



Canadian University Shooting Federation 2021-22 Skeet Fall Classic Tournament Rules

1. Only CUSF members may participate in the Skeet Fall Classic Tournament. Competitors must register for the Skeet Fall Classic Tournament through the CUSF website.
- 2a. Scores for the Skeet Fall Classic Tournament must be shot between October 1 2022-October 31 2022.
- 2b. Scores shall be submitted by 11:59 pm on October 31st, 2022. Scores for October 2022 will count for both the League and the Fall Classic Tournament.
3. Scores must be sent to: submitmyscore@cusf.ca before the deadlines listed in Section 2b.
4. Students will use the Hot Clays app to record scores (see here for a tutorial on how to use Hot Clays: <https://hotclays.com/tutorial/>). Only one score is permitted for each competitor. Scorecards must be entirely filled out or they will be ineligible for CUSF scoring/review. All scores must be personally witnessed and signed off by at least one other CUSF student member or CUSF Field Officer, CUSF executive, or volunteer. This signature must be included on the CUSF scorecard.

The integrity of the event is dependent on the honest and truthful reporting of scores. If CUSF is made aware of potential cheating or dishonesty in reporting scores, it may, at its sole discretion, disqualify the competitor(s) involved from the event and/or the league. There will be zero tolerance for cheating.

5. One event will consist of 2 rounds of Skeet, each round consisting of 25 targets. The Skeet Fall Classic Tournament will be scored out of 50.
6. There are no limitations of the gauge of shotgun to be used in League events. Competitors may use #9 shot, #8, shot, or #7.5 shot (subject to range rules)
7. Shooters who place in the top 3 when Skeet Fall Classic Tournament scores are compiled upon completion of the Tournament will be presented with trophies or medals. If there is a tie for any of the top 3 positions, the positions will be determined by front and then back "long runs" (See Section 15 for definitions). The long runs will be determined from the most recent event



the competitors shot.

All participants may be eligible for prizes drawn at random when the tournament is finished. The odds of winning prizes will be based on participation. No student can win 2 prizes. Competitors are eligible for the first prize they are drawn for and if they are drawn again, another name will be chosen.

Anyone who gets drawn to win a firearm must have a valid PAL. There are no substitutions or exceptions to this rule. If the person drawn does not have a valid PAL, another name will be drawn.

8. Each squad going out to shoot an event may have a designated referee (pressing the button and scoring) or pressing the button and scoring can be shared by the squad and the event can be "self refereed".

The score keeper marks hit targets with an "X" and missed targets with an "O".

9. Shooters must follow NSSA style skeet shooting:

Station 1: High single, Low single, then Double with High House shot first

Station 2: High single, Low single, Double with High House shot first

Station 3: High single, Low single

Station 4: High single, Low single

Station 5: High single, Low single

Station 6: High single, Low single, Double with Low House shot first

Station 7: High single, Low single, Double with Low House shot first

Station 8: High single, Low single, Low single

If an option shot was used before getting to Station 8, only one target will be shot from the low house.

After a shooter has their first miss of the round an "O" will be scored in the corresponding box. The shooter then shoots their option shot (repeat of the first miss of the round, ie: if the first shot is missed on the double on station 1, the shooter then shoots a high house single again for their option shot. The result of this shot (hit or miss) will be scored in the "option" box on the



score sheet.

10. "No Bird"

In the event that a target is called for and it emerges from the window broken or no target emerges at all, No bird will be called and the shooter will get to reset and call for the target again.

11. Ammunition/Gun Malfunction

In the event a shooter pulls the trigger and the shell does not go off. The shooter will keep the muzzle pointed in a safe direction for a minimum of 10 seconds. Once this time is up the shell will be removed from the gun.

In the event of a light strike on a primer, an ammunition malfunction will be recorded by indicating "AM1" on the score sheet next to the competitors' row. If a second ammunition malfunction occurs it will be recorded by indicating "AM2" on the score sheet next to the competitors' row. Each shooter gets two ammunition malfunctions per Event (2 rounds of skeet) and will get to call for another target with a new shell. If a competitor has a second ammunition malfunction, the shooter should switch ammunition to a new box or ammunition manufacturer. Any subsequent ammunition malfunction will result in missed targets on the scoresheet.

If the ammunition is checked and there is no evidence that the firing pin hit the primer, the firearm did not cycle properly and/or there was any other gun malfunction, this will be recorded as a gun malfunction by indicating "GM1" and "GM2" on the score sheet next to the competitors' row. Each shooter gets two gun malfunctions per event (50 targets) and will get to call for another target with a new shell. Any subsequent gun malfunctions will result in lost targets on the score sheet.

12. Proof Shots

Each shooter must start each round of skeet with at least 30 shells in their pouch to ensure each round can be completed without delay. This factors in potential ammunition malfunctions or targets coming out broken that will result in a shooter needing more shells to complete a round.

13. Doubles

The outgoing target must be shot first on a double. On station 1 the high house must be shot at first. On station 2 the High house must be shot first. On Station 6 the low house must be shot at first. On Station 7 the low house must be shot first.

If a shooter shoots at the targets in an incorrect order, regardless of outcome, both targets will be scored as lost.

In the event that a double is pulled and the outgoing target emerges but the incomer or second target of the double does not come out of the window or emerges broken, the result of



the first shot will be recorded as either hit or missed. The shooter will then reload two shells and repeat the double again to establish the second target. The shooter must shoot at the targets in the right order on the “proof double” even if the first target was scored as missed on the initial attempt.

In the event that the first target on a double appears to have been missed and the targets collide over the centre stake, the double will be repeated as if nothing happened. In the event that it is clear that the first target was hit and a broken piece of that target hits the second target of the double causing it to break. In this case the first target will be scored as hit and the double will be repeated by the shooter to establish the result of the second target.

14. For any situations that are not covered by this rulebook the NSSA rules apply.

15. Definitions:

Back Long Run: The number of targets broken in a row after the shooter's last missed target in an event.

Event: Two rounds of skeet with a score out of 50.

Front Long Run: the number of targets a shooter breaks in a row before the first missed target in any given event.

League: The 2022-23 skeet events that take place as described in Section 2a.

NSSA: National Skeet Shooting Association