



Clay Shoot Tournament Rules

1. Rules of the Texas City Municipal Shooting Range must be followed at all times. These rules include, but are not limited to the following:
 - a. *Breech or action must be open at all times unless on a shooting station.*
 - b. *Illegal weapons are prohibited.*
 - c. *Must follow shooting range employee's instructions.*
 - d. *Intoxicants and horseplay are prohibited.*
 - e. *Weapon must be pointed in a safe direction at all times.*
 - f. *No profane or abusive language.*
2. Guns must be capable of firing two shots since four sets of doubles are included in the regulation 25-shot round.
3. Each shooter can purchase one mulligan per round during registration. The mulligan can be used for a 2nd try at a missed clay. In the skeet round, once a mulligan is used, the shooter retains their optional shot for later use in the round. The mulligan replaces the first missed clay on trap and 5-stand rounds. For all rounds, the shooter must request that the clay be tried again to redeem the mulligan and it must be hit for the mulligan to count.
4. General competition organization and rules for the skeet round will be per section B.1. of the 2013 NSSA Official Rules and Regulations:
<http://www.nssa-nsca.org/wp-content/uploads/2012/03/2013-NSSA-Rule-Book-Rev-04-13.pdf>

Rules for the trap round are per section 9.7 of International Shooting Sport Federation and USA Shooting Shotgun Rules for Trap:
http://www.usashooting.org/library/Rulebooks/2014/USAS_Shotgun_2014.pdf

Level 2 will be used for all 5-stand rounds and rules are per section V paragraph D of the 2013 NSCA Official Rules and Regulations.
<http://www.nssa-nsca.org/wp-content/uploads/2010/03/2013-NSCA-Rule-Book-10-3-2013.pdf>
5. Each shooter must verify his/her totaled score and one member of the squad must initial the official score sheet before leaving the field.
6. Final individual scores used for the standings will be first based on total score out of 75 with any mulligans included. In the event of a tie, the following criteria will be applied in succession until the tie is broken:
 - a. total score without mulligans
 - b. front long run without mulligans (counting all targets shot in all rounds before the first miss)
 - c. back long run without mulligans (counting all targets broken after the shooter's last miss in all rounds)
 - d. coin toss.

7. Team scores will be totaled by cumulative total score including mulligans. In the event of a team score tie, the following criteria will be applied in succession until the tie is broken:
 - a. total team score without mulligans
 - b. front long run without mulligans of best team shooter (counting all targets shot in all rounds before the first miss)
 - c. back long run without mulligans of best team shooter (counting all targets shot in all rounds after the shooter's last miss)
 - d. coin toss.
8. For shooters participating on multiple teams, only the shooter's first scorecard will be used to determine individual awards.
9. It is important that teams start on time to keep the event moving on schedule and not delay the Teams coming after. All attempts will be made to maintain the start time schedule even if that means skipping a Team. If a Team is incomplete at their designated starting time and no substitute teams are available to start, the Team must start with shooters that are available and will not be able to log a team score. If late Team members arrive, they are welcome to join the Team for the remainder of the event, but that later shooter can't log an individual score.
10. In the event of rain, we will do our best to reschedule and accommodate all teams, but if this is not possible a refund will be issued if so desired by the Team.
11. Please remember that this is a charity event with prizes of nominal value and behave in a professional and sportsmanlike manner at all times.