

MUCC STATE SHOOT

GENERAL REGULATIONS

Club Presidents or other recipients of this State Shoot Packet should make this information available to club members as soon as possible. These 'General Regulations' (pages 1 & 2) and the enclosed 'Application to Register' apply to all events. If the event rules are broken out separately and given to the participants, then duplicate these two pages and attach them to each of the event rules.

ELIGIBILITY

Individual participants must be members in good standing with MUCC.

All Team participants must be members, spouses of members, dependent children of members or minor grandchildren of members, of the same MUCC affiliated club. All SCTP Teams are welcome to participate regardless of MUCC affiliation.

All MUCC Club Team members must be in good standing with their club, for at least 30 days prior to the day of the shoot and the club must be in good standing with MUCC.

Individual participants must be a member in good standing with MUCC and can join MUCC the day of the shoot and shoot any event.

Participants, if challenged, must produce a membership card or a letter signed by a club official. For an individual MUCC participant; a Michigan Out-of-Doors Magazine with the shooters name on the address label or membership payment receipt. If participant can't produce any of these items, they will be disqualified. A participant may not represent more than one club or team per event.

Most events have classes for individuals and Men, Ladies, Juniors, Sub-Juniors and Seniors. Sub-Juniors must be fourteen or under. Juniors must be fifteen thru seventeen, except in the Junior Hunting Rifle event where the age classes are different (see the event program for the age break downs). Seniors must be sixty or over. Ages are as of the first day of the shoot.

The eligibility of any participant may be challenged at any time before the awards are given out. The MUCC State Shoot Committee decides all challenges and its decisions shall prevail.

PRE-REGISTRATION

Any MUCC affiliate club in good standing may enter as many teams as it desires in any event.

Pre-Registration is important. If not pre-registered, contestants may not be able to participate in those events that fill up to field capacity.

Pre-registration forms must be completely filled out, except that it is not required to name individual team members, but it would be appreciated. The names may be changed later when registering at the shoot (see Item 5 of Registration below). Each form covers one event and one individual team or one individual shooter.

Dates and times for shooting are important. All individuals are cautioned to schedule events with non-conflicting times. Teams competing in Skeet and Trap shoot together. Teams in other events are requested to shoot together if possible. Allow at least two hours between relays if shooting more than one event. Remember that Sunday is the most popular shooting day, but is also the shortest shooting day, in that the awards are given out after the shoot-offs. It would be greatly appreciated if you could shoot on Friday (if applicable) or Saturday.

REGISTRATION

All individuals and Teams must report to registration one hour prior to shooting time.

Teams must report to the range one half hour prior to shooting time.

Registration for all events on Sunday close at 1:00 p.m. or earlier if field capacity is reached prior to then. Last Flight Times on Sunday will be 2:00 pm for Muzzleloader, 3:00 pm for Skeet and 3:30 pm for Trap and 1:00 pm for Sporting Clays. No Squads scheduled after these times.

Pre-registered contestants will shoot at their assigned times. Contestants who have not pre-registered are assigned a time by the host club if a time is available.

Any contestant who registers a team must provide the first and last names of all the team members.

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Once any member of a team has fired a shot in an event, the names may not be changed.

A team must have a full compliment of members for their score to count.

Every registered contestant will receive a shoot patch for a memento.

Entry Fees - See rules applicable to each event.

Eye and Ear protection is required for all firearm events.

Rules may be changed by the MUCC State Shoot Committee only. National Skeet Shooting Association (NSSA), Amateur Trapshooting Association (ATA), and National Muzzle Loading Rifle Association (NMLRA) rules not in conflict with rules stated herein shall apply for each applicable event.

Scoring is done by Club Shoot Officials. Range officers will settle scoring questions on the line.

Protest time of any score or award, Saturday or Sunday, is one half hour from the time of posting.

Scoring disputes may be appealed to the MUCC State Shoot Committee. Its decisions shall prevail.

Total high scores will determine the overall high team (MUCC Grand Champion) or overall high individual (High Gun) in all events regardless of gender or age classification.

Teams with both male and female members are not eligible for gender class awards.

Teams with members of different ages are eligible only for Men's or Ladies classes. Junior teams may have sub-junior members.

Awards are presented to the overall high and the high in each age and gender class.

A participant may win both a team and an individual award but no more than one of each per event. Winners are responsible to pick up their awards. We suggest that one representative from each club be at the Sunday awards ceremony to pick up awards. Shooters and Clubs are responsible to make arrangements to receive their awards from the host club if unavailable to stay for awards ceremony.

Grand Champion Team trophies are awarded to the winning Clubs.

Participants must finish the event with the same gun they start with except in the case of a malfunction, the shooter is allowed to finish with a replacement gun subject to the same rules as the original entry. If the malfunction causes a delay to the shooting schedule, the individual or team will be assigned a time to finish the event, provided time permits.

Shooting conditions not in compliance with the rules should be first brought to the attention of the host club event chairman. If the problem is not corrected to the shooters satisfaction, a protest may be made to the MUCC State Shoot Committee. Generally, once a course has been shot without protest, it will be difficult to change the course and still allow all to compete on an equal status.

The host club may refuse the use of any equipment or ammunition they judge unsafe. The owner of such equipment or ammunition may appeal to the MUCC State Shoot Committee.

Any designated "Range Safety Officer" of the host club has the right and responsibility to disqualify any participant for violation of the rules or for unsafe conduct. The participant must leave the range if requested by the Range Safety Officer. The participant may appeal to the MUCC State Shoot Committee.

Ties for Rifle and Pistol Awards will be broken per NRA Guidelines.

LEWIS SYSTEM

Winners in some events are determined by use of the Lewis System. The scores (less the high overall and runner up) are arranged from highest to lowest, then divided into classes by counting down by the class size. The number of scores divided by the number of classes determines the class size. Where a short class occurs due to an odd number of scores, the short class or classes shall end the list. Where the division splits tie scores, the contestants are assigned to the class in which the majority of the tie scores appear, or if an equal number appear on both sides, contestants shall be assigned to the lower class. The change shall apply only to the classes affected and the original divisions shall continue in the other classes. Awards are given to the top shooters in each class.

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SKEET & TRAP

General Regulations, pages one and two, have additional rules that apply to this event.

Rules of the National Skeet Shooting Association (NSSA) and the Amateur Trapshooting Association (ATA) not in conflict with rules stated herein shall apply.

Entry fee: \$15.00 per individual or \$75.00 per five-person team. Junior and Sub-Junior fees are \$8.00 per individual or \$40.00 per five-person team.

Phone registrations will be held for 7 calendar days and after that the spot will go to the next available team or individual, NO EXCEPTIONS.

These are 50-target events.

Ammunition

- The shooters must supply ammunition, including proof loads. Target loads only. Reloads are allowed. Ammunition cannot be larger than 1 1/8 ounce load of 7 1/2 shot with a 3-dram equivalent powder charge.

Scoring

- Checking and signing the score sheet is the responsibility of the squad leader or team captain before leaving the field. Duplicate score sheets are provided for each team captain.

Individuals who have tied for the 50 straight hi-guns must report to the registration clerk for shoot-off times on Sunday. All other ties will be decided by long run.

Skeet Ties

- All Team and Individual ties are settled by Longest Runs from the front or back which ever is the longest. If there is still a tie, use the other Long Run that wasn't used. If there is still a tie, then they will be decided by flip of the coin.
- Skeet Team Front Long Runs are calculated by counting down each team member's first shot on the first round then the second shot and so on until the first miss. The Back Long Run is calculated by starting counting the last shooter's Low 8 on the last round and counting up each of the shooters last shot then the second to last shot and so on until the first miss. Do not count the option shot.
- Skeet individual Front Long Runs are calculated by counting the hits on the first round until the first miss. The Back Long Run is calculated by counting the hits on the last round starting on Low 8. The only time you count the option shot is with the scores of 24 and 25.
- Ties for perfect scores are shot off by contestants completing a round of doubles shot from stations one through seven with the twenty-fifth shot from high house station two. If ties still exists, the shoot-off continues with a round of doubles "miss and out by station" until only one contestant is left. Miss and out by station means that contestants are out if they miss on a station and at least one other contestant does not miss (regardless of high or low house).

Trap Ties

- All Team and Individual ties are settled by Longest Runs from the front or back which ever is the longest. If there is still a tie, use the other Long Run that wasn't used. If there is still a tie, then they will be decided by flip of the coin.
- Trap Team Front Long Runs are calculated by counting down each team member's first shot on the first round then the second shot and so on until the first miss. The Back Long Run is calculated by starting counting the last shooter's last shot on the last round and counting up each of the shooters last shot then the second to last shot and so on until the first miss. Trap individual Front Long Runs are calculated by counting the hits on the first round until the first miss. The Back Long Run is calculated by counting the hits on the last round starting with the last shot.
- Ties for perfect scores are shot-off by contestants completing a regular round. If a ties still exists, a "Best out of 10" (2 from each station) round is shot. If a tie still exists, the process is repeated

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SKEET & TRAP

Empty shot shells may not be picked up from the field.
Practice shooting is permitted if field capacity permits.
Color of birds and use of lights is at the discretion of the host club.

SKEET & TRAP AWARD LIST: There are five team classes determined by score: Class A (115-125), Class B (108-114), Class C (101-107), Class D (94-100), and Class E (93 & Under). A team is classified according to a blind draw made by the team captain after the team shoots. This draw determines whether the team's first round score or second round score is used to place the team in one of the above classes. The team's total score is then used to rank the team within that class.

The Lewis Class System, as described in the General Regulations, will determine individual Class awards. There will be no more than five classes, no less than twenty per class.

The following awards are given for both Trap & Skeet

AWARDS LIST

TEAMS

Grand Champion Team	Club Trophy and	5 Awards
Ladies Team Champions		5 Awards
Junior Team Champions		5 Awards
Junior Team Champions RU		5 Awards
Sub-Junior Team Champions		5 Awards
Sub-Junior Team Champions RU		5 Awards
Senior Team Champions		5 Awards
Class Champions (A,B,C,D,E,)		25 Awards

INDIVIDUAL

High Gun	1 Award
Men's High Gun	1 Award
Ladies High Gun	1 Award
Junior High Gun	1 Award
Junior High Gun RU	1 Award
Sub-Junior High Gun	1 Award
Sub-Junior High Gun RU	1 Award
Senior High Gun	1 Award
Senior High Gun RU	1 Award
Individual Lewis Class Awards	5 Awards

SATURDAY AWARDS

Junior High Gun	1 Award
Sub-junior High Gun	1 Award

76 Total Awards for each Skeet and Trap
1 Grand Champion Team Trophy for each Skeet and Trap