NSSA Officers shall hold a hearing on the matter, which will take place at the next **regularly scheduled quarterly meeting** of the NSSA Officers.

- 2) At the hearing, the violator has the right to be present, the right to bring counsel, the right to testify and the right to present any evidence he so chooses. The violator does not have the right to cross-examine witnesses. The violator does not have the right to make a record and no transcript of the hearing will be made or allowed.
 - 3) The NSSA Officers shall review the complaint, the written statement of the violator and any other evidence it deems appropriate. The NSSA Officers may allow any and all witnesses to testify by telephone or in person.
 - 4) At the conclusion of such hearing, the NSSA Officers shall have the authority to affirm, reverse or modify the disciplinary action imposed previously by majority vote.
- 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 NSCA Executive Council and further agrees and recognizes that as a voluntary amateur association, the NSCA has the right to impose, interpret and enforce its rules and regulations and that all decisions by the NSCA Executive Council following a hearing are FINAL.**

F. Disqualification and Expulsion

A member may be disqualified or expelled from an event upon presentation of proper evidence of misconduct or violation of NSCA rule. Shoot management may disqualify or expel a member when a complaint has been filed in writing and after giving both parties (the party filing the complaint and the party complained of) an opportunity to be heard prior to disqualification or expulsion. When a member is disqualified or expelled from a NSCA event, a written record of the complaint, the response and the decision shall be forwarded to the NSCA Director. Shoot management or a jury appointed by shoot management shall upon presentation of 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 sole opinion of shoot management, is unsportsmanlike or whose participation is in any way detrimental to the best interests of the shoot.
3. Disqualify any shooter from a shoot for misrepresentation of his/her status under the eligibility rules (SANDBAGGING).
4. Expel or disqualify any shooter physically assaulting a Field Judge or any shooter using abusive language to a Field Judge upon sufficient evidence presented.
5. The shoot management shall report to NSCA all cases of disqualification and expulsion and the reasons for the same. Members may be suspended for failing to pay for goods or services ordered from NSSA/NSCA Member Club or who give to NSSA/NSCA Member Club a check that is returned for insufficient funds or other cause. Members MAY BE reinstated upon receipt in full of the outstanding balance and any fees incurred, such as bank charges, as a result of the incident. The Executive Council can determine any penalties and/or suspensions as each case merits. (See IV-D)
6. Any disqualified shooter or one that does not finish an event for any reason will remain as an entrant of said shoot for the purposes of awarding punches.

G. Spectator Rules of Conduct

1. The safety of our participants, officials and spectators is of paramount importance at all shooting events. All spectators, guests of members and other visitors to any shoot must abide by the following Spectator Rules of Conduct (SROC):
 - a) Exhibit good sportsmanlike conduct and behave in a lawful manner at all times, while on club or range grounds, including in parking lots.
 - b) Refrain from verbal or physical harassment of any shooter, scorer, field judge, shoot official, spectator and club or range officer.
 - c) Comply with instructions from any shoot official and club or range personnel.
 - d) Follow all policies and regulations of the club or range, including safety and emergency procedures.

- e) Do not interfere with the shoot or the shoot management's procedures in conducting the shoot.
 - f) Violations of the SROC will result in ejection from the shoot, revocation of tickets without refund and possible arrest and prosecution.
2. All clubs and ranges will post the above SROC and consequences prominently, including at all entrances. Announcements should be made where possible concerning the SROC and its consequences during shoots.
 3. Clubs and ranges shall enforce the SROC.

V. Classification

A. Classification System

A shooter's classifications carry over from one shooting year to the next. All new shooters will be assigned a class. During the current year, a shooter is subject to reclassify UPWARDS ONLY (with the exception of appeals). A classification card will be provided to all shooters. This card must be shown at registration every time a shooter registers for an event. **To maintain the integrity of the classification system, all NSCA members shooting on the course where a NSCA Registered Event is taking place must register their targets.**

1. Determining Class

- a. There are seven (7) classes a shooter can classify into: Master-AA-A-B-C-D-E. All registered events using the NSCA Classification system will offer all classes (including Master).
- b. **Non-Classified and New Members**
 - 1) A shooter who has never shot any registered clay targets will be assigned Class "D" in 12 gauge & Class E in sub-gauge.
 - i. After the first 300 targets shot in 12 gauge events with no punches, a Classification Review may be performed for 12 gauge classification at the request of the shooter in writing. The rules governing "Moving up in Class", "Reclassification/Known Ability" and "Classification Reviews" will apply.

- 2) A first-time NSCA member who has shot registered targets with any clay target organization other than a Sporting Clays Association (i.e. NSSA, ATA, NRA, International skeet or trap) and has been classified in "A," "AA" or "AAA" class will be assigned a NSCA 12 gauge class that is one class lower and sub-gauge class that is two classes lower than his/her highest class attained in that clay target association. After 300 12 gauge targets have been shot and input into the NSCA database, the shooter can request a class review for down-classing purposes in their 12 gauge class. If the first-time member has not shot a sufficient number of targets in any other clay target association to be assigned a class, or if their class is "B" or below, they will be placed in NSCA "D" class for 12 gauge and NSCA "E" class for sub-gauge.
- 3) A shooter from another sporting clays organization, (i.e., USSCA/SCA, CPSA, FITASC, Non-Registered Sporting Clay Events) will shoot their earned class or higher in 12 gauge and one class lower in sub-gauge.
- 4) A person who purchases a regular foreign membership will be placed one class higher than the highest registered class in sporting or parcours de chasse; whichever is higher in their country's association for their NSCA 12 gauge classification and one class lower than their 12 gauge class for their NSCA sub-gauge classification. If a new foreign member does not belong to CPSA, another recognized sporting clays organization or if there is no sporting clays organization in that country, then the new member will be placed in the following classes:
 - i. For 12 gauge classification: AA Class or higher, if known ability applies, for those who qualify for NSCA concurrents.
 - ii. For sub-gauge classification: A Class or higher, if known ability applies, for those who qualify for NSCA concurrents.
 - iii. Master Class for all others.

- 5) A shooter may be classified based on his/her "known ability." (See rule V-A-3)
2. **Moving up in Class**
 - a. Shooters earn their way out of class by shooting the high score(s) or tying for the high score(s) in class.
 - 1) **NSCA Nationals and U.S. Open (main event only):** The top five (5) scores and all ties in each class receive four (4); the sixth and seventh highest scores and all ties in each class receive three (3) punches; the eighth and ninth highest scores and all ties in each class receive two (2) punches; the tenth highest score and all ties in each class receive one (1) punch.
 - 2) **In all events using the NSCA classification system, except the NSCA Nationals and U.S. Open main events, shooters will earn punches based on the number of entries in their respective class. Punches are awarded as follows:**

of Entries

in class: Punches earned

- | | |
|-------|--|
| HOA | The shooter with the highest score and all ties in an event, where there is a minimum of ten (10) total shooters, (with less than 3 shooters in HOA shooters class) shall receive one (1) punch no matter what class the shooter is in. A shooter cannot receive punches for multiple placements in only one event. A shooter will only receive either a class punch or an HOA punch, but NOT both. |
| 0-2 | No punch |
| 3-9 | One (1) punch for high score and all ties |
| 10-14 | Two (2) punches for high score and all ties
One (1) punch for the second highest score and all ties |
| 15-29 | Four (4) punches for high score and all ties. Two (2) punches for second highest score and all ties. One (1) punch for third highest score and all ties. |
| 30-44 | Four (4) punches for high score and all ties. Four (4) punches for second highest score and all ties. Two (2) punches for third highest score and all ties. One (1) punch for fourth highest score and all ties. |
| 45+ | Four (4) punches to first, second and third highest scores and all ties. Three (3) punches for fourth highest score |

and all ties. Two (2) punches for fifth highest score and all ties. One (1) punch for sixth highest score and all ties.

- b. It is the shooter's responsibility to determine these punches and move up one class after reaching the following number of punches:

12 Gauge Classification

AA Class to Master Class	20 Punches
A Class to AA Class	14 Punches
B Class to A Class	12 Punches
C Class to B Class	8 Punches
D Class to C Class	6 Punches
E Class to D Class	4 Punches

Sub-Gauge Classification

AA Class to Master Class	18 Punches
A Class to AA Class	12 Punches
B Class to A Class	10 Punches
C Class to B Class	6 Punches
D Class to C Class	4 Punches
E Class to D Class	2 Punches

Note: Punches must be earned in Shooter's current class in order for them to be used in moving up in class. A person earning more than the necessary punches to move up in class enters the new class with no punches.

- c. In events of 100+ entries, it is the responsibility of shoot management to notify all shooters of their move up in class or punches received. The shooter is also **equally** responsible to shoot in his/her proper class and to inquire and inform shoot management of any move up at the next tournament entered.
- d. Upon entering a shoot with multiple events, a person will remain in the class he/she started in for all events held, and any punches he/she earns will be awarded at the conclusion of all of the events at that shoot. A shooter

cannot be moved up more than one class at the conclusion of the registered events based on punches; however, a shooter can be moved up more than one class based on KNOWN ABILITY.

- e. All punches earned in a shooter's current class in the immediate preceding target year will carry over into the current shoot year. **Punches from two or more years ago will not carry over.**
- f. All registered events of 50 or more targets will generate punches in accordance with other provisions of this section.
- g. The NSCA National Championship, U.S. Open, Regional Championships and State Championships must use the NSCA Classification system. NSCA strongly suggests that major shoots utilize the NSCA Classification system. (See rule VI-B-2)
3. **Reclassification/Known Ability**
- a. A shooter may be reclassified based on their KNOWN ABILITY. Known ability defined as:
- 1) Known - past participle of know
 - 2) Know
 - i. To have clear and certain perception; to have knowledge
 - ii. To be informed, sure or aware
 - iii. To take cognizance, to examine
- b. An NSCA Club, State Association, National Delegate, member (shooter) or member of the Executive Council has the right to request a known ability review of a shooter's record if it appears that he/she is competing in a class other than his/her true level of ability. This request must be in writing. Upon review by the NSCA Classification Committee, the shooter may be assigned a different class.
- c. A shooter reclassified by NSCA will receive a new class card with the notice of the change from NSCA. The different class will become effective when it shows on the NSCA website, www.nssa-nsca.org. Should the shooter wish to appeal this different class they must do so in writing within 30 days from receipt of the NSCA writ-

ten notice. (See V-A-6)

- d. A shooter may voluntarily declare into a class higher than assigned for either their 12 gauge or sub-gauge classification, or both; however, the shooter must stay in that higher class for the entire year, unless the shooter subsequently punches out of the self-declared class. This applies to all classes except for Master, which must be earned and not declared. When the shooter so elects, they must (at a registered shoot) have their classification card marked before competing in the event in the class for which they are declaring. Their card shall be marked with the new classification by self-declaration in the class where they declared, and be entered on the Official Entry Form with notation self-declared.
- e. A shooter may also be reclassified to a higher class by Shoot Officials based on their known ability. This reclassification will be for that event only and shooter will return to his/her original class, with one exception. If the shooter is awarded a punch or punches in the higher class in which they have been placed based on known ability, they will remain in that higher class for the remainder of the shooter year. Example: If the shooter was originally in class E and the newly assigned higher class, based on known ability, is D class and if the shooter subsequently wins sufficient punches in the event, he will advance to class C.
- f. Any person who has experienced a permanent medical impairment may request a review on their classification during the shooting year. The request must be made in writing and must be accompanied by a doctor's statement.

4. Classification Review

- a. A shooter's 12 gauge classification may be reviewed after each 1,000 registered targets in current class. Shooters must request such a review in writing. The 1,000 target review may be used to move a shooter down in their 12 gauge class.
 - 1) An annual review will be done on each NSCA member with a minimum of 500 registered competition

targets shot in their current class in the current shooting year.

- b. A shooter who is assigned to a lower class may reject the class if the shooter wishes to remain in a higher class. To reject the assigned class, the shooter must sign the refusal form, which will be at the bottom of the classification card and return it to NSCA Headquarters by the designated time.
- c. A shooter may elect not to participate in the End of Year Review, for down-classing purposes, by making this request in writing to the NSCA. Staff will notate the shooters desire not to be reviewed during the end of year process in the shooters record. A member may change this back to the automatic End of Year Review only after notifying the NSCA in writing prior to December 1st of that target year.

5. Shooter's Responsibility

- a. The shooter is responsible for presenting his/her classification card and/or additional documentation upon entry at any registered shoot and entering into the proper class. The classification card is intended for the purpose of providing Shoot Officials with up-to-date information regarding classification of each shooter entering a registered event.
- b. The shooter is responsible for entering their scores with the date and score shot on the back of their classification card or, if more space is needed, on a supplemental record form, and to make certain that all placements and punches are properly recorded on their classification card at the conclusion of each NSCA registered tournament. Failure to accurately record scores and punches may lead to suspension from the NSCA.
- c. A shooter who enters or allows themselves to be entered into a class lower than the one in which their record places them, unless the error is corrected prior to a specific time posted by shoot management, a time announced in the shoot program, completion of shoot-offs and/or the awarding of trophies and/or monies, shall be disqualified

from the event and subject to the following:

- 1) Forfeit all rights to all winnings he/she would have earned shooting in his/her proper class.
- 2) For the first offense, be disqualified, entered as a re-entry for targets only, and forfeit all winnings earned while shooting in the wrong class. (see IV-F-3) Any punches earned in the lower class do not count.
 - i. If a club sends a correction to NSCA Headquarters 30 days after a shoot has been held, their shoot history will not be corrected as the correction will affect other shooters shoot histories in a negative manner. The shooter must forfeit all winnings earned while shooting in the wrong class. (See IV-F-3.) Any punches earned in a lower class do not count.
- 3) The shooter must return all winnings within 15 days after notification by the host club, National Delegates, State Association or NSCA Headquarters requesting the winnings be returned.
- 4) Failure to return the winnings within the 15 day period shall subject the shooter to suspension and/or being PERMANENTLY barred from registered competition.
- 5) In the case of a second or subsequent offense of shooting in a lower class, the shooter will forfeit all winnings and also be barred from registered competition for a minimum of one (1) year and/or terminated from the NSCA.

6. Appeals

- a. The shooter's appeal **must be in writing** and state specific reasons why they think they should not be moved up in class. Pending a determination of the appeal all shoots entered by the shooter must be entered at the new higher class.
- b. The NSCA Classification Committee has 30 days from the receipt of the appeal to respond. At the Committee's option, additional information may be requested from the Executive Council, National Delegate(s) and/

or State Association (if one exists) for additional input.

7. Concurrent Events

These are events which are offered in concurrence with the seven (7) classes of shooters (Master, AA, A, B, C, D, E) that allow the participating shooters to compete and receive prizes or awards in these separate events in addition to their class. These events are based on age (Sub-Junior, Junior, Veteran, Super Veteran, Senior Super Veteran, and Legacy) or gender (Lady). Where shoot programs offer special concurrent events based upon age, a shooter entering such special events must be allowed to shoot in the one for which they are qualified for by age along with any other concurrent class for which they are eligible if such a concurrent class is available (i.e. Lady could also be a Veteran, Super Veteran, Senior Super Veteran, Legacy, Junior or Sub-Junior).

- a. A shooter's eligibility for concurrent events, which are based on age, is determined by the age of the shooter on the **1st day of the target year** and shall determine their eligibility for the entire upcoming shooting year. No contestant shall be eligible for more than one individual concurrent event based on age.

Sub-Junior—Any member who has not reached their 16th birthday on or before Jan. 1 of the target year.

Junior—Any member who has not reached their 21st birthday on or before Jan. 1 of the target year.

Veteran—Any person 55 years of age and over who has not yet reached their 65th birthday on or before Jan. 1 of the target year.

Super Veteran—Any person 65 years of age and over who has not yet reached their 73rd birthday on or before Jan. 1 of the target year.

Senior Super Veteran—Any person 73 years of age and over who has not yet reached their 80th birthday on or before Jan. 1 of the target year.

Legacy—Any person 80 years of age and over on or before Jan. 1 of the target year.

For concurrent eligibility for FITASC (See Section E-

Awards & Recognition online under **Recognition**)

Lady—A female shooter of any age.

See USASC Team criteria for further details regarding concurrent age qualifications (See Section E- Awards & Recognition online under **Recognition**)

- b. NSCA Nationals, U.S. Open, Regional, State and Major shoots must offer all applicable Concurrent Events and provide some type of award.
- c. Shooters are eligible to compete for both concurrent and class awards. Shoot Official (s) may specify in the tournament program that a reduced fee is offered for concurrent events. At time of entry, the shooter has the option to pay the full entry fee and compete for both concurrent and class (open) titles or pay a reduced fee and compete for concurrent titles only. If the shooter elects to pay a reduced fee and compete for concurrent titles only, they are still subject to earning punches, in their class, according to Rule V-A-2.
- d. No Junior or Sub-Junior shall be required to pay any part of entry fee that is to be returned to the shooter in the form of money.
- e. **Youth Teams**—This is a concurrent category that can be offered at the host club's discretion. If offered, this team event will be shot simultaneously with an already established tournament event.
 - 1) Teams will consist of four or five members and are required to shoot as a group.
 - 2) All team members must be in the Junior or Sub-Junior age group.
 - 3) Each team must have a designated coach nearby.
 - 4) For team competition, the lowest individual score will be dropped from a five-member team score even though there may be no four-member teams participating.
 - 5) Even though the scores of all team members may not count toward the team's event score, all team members will be counted as participants in the shoot, and in their respective classes, and all individual scores

will be registered.

VI. Rules & Regulations for Registered Tournaments

A. Participation

1. Club

a. Eligibility and Responsibility

- 1) Only clubs affiliated with NSCA with current fees paid and in good standing with NSCA as well as their State Association (if one exists) shall be eligible to conduct registered shoots. A State Association has the authority to charge member clubs in their state an annual fee to belong to that State Association, no greater than that club's annual fees to the NSCA. Evidence of club's status in this regard must be displayed in the form of an official NSCA membership certificate for the appropriate year.
- 2) In applying for and holding a registered shoot, it is the responsibility of club owners, management and Shoot Officials to ensure that the shoot is conducted within NSCA official rules and safety regulations.
- 3) The club sponsoring a registered shoot shall check the NSCA membership card and classification card 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 NSCA has expired.
- 4) Shoot management may be billed by NSCA in all cases where expired members are allowed to shoot. Management may seek reimbursement from said shooters, but must first abide by *VI-A-1-a-3* above.
- 5) Any club sponsoring a registered shoot accepts the responsibility for any clerical errors made throughout the shoot and shall correct those errors. Any error found and corrected after the shoot report has been sent to NSCA must be submitted to NSCA in writing for the corrections to be made.

b. Applying for a Registered Shoot Date

- 1) The club should complete an NSCA registered shoot application and forward to the State Association (if one exists) or the National Delegate (s) for signature of approval at the state level.
- 2) The signed application should be forwarded immediately to the NSCA office for final approval. Shoot applications must be postmarked or received by NSCA at least ten (10) days prior to the shoot date.
- 3) A notice of the approval will be forwarded by NSCA to the club at the address on file.
- 4) Shoot dates may not be altered without prior approval at the state level and notification to headquarters.

2. Individual

- a. Only members who have paid their annual dues and are in good standing with NSCA as well as their State Association (if one exists) may participate in registered NSCA shoots. It is the shooter's responsibility to provide their current year classification card to Shoot Officials when entering a registered shoot. This ensures that name, address, and membership number are properly recorded so that errors in records and scores can be prevented.
- b. It shall be the sole responsibility of the shooter, upon entering the shoot, to see that they are entered into all the events desired on the official NSCA cashier sheet/entry form. Once entered, clerical errors are the responsibility of shoot management.

c. Residency Requirements:

- 1) 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 region to shoot as a regional team member:
 - i. Persons with residence in more than one state must declare their eligibility by writing their home state on the face of the current year membership card. Servicemen, by the same act, may choose their home state or place in which they

are permanently assigned for duty, and declare the state on the current year membership card.

- ii. Persons who change their official abode shall become immediately eligible to shoot as an individual in the State or Regional Championship of their new permanent address. They should contact NSCA for a new membership card reflecting change of address and present same before entering shoot.
- iii. No person shall be eligible to win more than one State Championship during the NSCA shooting year.
- iv. A person that is a non-US citizen who holds a Resident Alien status from the Department of Homeland Security U.S. Citizenship and Immigration Services (as evidenced by a "Green/Blue Card") and is a bona fide resident of a particular state is eligible to win the Main Event Open, Concurrent and/or Class Champion awards at their home State Championship.
- v. Only bona fide US Citizens are eligible to win the Main Event Open, Concurrent and/or Class Championship awards at the NSCA National Championship. A US Citizen is defined as anyone who is eligible for a US Passport.

B. Types Of Tournaments

Registered Shoot—Shoots consist of one or more events and may include main and prelim sporting events including, Super Sport, International Sporting (FITASC), NSCA 5-Stand, American Field Sporting, gauge-specific events (e.g., 20g., 28g., .410 bore), and gun type-specific events (e.g., side by side, pump). Events generally consist of some multiple of 25 targets. NSCA member targets must be registered and an NSCA shoot report entry must be turned in for any event in which they participate. Non-members may participate, but in a separate category. Any non-member participating in a registered event in a separate category (Hunter Class) shall not be eligible for any NSCA awards

or monies. If offered by shoot management, the separate category (Hunter Class) may have its own separate awards and/or monies. Hunter class shooters at events run concurrently with registered NSCA events will be charged the same entry fees as those paid by NSCA members including all target fees. Examples: If the total entry fee for an event is \$65, including NSCA and state fees, then anyone shooting Hunter Class would also pay \$65 to participate in the event. As the portion of the entry fee that would otherwise represent fees to the NSCA and/or state association would not be paid to these organizations, it shall be retained by the club. The NSCA recommends that the target fees collected from non-NSCA members be used to encourage those shooters to join the NSCA. For example, the Hunter Class winner might be awarded a paid one year membership to the NSCA.

Shoot date(s) must be submitted to the appropriate State Association (if one exists) or to the National Delegates for approval at state level, who will then submit to NSCA Headquarters for final approval.

1. Registered Sub-Gauge Events

Sub-Gauge Events may be registered, punches will be awarded for sub-gauge classification only. A Sub-Gauge Event is any event that is not shot with a 12 gauge or 16 gauge. In the event that a 16 gauge event is held it will classify as a 12 gauge event.

2. Major Shoot

A registered shoot, where by projection or past experience, 100 or more shooters are expected to attend. NSCA strongly suggests that these shoots utilize the NSCA Classification system.

3. State Championship

An annual shoot held within each state, the location and dates of which are decided by the following process: Interested clubs (within the state) who are in good standing with the NSCA and the State Association (if one exists) should contact the State Association (if one exists), or the National Delegate(s). In the selection of the club for a State Championship, the State Association (if one exists) may apply their

own process for that selection. The process must be in the State Association's By-Laws and those By-Laws must be approved by the NSCA. If a process does not exist, then Rule IV-B-3-a (below) must be followed.

- a. The State Association and/or National Delegate(s) should then take a vote of (1) State Association members (if one exists) or (2) All NSCA clubs in good standing for a decision.
- b. If the **second** method is used and the vote results in a tie, the National Delegate(s) shall cast a vote for the club they think should be awarded the tournament. This vote should break the tie; however, if there is still a tie, the Regional Executive Council members will be contacted. The Regional Executive Council members will in turn consult with the National Delegates Committee Chairman and, after discussing the situation; the Regional Executive Council members will cast a tie-breaking vote for the club they feel should host the state tournament.
- c. All-State Championships must utilize the NSCA Classification system.
- d. To be eligible for class prizes, monies and/or awards at State Championships, a shooter must have shot a minimum of **300** registered 12 gauge & sub-gauge combined targets in the current year, prior to the shoot. Minimum target requirements are for 12 gauge events only. League and monthly targets no longer count toward penalty class minimums. Preliminary Events do not count towards minimum targets unless they are held under a separate shoot number. Example: If a shooter does not have a minimum of 300 12 gauge & sub-gauge combined targets, he/she shall shoot every 12 gauge event at the shoot and win prizes, monies and/or awards in a penalty class, one class above his/her current class. No State Championship shall require more or less than the 300 target minimum.
 - 1) The previous year's last quarter (October 1 – December 31) of a shooter's shoot history will count toward target minimums in the new shoot year.

- e. Following the State Championship all shooters who were placed in a penalty class as a result of their failure to meet the 300 registered target requirement, will return to their original class, with the following exceptions: If the shooter earns a punch or punches in the penalty class they will remain in that penalty class for the remainder of the shoot year. If the shooter was originally in class E and the newly assigned higher class, based on penalty class, is class D, and if the shooter subsequently wins sufficient punches in the event, he will advance to class C.
- f. There are no minimum target requirement for sub-gauge events to be eligible for prizes, monies and or awards.

4. Regional Championship

An annual shoot held within each region, the location and dates of which are coordinated by the Awards Committee with the approval of the Executive Council. Executive Council members are responsible for coordinating the process for selecting the club hosting the event and oversight of the Regional Championships. This process consists of solicitation of bids, circulation of valid bids to the regional National Delegates, and coordination of the vote by the regional National Delegates.

- a. Any NSCA member in good standing may win a Regional Championship.
- b. To be eligible for class prizes, monies and/or awards at Regional Championships, a shooter must have shot a minimum of 300 registered 12 gauge & sub-gauge combined targets in the current year, prior to the shoot. Minimum target requirements are for 12 gauge events only. League and monthly targets no longer count towards penalty class minimums. The Preliminary Events do not count towards minimum targets unless they are held under a separate shoot number. If a shooter does not have a minimum of 300 12 gauge & sub-gauge combined targets, he/she shall shoot every 12 gauge event at the shoot and win prizes, monies and/or awards in a penalty class, one class above his/her current class.

- 1) The previous year's last quarter (October 1 – Decem-

ber 31) of a shooter's shoot history will count toward target minimums in the new shoot year.

- c. Following the Regional Championships, all shooters who were placed in a penalty class as a result of their failure to meet the 300 registered target requirement, will return to their original class, with the following exceptions: if the shooter earns a punch or punches in the penalty class they will remain in that penalty class for the remainder of the shoot year. Example: If the shooter was originally in class E and the newly assigned higher class, based on penalty class, is class D, and if the shooter subsequently wins sufficient punches in the event, he will advance to class C.
- d. There are no minimum target requirement for sub-gauge events to be eligible for prizes, monies and or awards.

5. U.S. Open

An annual shoot awarded by the NSCA Executive Council according to the criteria set for the upcoming year.

- a. Votes must be done in person by Executive Council members in attendance at the National meeting.
 - 1) All U.S. Open ballots will be pre-printed with Executive Council member's names and are the only ballots that will be counted. There will be a second ballot printed at the Head Table in case of a tie. Those ballots will be pre-stamped "2nd ballot." All ballots must be personally turned in at the Head Table by the Executive Council Members.
 - 2) Only NSCA Staff can review the ballots voted on by the Executive Council Members.
 - 3) The NSCA Staff will tabulate the votes for the U.S. Open.
- b. All members of the "NSCA" are eligible to win the Main Event Open, Concurrent and/or Class Champion awards at the U.S. Open.
- c. To be eligible for open, class and/or concurrent prizes, monies and/or awards at the U.S. Open, a shooter must have shot a minimum of 500 registered 12 gauge & sub-gauge combined targets in the current shoot year prior to

the U.S. Open. Minimum target requirements are for 12 gauge events only. League and monthly targets no longer count towards penalty class minimums. The Preliminary Events do not count towards minimum targets unless they are held under a separate shoot number. If a shooter does not have a minimum of **500** 12 gauge & sub-gauge combined targets, he/she shall shoot every 12 gauge event at the shoot and may win prizes, monies, and/or awards in a penalty class, one class above his/her current class.

- 1)** The previous year's last quarter (October 1 – December 31) of a shooter's shoot history will count toward target minimums in the new shoot year.
- d.** Following the U.S. Open, all shooters who were placed in a penalty class as a result of their failure to meet the **500** registered target requirement will return to their original class, with the following exceptions: If the shooter earns a punch or punches in the penalty class, they will remain in that penalty class for the remainder of the shoot year. Example: If the shooter was originally in class E and the newly-assigned higher class, based on penalty class, is class D, and the shooter subsequently wins sufficient punches in the event, he will advance to class C.
- e.** There are no minimum target requirement for sub-gauge events to be eligible for prizes, monies and or awards.

6. National Championship

An annual shoot held by the National Sporting Clays Association on its Home Grounds.

- a.** Only bona fide US Citizens are eligible to win the Main Event Open, Concurrent and/or Class Champion awards at the NSCA Nationals and Junior Nationals. (See rule VI-A-2-c-1-v) A US citizen is defined as anyone who is eligible for a US Passport.
- b.** To be eligible for open, class and/or concurrent prizes, monies and/or awards at the National Championship, a shooter must have shot a minimum of **500** registered 12 gauge & sub-gauge combined targets in the current year, prior to the Nationals. League and monthly targets no longer count towards penalty class minimums.

Minimum target requirements are for 12 gauge events only. The Preliminary Events do not count towards minimum targets unless they are held under a separate shoot number. If a shooter does not have a minimum of **500** 12 gauge & sub-gauge combined targets, he/she shall shoot every 12 gauge event at the shoot and may win prizes, monies and/or awards in a penalty class, one class above his/her current class.

- 1)** The previous year's last quarter (October 1 – December 31) of a shooter's shoot history will count toward target minimums in the new shoot year.
- c.** Following the National Championship, all shooters who were placed in a penalty class as a result of their failure to meet the **500** registered target requirement, will return to their original class, with the following exceptions: If the shooter earns a punch or punches in the penalty class, they will remain in that penalty class for the remainder of the shoot year. Example: If the shooter was originally in class E and the newly assigned higher class, based on penalty class, is class D, and if the shooter subsequently wins sufficient punches in the event, he will advance to class C.
- d.** There are no minimum target requirement for sub-gauge events to be eligible for prizes, monies and or awards.
- e.** A program will be published each year, and posted on the NSCA website: www.nssa-nsca.org, giving all details of the current year's tournament.

7. League

A sporting clays, NSCA 5-Stand league may be approved as a registered event for NSCA members. Non-members may also participate in the league. A registered league's dates must be submitted by a club for approval by the appropriate State Association or National Delegate (where no State Association currently exists). A league will be conducted over a minimum 10 week period and is open to individuals or teams and may be conducted at one or more clubs concurrently. The final results of the league may be submitted as a registered event. No punches will be awarded for leagues.

8. Monthly Targets

Any type of sporting clays event beginning on the first day of a given month and ending on the last day of the same month where shooters are able to shoot any number of targets between the set days of the given month. Monthly targets may be approved as a registered event for NSCA members. Monthly target dates must be submitted by a club for approval by the appropriate State Association or National Delegate (where no State Association currently exists). Monthly targets will be held at one club, and final results may be submitted as registered targets only. No punches will be awarded for monthly targets.

9. Charity/Fundraising Events

A range owner/shoot promoter hosting a charity/fund-raising event (ie. DU, QU, NWTF etc.) may award prizes in addition to NSCA awards at his/her discretion, combining scores with non-NSCA members for additional prizes.

C. Tournament Equipment

1. Targets

Targets thrown in any event may include any or all of the following:

- a. Regulation SPORTING CLAYS, SKEET or TRAP targets as specified by NSCA, NSSA or ATA.
- b. Specialty targets—Mini, midi, battue, rocket or rabbit targets as specified by NSCA (for a full list see page 95 XIII. NSCA Approved Targets). All station menus shall include the description of any specialty targets thrown on that station.
- c. Any sporting clays target approved by NSCA.
- d. Poison Bird—Not Allowed.
- e. Pairs
 - 1) **Report Pair**—Two sequential targets where the second target is launched at the sound of the gun firing at the first target. Targets may be launched from one or more traps.
 - 2) **Following Pair**—Two sequential targets where the second target is launched at the official's discretion

after the first target. Targets may be launched from one or more traps.

- 3) **Simultaneous Pair (True Pair)**—Two targets launched simultaneously. Targets may be launched from one or more traps.

- f. Target number, selection and order of presentation for any competition shall be at the discretion of the Shoot Officials, but must be the same for all shooters. It is recommended that 30 percent to 40 percent of targets for tournaments be specialty targets.
- g. No less than 80 percent of all targets in a shoot shall be presented with a reasonably consistent trajectory, distance and velocity to all shooters (See VI-C-2-d).

2. Traps

- a. Targets will be propelled by, and launched from, any of a number of commercially produced, modified, or hand-made devices which will propel an approved target in a manner to approach the characteristics (in the opinion of the Shoot Officials) of a game bird or animal typically taken by a sporting shotgun.
- b. Launching devices which provide for targets traveling at varying angles and distances to the competitors (i.e. wobble or oscillating traps) may not be used in registered tournaments.
- c. Devices which provide for propelling multiple targets are permitted.
- d. Devices propelling targets of more than one type, and devices capable of providing targets at varying angles and distances, shall be employed only as the varying aspects of these devices will be the same for all shooters and will be free of all human element of selection.

D. Course Set-up and Requirements

1. Station

A shooting position from which one or more targets are attempted.

2. Field

A group of stations from which targets are attempted se-

quentially. Once a squad or individual checks onto a field, all stations and/or all targets on the field are attempted before moving to another field. NSCA 5-STAND is a group of stations considered to be one (1) field. The Shoot Officials will provide direction for execution of shooting at each field.

3. Registered events are required to throw a minimum of 25 targets. The course will provide for a predetermined number of shooting fields from which each competitor will attempt various targets.
4. The number of stations and the number and characteristics of targets from each station, on each field, will be determined by the Shoot Officials, and will be the same for all shooters. Changes in target trajectory, distance, and/or velocity due to wind, rain, time of day or any other natural cause does not constitute a violation of this rule.
5. Registered and non-registered events may not be held on the same course/field (ie. 3-gun shoot on the same course as pre-lim).
6. Multiple events (12 gauge, small gauges, side by side, pump, etc.) may be held on the same course. If a single course is used for multiple events, shooters must have a significantly different presentation of targets for each event. This can be achieved by varying some combination of shooting location, trap set up and orientation, order of targets, or type of presentation (single, report, true, or following pair.) Station Example (using two traps) : 20 ga - A-B True, 28 ga - A on report B, .410 - B on report A. Station Example (using 3 traps): 12 ga - A-C true, 20 ga - B-C true, 28 ga - B on report A, .410 - C on report B, SxS - A-B true, Pump-A on report B.

E. Shoot Officials and Personnel

1. Shoot Promoter

Individual(s) or entity which provides for the facilities and organization of the competition. Shoot Promoters may also act as Shoot Officials.

2. Shoot Official

Individual(s) appointed by the Shoot Promoter and respon-

sible for course layout, target selection and appointment of Field Judges. Shoot Officials shall be responsible for both layout and testing of the course for safety. Shoot Officials are responsible for ensuring that competitors are not allowed to shoot the course prior to the competition.

- a. Anyone who shoots the course prior to the competition is ineligible to compete in the tournament. They may shoot for registered targets only, but will not be eligible for awards or punches. Their scores will be recorded as a re-entry score and will not be included in their class when determining punches.
- b. Any person who sets or designs a course shall be allowed to shoot that course for registered targets only, but will not be eligible for awards or punches. Their scores will be recorded as a re-entry score and will not be included in their class when determining punches. A person who sets targets at a State or Regional Championship make an All-State or All-Region Team, provided that (a) they earned enough points in other tournaments to qualify and (b) they shot the Main Event of their State or Regional Championship for targets only.

3. Field Judge (Referee)

An individual, who has integrity and a knowledge of NSCA Rules, assigned by the Shoot Officials to enforce the rules and score targets at any NSCA event. This individual can be the Chief Referee, a certified referee or any individual appointed by the Shoot Official(s).

- a. Field Judges will be required at each station, in sufficient number, to competently enforce all rules for the shooter, as well as to score the attempts accurately.
- b. Numbers and positions for Field Judges shall be determined by the Shoot Officials.

4. Chief Referee

A person may be appointed by shoot management who is responsible for the general supervision over all other referees at a tournament, and who shall be present throughout the shooting.

5. Certified Referee

A person who has completed and passed an NSCA Certified Referee Examination. Examination forms may be requested from NSCA Headquarters by recognized State Associations, National Delegate(s) and NSCA club owners/managers: all of whom may administer the test to an applicant in their presence. The completed examination should then be forwarded to NSCA Headquarters, with a fee of \$20 for processing. Certification will be for a period of three (3) years, ending December 31 of the 3rd year. The applicant may refer to the NSCA Rule Book to complete the examination; however, ALL questions on the examination must be answered correctly in order to pass. NSCA will issue Certified Referee credentials (patch and card) to applicants who pass the examination. This is a voluntary program. Level I and Level II Certified Instructor courses will automatically include this examination.

F. Weather/Mitigating Circumstances

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 (i.e. the next morning or the following weekend) but must immediately notify NSCA, with a full explanation, who will sanction the change, provided it is deemed in the best interest of sporting clays.

G. Shoot-offs

In all registered NSCA tournaments, all ties shall be shot off unless otherwise specified by shoot management and published in the program or posted at the registration table. Procedures for shoot-offs and squads shall be posted prior to beginning of shoot. If shoot-offs are held, the shoot-offs must be held on targets or positions not previously shot by any participating competitor.

H. Protests

1. A shooter may protest, if in his/her opinion, the rules as stated herein are improperly applied.
2. Any protest concerning calls or scoring of hits or misses must be made on the shooting station prior to leaving the station. The Field Judge's final decision will stand and no

further protest allowed.

3. All other protests not concerning calls or scoring of hits or misses shall be made immediately upon completion of the shooting at a given field with the Field Judge and with Shoot Official (s).
4. The Shoot Official(s) shall convene a predetermined JURY of three (3) to five (5) Field Judges or competitors who are known to be representative of the shooters present and knowledgeable about these rules. The Jury will decide on the validity of the protest and the resolution of the case. They will prescribe penalties or award bonuses as they determine to be fair and in the spirit of the competition.

I. Official Scores

1. All scores or records, to be recognized as official, must be shot under all of the official NSCA rules.
2. Only the scores shot on scheduled dates, approved by NSCA, shall be registered. Scores made in shoot-offs shall not be registered, however, all NSCA rules shall apply in shoot-offs.
3. The scores of any NSCA member shooting on a course where a registered shoot is taking place shall be considered official, and shall be registered with the NSCA even though the shooter had given notice that it was not his/her intention to have their score recorded.
4. The score of a contestant who voluntarily stops or withdraws (without just cause), or who is disqualified by shoot management from an event which the contestant has started will be reported to NSCA along with the other scores of the event. This contestant's partial score for the station in which he/she is shooting shall be entered as the score for that station even though the contestant may not have actually fired on all targets. However, the total score for this contestant will not include targets from any station where he/she did not actually fire on at least one target.
 - a. In the event a shooter does not turn in his/her score card, the score recorded on the Master Score Sheet will be entered as the official score. If a Master Score Sheet is not available, then a score of one (1) will be entered as the

official score. (see IV-F-6)

5. Scores for contestants who withdraw because of sickness or injury shall be based on and reported only on number of targets actually fired upon.
6. In the event that a station(s) must be eliminated from the competition and results must be determined on less than the original number of targets intended for the competition, shoot officials must give all competitors (whether they shot the station(s) or not) credit for all targets planned for the eliminated station(s) and must report the total number of targets shot at as originally intended (i.e. 100, 150, 200, etc.) to NSCA Headquarters.
7. 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.

J. Registered Shoot Reports

1. Reporting Requirements

It is the duty of each club holding a registered shoot to fulfill the following obligations:

- a. Make payments of all money, purses and options to the shooters, *within 15 days from the date of their event.*
- b. All money collected for optional purses must be paid out 100 percent to the eligible shooter(s), *within 15 days from the date of their event.*
- c. Range Owners are required to fulfill all registered shoot reporting requirements within fifteen (15) days of their event or a \$25 delinquent fine will be imposed for all shoot reports, financial statements and fees not received at NSCA Headquarters within that period. NSCA Headquarters will also have fifteen (15) days from the date the registered shoot report is received to have all scores input or be faced with the same \$25 fine to be returned to the club hosting the tournament.
- d. Should a NSCA club not file a Shoot Report and pay the appropriate fees within 45 days from the date of the shoot, that club will be suspended from holding regis-

tered shoots until such a time as the report and fees are received by NSCA Headquarters. Upcoming scheduled shoots will be noted “SUSPENDED” on the web site notifying members that if they shoot, the targets will not be registered.

- e. Shoot reports and financial forms must be sent to NSCA on all registered shoots. Standard forms available from NSCA Headquarters or any NSCA approved spreadsheet must include all information in rules VI-J-2 and 3.
- f. If an approved State Association exists, clubs within the state must submit all required documents to their State Association within fifteen (15) days.

2. Financial Report

- a. **Daily Fees**—List number of targets shot each day of shoot and remit to NSCA the required daily registration fee (in U.S. Funds). Daily fees are \$.04 per target.
- b. **NSCA dues collected**—Remittance (in U.S. Funds) and original copies of receipts for all NSCA memberships sold at your shoot must be attached. Membership applications must be completely and legibly filled out with name and address.

3. Shoot Report

An individual entry form/cashier sheet must be submitted on every shooter unless the club is using an NSCA approved spreadsheet. For every event these reports must include:

- a. NSCA membership number
- b. Member’s full name
- c. Member’s complete address
- d. Number of targets shot
- e. Number of targets broken
- f. Class and Concurrent Status, if any in which member was entered
- g. **Awards won**—Winners must be determined and reported under NSCA Classification system. This applies even if no awards are made. Do not list winners above class champions unless such awards were made.
 - 1) Awards must be listed in the shoot report or the shoot will not appear in the electronic version of *Clay Tar-*

get *Nation* magazine.

- h. Clubs are required to retain copies of scoreboard and/or field score sheets on file for 90 days after the end of the applicable shooting year. For the shooter's reference, they should keep an accurate record of the number of entries at each and every registered event.
- i. It shall be the range owner's responsibility to keep on hand throughout the shoot year a detailed list of shooters, scores and all monies paid out to shooters. If requested in writing by any participant in any event, it shall be the range owner's responsibility to provide the participants with a detailed list of all participants, their scores and all money and prizes paid out and presented to shooters no sooner than within fifteen (15) days of the shoot report due date. All requests for such information shall be in writing accompanied by a stamped, self addressed envelope. Clubs are required to retain this information on file for 90 days after the end of the applicable shooting year.

K. Super Sporting

See Super Sporting Section under Tournament Rules. For rules regarding the setup – See section VII-J page 53

L. 5-Stand

See 5-Stand Rules under Tournament Rules for rules regarding setup – See section VII-I page 51

M. FITASC

See stand-alone complete FITASC Rules – See section IX page 55

N. American Field Sporting

See stand-alone complete AFS Rules – See section XII page 78

VII. Tournament Rules

A. Gauge Specifications

- 1. Twelve gauge events shall be open to all shotguns of 12 gauge or smaller, using shot loads not exceeding one and one-eighth (1 1/8) ounces.
- 2. Twenty gauge events shall be open to all shotguns of 20

gauge or smaller, using shot loads not exceeding seven-eighths (7/8) of an ounce.

- 3. Twenty-eight gauge events shall be open to all shotguns of 28 gauge or smaller, using shot loads not exceeding three-quarters (3/4) of an ounce.
- 4. Four-ten events shall be open to all shotguns of .410 bore, using shot loads not exceeding one-half (1/2) of an ounce.

B. Shotguns

- 1. Shotguns of 12 gauge or smaller, in safe working order, and capable of firing two shots are to be used in attempting all targets. No more than two (2) shells may be loaded in the gun at one time. *No shotgun with a barrel length shorter than 24 inches will be permitted in any registered event unless prior approval is received from shoot management.*
- 2. Shotguns fitted for multiple barrels (of various chokes and/or lengths) are permitted. The shooter is allowed to change barrels only between stations. Failure to comply will result in all targets on that station attempted after the infraction being scored as LOST or MISSED.
- 3. Shotguns with interchangeable or adjustable chokes are permitted at the shooter's discretion. The first shooter on a station may view targets, then change chokes prior to shooting any targets. Only then chokes may be changed or adjusted between stations. Failure to comply will result in all targets on that station attempted after the infraction being scored as LOST or MISSED.
- 4. Competitors may enter a shoot with various guns and attempt targets at various stations with different guns, or the gun of another competitor. Guns may be changed only between stations except in the case of a malfunction (VII-H-1-a). Failure to comply will result in all targets on that station attempted after the infraction being scored as LOST or MISSED.
- 5. Guns with release type triggers are allowed and must be clearly marked and Shoot Officials notified of their presence. Safety stickers designating release trigger, with instructions on placement, are available at no charge from NSCA Headquarters. Please send your request in writing.

6. At no time may two different gauges be used in the same shotgun at the same time. (i.e. Use of a tube set with a 20 ga. in the top barrel and a 28 ga. in the bottom barrel).

C. Ammunition

1. All shot shell ammunition including reloads may generally be used unless otherwise restricted by the shoot organizers. Reloads are not permitted at Regional Championships, the U.S. Open or the National Championships. Black powder, visual training loads, tracers or tracking devices are not permitted in any NSCA registered shooting event. Other shoot officials may also limit the ammunition to commercially manufactured shot shells. The National Sporting Clays Association assumes no responsibility in connection with the use of reloads or commercially manufactured ammunition.
2. Maximum loads for any gauge event may not exceed:

Gauge	Ounce Lead
12	1 1/8
20	7/8
28	3/4
.410	1/2

The maximum allowable length for .410 ammunition shall be 2 ½ inches and all other gauges 2 ¾ inches, maximum weight restrictions listed, remain the same.

3. No lead shot smaller than U.S. No. 9 (nominal diameter 0.080) or larger than U.S. No. 7-1/2 (nominal diameter 0.095) shall be used in any load. No steel shot smaller than U.S. No. 9 or larger than U.S. No. 6 (nominal diameter 0.110) shall be used in any load.
4. Shot shall be normal production spherical shot. Plated shot is permitted.

D. Shooting Order/Rotations

1. Format

Contestants shall proceed through the course and competition in one of the following formats:

- a. **European Rotation**—Individual competitors or groups of two (2) through six (6) competitors will proceed to the various stations at random. Groups may shoot in any order of rotation selected by the shooters and may change the rotation from field to field. In European Rotation, a shoot start and shoot end time will be established. It will be the responsibility of each shooter to complete the entire event between these times.
- b. **Squadding**—At the discretion of the Shoot Officials, groups of three (3) to six (6) shooters will be formed to proceed from field-to-field in a fixed sequence. Unless specified by Shoot Officials, squads may shoot in any order of rotation selected by the shooters and may change the rotation from field to field.
 - 1) In squadding sequence, squads will be assigned a start time and it is the responsibility of each shooter to be ready on time, or within 5 minutes of that time.
 - 2) Time—Shots not attempted by the “shoot end time” (European Rotation), or shots not attempted by the shooter joining his squad after they have begun (squadding), will be scored as LOST. The Shoot Officials shall have the right to provide for make-up targets if sufficient justification can be presented. Make-up targets are provided solely at the discretion of the Shoot Officials.
2. A NSCA member may not compete in a non-NSCA event on the same course until that member has shot the NSCA event. For example, if there is a 3-shot event planned on the same course as a NSCA event, a member must shoot the NSCA registered event before shooting the 3-shot event.
 - a. Practicing on the registered event course is not permitted before or during the event taking place.

E. Attempting Targets

1. It will be the responsibility of each shooter to be familiar with these rules. Ignorance of the rules will not be a cause to re-attempt targets lost because of rule violations.

2. It is the sole responsibility of the shooter to begin any event, station and/or field with sufficient equipment, including safety equipment and ammunition. Failure to do so, which in the opinion of the Field Judges will delay the shoot, will result in the loss of all targets as required to keep the shoot moving. Make-up targets will be provided only at the discretion of the Shoot Officials.
3. **Call for Target**—The target **must** be launched immediately or with a delay of up to three (3) seconds.
4. **Shotgun Mount & Position**—The shooter may start with a low gun or a pre-mounted gun when calling for the target.

F. Target Presentation and Scoring

1. Targets will be presented for attempt by the shooter and scored at each station in one or more of the following formats.
 - a. **Single Target**
Two shots are allowed and the target will be scored DEAD if broken by either shot, *with exception of the American Field Sporting see pages 78-95.*
 - 1) On a single target (full use of gun): If the target is missed with the first shot and an ammo or gun malfunction occurs, preventing the second shot from being fired, the target will be reattempted. On the reshoot, the shooter must intentionally miss the target on the first shot. The second shot will count for either dead or lost. If the shooter breaks the first target on the first shot of the reshoot in this scenario, the target will be scored as lost.
 - b. **Pairs**
Only two shots are allowed. Pairs may be presented as report, following or simultaneous (true pair)
 - 1) In simultaneous pairs (true pair) the shooter has the right to shoot either of the targets first. If the shooter has missed the first target he may fire the second cartridge at the same target.
 - 2) When shooting report or following pairs, the shooter will have the right, if missing the first target, to

fire the second cartridge at the same target (the result being scored on the first target and the second target being scored as LOST).

c. Scoring Pairs

- 1) Should the shooter break both targets with either the first or second shot, then the result will be scored as two hits.
- 2) In the event of a NO BIRD on a simultaneous pair (true pair) or following pair, nothing can be established. Two good targets must be present to record the score. This will also apply for gun/ammunition malfunctions while shooting pairs. (See VII-H-1)
- 3) In the event of a NO BIRD on the second target of a report pair, the first bird will be established as DEAD or LOST and the shooter will repeat the pair to establish the result of the second target. When repeating the pair, the shooter must make a legitimate attempt at the first target.
- 4) In the event of a “shooter malfunction” on the first bird of a report pair, the first bird will be established as LOST and the shooter will repeat the pair to establish the result of the second target. When repeating the pair the shooter must make a legitimate attempt at the first target. The first target has already been established as LOST and the result of the second target will be recorded. (See VII-H-2)

d. Multiple Targets

- Only two (2) shots are allowed; two (2) HITS or DEAD BIRDS maximum.
2. Timed reloads are not allowed in any NSCA competition.
 3. **Shooters Viewing Targets**
The first person on every squad shall be allowed to view a good presentation of targets from within the shooting station. This is not limited to one pair. This person is the only person permitted to mount their unloaded gun and track the targets being viewed.

G. Scoring Procedure

1. Each shooter will be assigned a score card to be presented to the Field Judges at the various stations or fields. Field Judges will score each shooter's attempts on the individuals score card. The total shall be tallied and the scores written in ink and initialed by the Field Judge.
2. Each shooter is responsible for his/her score card from assignment, at the start of the shoot, until the card is filed with the Shoot Officials at the end of each day's shooting. (see VI-I-4-a)
3. Shoots made on re-entry will not qualify for prizes.
4. Shooters are responsible for checking the Field Judge's totals of HITS and MISSES at each station and/or field.
5. Field Judges may be assisted by markers to record scores on the shooter's score cards.
6. Targets shall be scored as HIT or DEAD and designated on score cards by a "/" (forward slash) or "\" (back slash) when, in the opinion of the Field Judge, a visible piece has been broken from the target. Targets not struck and broken by the shooters' shot (pellets) shall be called LOST or MISSED and designated on score cards by an "O."
7. The call of LOST or DEAD, HIT or MISS shall be announced by the Field Judge prior to recording the score on every target.
8. If the shooter disagrees with the Field Judge's call, he/she must protest before firing at another set of targets or before leaving that station. The Field Judge may poll the spectators and may reverse his/her original call. In all cases the final decision of the Field Judge will stand.
9. During a registered event, each shooter must verify his/her score before leaving the station. Once the shooter has left the station, his/her score is final.

H. Malfunctions

The shooter shall be allowed a combined total of three (3) malfunctions per day, per event attributed to either the shooter's gun or ammunition. Targets not attempted on the three (3) allowed malfunctions shall be treated as NO BIRDS. Targets not attempted due to the fourth or later malfunctions shall be scored as LOST.

1. Gun Malfunctions

- a. Gun malfunctions include the situations where (a) the gun will not fire either barrel (The shooter must keep the gun pointed downrange and present it to the field judge who must verify that the condition persists as an inoperable gun. If the gun subsequently fires, it will be deemed a shooter malfunction.); (b) the gun had a true simultaneous discharge (gun doubles); (c) the gun fan fires (second barrel discharges without shooter action); and (d) a semi-automatic shotgun fails to eject the shot shell from the first shot and a second shot is required.
- b. When the gun has a true simultaneous discharge (gun doubles) on a report pair; the first target is NOT established and the pair is reshot to establish both targets.
- c. In the case of a gun malfunction, the shooter must remain in place, the gun pointed safely down range and must not open the gun or tamper with trigger, safety or barrel selector, until the Field Judge has determined the cause and made his/her ruling.
- d. In the case of an inoperable gun, the shooter has the option to use another gun, if one is available, or he/she may drop out of competition until the gun is repaired. The shooter must; however, finish the event during the allotted scheduled shooting time.

2. Shooter Malfunctions

Targets shall be scored as LOST if the shooter is unable to fire because of the following examples which include but are not limited to:

- a. Shooter has left the safety on.
- b. Shooter has forgotten to load, loaded previously fired shells or failed to properly cock the gun.
- c. Shooter has forgotten to disengage the locking device from the magazine of a semi-automatic shotgun.
- d. Shooter has not sufficiently released the trigger of a single trigger gun having fired the first shot.
- e. Shooter not seeing the target.
- f. If the shooter fails to comply with item VII-H-1-a, the target (s) will be scored as LOST or MISSED.

3. Ammunition Malfunctions

In the case of an ammunition malfunction, the shooter must remain in place, the gun pointing safely down range and must not open the gun or tamper with the trigger, safety or barrel selector, until the Field Judge has determined the cause and made his/her ruling. Examples include but are not limited to:

- a. Failure to fire, providing firing pin indentation is clearly noticeable.
- b. One in which the primer fires, but through failure of the shell or lack of components, and consequently leaves part of or all of the charge of shot or wad in the gun. A soft load in which the shot and wad leave the barrel, is not a misfire and shall be scored as LOST or MISSED. In the event of a "soft load" on the first bird of a report pair, the first bird will be established as LOST and the shooter will repeat the pair to establish the result of the second target. When repeating the pair the shooter must make a legitimate attempt at the first target. The first target has already been established as LOST and the result of the second target will be recorded.
- c. Brass pulling off hull between shots on pairs.
- d. Separation of brass from casing when gun is fired (usually accompanied by a "whistling" sound as the plastic sleeve leaves the barrel).
- e. If the shooter fails to comply with item VII-H-3, the target (s) will be scored as LOST or MISSED.

4. Trap/Target Malfunctions

- a. A target which breaks at launching shall be called NO BIRD and shooter will be provided a new target.
- b. A target which is launched in an obviously different trajectory shall be called NO BIRD and the shooter will be provided a new target.
- c. At a station of multiple targets (two or more - simultaneously launched), at least two good targets must be presented simultaneously (true pair) or NO BIRD will be called and the multiple targets will be attempted again. Multiple targets shall be shot as fair pair in the air, two

new shots will be attempted and scored, no scores from previous NO BIRD attempts will stand.

I. NSCA 5-Stand Sporting™

NSCA 5-STAND Sporting events consist of targets shot in 25 bird increments from five shooting stands with each shooter rotating from station to station. The game offers several different skill levels and utilizes six or eight automatic traps to simulate game birds. Targets are released in a predetermined set sequence marked on a menu card in front of each shooting cage. Targets are registered separately under a special set of rules; however, they utilize the NSCA Classification system and all targets are included for total targets shot for the year. NSCA 5-STAND Sporting rules must be followed at all times while conducting this event.

1. Land

- a. Minimum area 50 yards wide along shooting stand line.
- b. Minimum 300 yards deep left and right of the center of shooting stand line creating an 80 degree arc for safe shot fall. (Game can be overlaid on a skeet and/or trap field.)

2. Equipment

- a. Six (6) or eight (8) automatic traps are recommended.
- b. Machines should include a rabbit trap and a vertical trap (minimum 60 percent).
- c. Five shooting stands not less than seven (7) feet tall and not more than 54 inches across the front opening.
- d. One tower not less than 12ft in height is recommended.
- e. Controller (any NSCA approved).
- f. Target sequence menu cards.
- g. Trap location numbers.
- h. Shooting stand numbers.
- i. Safety rules sign.

3. Layout

- a. Shooting stands must be in a **STRAIGHT LINE** (for safety) not less than four (4) yards apart or more than six (6) yards apart (recommended five (5) yards) center-to-center.
- b. Trap placement and target flight paths may be arranged

to include the following:

- i. Left to right crossing and/or quartering away target.
 - ii. Right to left crossing and/or quartering away target.
 - iii. Vertical target (Springing Teal).
 - iv. Rabbit target.
 - v. Tower target going away.
 - vi. Incoming target.
- c. For safety reasons, traps must be placed in a position that prevents broken targets from hitting the competitors or causing a competitor's gun to be pointed in an unsafe direction. Traps placed parallel or too close to the shooting stand line can create a serious hazard. Recommended five yard minimum for any traps placed in front of shooting stands. Tower placement must be a sufficient distance back or to the side of the shooting stand line to prevent broken targets from falling on the competitors. Traps placed to the side of the shooting stand line should be a sufficient distance forward or behind the shooting stands to prevent competitors from selecting a hold point too close to the shooting stand line when calling for the target.
- d. Multiple Layouts- When the squad moves to the next layout, the original first shooter will rotate to the end of the line; the rest of the shooters on the squad will move up (toward the first cage) one position, thus rotating who is the first shooter at each subsequent layout.

4. Rules

- a. Gun must be open and empty while changing stands.
- b. Shooters may not leave their station until instructed to do so by the referee or until the last shooter has fired his/her last shot.
- c. May only load gun while in shooting stand in ready position.
- d. Shooter's feet must be behind the front opening of the shooting stand except when changing stands. Shooters will be warned, a NO-BIRD will be called, continued disregard will result in losing a target or being disqualified.

- e. No chokes may be changed after the round has begun. Failure to comply will result in loss of all targets attempted (in that round) after choke changed.
- f. Target sequence menu cards must be posted.

J. Super Sporting

1. NSCA Sporting Clay rules apply when shooting Super Sporting.
2. Course layouts must have minimum 3 traps on each station.
3. Shooters may only view single targets when viewing target presentations.

K. Sub-Gauge FITASC

1. Sub-Gauge FITASC, as Non-World Cup events, shall adhere to the ammunition restrictions for NSCA Sub-Gauge events outlined on Pg. 44.
2. Sub-Gauge FITASC events shall adhere to the rules set forth for Non-World Cup FITASC events held in the U.S., per Pg 55-77.

VIII. Miscellaneous

A. Certified Instructors Program

Members who have participated in and passed an NSCA Instructor Certification Course. There are 6 (six) levels of Instructor Certification available: Club Range Safety Officer, Recreational Instructor, Scholastic Instructor, and Levels I, II and III. Levels I, II & III must be taken in sequence. Level I - teaching the beginner to novice, Level II - teaching intermediates and Level III - for advanced teachers. It takes a minimum of five (5) years and over 1,900 hours of teaching to complete the certification program.

B. Nonpayment Penalties

1. Clubs

- a. Failure to fulfill the reporting and payment requirements shall carry the following penalties:
 - i. Cancellation of all subsequent shoot dates for the offending club.
 - ii. 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.

iii. Owners, officers and managers of any delinquent club may be barred from shooting registered targets and from all functions of the NSCA either certified, elected or appointed (for example but not limited to: Executive Council positions, National Delegate positions, Certified Instructor) until which time as written verification is provided that all required obligations of said club are met to the shooters and NSCA.

- b. Club membership may be suspended for any member club who fails to pay for goods or services ordered from NSCA or who gives to NSCA a check that is returned for insufficient funds or other cause. Membership may be reinstated upon receipt in full of the outstanding balance and any penalties incurred, such as bank charges, as a result of the incident.
- c. Nothing in this section shall affect, modify or overrule the provisions in *Section IV-D-1* or the rights and powers of the NSCA as set forth therein.

C. Individuals

- 1. Members may be suspended for failing to pay for goods or services ordered from NSCA or who give to NSCA a check that is returned for insufficient funds or other cause. Members may be reinstated upon receipt in full of the outstanding balance and any fees incurred, such as bank charges, as a result of the incident.
- 2. Nothing in this section shall affect, modify or overrule the provisions in *Section IV-D-1* or the rights and powers of the NSCA as set forth therein.

D. Checks/Payments/Overpayments

- 1. Anyone who presents a check at any shoot that is returned for insufficient funds, or other causes, must be notified by Registered Mail by the club to which it was presented and has fifteen (15) days to make full payment, plus penalty, to

the club. Any club receiving such a check shall report name and address of the shooter issuing the check to the NSCA.

- 2. 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 overpayment by Registered Mail, must return the overpayment within fifteen (15) days of notification. Failure to do so shall result in disbarment from all registered shoots until repayment is made. See Section VIII-C-1.

IX. Parcours De Chasse

These are modified FITASC Rules to be used in Parcours de Chasse events (FITASC events) held in the U.S. that are Non World Cup Events.

FITASC (Federation Internationale de Tir aux Armes Sportives de Chasse), headquartered in Paris, France, has recognized the National Sporting Clays Association as the sole, exclusive association to govern Parcours de Chasse Sporting and Compak Sporting in the United States. FITASC targets will be registered separately and shot under FITASC rules. The FITASC gun mount rule applies in all FITASC events. The NSCA Classification system used and all targets will be included in the shooters total targets shot for the year. In case of controversial interpretation of the present regulation, text written in French will be the authoritative version.

USA FITASC Rules 1/1/2019

I. Definition of International FITASC Rules

Chapter 1 - Definition of FITASC

Sporting is a shooting discipline reproducing hunting situations and practised with a hunting firearm and artificial targets. The discipline uses all the features of a terrain and artificial targets of different types that are launched in order to highlight the shooters' technical and sporting skills. The layouts reproduce hunting trajectories with varied levels of difficulty. The organization of a sporting layout must take into consideration the safety of all those present, the protection of the flora and management of the environment. Shooting at live animals is not permitted.

Chapter 2 - FITASC Layouts

2.1 Layout

Depending on the configuration of the competition terrain, a sporting range must be equipped with enough traps for the competitors to be able to shoot under conditions that resemble natural game shooting as much as possible; Partridges, ducks, pheasants, rabbits, etc. Target trajectories should include: incoming, outgoing, crossing and quartering at low and high levels, in the open or in woods, obscured or not by trees and shrubs.

2.2 Traps

The number of traps per layout is as follows for International World Cup events:

Type of layout	Number of traps	Composition of singles & doubles
Layout (old system)	5 traps for 3 shooting positions	15 singles, 5 doubles
Line with 4 shooting positions (new system)	3 shooting positions with 4 traps and 1 shooting position (the #2 or #3) with 3 traps	15 singles, 5 doubles of which 2 doubles on the shooting position with 3 traps
Line with 5 shooting positions (new system)	5 shooting positions with 3 traps / shooting position	15 singles, 5 doubles
Line with 3 shooting positions (new system): allowed for Grand Prix only	5 traps per shooting position	15 singles, 5 doubles

For all other FITASC events held in the U.S.:

At least five traps are required for each old system layout and four for each new system layout. Composition of singles and doubles to be determined by target setter, however if a true pair is set at a parcours it is to be thrown as the first pair of doubles.

Traps may be either manual, automatic or mixed, identified

by alphabetical letters (A, B, C and D) from left to right of the shooting stand.

2.3 Targets

The targets to be used are: normal standard targets, rabbit, midi, super mini, battue, flash and zz targets. Targets must be in colors that stand out clearly from the background.

2.4 Shooting stands

Shooting stands are to be one meter squares or one-meter diameter circles. If possible, shooting stands should be level ensuring competitors must at least be able to stand up without slipping. (Safety) In front of the shooting stand will be placed the target menu, visible to the shooter and that will mention, in the shooting order, the trap list (example: A, B, C,...). The type of special targets (90mm, 70mm, 60 mm, battue, rabbit) must be mentioned on the menu for each shooting position. Before the competition, the referees will make sure that the 4 machines are properly loaded with targets compliant to the target menu. Waiting positions must be as close as possible to the shooting positions, posing no distraction to the squad shooting and complying with the safety rules.

2.5 Trajectories

2.5.1 FITASC layouts must comply with hunting ethics and shooting distances, i.e.

- No shooting at close range because the game will be unfit for consumption;
- No shooting beyond the effective range of the shotgun or cartridge otherwise the animal would be wounded. It must be possible to fire two cartridges at each single target.

We in the US will only enforce the following part of this rule during a World Cup event.

The difficulty of each trajectory is ranked as follows:

The percentages shown in each class must correspond to the results of the targets broken by the average shooter:

Difficulty	Class A	Class B	Class C
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	More than 80%	from 60% til 80%	from 40% til 60%
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Varied trajectories are recommended for each stand, defined by a scale of difficulty from class “A” to class “C.”

- One “A” trajectory
- Two “B” trajectories
- One “C” trajectory

In the case of a stand with five single targets, the additional target may solely be a class “A” or “B”.

2.5.2 Doubles must be shot at targets already launched as singles from that position. Moreover:

- A “C” trajectory can be used once only for the double or doubles on a stand, best associated with an “A” target.
- Two “B” trajectories can be used for a double, or a single “B” could be associated with an “A” trajectory.

2.5.3 *On a layout, at shooting positions with 3 machines and 2 doubles, there is either 1 simultaneous double or one rafale double, or even both: but there can't be 2 doubles on report.*

To be used only in World Cup Events held in the U.S.

Chapter 3 - Shooting Rules

3.1 Shooting position

3.1.1 Shooters must adopt the ready position, i.e. standing with both feet within the limits of the shooting stand, with the heel of the gun stock touching the body.

For all kinds of stocks, including:

- Standard stocks,
- Monte Carlo stocks,
- Stocks fitted with an adjustable comb or any other equipment allowing shortening of the shouldering distance, the rear point of the highest part of the stock must, in the ready position of the shooter, be under the horizontal line marked on the shooter’s jacket. This line is 25 cm (9.85”) below the axis of the shoulder and in parallel with this axis (see diagram below), this line must be colour contrasted with the jacket. Shooters must remain in this position until the target

is released and is visible.



Height: 25 cm Shoulder axis
25 cm = 9.85 inches

STANDARD	MONTE CARLO	ADJUSTABLE COMB

3.1.2 Shooters must not shoulder their guns until the target appears. Shooters must fire with their guns shouldered on all targets, including rabbits.

3.1.3 In double on report simultaneous or rafale double, shooters may position their guns as they please between the first and second targets only.

3.1.4 Testing guns

Under no circumstances may guns be tested on the shooting stand. Before going onto a layout, shooters may, if they wish, test the operation of their guns on a stand specially designed and laid out for the purpose near the clubhouse.

3.2 Hearing protection

See “Rules of conduct / Safety” chapter, Article 8.9.

3.3 Safety glasses

See “Rules of conduct / Safety” chapter, Article 8.10.

Chapter 4 - Definitions

4.1 Definition of a single target

Any single target, of any clay type, is launched by a trap. It must be possible to fire two cartridges at each single target.

4.2 Definition of doubles

Shooters are allowed only two cartridges per double. Both cartridges may be shot at the same target.

4.2.1 Doubles on report

Two targets are launched from one or two traps, with the second target launched within a maximum period of zero (0) to three (3) seconds after the first target has been shot at.

4.2.2 Simultaneous double

Two targets are thrown simultaneously by one or two traps. The targets may be shot in any order.

4.2.3 Rafale double

The targets are thrown from the same trap on the same trajectory, at the reloading sequence of the arm of the trap. The targets may be shot in any order.

II. Competition Refereeing

Chapter 5 - Referees

- 5.1 Referees taking part in an international competition solemnly swear to:
- Adhere to the rules and ensure that the rules are adhered to;
 - Make their decisions in an honest and impartial way;
 - Disregard their nationality and home federation during international competitions;
 - Place themselves at a spot enabling them to judge observance of the rules under optimum conditions;
 - Announce their decisions clearly and loudly enough for the shooters to hear them;
 - Listen to shooters' protests respectfully but without allowing themselves to be influenced by the shooter or other competitors.
 - Have in their possession an up-to-date copy of the FITASC rules, in their country's official language.
- 5.2 Each referee must be in possession of a valid referee's certificate issued by his/her national federation or, in the case of the chief referee, an international referee's certificate issued by the FITASC. Otherwise, the referee concerned may act solely as an assistant referee, on condition of prior approval by the jury for the current competition.
- 5.3 Referees must ensure good order and proper conduct on the shooting stand and also during shoot-offs.

- 5.4 When a competitor is ready to shoot, he/she calls "ready" or "pull" to the referee, who passes on the shooter's command to the trapper as quickly as possible via an audio signal. The target must be launched within three seconds after that signal.
- 5.5 In exceptional circumstances the referee may interrupt shooting if there is a sudden heavy shower or violent storm likely to be of short duration. If the referee subsequently decides that the interruption may be longer than initially thought the jury must be informed.
- 5.6 A shooter is not entitled to refuse a target unless he/she has not called for it. Solely the referee has the authority to rule on whether a trajectory or a "No Bird" complies with the rules.

Chapter 6 - Target Refereeing

- 6.1 Referees make their decisions alone.
- 6.2 Squad shooters are not entitled to intervene or express their opinions on target rulings.
- 6.3 The target is called "kill or one":
When it has been launched and the shooter has fired at it in accordance with article 3.1 and at least one piece is visibly shot off or it is completely or partially destroyed. This also applies to flash targets.
- 6.4 The target is called "zero":
If the shooter fails to fire at the target without any valid reason (rafale or simultaneous double zero & zero).
If the shooter fires but the target is not hit and no piece visibly comes off or only particles of dust are visible (smoking targets or target dust).
If the shooter, in the case of a gun malfunction, opens the gun him/herself or touches the safety catch before the referee has checked the gun.
If there is a second malfunction of the gun or ammunition during the same round.
- 6.5 "NO BIRD"
- 6.5.1 "NO BIRD" due to the firearm or ammunition
The table below applies in the case of the first incident in the same round.
The shooter receives a warning for the first inci-

dent and the target is called “NO BIRD.” After the first incident, all targets not shot at for the same reasons as the first incident are counted as “zero.”

Defect	Type	Action
Two shots at the same time (double discharge)	At a single target	<<No Bird>>, target to be repeated
	At the first target of a double on report	<<No Bird>>, double to be repeated
	At a simultaneous double	<<No Bird>>, double to be repeated
	At a rafale double	<<No Bird>>, double to be repeated
Malfunction with the first shot*	At a single target	<<No Bird>>, target to be repeated
	At a double on report	<<No Bird>>, double to be repeated
	At a simultaneous double	<<No Bird>>, double to be repeated
	At a rafale double	<<No Bird>>, double to be repeated
Malfunction with the second shot	At a single target	<<No Bird>>, target to be repeated. The target can be broken only with the second shot and is counted zero if broken with the first shot.
Malfunction with the second shot	At a double on report	<<No Bird>>, double to be repeated. Result of the first shot noted.
	At a simultaneous double	<<No Bird>>, double to be repeated
	At a rafale double	<<No Bird>>, double to be repeated

* If the second shot is fired, the result is recorded as “kill,” “one” or “zero.”

6.5.2 «NO BIRD» due to the target

The table below applies in the following cases:

- if a broken target is thrown;
- if the target is not thrown from the correct trap;
- if two targets are launched from traps on the same shooting stand;
- if the target is not of the correct color, size or type;
- if the trajectory is ruled incorrect by the referee;
- if the target is thrown more than three seconds after the referee's command;
- if the shooter has not called for the target;
- if the referee rules that the shooter has clearly been disturbed;
- if the referee is unable to give a ruling on the target.

Type	Action
Single target	<<No Bird>>, target to be repeated
Rabbit broken after being missed with the first shot and before the second shot.	<<No Bird>>, rabbit to be repeated. The target can be broken only with the second shot and is counted zero if broken with the first shot.
First target of a double on report	<<No Bird>>, double to be repeated
Double of report if the first target (or pieces of it) break(s) the second one before the shooter has fired the second shot.	<<No Bird>>, double to be repeated. Result of the first target recorded.
Second target of a double on report.	<<No Bird>>, double to be repeated. Result of the first shot noted.
Simultaneous double target	<<No Bird>>, double to be repeated. No score established.
Rafale double target	<<No Bird>>, double to be repeated. No score established.

In all doubles, if both targets are broken with one shot, the results is «KILL or ONE» and «KILL or ONE»

Chapter 7 - Gun and Ammunition

7.1 Definition

All hunting shotguns, including semi-automatics (except for pump-action shotguns), are permitted provided that the caliber does not exceed 12 gauge, with a minimum barrel length of 66 cm. The use of micro cameras mounted on shotguns or any artificial aiming device is forbidden. All shotguns, even unloaded, must be handled with the greatest care. Guns must be carried open (semi-automatic guns must be carried with the breech open), with the muzzle pointing straight upwards or downwards. Straps or slings on guns are not permitted. When shooters are not using their guns, they must be placed vertically in a gun rack or in a similar place provided for this purpose. The breech must be open for semi-automatic guns.

- 7.2** Other shooters' guns must not be touched without their permission. Two shooters in the same squad are not permitted to use/share the same gun in an official competition or championship.
- 7.3** In exceptional circumstances, a shooter may, in the event of his/her gun malfunctioning, borrow another shooter's gun, with the latter's agreement, in order to complete the round. Complete or partial replacement of a firearm, mobile choke or barrel is allowed during the same round, between stands, or between single and double targets, though this must not cause any delay.
- 7.4** Once shooters are on the shooting stand, they are not allowed to make any of the changes provided for above.
- 7.5** The maximum time allowed to shooters between single or double targets is *15 seconds*. If a shooter exceeds this time the referee will issue a warning to the shooter and then apply Article 12.2.
- 7.6** The referee will call "No Bird" for the first firearm malfunction. Following malfunctions for the same round are scored zero. If the gun is repaired before the sequence on that stand is finished by his/her squad, the shooter may

shoot last with the referee's permission. If the fault cannot be repaired, the shooter is entitled to continue with his/her squad with the referee's agreement and provided that he/she immediately obtains another gun (cf. Article 7.3). Otherwise, the shooter must leave his/her position and squad and can shoot the remaining targets only once there is a free place in another squad and the jury authorizes him/her to do so.

- 7.7** Should both barrels fire simultaneously (double discharge) due to a gun malfunction for a single target or the first target of a double, the target is called "No Bird" and no result is recorded (Article 6.5).
- 7.8** The cartridge shot load must not exceed 28 grams of lead with a maximum tolerance of +2%. Shot must be spherical, of a regular diameter of 2.0 to 2.5 mm with a tolerance of more or less 0.1mm.
- The use of dispersers, or any other unusual loading device is strictly forbidden, as is the use of reloaded cartridges.
 - Mixing different shot of differing dimensions and/or qualities is strictly forbidden, as is the use of black powder and tracer cartridges.
- 7.9** If both targets are broken by one shot in a double, they are scored "one" and "one".
- 7.10** The referee may ask the shooter to supply two cartridges for checking before the shooter starts at a shooting stand, taking one cartridge from the right pocket of the shooter's vest and the other from the left pocket.
- 7.11** *While viewing targets, the shooter in the shooting ring will be allowed a reasonable amount of time to change choke tubes.*

Chapter 8 - Rules of Conduct / Safety

- 8.1** If a shooter acts in a manner demonstrating that he/she has lost his/her self-control (throwing down the gun, abusive language or acting violently towards the referee or other competitors, etc), the referee must refer the matter to the jury as quickly as possible (13.4).
- 8.2** A shooter may shoot only in his/her proper turn and only when a target has been launched. Shooters are not permit-

ted to aim or fire at other shooters' targets or to aim or fire knowingly at live animals (13.4). No pretence/mock shooting is authorized on the shooting ranges or outside. If a shooter, before calling "ready", engages in mock shooting (e.g. shouldering the gun and following the theoretical line of the target trajectory) or fires a shot involuntarily, the referee must give the shooter a warning. After the first warning, any further occurrence is scored "zero" for the next target hit.

- 8.3 Shooters must be ready to shoot immediately when called and must have the necessary ammunition and equipment for their round. Under no circumstances should a shooter move forward to the stand until the previous shooter has left it and it is his/her turn to shoot.
- 8.4 Shooters must not load until they are in place at their stand, with the gun aiming down the range, and only once the referee has given permission to start firing.
- 8.5 Semi-automatic guns may be loaded with a maximum of two cartridges.
- 8.6 Shooters must not turn around on the shooting range before breaking their guns and removing the cartridges from the chambers, whether they have been fired or not. When a shooting position is fitted with a bin or a container for empty cartridges, the shooter must drop them off there. The shooters using semi- auto shotguns have to pick up their empty cases after leaving the shooting position and throw them in the bins. Non-compliance with this rule will lead to the usual sanctions (yellow card/ red card – see chapter 13 - Penalties).
To be used only in World Cup Events held in the U.S.
- 8.7 During the presentation of targets or when shooting is interrupted, shooters must break and unload their guns. They may close their guns only when given permission by the referee.
- 8.8 If a shooter fails to fire or in the event of a gun or cartridge malfunction, the shooter must remain at his/her place with the gun pointing down the range, without breaking it or touching the safety catch, until the referee has checked the gun.

If the competitor in the case of a gun/cartridge malfunction, opens the gun him/herself or touches the safety catch, before the referee has checked the gun, the target(s) will be scored Zero.

8.9 Hearing protection

Hearing protection is compulsory for all shooters, referees, staff and members of the public on or in the proximity of a layout. Any shooter on a stand without hearing protection is considered absent and Article 16.7 applies. In all circumstances outside the clubhouse, children present on a range must wear hearing protection.

8.10 Safety glasses

Safety glasses are compulsory, without any exceptions, for all shooters, referees, staff and anyone else in the immediate vicinity of a stand. Any shooter on a stand not wearing safety glasses is considered absent and Article 16.7 applies.

Chapter 9 - Appeals

- 9.1 The onus is upon the shooters to break their targets at places that are visible to the referee so that he/she can give a ruling.
- 9.2 If the referee rules that a target has been shot behind a natural obstacle or shooting limit, no appeal against the referee's decision is admissible.
- 9.3 Under no circumstances will shooters be permitted to leave their positions or pick up a target to check whether it has been hit.
- 9.4 By calling for the following target, the shooter accepts the referee's ruling on the previous one.
- 9.5 If the shooter disagrees with the referee's decision, the appeal must be made immediately on the shooting stand by raising his/her hand and saying "appeal" or "protest". The referee must then interrupt firing and the shooter must give the reason for the appeal.
 - 9.5.1 If the referee, in all conscience, is convinced that his/her ruling is correct, he/she immediately confirms the decision, which then becomes enforceable without any possibility of recourse (Articles 10.1 and 10.2).
 - 9.5.2 If the referee has any doubts about his/her decision, he

may consult one of the following in a consultative capacity before making a definitive ruling:

- another referee present;
- the trapper;
- the shooters belonging to the squad concerned.

The referee is not obliged to agree with the opinions given.

9.5.3 Following consultation as specified above, the referee gives his/her definitive ruling, which then becomes indisputable and is therefore binding on the shooter (10.1 and 10.2).

9.6 For any reason other than a trajectory ruled as correct or a “No Bird” or a target recorded as “one” or “zero”, the referee’s decision can be appealed before the jury.

9.7 To appeal against a referee’s decision, a shooter must protest in writing to the jury, with a deposit corresponding to 40% of the entry fee.

9.8 If the jury finds in the shooter’s favor the deposit is returned, otherwise it is donated to charity nominated by the Chairman of the FITASC. If the jury finds that the protest is justified, though for a reason other than those referred to in Article 9.6, it may instruct the referee to change his/her ruling. The jury may also appoint a new referee or amend the referee’s ruling (Article 9.6).

Chapter 10 - Refusal to Comply

10.1 Shooters must resume firing within fifteen seconds of the referee’s final ruling.

10.2 If a shooter fails to resume firing within fifteen seconds of the referee’s final ruling, this is considered as a refusal to comply and the penalties specified in Chapter 13 will apply.

10.3 If a referee decides that a competitor is deliberately delaying before firing or is acting in an obviously unfair manner, this will be considered as a refusal to comply.

Chapter 11 - Attempting to Influence the Referee

11.1 Shooters are considered as attempting to influence the referee where:

11.1.1 the shooter concerned continues to challenge the referee’s final ruling, via his/her attitude or verbally, despite

the resumption of firing;

11.1.2 the shooter concerned conspicuously challenge the referee’s rulings;

11.1.3 the shooters present conspicuously express their opinion or criticism of a ruling without being permitted to do so by the referee.

Chapter 12 - Warnings

12.1 If a shooter takes up an improper position, i.e. not in accordance with Chapter 3.1 of these rules, or if he/she shoulders the gun before the target appears, a verbal warning is issued supported by a referees Yellow card.

12.2 After the first warning, for any further occurrence on the same layout, the referee will show a Red card, the target(s) is/are declared:

- “zero” for a single target;
- “zero” and “No Bird” for a double on report;
- “zero” and “zero” for a simultaneous double;
- “zero” and “zero” for a rafale double.

12.3 A target declared “No Bird” by the referee may not be fired at under any pretext. Any shooter breaching this rule after a first warning is penalized as follows:

- “zero” for a single target;
- “zero” and “No Bird” for a double on report;
- “zero” and “zero” for a simultaneous double;
- “zero” and “zero” for a rafale double.

Chapter 13 - Penalties

13.1 All shooters taking part in a competition accept all the FITASC’s rules and declare that they accept the present sporting rules. They also agree to accept sanctions and any other consequences of breaking the rules, disobeying referees’ orders and rejecting referees’ rulings.

13.2 For a first breach of an article of the rules, the referee or jury will issue a warning.

13.3 In the event of a repeat offence, refusal to comply or an attempt to influence a referee, the jury may penalize a shooter as follows:

- loss of one target;

- loss of a round of twenty-five targets;
 - Expulsion from the competition.
- 13.4** On referral by a referee, the jury may immediately expel from a competition any shooters who have lost their self-control or who have been guilty of refusal to comply and/or attempting to influence a referee or deliberately firing at live animals.
- 13.5** Any expulsion in accordance with Article 13.4 is notified to the shooter’s home federation and the FITASC head office, which will keep a record of the expulsion for a period of five years.
- 13.6** In the event of a second expulsion within a period of three years of the first expulsion, the offender may, exclusively by decision of the FITASC Management Committee, be definitively refused entry to any competition organized under the FITASC’s auspices.
- 13.7** Shooters expelled from a competition will not be reimbursed or receive any financial compensation under any circumstances.

Chapter 14 - Scorecards

- 14.1** Scorecards are kept by the referee or, under his/her supervision, another person selected by the referee. Each referee must have a different colored pencil for each shooting stand on the same layout.
- 14.2** Only targets scored “zero” are noted on the scorecard (see copy appended). Each target scored “zero” is written down in chronological order from left to right on the scorecard.

Targets are numbered in shooting order at each stand e.g.:

Station 1:

Target No. 1, No. 2, No. 3 and No. 4, double No. 5 and No. 6

Station 2:

Target No. 1, No. 2 and No. 3, double No. 4 and No. 5, double No. 6 and No.7

- 4.3** *The total scores shall be tallied and the scores may be recorded electronically, written in ink or pencil and initialed by the field judge.*

III. Competition Organization

Chapter 15 - Competition Organization

- 15.1** The national federation concerned must approve layouts for national competitions, while the international federation must approve layouts for international competitions.
- 15.2** A federation in charge of organizing an international championship that wants to hold the competition on a course or terrain that has not been approved, must present the terrain and the organization details to a FITASC representative at least eight months before the date of the competition. The FITASC may, if it thinks fit, oblige the federation to appoint a course designer, responsible for the design & the organization of layouts.
- 15.3** A FITASC member federation may delegate responsibility for organizing a competition to one of its clubs but it will still be considered by FITASC as wholly responsible for the application of all the specifications previously approved.
- 15.4 Jury**
- 15.4.1** International events are supervised by a jury formed by members of the FITASC sporting commission present at the event and one representative from each participant nation entering a senior team. The jury is chaired by the representative of the organizing FITASC member. FITASC Management Committee members automatically belong to the jury except for those sitting on the appeal jury.
- 15.4.2** The jury makes decisions by a majority of the members present. In the event of a split decision, the chairman or his/her representative has a casting vote.
- 15.4.3** In order to be valid, decisions must be made in the presence of the jury chairman or his/her representative and at least one quarter of the members.
- 15.4.4** In an emergency (e.g. risk of shooting being stopped), two jury members appointed by the chairman or his/her representative may make an exceptional decision subject to the jury’s subsequent ratification of this decision.

15.5 Role of the jury

- 15.5.1** The technical commission members on the jury must check, before shooting starts, that the ranges and layouts comply with the rules and specifications.
- 15.5.2** After the opening ceremony, the organizing federation announces the firing times determined by the jury.
- 15.5.3** The jury must ensure that the rules and safety requirements are observed during shooting.
- 15.5.4** The jury may check firearms, ammunition and targets using technical testing equipment.
- 15.5.5** The jury must make the necessary decisions in the event of a technical defect if the Chief Referee has not made them.
- 15.5.6** The jury must examine appeals and decide on the necessary penalties given to any shooters failing to observe the rules or behaving in an unsportsmanlike manner.
- 15.5.7** The jury must ensure that there are always at least two of its members present on the shooting terrain.
- 15.5.8** The Jury members which noticed an irregularity cannot directly intervene to the referees, but they must report what they observed to the Jury.

15.6 Responsible persons for the layouts

- 15.6.1** During the days preceding the start of the competition, the course designers will present the settings of the layouts with their trajectories as well as the proposed menus, including target type, to the following persons:
- the jury members “Being the responsible persons for the layouts,”
 - as well as the Chief Referee.
- 15.6.2** The proposals specified in paragraph 15.6.1 may be amended to comply with technical, refereeing, safety and environmental rules and, more generally, the spirit of FITASC competitions.
- 15.6.3** All layouts are finalized only after being validated by the jury members and the chief referee.
- 15.6.4** The chief referee passes on the refereeing instructions to each stand referee.
- 15.6.5** Trajectories selected by the jury or the course designers

cannot be modified by the referee.

However, in case of a trap malfunction or of any exceptional change in the weather, the referee is allowed to re-set the defective trajectory if:

- a.** The target fails to appear;
- b.** The target trajectory is considered dangerous by the referee

In either case, it is advised to call on the course designer or a jury member to check the rectified trajectory.

- 15.6.6** Practicing is not permitted before the event(s) take place on the layout(s) defined by the layout officials.

15.7 Appeal jury

- 15.7.1** An appeal jury may be created for each international competition to hear any protest to jury decisions by shooters or by the FITASC.
- 15.7.2** The appeal jury is formed by the Chairman of the FITASC (or his/her representative), the Chairman of the technical commission (or his/her representative) and the Chairman of the organizing FITASC member (or his/her representative).
- 15.7.3** The appeal jury is created at the same time as the jury.
- 15.7.4** If no appeal jury is created, the jury’s decisions are final and not subject to appeal.

Chapter 16 - Championship Procedure

- 16.1** An international competition, comprises two hundred targets and a round comprises twenty-five targets, though in exceptional circumstances the number may be changed by the jury if this proves essential, in which case the shooters are reimbursed by the organizer for the targets not used on the basis of the price of the practice targets.
- 16.2** Shooting takes place in squads of six shooters, after drawing lots, with the shooters rotating at each stand and also when shooting doubles. At international competitions, members of teams from the same nation are divided between different squads as far as possible. The organizing committee announces the times and the squad members in advance.
- 16.3** At each stand, each shooter in the squad shoots first at single targets and then at doubles on rotation. (Unless the jury

decides otherwise).

- 16.4** All the trajectories are presented at each stand to the first shooter in each squad, who must be ready on the shooting stand.

The referee, on request of the competitor in the shooting stand, will repeat the target trajectory presentation up to a maximum of two targets for each target in the target menu sequence

- 16.5** No firing or mock firing is permitted on presentation of the targets otherwise Articles 12.1 & 12.2 apply.

- 16.6** No double on report targets are presented to shooters. Solely simultaneous and rafale double targets are presented to the first shooter in each squad.

The referee on request of the competitor in the shooting stand, will repeat simultaneous or rafale doubles up to a maximum of two shown doubles.

- 16.7** Shooters must arrive on time at the shooting stand. If a shooter is not present when his/her name is called, the referee must call out the name and number three times within the space of one minute. If the shooter has not missed his/her turn to shoot the singles on the first stand, he/she may rejoin the squad without penalty. If the shooter fails to join the squad before his/her turn, all single and double targets not shot at are scored “zero”. If a shooter attends one of the following stands (2, 3, 4 etc), all clays not fired at on the previous stands are counted “zero”. Under no circumstances may the shooter shoot the layout for which he/she has missed one or more stands, in another squad.

- 16.8** If a shooter considers that he/she has a good reason for being late and that the lateness was outside his/her control, he/she must:

- a) Not rejoin his/her squad during the round;
- b) Appeal to the jury in writing;
- c) Abide by the jury’s decision;
- d) Shoot his/her round in another squad if authorized by the jury.

If the jury finds that a shooter’s reason is not admissible, the shooter is penalized by twenty-five “zeros” for each

layout not shot.

- 16.9** In the event of a trap machine malfunctioning or a firing interruption lasting more than ten minutes, the referee must present the stand targets to the shooters again.

- 16.10** At international competitions, the results are recorded by the referee or his/her representative, who may be a shooter. The results of each round are then displayed on a central scoreboard.

- 16.11** On leaving each stand, shooters must check that their scores have been correctly recorded on the scorecard. Any shooter challenging the recorded score must inform the referee immediately but the final decision rests solely with the latter, who may nonetheless seek information and take advice (Article 9.5.2) before making his/her final decision. No appeals are admitted once this consultation process has been completed.

Chapter 17 - Dress

- 17.1** Competition participants must be properly dressed, proper attire is at the discretion of shoot officials. The shooter’s competitor number must be fully visible and worn in its entirety. Failure to observe this rule is penalized first by a warning from the referee. Failure to rectify this requirement will lead to further penalties that may extend to exclusion from the competition by decision of the jury.

For World Cup Events held in the U.S. - At the opening ceremony, during the parade of National teams, their members must be in the attire of their National team or wearing a pair of pressed trousers & blazer. At the closing ceremony, all the awarded shooters shall attend the prize giving, either in the attire of their National team, or wearing a pair of pressed trousers & blazer.

Chapter 18 - Shoot-offs

- 18.1** In the event of a shoot-off for the top three individual places, a new layout is set up by the jury (if there is enough time to organize the shoot-off).

- 18.2** Below the third place in the ranking and concerning the tied shooters to be awarded, the tie will be broken by taking the

score on the 8th layout, then in case still tied, by counting back from the 7th, 6th, 5th, 4th, 3rd, 2nd, 1st layout. Tied shooters without award will be ranked as equals.

- 18.3** Shoot-offs take place via a round of twenty-five targets. If the shooters cannot be separated they shoot a second round, where the shooter scoring the first “zero” is eliminated (“sudden death” principle) provided that all the shooters have shot at the same number of targets, the winner being the shooter remaining after all his/her competitors have been eliminated. In the case of equal scores and solely in the case of a shoot-off (applying the sudden death principle), a double on report is considered as a combination of two targets without taking account of the position of a “zero” target, whether the double is “one” and “zero” or “zero” and “one”.
- 18.4** Shooting takes place in accordance with the previous rules, though the empty places in the squad are not filled.
- 18.5** If the shoot-offs have not been planned in advance as part of the event, the shooters concerned must remain in contact with the jury so that they are ready to shoot within fifteen minutes of being called. Shooters absent at the time of the shoot-off are disqualified.
- 18.6** The jury may decide that shoot-offs have to be postponed until the following day for extraordinary circumstances, in which case absent shooters are disqualified.
- 18.7** In the case of teams tying, the ranking is done by taking the overall score of the team members on the 8th layout, then in case still tied, by counting back from the 7th, 6th, 5th, 4th, 3rd, 2nd, 1st layout.

X. Glossary

Squad: Group of six shooters maximum drawn at random and shooting at the same time on the same shooting stands.

Round: A round comprises 25 targets shot on the same layout or line.

Trap: Machine or device for throwing targets.

Shot: Corresponds to firing one cartridge.

Target: See Article 2.3

Trajectory: Line followed in space by a target.

Layout: One layout is composed of some shooting stands, forming a 25 target layout

Shooting Stand: Position for shooting (circle or square)

One: Target broken according to the rules

Zero: Target missed according to the rules.

Course designer: Person in charge of the setting of layouts.

No Bird: Target or trajectory irregular according to the rules.

RULES ACCREDITED BY THE ORDINARY GENERAL ASSEMBLY DATED JULY 9th, 2018.

XI. Conversion Table

<u>Metric</u>	<u>Standard Imperial</u>
1.0 M	3.281 ft.
	39.37 in.
	1.094 yd.
2.54 cm	1.0 in.
.0254 M	1.0 in.
1.0 cm	.3937 in.
30.48 cm	1.0 ft
.3048 M	
1.0 g	.035274 oz.
cm - centimeter	ft - feet
M- meter	in - inches
	yd - yard
g - gram	oz - troy ounces

XII. American Field Sporting Rules

I. Jurisdiction

1. All local, state and federal rules and laws take precedence over the rules of American Field Sporting.
2. The rules of clubs hosting American Field Sporting competitions take precedent over the rules of AFS as to safety, conduct, time efficiency or to accommodate additional participants. Clubs cannot adjust rules of the game to give competitors an advantage (i. e. number of previews, preview pairs, low gun enforcement, etc.)
3. National association rules and policies concerning anything other than the rules of the game (i. e. safety, conduct, awards and punches, etc.) will be used to administer competitions, recognition and other non-game items.
4. The rules of American Field Sporting take precedence over any other game rules.

II. Safety

1. It is the responsibility of clubs, target setters, field judges, and shooters to put all aspects of safety first.
2. Eye and ear protection are required for everyone on the field when shooting is taking place.

III. The Game

1. American Field Sporting consists of targets shot, low gun (Shotgun Ready Position) for NSCA Master and AA Class (or international equivalent), in twenty-five (25) target increments (called a field.)
2. Participants in all other NSCA classes (or international equivalent) have no restrictions on Shotgun Ready Position.
3. Four (4) Field Formats - Red, White, Blue, and Green - are available.
4. Competitions can use a single format or combination of formats. For competitions exceeding one hundred (100) targets, the incorporation of all four (4) Field Formats is encouraged.
5. Larger competitions such as a regional, national, or continental event will require a minimum of two hundred (200) targets across eight (8) fields and must include a minimum

of two (2) fields from each format.

A. Target Types

1. Target types include International, standard, 90mm, 70mm, 60mm, battue, rabbit, flash, and helice targets.
2. Color selection should provide good visibility of the target against the background and under all lighting conditions for shooters of all ages.
3. Manufacturers are encouraged to develop and introduce new target types to promote innovation and continued participation.

B. Target Presentation

1. Innovation and creativity in target presentation are the heart of the game and are highly encouraged.
2. Targets should be safe to attempt, entertaining, and challenging for all participants.
3. Targets are attempted as one-shot Singles, two-shot Singles, Report Pairs, Following Pairs and True/Simo Pairs.
4. Every field must include one (1) XBird thrown once per twenty-five (25) target increment.

C. XBird

1. The XBird should be the most challenging target on the field.
2. The XBird is thrown once per field as a two-shot Single. The XBird will be scored two (2) points if broken on the first shot or one point (1) if broken on the second shot.
3. The XBird will appear on the menu as the last target of the selected station.

D. Nonpayment Penalties

1. Two types of shooting station configurations can be used:
 - a. Stands measuring a minimum of 84 inches tall and a maximum of 54 inches wide at the opening.
 - b. Hoops or frames measuring a minimum of 36 inches across. Limit sticks can be used at the hoop to limit the range of barrel swing.
2. Hoops must be used on the Red Field.
3. Either hoops or stands may be used on White, Blue, or Green Fields as safety and presentations dictate.
4. Shooting station configurations must be consistent across a single field.

5. Other than the Field Judge, a shooter in the shooting station must have a 36 inch safety zone free of others while in the station.

IV. Field Formats

1. Two types of shooting station configurations can be used:
 - a. Red
 - b. White
 - c. Blue
 - d. Green

A. Red Field Format

1. The Red Field requires a minimum of six (6) traps with one (1) trap dedicated exclusively to the XBird.
2. Five (5) stations with hoops are arrayed in a rectangular 2x2 box grid that is 90 feet wide by 30 feet deep (see Target Setter Handbook for details.)
3. At the target setter's discretion, Station 1 through 4 are placed anywhere inside grid with the corresponding numbered box (see target setter handbook for details.)
4. Station 5 must be placed in the center of the grid (see Target Setter Handbook for details.)
5. A maximum of five (5) shooters are assigned to a squad and will begin at Station One (1).

i. Target Menus

1. Each station will have an easy-to-read menu of targets to be attempted at that station.
2. All non-standard targets. (i.e. rabbit, battue, 90mm, 70mm, etc.) must be identified on the menu, including the XBird.
3. While the target selection should vary for each station's menu, the presentation sequence is the same across Stations One through Four and will be attempted in the following order:
 - a. Single One-Shot
 - b. Single Two-Shot
 - c. Pair Any Type
 - d. Pair Any Type

ii. XBird

1. The XBird is the only target shot from Station Five and is attempted as a two-shot single.

2. If the XBird is broken on the first shot, it will be scored two (2) points. If the XBird is broken on the second shot it will be scored one (1) point. Maximum score for a twenty-five (25) target field is twenty-six (26.)

iii. Previewing Targets

1. Before shooting, the squad gathers at Station 1 and the first shooter is allowed two (2) view of all targets as singles in numerical/alphabetical order except for the XBird.
2. There are no previews of pairs.
3. Once shooting begins, no additional previews are allowed except for the XBird which is previewed twice at Station 5 before shooters attempt the target.

iv. Attempting Targets

1. A round consists of all shooters attempting the entire menu at a single station.
2. There is a total of five (5) rounds of attempting targets.
3. Beginning at Station One, each shooter in the squad will attempt the entire menu of singles and pairs before the next shooter begins.
4. When all shooters have attempted a round, the squad moves to the next station and attempts the targets on that menu.
5. The squad rotates, with the first shooter from the previous station becoming the last shooter and the second shooter from the previous station becoming the first to attempt targets. The rotation of shooters will continue at each station.
6. The field is complete when every shooter has attempted the complete menu at all five stations.

B. White Field Format

1. The White Field requires a minimum of six (6) traps with one (1) trap dedicated exclusively to the XBird.
2. Three (3) stations, numbered one through three (1-3) are positioned at the target setter's discretion (see Target Setter Handbook for details.) Station One must be the center most station between Stations One and Two.
3. A maximum of five (5) shooters are assigned to a squad and will begin at Station One

i. Target Menu

1. Each station will have an easy-to-read menu of targets to be attempted at that station.
2. All non-standard targets (i.e. rabbit, battue, 90mm, 70mm, etc.) including the XBird must be identified on the menu.
3. While the target selection should vary for each menu, the presentation sequence is the same for each station which will include and will be attempted in this order:
 - a. Single One-Shot
 - b. Single Two-Shot
 - c. Pair Any Type
 - d. Pair Any Type
 - e. Pair Any Type

ii. XBird

1. The target setter will select one (1) of the three (3) stations for the XBird, thrown as a two-shot single as the final target on the menu.
2. If the XBird is broken on the first shot, it will be scored two (2) points. If the XBird is broken on the second shot, it will be scored one (1) point. Maximum score for a twenty-five (25) target field is twenty-six (26.)

iii. Previewing Targets

1. Before shooting begins at Station One, the first shooter may stand in the station and is allowed two (2) previews of all targets as singles in numerical/alphabetical order.
2. The XBird may be thrown from any of the three (3) stations and will be the last target previewed twice at the station where it is thrown, before attempting targets at that station.
3. There are no previews of pairs.
4. Once shooting begins, no additional previews are allowed at that station.

iv. Attempting Targets

1. A round consists of all shooters attempting their entire menu at a single station.
2. There is a total of three (3) rounds of attempting targets.
3. Beginning at Station One, each shooter in the squad will attempt the entire menu of singles and pairs before the next

shooter begins.

4. When all shooters have attempted a round, the squad moves to the next station and attempts the targets on that menu.
5. The squad rotates, with the first shooter from the previous station becoming the last shooter and the second shooter from the previous station becoming the first to attempt targets.
6. The field is complete when every shooter has attempted the complete menu at all three stations.

C. Blue Field Format

1. The Blue Field requires a minimum of seven (7) traps with one (1) trap dedicated exclusively to the XBird.
2. Two (2) Positions (stands or hoops) are located no more than a ninety-foot radius from each other (see Target Setter Handbook for details.)
3. Each Position contains two (2) Stations for a total of four (4) Stations.
4. Position One (1) contains Station One (1) and Two (2). Position Two (2) contains Stations Three (3) and Four (4).
5. A maximum of five (5) shooters are assigned to a squad and begin at Position One, Station One.

i. Target Menus

1. Each station will have an easy-to-read menu of targets to be attempted at that station.
2. All non-standard targets (i.e. rabbit, battue, 90mm, 70mm, etc.) including the XBird must be identified on the menu.
3. While the target selection should vary for each menu, the presentation sequence is the same for each station which will include and will be attempted in this order:
 - a. Single One-Shot
 - b. Single Two-Shot
 - c. Pair Any Type
 - d. Pair Any Type

ii. XBird

1. The target setter will select one (1) station for the XBird, thrown as a two-shot single, as the last target on the menu.
2. If the XBird is broken on the first shot, it will be scored two

(2) points. If the XBird is broken on the second shot, it will be scored one (1) point. Maximum score for a twenty-five (25) target field is twenty-six (26).

iii. Previewing Targets

1. Before shooting at each station, the first shooter may stand in the station and is allowed two (2) previews of all targets as singles in numerical/alphabetical order.
2. Station One: Targets one, two and three. Station Two: Targets four, five and six. Station Three: Targets one, two, and three. Station Four: Targets four, five, and six.
3. The XBird will be the last target from the station where it is thrown. It will be viewed twice, before attempting targets at that station.
4. There are no previews of any pairs.

iv. Attempting Targets

1. A round of shooting consists of all shooters attempting their entire menu at a single station.
2. There is a total of four (4) rounds of attempting targets.
3. Beginning at Position One, Station One, each shooter will attempt the entire menu of singles and pairs before the next shooter begins.
4. When all shooters have attempted a round at Station One, the squad rotates, remains at Position One, previews and attempts the targets for Station Two.
5. When all shooters have attempted a round at Station Two, the squad rotates and moves to Position Two, previews and attempts the targets for Station Three.
6. When all shooters have attempted a round at Station Three, the squad rotates, remains at Position Two, previews and attempts the targets for Station Four.
7. Shooting is complete when every shooter has attempted both stations at Position One and Two.

D. Green Field Format

1. The Green Field requires a minimum of six (6) traps with one (1) trap dedicated exclusively to the XBird.
2. Five (5) fixed stations, numbered one through five (1-5) from left to right are spaced a minimum of fifteen (15) and no

more than twenty (20) feet apart (see Target Setter Handbook for details.)

3. A maximum of five (5) shooters are assigned to a squad and begin at Station Three (3).

i. Target Menu

1. Each station will have an easy-to-read menu of targets to be attempted at that station.
2. All non-standard targets (i.e. rabbit, battue, 90mm, 70mm, etc.) including the XBird must be identified on the menu.
3. While the target selection should vary for each menu, the presentation sequence on Station Three is different from the others and will be attempted in this order:
 - a. Single Two-Shot
 - b. Single Two-Shot
 - c. Single Two-Shot
 - d. Single Two-Shot
 - e. XBird Two-Shot

ii. XBird

1. The final target in Station Three is the XBird and is attempted as a two-shot single.
2. If the XBird is broken on the first shot, it will be scored two (2) points. If the XBird is broken on the second shot, it will be scored one (1) point. Maximum score for a twenty-five (25) target field is twenty-six (26).

iii. Previewing Targets

1. Before shooting, the squad gathers at Station Three (3) and is allowed two (2) views of all targets as singles and the XBird. The first shooter may stand in Station Three (3) and call for each target in numerical/alphabetical order.
2. There are no previews of any pairs.
3. Once shooting begins, no additional previews are allowed.

iv. Attempting Targets

1. A round consists of all shooters attempting their entire menu at a single station.
2. There is a total of five (5) rounds of attempting targets. The squad remains together and follows the station sequence of

three, four, five, one, two.

3. Beginning at Station Three, each shooter will attempt the entire menu of singles and the XBird before the next shooter begins.
4. When all shooters have attempted a round in Station Three, the entire squad moves to Station Four station and attempts the targets on that menu.
5. The squad rotates and the first shooter from the previous station becomes the last shooter and the second shooter from the previous station becomes the first to attempt targets.
6. The field is complete when every shooter has attempted the complete menu at all five stations.

V. General Rules

A. Types of Guns Used

1. Shotguns of 12 gauge and smaller, with the ability to shoot two shots are permitted. No more than two (2) shells may be loaded into the gun at one (1) time.
2. Shooter may change chokes before attempting targets at each station. Once a shooter begins attempting targets, that shooter may not change chokes at that station. Failure to comply will result in the remaining targets at that station to be scored as lost for that shooter.
3. Release triggers are allowed. They must be stickered and the Field Judge must be notified before shooting begins at each field.

B. Gauges

1. 12 gauge events allow shotguns of 12 gauge or smaller.
2. 20 gauge events allow shotguns of 20 gauge or smaller.
3. 28 gauge events allow shotguns of 28 gauge or smaller.
4. .410 events allow shotguns of .410 bore.

C. Ammunition

1. No reloads are allowed in competition. All ammunition must be commercially manufactured cartridges.
2. Load and shot size may not exceed federal, state, local, and host club rules. If registered, load and lead shot size shall be limited to association specifications.

D. Shooting Order/Rotations

1. Shooters must be in preassigned squads in competition play.
2. Squads are limited to a maximum of five (5) shooters.
3. Shooters must rotate between each station and each field.
4. A shooter rotation consists of the shooter in the first position at a station moving to the last position and the shooter in the second position moving into the first position.

E. Arrival at Starting Station

1. It is the shooters' responsibility to arrive ten (10) minutes before the assigned start time to ensure they are checked in by the field judge.

F. Shooter Number Display

1. If provided, all shooters shall clearly display their shooter number. This display can be on the back of the shirt, vest, or jacket, the shell bag, etc.

G. Ready Position for Master and AA

1. The ready position for Master and AA class shooters and the international equivalent is the heel of the shotgun in contact with the body and the highest point of the back of the stock (and the highest point of any type of stock) must be below a horizontal line marked on the shooter's outermost garment (see picture below.)



2. The horizontal line is referenced at the bottom of each shooter's armpit as their arm is at their side to ensure line height

is anatomically proportionate to all shooters.

3. All shooters in Master and AA must position the back of the stock below the line and not move from their Ready Position until the target is visible. Failure to do either will result in a lost target after one (1) warning per field as described in Section VI. G Shot Penalties.
4. The shotgun must be fully shouldered before attempting the target.

H. Ready Position for Other Classes

1. All shooters A, B, C, D, and E Classes (or international equivalent) may hold their shotgun in the ready position at any height, but the heel of the shotgun must be in contact with their body.
2. All shooters in A, B, C, D, and E Classes must set their gun in the Ready Position before calling for the target and not move until the target is visible.
3. The shotgun must be fully shouldered before attempting the target.

I. Inside the Shooting Station

1. Both feet must be fully inside the station at all times while attempting targets.
2. Guns may not be loaded until the shooter is fully inside the station and the gun pointed in a safe direction.

J. Pre-shot Gun Swing

1. All shooters, when they are in the stand, may pre-mount and swing their gun on the target line before placing their gun in the Ready Position and attempting the target.

K. Calling for the Target

1. When shooter is ready to attempt the target, they will make a clear, verbal call such as “pull.”

L. Launching Targets

1. When the target is called for, it must be launched immediately with a tolerance of (2) seconds. This does not mean the Field Judge can arbitrarily throw the target within those two (2) seconds.

M. Launching Targets

1. Shooters must open and empty their gun before stepping out of the station.

N. One-shot Singles

1. Up to two (2) shells may be loaded but only one (1) shot may be attempted on one-shot Singles.
2. If two shells are loaded and both shot, the target is called lost whether broken or not.
3. A No Bird or First Gun Malfunction on the one shot single will result in reshooting the target with nothing established.

O. Two-Shot Single Target and XBird

1. Full use of the gun, both barrels are allowed.
2. If the first gun or ammunition malfunction occurs on the second shot, the target will be re-shot and the shooter must intentionally miss the target on the first shot.
3. If the shooter hits the target on the first shot of a reshoot it is scored as lost.

P. Pairs

1. There are no previews of any pairs.
2. Pairs can be thrown as report, following or simo/true.
3. On Report Pair, the shooter may shoot twice at the first target.
4. On Simo/True Pair the shooter may shoot either target first and may shoot twice at the same target.
5. On Simo/True Pair, if either target or gun malfunction occurs, neither target is scored and the pair will be re-shot.
6. If the shooter breaks both targets with one (1) shot, or a piece of the first target broken by the first shot breaks the second target, both targets will be scored dead.
7. A target shall be deemed a No Bird if the target breaks when thrown from the trap and/or if it is broken by an obstacle before the first shot.
8. In the case of a No Bird or Gun Malfunction on the second target of a Report Pair, the first target will be established Dead or Lost and the pair will be re-shot.
9. The shooter must make a legitimate attempt at the first target and the second target will be scored Dead or Lost based on

the result of the attempt at the second target.

10. A No Bird or Gun Malfunction on a Simo/True Pair will result in reshooting the pair with nothing established.
11. Following Pairs have the same rules applied as Simo/True Pairs in regard to malfunctions.

Q. Menu

1. The menu at each Shooting Station must list the sequence in which targets will be attempted.
2. The menu must be large enough for shooters to see clearly while in the Shooting Station.
3. All non-standard targets must be identified on the menu, including the XBird.
4. Each shooter will attempt the entire menu of singles, pairs, and XBird before leaving the Shooting Station.

VI. Field Judge Responsibility

A. Ambassadors of the Game

1. Field Judges are the ambassadors of the game. It is their responsibility to ensure the game flows efficiently. A squad of five should take less than thirty (30) minutes to complete a field barring mechanical, operational, or weather circumstances.
2. Field Sporting is first and foremost designed to be fun. Field Judges set that tone.
3. The Field Judge is responsible to understand and be able to enforce all rules efficiently and effectively.
4. More than one (1) Field Judge is allowed at any Shooting Station.

B. Before Shooting Starts

1. Field Judges will confirm all shooters names, shooter numbers, and Class Rank with the score sheet.
2. Field Judges will check conformity of all ready position lines on competitors in Master or AA Class and will mark a ready line on all participants who do not have an existing line in a washable medium, such as chalk.
3. Any existing line can be used if it is below the AFS line. This must be agreed upon with the Field Judge and competitors prior to attempting targets.

C. Late/Missing Shooter

1. At the appointed start time the Field Judge will call out for any missing shooter(s) in the squad. If there is no response from the missing shooter(s) the Field Judge will begin previewing targets.
2. Missing shooters will be scored zero (0) for each target as it occurs in the shooting sequence until or if the missing shooter arrives.
3. If missing shooters arrive once shooting has begun, they will not be allowed a preview of any target that has already been previewed by the squad.
4. Late shooters will be allowed to join the squad in the position they were assigned and to attempt the targets that remain. Late shooters cannot make up targets that have already been thrown.

D. Previewing Targets

1. The Field Judge will gather the squad at the station where targets are previewed and show all targets twice in numerical/alphabetical order.
2. Before the first preview of each target, the Field Judge will describe the type of target, if non-standard, the entry point, and landing point. This description must be short and simple. It is the shooter's sole responsibility to assess the target.
3. No-bird targets will be previewed again.
4. A no-bird target is one that is broken, hits an object along its flight path or comes off the trap in an irregular manner.
5. If there is a delay in attempting targets for more than five (5) minutes, all targets will again be previewed as singles once for all shooters to view in the current station before shooting resumes.

E. Attempting Targets

1. Before throwing each single or pair, the Field Judge will announce the single or pair presentation to be thrown. i.e. "One-shot single four," "Report pair, two, three," etc.
2. The Field Judge will announce the results at the completion of each single or pair attempt before recording the results on the score sheet.

3. The Field Judge will observe that each shooter does not move from their ready position before the shooter can see the target.
4. The Field Judge will give the shooter one (1) warning per field if the shooter moves before the target is visible.
5. Each subsequent movement infraction after the warning will result in a lost target/point.

F. No-Bird and Gun Malfunctions

1. Field Judges will be the sole judge of no-birds.
2. The Field Judge will make a final determination of a gun malfunction.
3. Only the shooter in the stand can ask for clarification and discuss a no-bird or malfunction ruling.
4. The Field Judge may amend their call after a discussion with the shooter in the stand.
5. No other shooters, squad members or spectators may discuss, debate or offer an opinion about a call of no birds or malfunctions.
6. If the gun malfunctions, the Field Judge will give the shooter one (1) warning per field. After the warning, each subsequent malfunction will result in a lost target/point.

G. Shot Penalties

1. Shot penalties accrue per field and reset to zero on each field.
2. A shooter is penalized and one-point penalty is assessed in the following scenarios:
 - a. Ready Position fault (line or early movement) occurring after first warning.
 - b. Gun Malfunction occurring after first warning.
 - c. Shooter Error (e.g. failure to fire (flinch), safety on) without warning.

H. Penalties (After First Warning)

1. After the first warning, additional Ready Position faults will result in a penalty.
2. After the first warning, additional Gun or Ammo Malfunctions will result in a penalty.
3. Any penalty on one and two shot singles is scored as a lost target/point and there is no reshoot.
4. Any penalty that occurs before or on the first shot of any pair

requires a reshoot. The first shot of the reshoot is counted lost no matter the actual result. Either target can be attempted with the second shot.

5. Any additional penalty during a penalty reshoot will result in the loss of both targets/points.
6. Any penalty on the second shot of a two shot single or pair is scored as lost and there is no reshoot.

VII. Scoring

A. Recording and Marking Scores

1. Every squad will be assigned a master score sheet containing each squad members name, Class and shooter number. The Field Judge will control the scoresheet at all times.
2. A Field Judge is the only person allowed to make entries on the score sheet. Entries must be in ink.
3. A target piece must be visible to call the target dead/broken.
4. A dead/broken target will be marked on the score sheet with a diagonal line “/” or “\”.
5. If there is no visible piece or only dust is seen, the target will be called missed/lost.
6. A missed/lost target will be marked zero “0” on the score sheet.
7. The master score sheet has twenty-six (26) boxes. Two boxes at the end of the score sheet are dedicated to the XBird score regardless of the XBird position in the shooting sequence.
8. The XBird will be scored “/” “/” (2 points) if broken on the first shot, “0” “/”, (1 point) if broken on the second shot, and “0” “0”, (zero) if missed on both shots.

B. Clarification of Score

1. Only the shooter can ask for clarification and discuss the call with the Field Judge and must do so before attempting the next target or, on the final target, before stepping out of the Shooting Station.
2. No other shooters, squad members or spectators may discuss, debate or offer an opinion about the call unless polled by the Field Judge.
3. The Field Judge may poll other squad members and spectators and may change their original call of attempted targets.

4. The Field Judge's decision is final.
5. All scores must be tallied and signed off by the Field Judge.
6. Shooters will initial their scorecards upon completion of each field.

C. Final Score Tie Breaking

1. If there is a tie for the final score in HOA, Class or Concurrent, the first tie break is through the number of XBirds each shooter broke on the first shot. Two point XBirds only.
2. If a tie remains, it is broken by a count up on the last field listed in the scoring app. This field should also be announced/posted for participants to see.
3. In a count up, both shooters scores for the predetermined field are compared to each other shot by shot beginning with the first shot. The first shot missed by one shooter and broken the other, breaks the tie. The shooter who misses the shot loses the tie break.
4. Tie breaks can also be accomplished by shoot offs and must be shot in one of the four formats.

VIII. Turbo

A. Overview

1. AFS Turbo is designed to allow clubs the ability to scale the number of shooters at events in an efficient and compact manner.
2. Turbo is a simple format change and retains all the General Rules of American Field Sporting.

B. Format

1. Turbo is shot at a series of single, separate stations like traditional sporting clays or super sporting.
2. Each station must have a minimum of three (3) traps.
3. The menu at each station can have a combination of any of the following: one shot single, two shot singles, pairs of any kind and XBirds.
 - a. Creativity and pace should be considered in menu development.
4. A total of two (2) XBirds are allowed for every twenty-five (25) targets thrown. For a 100 target event, four (4) XBirds

must be thrown, with a maximum of eight (8) XBirds.

5. The number of stations can scale to accommodate the number of shooter and is not limited.

XIII. NSCA Approved Targets

Targets: The following targets are permitted for N.S.C.A sanctioned events.

108mm target: Considered the “Standard” target for NSCA. Most manufacturers offer trap/skeet grade and sporting clays grade targets to withstand being thrown at higher speeds, both grades are permitted. Target measures 108mm in diameter.

110mm target: Also referred to as “International”, same target used for International Skeet and Bunker Trap. Target measures 110mm in diameter.

90mm target: Also referred to as “Midi”. Target measures 90mm in diameter.

70mm target: Targets measures 70mm in diameter.

60mm target: Also referred to as “Mini”. Target measures 60mm in diameter.

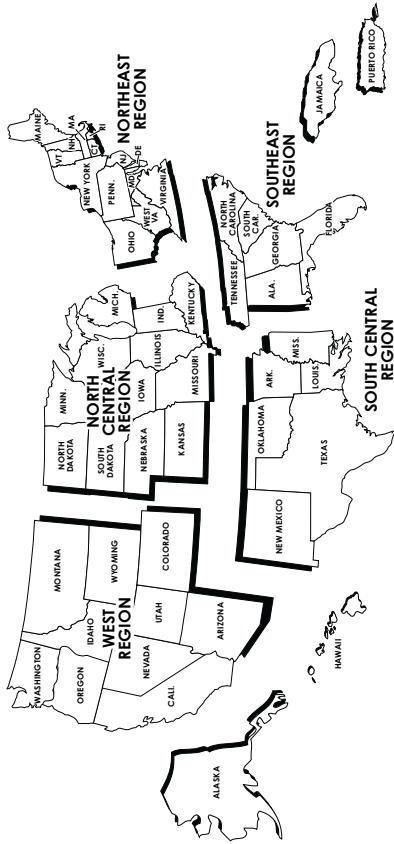
Rabbit target: Robust target to withstand bouncing along the ground and also used for chondel or rabbue presentations. Target measures 108mm in diameter.

Battue target: Thin target that can be thrown from either side creating and arch trajectory. Target measures 108mm in diameter.

***Flash target:** A target with colored dust added to the top or underside of target to create a cloud of dust when hit. Most manufactures offer these in 108mm Standard and 110mm International targets.

**** Target Color:** Targets come in many colors and are to be determined by the target setter. All competitors must shoot at the same color target from a particular trap.

XIV. NSCA Regional Map



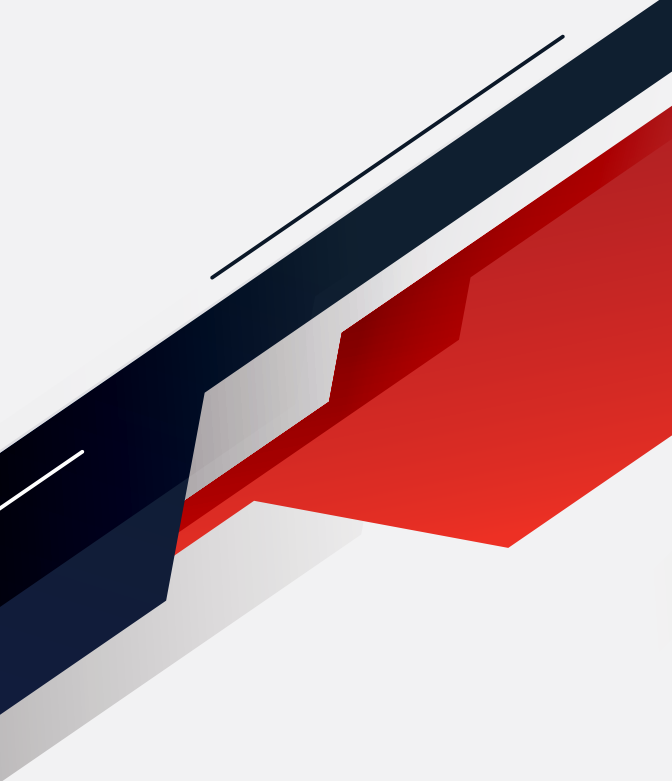
SOUTH CENTRAL REGION- ALSO INCLUDES MEXICO

SOUTHEAST REGION- ALSO INCLUDES JAMAICA & PUERTO RICO

WEST REGION- ALSO INCLUDES HAWAII & ALASKA

NORTHEAST REGION- ALSO INCLUDES ENGLAND

NORTH CENTRAL REGION- ALSO INCLUDES CANADA



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