



Skeet Scoring Guide

- Time limit: 2 hours
- EVERYONE on the field must have ear & eye protection on at all times
- Please limit breaks between boxes
- Each coach should pull targets for their own athletes, while the coach from the other team on the field should score.
- Athletes are allowed 2 gun malfunctions AND 2 ammo malfunctions per round of 25, any more than that is considered a lost target
- Break both birds with same shot: first bird established dead, proof double to determine second bird
- Break wrong bird first: first bird established lost, proof double to determine second bird
- The option is shot after the 1st lost bird and scored in the last box on the scoresheet

/ = HIT

0 = MISS

PLEASE WRITE CLEARLY!

IF YOU MESS UP, DO NOT ERASE! CORRECT THE MISTAKE BY MARKING OVER, INITIALING NEXT TO THE BOX, AND WRITING "DEAD" IF IT WAS HIT, OR "LOSS" IF IT WAS MISSED.



Doubles Skeet Scoring Guide

- Time limit: 1.5 hours
- EVERYONE on the field must have ear & eye protection on at all times
- Please limit breaks between boxes
- Coaches should pull, and there will be a scorekeeper on the field.
- Athletes are allowed 2 gun malfunctions AND 2 ammo malfunctions per round of 25, any more than that is considered a lost target
- Break both birds with same shot: first bird established dead, proof double to determine second bird
- Break wrong bird first: first bird established lost, proof double to determine second bird

SEQUENCE

- Shooting commences at Station 1 and continues through 7 and backwards from 6 through 5, 4, 3 and 2. Rounds 2 and 4 will end with doubles on Station 1 using the 25th shell from rounds 1 and 3. That is, rounds 1 and 3 will consist of 24 shots ending with doubles at Station 2, and rounds 2 and 4 will consist of 26 shots ending with doubles at Station 1.
- When shooting doubles at Stations 1, 2, 3, 5, 6 and 7, shoot the first shot at the target from the nearest skeet house and the second shot at the target from the farthest skeet house. When shooting doubles at Station 4 the shooter must shoot first at the high house target going around the stations from 1 through 7 and shoot at the low house 4 target first when coming back around the stations from 7 through 2 (or 1).

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Trap Scoring Guide

- Time limit: 1 hour
- EVERYONE on the field must have ear & eye protection on at all times
- Take 50 to the line, only take breaks after 50 targets
- **Coaches & Scorekeepers are responsible for reloading the machine after the 50 break and once the team finishes**
- Athletes must turn right when rotation from Post 5 back to Post 1
- 2 Failure to Fire (ammo or gun malfunction) allowed per round (of 25)

/ = HIT

0 = MISS

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Doubles Trap Scoring Guide

- Time limit: 45 minutes
- EVERYONE on the field must have ear & eye protection on at all times
- **Coaches & Scorekeepers are responsible for reloading the machine after the 50 break and once the team finishes**
- Athletes must turn right when rotation from Post 5 back to Post 1
- 2 Failure to Fire (ammo or gun malfunction) allowed per round (of 25)
- **Coaches- help your scorekeeper by calling "dead, lost", "dead pair", "lost pair", "lost dead", etc. Doubles is a fast game!**

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Extended Yard Line Trap Scoring Guide

- Time limit: 1 hour
- EVERYONE on the field must have ear & eye protection on at all times
- Take 50 to the line, only take breaks after 50 targets
- Coaches & Scorekeepers are responsible for reloading the machine after the 50 break and once the team finishes
- Athletes must turn right when rotation from Post 5 back to Post 1
- 2 Failure to Fire (ammo or gun malfunction) allowed per round (of 25)

Yardage for each Division

- JV/Varsity/Collegiate: 25 Yards
- Intermediate: 21 Yards
- Rookie: 19 Yards

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Sporting Clays Scoring Guide

- Time limit: 3 hours
- EVERYONE on the course must have ear & eye protection on at all times
- Make sure you start scoring on the correct station
- Each coach should pull targets for their own athletes, while the coach from the other team on the field should score.
- NOTE: The recently passed NSCA Rule regarding squad members coaching each other does not apply to SCTP Tournaments. **Adults coaching athletes is still not allowed.**
- 3 gun malfunctions are allowed, after 3 malfunctions the bird will be called lost
- Report Pair
 - A "No Bird" or Gun Malfunction on 2nd bird: first target established lost or dead, repeat the pair for the score of the second target
- True Pair
 - A "No Bird" or Gun Malfunction: No score for either, repeat the pair
- **Squads must pick up all shells/trash on their last station**
- Return all scorecards immediately after your rotation ends at the designated drop off station

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Super Sporting Scoring Guide

- Time limit: 2 hours
- EVERYONE on the course must have ear & eye protection on at all times
- **Targets can only be viewed as singles. No show "pairs"**
- Make sure you start scoring on the correct station
- **You get full use of the shotgun on single targets, you may shoot at it twice!**
- NOTE: The recently passed NSCA Rule regarding squad members coaching each other does not apply to SCTP Tournaments. **Adults coaching athletes is still not allowed.**
- 3 gun malfunctions are allowed, after 3 malfunctions the bird will be called lost
- Report Pair
 - A "No Bird" or Gun Malfunction on 2nd bird: first target established lost or dead, repeat the pair for the score of the second target
- True Pair
 - A "No Bird" or Gun Malfunction: No score for either, repeat the pair
- **Squads must pick up all shells/trash on their last station**
- Return all scorecards immediately after your rotation ends at the designated drop off station

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