

VII. Tournament Rules

A. Gauge Specifications

1. Twelve gauge events shall be open to all shotguns of 12 gauge or smaller, using shot loads not exceeding one and one-eighth ($1 \frac{1}{8}$) ounces.
2. Twenty gauge events shall be open to all shotguns of 20 gauge or smaller, using shot loads not exceeding seven-eighths ($\frac{7}{8}$) of an ounce.
3. Twenty-eight gauge events shall be open to all shotguns of 28 gauge or smaller, using shot loads not exceeding three-quarters ($\frac{3}{4}$) of an ounce.
4. Four-ten events shall be open to all shotguns of .410 bore, using shot loads not exceeding one-half ($\frac{1}{2}$) of an ounce.

B. Shotguns

1. Shotguns of 12 gauge or smaller, in safe working order, and capable of firing two shots are to be used in attempting all targets. No more than two (2) shells may be loaded in the gun at one time. No shotgun with a barrel length shorter than 24 inches will be permitted in any registered event unless prior approval is received from shoot management.
2. Shotguns fitted for multiple barrels (of various chokes and/or lengths) are permitted. The shooter is allowed to change barrels only between stations. Failure to comply will result in all targets on that station attempted after the infraction being scored as LOST or MISSED.

3. Shotguns with interchangeable or adjustable chokes are permitted at the shooter's discretion. The first shooter on a station may view targets, then change chokes prior to shooting any targets. Only then chokes may be changed or adjusted between stations. Failure to comply will result in all targets on that station attempted after the infraction being scored as LOST or MISSED.
4. Competitors may enter a shoot with various guns and attempt targets at various stations with different guns, or the gun of another competitor. Guns may be changed only between stations except in the case of a malfunction (VII-H-1-a). Failure to comply will result in all targets on that station attempted after the infraction being scored as LOST or MISSED.
5. Guns with release type triggers are allowed and must be clearly marked and Shoot Officials notified of their presence. Safety stickers designating release trigger, with instructions on placement, are available at no charge from NSCA Headquarters. Please email your request in writing to nsca@nssa-nsca.com.
6. At no time may two different gauges be used in the same shotgun at the same time. (i.e. Use of a tube set with a 20 ga. in the top barrel and a 28 ga. in the bottom barrel).

C. Ammunition

1. All shot shell ammunition including reloads may generally be used unless otherwise restricted by the shoot organizers. Reloads are not permitted at Regional Championships, the U.S. Open or the National Championships. Black powder, visual training loads, tracers or tracking devices are not permitted in any NSCA registered shooting event. Other shoot officials may also limit the ammunition to commercially manufactured shot shells. The National Sporting Clays Association assumes no responsibility in connection with the use of reloads or commercially manufactured ammunition.
2. Maximum loads for any gauge event may not exceed:

Gauge	Ounce Lead
12	1 1/8
20	7/8
28	3/4
.410	1/2

The maximum allowable length for .410 ammunition shall be 2 ½ inches and all other gauges 2 ¾ inches, maximum weight restrictions listed, remain the same.

3. No lead shot smaller than U.S. No. 9 (nominal diameter 0.080) or larger than U.S. No. 7-1/2 (nominal diameter 0.095) shall be used in any load. No steel shot smaller than U.S. No. 9 or larger than U.S. No. 6 (nominal diameter 0.110) shall be used in any load.
4. Shot shall be normal production spherical shot. Plated shot is permitted.

D. Shooting Order/Rotations

1. Format

Contestants shall proceed through the course and competition in one of the following formats:

- a. **European Rotation**—*If no field judges(referees) are appointed, individual competitors or groups of three (3) through (6) competitors will proceed to the various stations at random. Groups may shoot in any order of rotation selected by the shooters and may change the rotation from field to field. In European Rotation, a shoot start and shoot end time will be established. It will be the responsibility of each shooter to complete the entire event between these times. Shoot management has the discretion to adjust the number of shooters in a group as needed.*
- b. **Squadding**—At the discretion of the Shoot Officials, squads of three (3) to six (6) shooters will be formed to proceed from field-to-field in a fixed sequence. *Once a rotation of shooters is selected and shooting commences, the original first shooter will rotate to the last shooter position; the rest of the shooters on the squad will move up one position, thus rotating the first shooter position at each subsequent station on every course.*
 - 1) In squadding sequence, squads will be assigned a start time and it is the responsibility of each shooter to be ready on time, or within 5 minutes of that time.
 - 2) Time—Shots not attempted by the “shoot end time”

(European Rotation), or shots not attempted by the shooter joining his squad after they have begun (squadding), will be scored as LOST. The Shoot Officials shall have the right to provide for make-up targets if sufficient justification can be presented. Make-up targets are provided solely at the discretion of the Shoot Officials.

2. A NSCA member may not compete in a non-NSCA event on the same course until that member has shot the NSCA event. For example, if there is a 3-shot event planned on the same course as a NSCA event, a member must shoot the NSCA registered event before shooting the 3-shot event.
 - a. Practicing on the registered event course is not permitted before or during the event taking place.

E. Attempting Targets

1. It will be the responsibility of each shooter to be familiar with these rules. Ignorance of the rules will not be a cause to re-attempt targets lost because of rule violations.
2. It is the sole responsibility of the shooter to begin any event, station and/or field with sufficient equipment, including safety equipment and ammunition. Failure to do so, which in the opinion of the Field Judges will delay the shoot, will result in the loss of all targets as required to keep the shoot moving. Make-up targets will be provided only at the discretion of the Shoot Officials.
3. **Call for Target**
 - a. The target must be launched immediately or with a delay of up to three (3) seconds.
 - b. Shooter has 20 sec to call for target after entering shooting stand and between shots. First shooter time starts at completion of viewing “show targets”. Warnings and penalties will be administered by Course Manager or Shoot Management.
 - i. First violation = warning.
 - ii. Second violation and each subsequent violation in the round = two (2) targets deducted from final score.

4. **Shotgun Mount & Position**—The shooter may start with a low gun or a pre-mounted gun when calling for the target.
5. **Coaching** – During any World, National, U.S. Open or Regional Championship once a shooter is in the shooting stand, the only communication allowed will be between the shooter and the Field Judge. Violations of this rule must be brought to the attention of Shoot Officials (i.e., Course Manager) to determine if and what disciplinary measures will be taken. Both the shooter and individual(s) communication with the shooter may be subject to disciplinary action.

F. Target Presentation and Scoring

1. Targets will be presented for attempt by the shooter and scored at each station in one or more of the following formats. *Targets intentionally thrown in the air must be attempted while in flight and in clear view of the referee. Targets intentionally thrown along the ground must be attempted while in motion before any intentionally set limit, if any. Any exception to the above rules must be clearly marked on the menu.*

a. Single Target

Two shots are allowed and the target will be scored DEAD if broken by either shot, with exception of the American Field Sporting see pages 79-96.

- 1) On a single target (full use of gun): If the target is missed with the first shot and an ammo or gun malfunction occurs, preventing the second shot from being fired, the target will be reattempted. On the reshoot, the shooter must intentionally miss the target on the first shot. The second shot will count for either dead or lost. If the shooter breaks the first target on the first shot of the reshoot in this scenario, the target will be scored as lost.

b. Pairs

Only two shots are allowed. Pairs may be presented as report, following or simultaneous (true pair)

- 1) In simultaneous pairs (true pair) the shooter has the right to shoot either of the targets first. If the shooter has missed the first target he may fire the second

cartridge at the same target.

- 2) When shooting report or following pairs, the shooter will have the right, if missing the first target, to fire the second cartridge at the same target (the result being scored on the first target and the second target being scored as LOST).

c. Scoring Pairs

- 1) Should the shooter break both targets with either the first or second shot, then the result will be scored as two hits.
- 2) In the event of a NO BIRD on a simultaneous pair (true pair) or following pair, nothing can be established. Two good targets must be present to record the score. This will also apply for gun/ammunition malfunctions while shooting pairs. (See VII-H-1)
- 3) In the event of a NO BIRD on the second target of a report pair, the first bird will be established as DEAD or LOST and the shooter will repeat the pair to establish the result of the second target. When repeating the pair, the shooter must make a legitimate attempt at the first target.
- 4) In the event of a “shooter malfunction”(See VII-H-2) on the first bird of a report pair, the first bird will be established as LOST and the shooter will repeat the pair to establish the result of the second target. When repeating the pair the shooter must make a legitimate attempt at the first target. The first target has already been established as LOST and the result of the second target will be recorded. (See VII-H-2)

d. Multiple Targets

Only two (2) shots are allowed; two (2) HITS or DEAD BIRDS maximum.

2. Timed reloads are not allowed in any NSCA competition.

3. Shooters Viewing Targets

The first person on every squad shall be allowed to view a good presentation of targets from within the shooting station. At least one pair will be shown, but limited to no more

than two pairs. This person is the only person permitted to mount their unloaded gun and track the targets being viewed.

G. Scoring Procedure

1. Each shooter will be assigned a score card to be presented to the Field Judges at the various stations or fields. Field Judges will score each shooter's attempts on the individuals score card. The total shall be tallied and the scores written in ink and initialed by the Field Judge.
2. Each shooter is responsible for his/her score card from assignment, at the start of the shoot, until the card is filed with the Shoot Officials at the end of each day's shooting. (see VI-I-4-a)
3. Scores made on re-entry will not qualify for prizes, points, or punches.
4. Shooters are responsible for checking the Field Judge's totals of HITS and MISSES at each station and/or field.
5. Field Judges may be assisted by markers to record scores on the shooter's score cards.
6. Targets shall be scored as HIT or DEAD and designated on score cards by a "/" (forward slash) or "\" (back slash) when, in the opinion of the Field Judge, a visible piece has been broken from the target. Targets not struck and broken by the shooters' shot (pellets) shall be called LOST or MISSED and designated on score cards by an "O."
7. The call of LOST or DEAD, HIT or MISS shall be announced by the Field Judge prior to recording the score on every target.
8. If the shooter disagrees with the Field Judge's call, he/she must protest before firing at another set of targets or before leaving that station. The Field Judge may poll the spectators and may reverse his/her original call. In all cases the final decision of the Field Judge will stand.
9. During a registered event, each shooter must verify his/her score before leaving the station. Once the shooter has left the station, his/her score is final.

H. Malfunctions

The shooter shall be allowed a combined total of three (3) malfunctions per day, per event attributed to either the shooter's gun or ammunition. Targets not attempted on the three (3) al-

lowed malfunctions shall be treated as NO BIRDS. Targets not attempted due to the fourth or later malfunctions shall be scored as LOST.

1. Gun Malfunctions

- a. Gun malfunctions include the situations where (a) the gun will not fire either barrel (The shooter must keep the gun pointed downrange and present it to the field judge who must verify that the condition persists as an inoperable gun. If the gun subsequently fires, it will be deemed a shooter malfunction.); (b) the gun had a true simultaneous discharge (gun doubles); (c) the gun fan fires (second barrel discharges without shooter action); and (d) a semi-automatic shotgun fails to eject the shot shell from the first shot and a second shot is required.
- b. When the gun has a true simultaneous discharge (gun doubles) on a report pair; the first target is NOT established and the pair is reshot to establish both targets.
- c. In the case of a gun malfunction, the shooter must remain in place, the gun pointed safely down range and must not open the gun or tamper with trigger, safety or barrel selector, until the Field Judge has determined the cause and made his/her ruling.
- d. In the case of an inoperable gun, the shooter has the option to use another gun, if one is available, or he/she may drop out of competition until the gun is repaired. The shooter must; however, finish the event during the allotted scheduled shooting time.

2. Shooter Malfunctions

Targets shall be scored as LOST if the shooter is unable to fire because of the following examples which include but are not limited to:

- a. Shooter has left the safety on.
- b. Shooter has forgotten to load, loaded previously fired shells or failed to properly cock the gun.
- c. Shooter has forgotten to disengage the locking device from the magazine of a semi-automatic shotgun.
- d. Shooter has not sufficiently released the trigger of a single trigger gun having fired the first shot.

- e. Shooter not seeing the target.
- f. If the shooter fails to comply with item VII-H-1-a, the target (s) will be scored as LOST or MISSED.

3. Ammunition Malfunctions

In the case of an ammunition malfunction, the shooter must remain in place, the gun pointing safely down range and must not open the gun or tamper with the trigger, safety or barrel selector, until the Field Judge has determined the cause and made his/her ruling. Examples include but are not limited to:

- a. Failure to fire, providing firing pin indentation is clearly noticeable.
- b. One in which the primer fires, but through failure of the shell or lack of components, and consequently leaves part of or all of the charge of shot or wad in the gun. A soft load in which the shot and wad leave the barrel, is not a misfire and shall be scored as LOST or MISSED. In the event of a "soft load" on the first bird of a report pair, the first bird will be established as LOST and the shooter will repeat the pair to establish the result of the second target. When repeating the pair the shooter must make a legitimate attempt at the first target. The first target has already been established as LOST and the result of the second target will be recorded.
- c. Brass pulling off hull between shots on pairs.
- d. Separation of brass from casing when gun is fired (usually accompanied by a "whistling" sound as the plastic sleeve leaves the barrel).
- e. If the shooter fails to comply with item VII-H-3, the target (s) will be scored as LOST or MISSED.

4. Trap/Target Malfunctions

- a. A target which breaks at launching shall be called NO BIRD and shooter will be provided a new target.
- b. A target which is launched in an obviously different trajectory shall be called NO BIRD and the shooter will be provided a new target.
- c. At a station of multiple targets (two or more - simultaneously launched), at least two good targets must be

presented simultaneously (true pair) or NO BIRD will be called and the multiple targets will be attempted again. Multiple targets shall be shot as fair pair in the air, two new shots will be attempted and scored, no scores from previous NO BIRD attempts will stand.

I. NSCA 5-Stand Sporting™

NSCA 5-STAND Sporting events consist of targets shot in 25 bird increments from five shooting stands with each shooter rotating from station to station. The game offers several different skill levels and utilizes six or eight automatic traps to simulate game birds. Targets are released in a predetermined set sequence marked on a menu card in front of each shooting cage. Targets are registered separately under a special set of rules; however, they utilize the NSCA Classification system and all targets are included for total targets shot for the year. NSCA 5-STAND Sporting rules must be followed at all times while conducting this event.

1. Land

- a. Minimum area 50 yards wide along shooting stand line.
- b. Minimum 300 yards deep left and right of the center of shooting stand line creating an 80 degree arc for safe shot fall. (Game can be overlaid on a skeet and/or trap field.)

2. Equipment

- a. Six (6) or eight (8) automatic traps are recommended.
- b. Machines should include a rabbit trap and a vertical trap (minimum 60 percent).
- c. Five shooting stands not less than seven (7) feet tall and not more than 54 inches across the front opening.
- d. One tower not less than 12ft in height is recommended.
- e. Controller (any NSCA approved).
- f. Target sequence menu cards.
- g. Trap location numbers.
- h. Shooting stand numbers.
- i. Safety rules sign.

3. Layout

- a. Shooting stands must be in a **STRAIGHT LINE** (for safety) not less than four (4) yards apart or more than

six (6) yards apart (recommended five (5) yards) center-to-center.

- b.** Trap placement and target flight paths may be arranged to include the following:
 - i.** Left to right crossing and/or quartering away target.
 - ii.** Right to left crossing and/or quartering away target.
 - iii.** Vertical target (Springing Teal).
 - iv.** Rabbit target.
 - v.** Tower target going away.
 - vi.** Incoming target.
- c.** For safety reasons, traps must be placed in a position that prevents broken targets from hitting the competitors or causing a competitors gun to be pointed in an unsafe direction. Traps placed parallel or too close to the shooting stand line can create a serious hazard. Recommended five yard minimum for any traps placed in front of shooting stands. Tower placement must be a sufficient distance back or to the side of the shooting stand line to prevent broken targets from falling on the competitors. Traps placed to the side of the shooting stand line should be a sufficient distance forward or behind the shooting stands to prevent competitors from selecting a hold point too close to the shooting stand line when calling for the target.
- d.** Multiple Layouts- When the squad moves to the next layout, the original first shooter will rotate to the end of the line; the rest of the shooters on the squad will move up (toward the first cage) one position, thus rotating who is the first shooter at each subsequent layout.

4. Rules

- a.** Gun must be open and empty while changing stands.
- b.** Shooters may not leave their station until instructed to do so by the referee or until the last shooter has fired his/her last shot.
- c.** May only load gun while in shooting stand in ready position.
- d.** Shooter's feet must be behind the front opening of the

shooting stand except when changing stands. Shooters will be warned, a NO-BIRD will be called, continued disregard will result in losing a target or being disqualified.

- e. No chokes may be changed after the round has begun. Failure to comply will result in loss of all targets attempted (in that round) after choke changed.
- f. Target sequence menu cards must be posted.

J. Super Sporting

1. NSCA Sporting Clay rules apply when shooting Super Sporting.
2. Course layouts must have minimum 3 traps on each station.
3. Shooters may only view single targets when viewing target presentations.