

Skeet Shooting Competition Rules and Regulations

1. **Course** - Participants will move through a multiple station course. This course is patterned after conventional skeet and trap shooting. The layout will vary depending on the chosen topography. There will be a total of 5 stations. Each participant will shoot 5 shots at each station. The team of 4 will come to the shooting line at the same time rotating to each station after everyone has shot 5 times at the beginning station.
2. **Scoring** - Each participant will shoot a total of 25 shots, each worth 10 points for a hit (broken target) and zero points for a miss (lost target). The Skeet Shooting Competition has a maximum possibility of 250 points.
 - A. Designated officials will do the event scoring. Only official targets will be scored and the score judge will be sole judge of whether or not a target is broken. Officials may ask assistance from the trap puller or the range official if they feel their assistance is required. The scorers will call "lost" for any target they determine is missed. The participant must make any challenge to the call immediately. The score judge will then make the final decision with assistance from the trap operator and/or the range official.
 - B. Rule and/or procedure violations may be referred to staff and officials for settlement, but legality of targets is the responsibility of the score judge. Only targets with a visible piece broken off will be scored "dead". Dusters, targets deflected or redirected in flight (but with no visible breakage) will be scored "lost". Based on the scorer's judgment, should a target hit an obstruction (i.e. tree or tree limb) before the participant has had ample time to fire, a new target will be thrown. However, should the participant have ample time to fire (in the scorer's judgment), and fails to do so before the target hits an object near the end of its path and breaks, the target will be scored "lost".

3. **Shotguns and Equipment**

Required

- Participants may only use one shotgun throughout the activity, (***exception*** - gun malfunction).

Permitted

- ✓ Any shotgun 12 gauge or smaller will be permitted.
- ✓ Double targets will be thrown in some instances; therefore the shotgun should be capable of holding two shells. Camp Jacob officials will furnish 12- and 20- gauge ammunition in low brass target loads (the specific manufacturer and type of loads will be at the discretion of the officials). Those choosing a gauge other than that detailed above are required to furnish their own shells.

Prohibited

- X Release triggers

- X Ventilated rib greater than 2 inch in height or width
- X Shotguns 10 gauge or larger

4. Shotgun Shooting Rules -

- a. Safety and courtesy are first in gun handling; therefore, all guns will be carried unloaded and with actions open.
- b. Shotguns with choke tubes as well as shotgun barrels are not to be changed during the shotgun activity. Participants may use only one shotgun throughout the activity (*exception* - shotgun malfunction).

5. Shooting Procedures - Each participant may or may not be allowed to see one legal target from each trap prior to shooting the activity at the station. Only participants will be allowed on the station or firing line while shooting each station. The participant will shoot his/her quota of targets and return the gun to the rack. This sequence is repeated for each participant until all have completed the activity.

The "ready position" in calling for the target requires the gun to be off the shoulder with the butt plate **off the shoulder**. The firearm may not be shouldered until the participant sees the target.

- a. Official Target - whole clay target that is thrown from the trap in a prescribed pattern within the five-second time limit after the participant calls for the target.
- b. Malfunctioned Target - Target broken by the trap or another obstruction. Malfunctioned targets will be re-thrown for the participant, regardless of whether or not the participant fires at the target.

6. Malfunctions -

A) The following occurrences will be considered malfunctions and new target(s) will be thrown:

- i) Ammunition malfunction
- ii) Trap or trap operator failure

B) The following malfunctions **will not be** allowed and targets will be scored "lost":

- i) Participant error
- ii) Failure to load gun
- iii) Failure of gun to fire (other than defective ammunition)
- iv) Failure of gun to reload

C) Should a gun break through no fault of the participant, another gun may be borrowed and the activity continued. However, if the breakage occurs during the firing at a target, and the target is missed, it will be scored as "lost".