

# SHOTGUN EVENTS

## GENERAL RULES

1. Release triggers are NOT permitted.
2. Ties will be broken by shoot-off.
3. All targets will be pulled by hand for skeet. A Voice Release System will be used in trap.
4. All shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in the racks on the range. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction.
5. No coaching/coaches allowed on the firing line; parents and/or coaches are required to stay behind the spectator line.
6. No cell phones, radios, or other electronic communication devices may be used by competitors or others on or in the immediate vicinity of competitive ranges during active competition.
7. Competitors are required to wear closed toe shoes and long pants while competing.
8. Competitors are urged to wear a baseball cap or other brimmed cap while competing skeet.
9. Proper ground rests are allowed. Resting barrel on shoes or toe rests are NOT ALLOWED.

## SKEET

<b>EVENT</b>	Standard NSSA (American) skeet
<b>COURSE OF FIRE</b>	1 round, 25 targets.
<b>TIME LIMIT</b>	Participants will fire in an expeditious manner, avoiding unnecessary delay.
<b>TIE-BREAKERS &amp; SCORING</b>	Doubles from stations 3, 4, and 5.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Factory ammunition is required in this event. Maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required.
<b>LOADING GUN</b>	Participants may not load firearm unless on station and must unload firearm prior to leaving the station.
<b>NGB RULES</b>	National Skeet Shooting Association (2021 Edition) <a href="http://mynssa.nssa-nasca.org/wp-content/uploads/sites/6/2016/03/2021-NSSA-Rule-Book.pdf">http://mynssa.nssa-nasca.org/wp-content/uploads/sites/6/2016/03/2021-NSSA-Rule-Book.pdf</a>

## TRAP

<b>EVENT</b>	Standard ATA (American) trap (16-yards).
<b>COURSE OF FIRE</b>	1 round, 25 targets at 16-yards.
<b>DELAY OF MATCH</b>	No shooter, coach, or spectator shall delay or interrupt the match. Shooters will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay.
<b>TIME LIMIT</b>	Participants will fire in an expeditious manner, avoiding unnecessary delay.
<b>SHOOT-OFFS</b>	<b>Individuals:</b> two shots from posts 1 through 5 from the 21-yard line (refer to ATA rule book pages 14 and 15). If after one round and the tie still exists, will increase to the 23-yard line. If ties still exist, increase to the 25-yard line. If ties still exist, will increase to the 27-yard line. Shoot-offs will not exceed the 27-yard line.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required. All guns used by contestants must be equipped with a shell catcher device so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.
<b>MAXIMUM VELOCITIES</b>	Any load with a velocity greater than 1290 FPS (feet per second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in any individual shotshell. These velocities are maximum and no individual shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 1/2 can be used.
<b>LOADING GUN</b>	A contestant shall place a live shell in their gun only when on a post facing the traps. In Singles shooting a contestant may place only one (1) live shell in their gun at a time and must remove it or the empty shell(s) before moving from one post to another. In changing from one (1) post to another, the shooter shall not walk in front of the other competitors.
<b>MOVING BETWEEN STATIONS</b>	Shooters shall move to their next station upon completion of the final shot on each station and the referee's command. No shotgun will be loaded and/or closed until all shooters have rotated to the next station.
<b>NGB RULES</b>	Amateur Trap Association (September 2020 Edition) <a href="https://shootata.com/Portals/0/pdf/2021_Rulebook_web.pdf">https://shootata.com/Portals/0/pdf/2021_Rulebook_web.pdf</a>