

Arizona Scholastic Clay Target Program (SCTP)

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Arizona Scholastic Clay Target Program (SCTP) Skeet Specific Rules

We will be abiding by the National Skeet Shooting Association rules as stated in their 2009 rule book as well as additional rules set forth by SSSF. Below are outlined some basic rules and procedures.

- Singles
 - If doubles is thrown the shooter may refuse the target and re-shoot the single. If the shooter shoots at the target the result shall be scored.
- Doubles
 - If the two targets collide before the result of the first bird is established the pair shall be declared no bird and a second pair will be thrown.
 - If either target is irregular there is no penalty for withholding the first shot. A second pair will be thrown to determine the result of both shots.
 - If the first target is irregular but is shot at the result will be scored.
 - If the shooter is deprived of a normal second shot for any of the following reasons the result of the first shot will be scored and the second target only shall be declared no bird. A second pair will be fired to determine the result of the second shot.
 - The second target is thrown broken or is broken by any portion of the first target before the result of the second target is established.
 - The second target is irregular and is NOT shot at
 - The second target is not thrown at all
 - The second target is not thrown simultaneously
 - Both targets are broken with the first shot (first target is declared dead)
 - The wrong target is broken with the first shot (first target is declared lost)
 - Interference occurs before the second shot, after the first shot is established.
 - Interference is any circumstance beyond the shooter's control which unduly affects his/her opportunity to break any particular target. For more information on interference please refer to the NSSA rule book III-F.
 - If the shooter is deprived of a normal second shot due to gun or ammunition malfunction between shots;
 - If the first target is hit nothing is established and a proof pair is thrown to determine the result of both birds.
 - If the first target was lost it is established as lost and a proof pair is thrown to determine the result of the second bird.
- Dead target scored on:
 - Visible fragment of the target. Dust does not count.
- One LOST target scored on:
 - Balk or failure of gun to fire due to fault of shooter (also see malfunctions)
 - If on a double the first target is declared lost and a second pair is fired to determine the result of the second shot only.
 - If a shell having once misfired is used again and fails to fire.
- THE REFEREE IS THE SOLE JUDGE OF IRREGULARITY AND INTERFERENCE.
- Malfunctions
 - No shooter will be considered at fault if he/she has complied with the manufacture's operating instructions for loading and firing the gun and the gun does not fire.

- Malfunction will NOT be called for shooter errors such as correct barrel selection, taking the safety off, or failure to remove any other device that prevents proper use of the firearm such as a shell catcher.
 - If the gun malfunctions between shots of doubles the first target is established only if lost. A second pair is shot to determine the result of the second target, or both targets in the case of a dead first target
 - Only two (2) malfunctions of any one gun in the same round shall be allowed.
 - To establish a malfunction the shooter must not open the gun or touch the safety before the referee's inspection.
 - Target will be scored lost if the gun fires or is opened before the referee's inspection and declaration of malfunction.
 - Fan-fires will be declared a malfunction.
 - If during doubles the first target was a dead bird nothing is established and a second pair shall be fired upon to determine the results.
 - If during a double the first target was lost, it shall be established as lost and a second pair will be shot to establish the result of the second shot.
- Broken Gun
 - Competitor has the option of using another gun if it can be obtained without delay.
 - Competitor can drop out of the squad until the gun is repaired and finish the event at a later time when a vacancy occurs or after all other contestants have finished the event.
- View Birds
 - At the beginning of each round the squad shall be entitled to observe two regular targets from each skeet house
 - The option of observing one regular target after each irregular target.
- Scoring
 - Two squads of three will be joined to create one squad of 6. Each competitor will be responsible for checking his/her own score at the conclusion of each 25.
 - The leadoff shooter must verify and sign all scores with the score keeper before leaving the field after the final 25.
 - The scorekeeper will call out loss or miss for each target lost prior to marking it with an "O." All dead or hit targets will be marked with an "X."
 - If the shooter disagrees with the score keepers call he/she must protest **before** firing at another set of targets. The score keeper may poll the spectators and may revise his/her original call. In all cases the decision of the score keeper is final.
- Squad Rotation
 - All 100 targets will be fired from the same skeet field.
 - No member of the squad shall advance to the shooting station until it is his/her turn to shoot, and until the previous shooter has left the station.
 - No member of a squad, having shot from one station, shall proceed toward the next station in such a way as to interfere with another shooter.
 - No shooter shall unduly delay a squad.
- Shoot offs
 - If there is a tie between squads for 1st, 2nd, or 3rd place in the same division a shoot off will be held to determine the place of finish.
 - Team shoot-offs will be conducted in accordance with SSSF National SCTP rules. (Rule 12-C)
 - Individuals shoot-offs will be doubles shot from stations 3-4-5, "miss-and-out by station."
 - All individuals shoot Doubles from Station 3.
 - If still tied, individuals move to the next station and repeat the process until a winner is determined.