



2022 Policies & Procedures

Primary changes for 2022.

The USA Clay Target League continues to evaluate and adjust to the realities of student athlete and team participation during the pandemic. In December 2021, the League conducted a coach survey to evaluate some select policies that may inhibit athlete participation. As a result, the League made some changes to policies noted below that will allow more flexibility for athlete participation while maintaining weekly publishing of scores and rankings.

2021 SUMMARY	2022 CHANGE	DETAILS
Modified season with flexible event schedule	Weekly event schedule and score postings as conducted previously	Page 13
Reserve Week scores cannot be used for individuals	Reserve Week scores can be used for individuals IF they are quarantined	Page 13
Events must be conducted during the scheduled week	Events may be conducted earlier than their scheduled week	Page 13
Minimal National conference specific guidelines	National conference assigned for Leagues with less than three teams	Page 14
Extreme Distance Travel Option	Removed due to future events being allowed to be conducted early	n/a

THANK YOU to all parents, team staff members, school administrators, and shooting ranges for your continued extraordinary efforts to provide clay target shooting sports to these very special student athletes.



2022 Policies & Procedures

The League

State High School Clay Target Leagues are members of the USA High School Clay Target League, a division of the USA Clay Target League – a non-profit corporation. The League is the independent provider of clay target shooting sports to secondary and postsecondary schools. The League's priorities are safety, fun, and marksmanship – in that order.

The USA Clay Target League's Board of Directors and/or the Executive Committee reserves the right to make alterations in, or amendments to, these Policies & Procedures at any time without notice, whenever it is deemed to be in the best interest of the League.

These Policies & Procedures apply to all League-sponsored events and participants.

More Information

Website: www.usaclaytarget.com

We Believe

Safe and responsible handling and storage of firearms and ammunition is the first priority.

Everyone should have fun.

Participation is a privilege and not a right.

Sportsmanship needs to have a constant presence.

Students should have an equal opportunity to participate.

Ethical behavior, dignity and respect are expected.

Participants will be chemically free.

Collaborative relationships with schools and students create a positive experience.

Academic priorities must come before participation.

Adults must serve as a positive role model to students.

The success of the team is more important than individual honors.

Shooting ranges are critical to the success of the League and are positive business leaders in their community.

Compliance with school, community, shooting range and League rules are mandatory for all participants.

Shooting sports strengthens connections within families and communities for life.

Everything the League does will always be in the best interest of the students.

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General Policies

Priorities

The League's priorities, in order of importance, are safety, fun, and marksmanship.

Fair Play

The League's success is dependent on the trust it instills in every student athlete, coach, shooting range member, parent and school official. The assured reliance on character, ability, and truthfulness for each person will create a safe environment that everyone will enjoy.

Conduct

Acts by coaches, volunteers, student athletes of using abusive or profane language, displaying unsportsmanlike conduct (includes but not limited to: Policy & Procedure violations; arguing with referees; unsafe handling/use of shotguns; distracting a competitor; cheating, etc.), consuming alcohol, or using drugs before or during any League event are prohibited and are grounds for suspension and/or expulsion from the League.

Student athletes are strongly encouraged to be respectful of the time constraints for all coaches, volunteers and shooting range staff.

Clay Target Shooting Sport Options

The League offers four different clay target shooting sport "virtual" leagues. "Virtual" means that teams shoot at their local shooting range(s), submit the scores online, and then those scores are compared against all other teams in their respective conference. There is no need to travel to other shooting ranges to compete in head-to-head competitions. Conferences are determined by the type of clay target sport and then by similar team sizes.

The clay target shooting sport league offerings include trap shooting, skeet shooting, sporting clays and 5-stand. Teams can compete in one or more leagues as determined by their preferred clay target sport(s).

League Seasons

The League organizes a spring and fall clay target competition seasons. Although examples used in these Policies & Procedures are in reference to the League's spring season, the League's Policies & Procedures apply to both seasons.

The League's season schedule is defined as the first day after student athlete registration ends and the final League-sponsored event for the season is completed. For the complete schedule and list of season events, please visit the League's website.

Penalties

All student athletes, team leaders and shooting range officials must be familiar with the League's Policies & Procedures and must ensure that these Policies & Procedures are enforced. It is the responsibility of each student athlete to comply with the Policies & Procedures. Any violation of Policies & Procedures should result in the following Two Strike Penalty Rule:

Strike 1: Upon a first violation the student athlete will be sent home immediately and it will be the coach's responsibility to contact the parents of the student athlete and address the concerns before the student athlete can return to the team.

Strike 2: If a second violation occurs the student athlete will be removed from the team with no refund and will not be able to return for the remainder of the season.

The League must be informed immediately of any roster changes. Individual teams may include alternative penalties and enforcement actions.

School conduct, academic or chemical abuse policies and penalties and federal Gun-Free Zones Act laws will always supersede any League policies.

Insurance

All registered participants in the League are insured by the League.

The General Liability Insurance Policy provided to team staff members provides a \$1,000,000 per occurrence liability limit per member from claims made due to negligent acts accidentally committed resulting in bodily injury, personal injury or property damage to others. See the insurance policy for complete details.

The accident insurance for registered student athletes pays an athlete or an athlete's beneficiaries up to \$250,000 of medical expenses if an athlete's death or dismemberment is the direct result of an shooting-related accident. Coaches may request to receive the insurance policy from the League to view complete details.

The names of all registered athletes, coaches and other staff members must be included in the team's profile in ClayTargetGo! – the League's exclusive online application suite – prior to the first practice event to qualify for the insurance. Staff members must agree to League terms of participation to receive insurance.

A team's shooting range may have an insurance policy that may cover on-site participants while shooting during scheduled League events. Ask your participating shooting range for their insurance policy details.

Privacy

The League has strict rules and regulations regarding disclosure of athlete and parent contact information, including but not limited to names, phone numbers, email addresses, house addresses or any other information allowing a third-party to identify or contact any League participant or parent. Coaches, assistants, staff or any other personnel with access to contact information may not copy, distribute, sell, share, or make available in any manner, to any other person, entity, or third-party. In the event of unauthorized disclosure of any contact information, the individual(s) responsible shall be deemed in violation of this privacy rule, and the League may resort to any remedy available to it, through its internal Bylaws or at law.

Eligibility

School Eligibility

Any high school or incorporated homeschool association that is usually comprised of grades 9-12 located within the League's state are eligible to participate. Teams require:

- Written approval from the school (Board, Principal, Assistant Principal, or Activities/Athletic Director) to use the school name for the team, AND
- A minimum of two (2) student athletes, AND
- A school-approved adult (21+ years of age) Head Coach

All teams require a letter or email from the school authorizing participation of the team and Head Coach that has successfully completed the League's CLASS Certification.

Example approval letter: This letter serves as an approval for our students to represent Example High School and to utilize the name Example High School for their clay target team representation in the State High School Clay Target League. The team's Head Coach will be John Doe and his email address is johndoe@sample.com

Schools are strongly encouraged to allow the team to use the school logo, offer a lettering program, and recognition in the school's yearbook.

Homeschool Eligibility

If state or school district policies do not allow homeschool student to participate on a school team, unincorporated homeschool educational institutions or groups of homeschool students are eligible to participate in the USA Homeschool Clay Target League. Visit usahomeschoolclaytarget.com to learn more.

Team Eligibility

In the spirit with which this League was formed, the League encourage all athletes who meet student athlete eligibility requirements to be included on a team based on submission of registration (first come, first serve) and not by tryouts.

- Different schools within or adjacent to a school district may combine student athletes to form a single team.
- A minimum of one coach for every 10 team members is required.
- An unlimited number of student athletes may be on a team if the athlete-to-coach ratio complies.
- The number of members on a team will be determined by a combination of coach/student ratio and shooting range capacity. It is important that the Head Coach and the shooting range work together to determine the number of students the coaching staff and facility can safely and efficiently accommodate.
- If additional coaches are required to conform to the coach/student ratio requirements, ask parents or shooting range members to assist with the team.
- If additional shooting time is needed at the shooting range to accommodate more members, consider adding an additional event day during the week or extend participation hours.
- If a shooting range has reached capacity or team size limit is imposed, returning student athletes and seniors should be provided the first opportunity to participate.
- Teams may utilize different shooting ranges to accommodate larger team sizes and/or to reduce travel for participants.
- Teams may add another clay target sport through the Head Coach.

Athlete Eligibility

Any student enrolled in school at the time of the student athlete registration deadline date is eligible to participate if he/she:

- Is in grades six through twelve, AND
- Has completed a League-approved firearm safety certification program, AND
- Meets all school curricular activity eligibility requirements, AND
- Complies with the League's Policies & Procedures, AND
- If the team has the capacity to accommodate the student.

Homeschooled or online students may participate on a team if they meet the above criteria and the team is located within the same school district as their primary residence.

If a student athlete transfers to a different school during the League's season, the athlete must complete the season with the team he/she originally registered for. No roster changes are allowed after registration is complete.

New York student athletes and their families must meet requirements as noted in Section 265 of the New York State Penal Code.

- Must be 12 years of age or older
- Student athletes under the age of 17 cannot access their shotguns or ammunition outside of a shooting range and without an adult meeting the team staff requirements in these Policies & Procedures. See "Team Staff" on page 7.

Special Need Athletes

Shooting sports provides student athletes and their families an equal opportunity to participate in the League.

Students with physical disabilities, learning disabilities, or mental health concerns should consult with the team's Head Coach prior to registering with the team to explore participation opportunities and requirements. The student's participation may require written approval from a physician.

Special need student athletes may utilize coach assistance and/or apparatuses at any time while shooting.

Competing For Financial Gain

The League promotes participation in clay target sports emphasizing safety, fun, and marksmanship and does not encourage youth competition for a financial benefit. The League also does not support motivating youth to participate in this sport through financial gain and, therefore, the following conduct will disqualify a team or athlete from participation in League sponsored events:

A student shall remain eligible to participate in League activities unless any of the following occur:

A student accepts one or more of the following associated with the participation in clay target events occurring during the League's season:

- Monetary compensation for participation in clay target competition;
- Gifts or promotional merchandise valued at \$100 or more;
- A share in the season profit of a team;
- An expense allowance;
- An exclusive financial benefit that includes an ancillary advantage or benefit to a for-profit business;
- A tangible prize or award having a value exceeding \$100; or
- Monetary prize, purse, reward or other winnings exceeding \$100.

Gifts or scholarships received by the athlete, either directly or indirectly, that are not conditioned upon continued participation in clay target events shall not be construed as a disqualifying event.

A team shall remain eligible to participate in League activities unless any of the following occur:

A team, or entity benefiting the team, accepts one or more of the following associated with the team's participation in clay target events occurring during the League's season:

- Promotional merchandise, goods, or services valued at \$1,000 or more;
- A team prize or award having a value of \$100 or more; or
- A monetary prize, purse, reward or other winnings exceeding \$100.

Monetary contributions received through fundraising, donations, grants, scholarship or like kind that are given and remain in the possession and control of the team, or in the possession and control of an entity that is organized for the benefit of the specific team, shall not be construed as a disqualifying event.

A student or team who fails to comply with these requirements shall be disqualified from further participation in the League.

Organizing A Team

Team Setup

The League is not a sanctioned sport/activity with a state's high school activity/athletic association. Most schools will designate the clay target team as a club or activity just like other activities at the school. This means the coaching staff is solely responsible for management, coaching, administration, and monetary management on behalf of the team.

Non-Profit Organization

Because most teams are setup as an independent activity for the school, some teams will establish a nonprofit organization for their team to take advantage of being tax-exempt and the ability to accept contributions and donations that are tax-deductible to the donor. Additional benefits include, but are not limited to:

- Exemption from federal and/or state corporate income taxes.
- Possible exemption from state sales tax (varies by state).
- Ability to apply for grants and other public or private allocations available only to IRS-recognized, nonprofit organizations.
- The public legitimacy of IRS recognition.
- Formal checking and banking services.

When considering creating a non-profit organization, it is strongly recommended to consult with certified legal and accounting professionals prior to considering starting a nonprofit organization.

Shooting Range

Shooting ranges are important partners for high school clay target teams and play a vital role in providing student athletes a safe, fair, and competitive environment to participate in the League.

Ensuring a consistent and fair shooting experience throughout the state and the League is important to the enjoyment of the sport for all participants. The League strongly encourages shooting ranges to adhere to standard equipment, field, target and target flight specifications to the best of the shooting range's abilities.

Clay target team events should be held to the same requirements as other high school events. Therefore, no alcohol or tobacco will be used during League events at the shooting range.

Shooting ranges that host League teams should familiarize themselves with the League's Policies & Procedures. This document is the first resource that clubs, teams, and coaches should refer to if there are any questions.

Additionally, the League recommends that shooting ranges set clear expectations with teams and athletes regarding shooting range rules and safety procedures. In all cases, shooting range safety procedures and product specifications supersede any League policies and/or procedures.

Remote Shooting Range

If shooting range access is unavailable, teams may coordinate with a local landowner to create a remote range. Like formal shooting ranges, a remote range has to provide a safe, fair, and competitive environment for a team to participate in the League while following all shooting range requirements in these Policies & Procedures.

Remote range requirements:

- Land: Coordinate with the landowner to define expectations and requirements. The League can provide drafts of participant waiver forms for landowners to use. Land area must adhere to the field specifications as defined by the type of clay target sport regulations. Verify that any land use, noise ordinance, or waterway regulations are not impeded upon prior to commitments.
- Insurance: Verify insurance requirements with landowner.
- Thrower (Trap): Specifications for the thrower must meet sport requirements for target flight directions and speed.
- Target flight: A radar gun will measure the speed of a thrown target and apparatuses can be used to measure flight height, angles and distance.
- Other: Consider electrical access for machines, shooting post area, thrower shelters, gun racks, scoring tables, and more.

Visit the League's website "rules > shooting range" page for more detailed information.

Registration

Team Registration

A new team is required to contact the League to verify participation and acquire access to their ClayTargetGo! account.

Any team that participated in the League in a previous season must have the Head Coach login to their ClayTargetGo! account to activate the season.

- The team's Head Coach will be invited to register their team through CTG.
- All teams are required to have a minimum of two (2) student athletes registered before the student athlete registration deadline expires.
- Teams may register to participate in any or all of the four clay target shooting sport League offerings.
- Detailed athlete registration instructions are included in CTG.
- Teams with less than two registered student athletes after the deadline expires will be removed from season participation and any paid registration fees will be refunded.

Athlete Registration

Each athlete is required to register with his/her team through the Athlete Management System in ClayTargetGo.com. A parent or legal guardian must register the student if the student is under the age of 18 prior to the registration deadline date. All registrants must agree to all terms regarding Sportsmanship, Medical Consent, and Consent & Waiver.

- A student/guardian is required to create an account in the Athlete Management System at claytargetgo.com prior to registering for a team.
- After the account is created, the student is eligible to be invited to register for the team.
- When a coach activates the athlete registration process for a student, a registration invitation email is sent to the contacts indicated in the student's profile. The email is NOT required to register. Athlete Management System users may login to their account at any time to view the registration status or complete any necessary registration tasks for the student.
- Unregistered students will be removed from the team roster after the registration deadline.
- There are no registration deadline extensions.
- Check the League's website for all athlete registration requirements, deadlines, and registration fee payment.
- Teams may have registration deadline requirements prior to the League's requirements.

Different School Team Participation

If an athlete wants to participate in the League and the athlete's school does not have a clay target team, the athlete may participate on another team with the approval of both school's Athletic/Activities Directors.

If both schools already have a cooperative participation arrangement for other sports or activities, a League Cooperative Agreement is not required. Check with your school regarding cooperative agreement requirements prior to considering a cooperative agreement with a student and school.

If no cooperative participation arrangement is valid with the student's school and the team school, then the student athlete MUST have the League's Cooperative Agreement completed by both school athletic/activity directors. This agreement is available on the League's website. The Head Coach must retain the approved Cooperative Agreement.

- A student must join a team that is located nearest the student's home school district.
- The League's Cooperative agreement is valid for only one year.
- The student athlete must participate with the team for all events.
- A student athlete that is a member of one team cannot join another team regardless if it is a different clay target sport or season offering.

The Head Coach makes all decisions if the team can accommodate any athletes from other school districts.

It is strongly encouraged that the athlete makes a concerted effort to start a team at his/her own school before participating on another school's team.

Team Resources

Sponsorships, Donations & Fundraising

Sponsorships, donations and fundraising events for the team are strongly encouraged to help raise money and reduce the costs of participation for the athletes. Recognition for team sponsorships may occur on team uniforms, banners and websites. Sponsorships cannot include or reference:

- Tobacco products
- Gambling
- Sexual connotations
- Alcohol products (bar/restaurant establishments allowed)

Other Memberships

No school, or student in a school, shall be required to join any outside organization to participate in the League.

Cost & Payment

The cost for each student athlete to participate in the League is determined by the team. Costs vary by team depending on ammunition costs, uniform expenses, and local shooting range fees.

- Cost for participation is typically \$300-\$400 and usually includes targets, ammunition, and other team costs. Additional expenses may include mandatory ear protection, eye protection, shooting gear, uniforms, or shotgun.
- Athletes are required to pay the League's \$35 registration fee for each clay target sport they are participating in. The payment method option is selected by the team. This option includes 1) payment due at online registration, or 2) payment is coordinated through the team.
- Paid registration fees are refundable prior to the registration deadline. This must be submitted through the team's coach who processes the refund through TMS.
- No refunds will be issued after the registration deadline.
- League registration fees include administration, awards, insurance and a subscription to PullUSA - the League's official magazine.
- League registration fees do not include optional participation in year-end tournaments.
- Athletes must supply their own shotgun. Shooting ranges may allow a shotgun to be borrowed or rented with parental approval. Some teams may also have shotguns for use.

All first-year student athletes receive a complementary official League participation patch to adhere to their gear.

Athlete Recruitment

Recruiting student athletes for a team is coordinated through the high school. Host an open house event at the school to invite everyone that is interested in learning about the team. Promote the open house event through school newsletters, message boards, and posters.

The League's website contains a checklist of items to prepare your event, promotional messages and posters to customize and print, and presentation materials to assist with a successful event. Sign interested student athletes up and you have a team!

Coach Education And Support Program

The Coach Education And Support Program provides a free education support platform that it is consistent with the clay target league's mission, policies, and procedures to help coaches help themselves, other coaches, and student athletes. The usaclaytargetcoach.com website provides coaches private access to advisors, blogs, and dozens of different lessons to help their knowledge and skills in various areas of starting a team, managing team growth, and emerging teams.

Coaches may also contact the League Coach Education & Support Manager via the League's website for additional assistance and knowledge to help with team management.

Emergency Management Plan

It is strongly encouraged that each team develops an emergency management plan so they are prepared in case of an emergency. It is vitally important that all elements of this plan are clearly understood by team coaches, shooting range staff, parents and athletes. Emergency management plans should include:

- Immediate access to a phone to dial 911.
- Team roster report – Downloaded and printed from the Team Management profile. This includes emergency contact information for athletes and medical conditions.
- Evacuation information – in case of inclement weather.
- Situation leaders – assigned staff that serve as designated decision-makers and communicators who understand their roles and responsibilities.
- Key contacts – School officials, police, fire, hospital, legal counsel, monetary management, Board of Directors, community partners, etc.

Clear, decisive, and timely communication is important in any situation and having an established plan will help the team successfully navigate its way through any emergency.

Scholarship

The League offers scholarship opportunities to student athletes that are pursuing a postsecondary education.

To qualify, a student athlete must:

- Be a member of the League.
- Be a graduating senior in participating year.
- Demonstrate an interest in pursuing a career in environmental sciences and/or conservation of natural resources.
- Adhere to all school eligibility requirements.
- Submit application before deadline.

Details and applications are made available on the League's website in April.

Lettering & Yearbook

Each participating school is strongly encouraged to offer a lettering program and a team picture in the school yearbook. Approximately 80% of all teams offer these. Each school has different criteria for awarding letters and yearbook recognition to participating student athletes. Verify the participation and accomplishment requirements with your school. The League offers lettering program recommendations for coaches through the League's website.

League Logo Use

The League's logo may be used by a team only if the team complies to the League's Name and Logo Terms of Use requirements that can be viewed by clicking on the link located on the bottom of the League's website.

If your team requires alternative digital formats of the League's logo, contact the League via email.

PullUSA Magazine Subscription

PullUSA is the official publication of the USA Clay Target League. The magazine covers human interest features, lifestyle stories, tips, product reviews, college prep and more from the world of clay target shooting sports.

The quarterly (four issues annually) magazine will be direct mailed and digitally delivered via email to registered and paid student athletes, Head Coaches, and shooting ranges.

- Mailed to valid addresses only.
- For athletes that do not want the magazine, they may complete the opt-out information in their profile in AMS.
- Non-qualifying complementary subscriptions may purchase an annual subscription. Visit www.pullusamagazine.com

Technology

ClayTargetGo! Application



ClayTargetGo! is the League's exclusive online application suite designed specifically for clay target league coaches and families! ClayTargetGo! helps users manage operations, online registration, communications, scoring, statistics, and more. Visit claytargetgo.com

Team Management System™ (TMS)

After confirming their team's participation in the League, the Head Coach of the team will assigned primary access to the Team Management System in ClayTargetGo!.



The Team Management System includes:

- Activity Dashboard – instantly review critical team status, action items, and important messages from the League.
- Team Profile – school and coach contact information, billing information, conference designation, registration user names and passwords, and more.
- Team Roster – add, edit, and download all information about your team members from each sport and each list.
- Submit Scores – submit weekly scores for each athlete.
- Team Scoring Report – review scores and statistics on each athlete or the team.
- Tournament Registration – activated prior to tournaments to manage student athlete registration and roster.
- Access Special Team Offers – advertisements from select League providers offer special purchase incentives for teams.

The Head Coach may invite other coaches via email to gain access to TMS and allow certain privileges to access information.

To setup an TMS account:

1. Get the Team ID from the team's Head Coach.
2. Visit claytargetgo.com and follow the instructions.

Only a Head Coach or team administrator can change the TMS access for the Head Coach. If a Head Coach needs to be replaced in TMS, contact the League.

Athlete Management System (AMS)

The Athlete Management System allows ClayTargetGo! users (athletes and guardians) to access important features to monitor athlete activities.



- Activity Dashboard – instantly review critical team status, action items, and important messages from the League and the team.
- Registration – registration and payment confirmation.
- Athlete Profile – contact information, medical concern, and important documents.
- Shooter Performance Tracker – review scores and statistics.
- Access Special Offers – advertisements from select League providers offer special purchase incentives for athletes.

To setup an AMS account:

1. Get the Team ID from the team's Head Coach.
2. Visit claytargetgo.com and follow the instructions.

Shooter Performance Tracker®

The Shooter Performance Tracker® (SPT) is a League-exclusive web-based performance tracking tool provided to all participants in the League.



- Athletes can view their SPT access information in AMS.
- Athletes can monitor their scores and ranking when compared against other athletes on their team, their conference and the League.
- Scores and rankings are updated after weekly event results have been posted on the website.

Certification

League-Approved Firearm Safety Certifications

All student athletes are required to obtain certification for either of the League-approved firearm safety certification programs. Only a state-approved hunter education certificate or the League's SAFE Certification are accepted. Teams should verify the firearm safety training certification requirements with the shooting range where they will be conducting League events.

Student athletes cannot shoot at an event on a team at any time without obtaining a League-approved firearm safety certificate first. State-issued hunter education certificate numbers or dates of completion of SAFE Certification (online and range day) are required to be included into the athlete's profile before scores are submitted for the student athlete. Updates to the registered student athlete's firearm certification must be made in the athlete's profile in AMS or by a coach in TMS before scores are submitted for the student athlete.

State-Approved Hunter Education Certification

Most states require that hunters complete a certified hunter education course. The hunter education certificate is proof that students have successfully completed a state's official and approved hunting safety course. A student can use a different state's hunter education certificate than their residing state. A team coach will verify the certificate's authenticity. Check your state's department of natural resources website for complete hunter education certification information. If the hunter education certificate cannot be obtained by the deadline, then the League's SAFE Certification is recommended if the shooting range allows it.

Student Athlete Firearm Education (SAFE) Certification



The League's SAFE Certification provides an in-depth firearm safety and procedures training program designed specifically for League participants. The cost per student of the SAFE Certificate is \$25 and is payable at the beginning of the online course. Refunds are not allowed. The SAFE Certificate is valid only for League participation and cannot be used for obtaining a hunting license.

The SAFE Certificate is designed specifically for student athletes and coaches participating in the League.

The SAFE Certification requires the completion of the online AND shooting range certification programs to earn the SAFE certificate.

Step 1: Go to usaclaytargetSAFE.com

Step 2: Complete the SAFE Online Certification program. Upon completion of the online course, the student athlete will receive a confirmation email and PDF certificate

Step 3: Complete the SAFE Range Certification. The SAFE Range Certification is conducted at a shooting range through a team coach. The student athlete MUST complete the SAFE Online Certification BEFORE participating in the SAFE Range Day. Athletes must bring a printed SAFE Certificate to the SAFE Range Day. A CLASS-Certified coach must authorize it.

Step 3: Athlete/parent or coach must enter the completion dates of the online and range day certification into the Athlete Management System through ClayTargetGo! before scores are submitted for the student athlete.

Students will participate in a training session conducted by a CLASS -Certified coach on the team. The 1-2 hour shooting range training will include firearm safety, shooting sport procedures, shooting at clay targets, and range safety requirements. The Instructors must have completed the League's Coach Leadership And Safety Support (CLASS) Certification program. Instructors will be provided a SAFE Range Certification guide from the League to assist with certification.

All student athletes that complete the SAFE Certification receive an official Iron-on certificate patch from the League.

Coach Leadership And Safety Support (CLASS) Certification

The League's CLASS Certification provides a comprehensive and interactive online education and training program designed specifically for League coaches. The CLASS Certification is available to all coaches and takes 5-6 hours of online training to complete.



- New Head Coaches are required to complete the CLASS Certification from the League prior to Practice Week 1. One complementary single-use promotional code to complete the certification will be provided.
- New Head Coaches assigned during the participation season are requested to complete the certification within ten days.
- Assistant coaches or volunteers may complete the CLASS Certification for \$50 each.
- Only CLASS-Certified coaches may conduct the SAFE Range Certification program for student athletes to complete the SAFE Certification.

The CLASS Program provides three critical areas of coach training: Leadership, Range Safety Officer, and Student Athlete Firearm Education.

Leadership:

- Working with coaches and volunteers
- Recruiting student athletes
- Partnering with a shooting range
- Ammunition
- Implementing a safety management plan
- Team communications
- Teaching the skill of the sport
- Recognizing achievements
- Working with parents and schools
- First aid basics

Range Safety Officer (RSO):

- Responsibilities
- Rules
- Shooting range
- Safety meeting
- Equipment failures
- Emergency actions
- Communications

Student Athlete Firearm Education (SAFE) Certification:

- The coach will complete the same 3-4 hour SAFE Online Certification that a student athlete completes. The coach will not be required to complete the final exam.

All coaches that complete the CLASS Certification receive an official iron-on certificate patch from the League.

The CLASS Certification can be found at usaclaytargetCLASS.com.

Safe Sport Policy

The mission of the League is to emphasize the positive influence shooting sports can have on athletes and their families. The League does this by providing a safe, comfortable, and positive environment focused on safety, sportsmanship, teamwork, and fun.

One aspect of creating a safe environment for athletes, coaches, and team staff members alike includes ensuring misconduct, including any physical and sexual abuse, is identified, addressed, and eliminated. Following the creation of the federal Safe Sport Authorization Act, the Center for SafeSport has identified six types of misconduct: emotional misconduct, physical misconduct, sexual misconduct, bullying, harassment and hazing. All forms of misconduct are intolerable and in direct conflict with the mission and goals of the League.

The League is committed to the safety and protection of all participating athletes, as well as the coaches and team staff members. Therefore, the League has published its Safe Sport

Policy as a tool to help ensure a safe, comfortable, and positive environment for those participating in the League's activities.

The League recommends education and training for student athletes, legal guardians, and any adult staff member on a team that interacts with an athlete in any team capacity or any competition or event overseen by the League. Education and training should include review of this Safe Sport Policy and completion of the Center for SafeSport Trained course. Team staff members are recommended to provide certification demonstrating successful completion of the Center for SafeSport Trained course to their team leader before being granted access to practices and other League-sanctioned events in which there will be interaction with athletes.

Every team staff member must report suspicions and/or allegations misconduct, as defined by Safe Sport Policy, the Center for SafeSport, and state and federal law.

To view the League's Safe Sport Policy and/or to report a suspected violation of Safe Sport Policy misconduct, visit www.usaclaytarget.com/safesport.

Background Screening

The League does not require background screening for coaches. School administration and/or the team will determine background screening requirements.

Team Staff

All non-student team staff members on a team will strive to develop in each athlete the qualities of leadership, initiative, fine judgment, and good citizenship.

New Head Coaches are required to complete the CLASS Certification from the League prior to Practice Week 1. Alternative shooting sport coach certification is not required for any coaches.

The school is responsible for approval of the Head Coach and the school may require background screening for all coaches and volunteers.

Volunteer state-approved hunter education instructors or certified firearm safety instructors are very qualified coaches to be included on a team's coaching staff. Check your state's department of natural resources website for complete hunter education instructor certification information.

All New York coaches must successfully complete the New York Department of Environmental Conservation certification course or must be a duly commissioned officer of the United States army, navy, air force, marine corps or coast guard, or of the national guard of the state of New York; or a duly qualified adult citizen of the United States who has been granted a certificate as an instructor in small arms practice issued by the United States army, navy, air force or marine corps, or by the adjutant general of this state, or by the National Rifle Association of America; or an agent of the department of environmental conservation appointed to conduct courses in responsible hunting practices pursuant to article eleven of the environmental conservation law.

Head Coach

Each team requires an adult (21+ years of age) Head Coach which must be approved by the school's Athletic/Activities Director. The Head Coach is responsible for all operations of a school's team including, but not limited to:

- Supervising student athletes in a professional manner.
- Recruiting and training assistant coaches.
- Training student athletes in safety and courtesies.
- Training student athletes in clay target shooting sport skills.
- Monitoring the safe handling of shotguns and ammunition.
- Having a wide experience in shotgun shooting and a thorough knowledge of shotguns and shooting range equipment.
- Supervising, advising and assisting all coaches and volunteers.

- Educating student athletes about shooting range safety and courtesy rules.
- Managing student, coach, League, or school conflicts.
- Enforcing all Policies & Procedures.
- Making all penalty decisions.
- Coordinating schedules.
- Submitting all required forms and payments before deadlines.
- Verifying all scores and submitting them to the League before the deadline.
- Appointing qualified Range Safety Officer.
- Conducting and verifying Student Athlete Firearm Education (SAFE) certification.
- Completing the Coach Leadership And Safety Support (CLASS) certification.
- Making all decisions in any and all cases which are not provided for in the Policies & Procedures, or are against the spirit of these Policies & Procedures, in the best interest of the school, team and the League.

Assistant Coach & Volunteers

Team assistants receive responsibilities as assigned by the Head Coach. Assistant coaches cannot be student athlete athletes and must be 18+ years of age.

Team Manager

Although not required, it is recommended each team have a Team Manager. The Team Manager's responsibilities may include:

- Coordinating communications from the League to the coaches and team members.
- Managing all information for team rosters.
- Ensuring all League required forms, payments and score submissions are submitted completely and within deadlines.
- Assist the coaching staff when requested.

Range Safety Officer

The Range Safety Officer (RSO) will possess the knowledge and skills essential to organizing, conducting and supervising safe shooting activities and range operations. One RSO must be present at no more than two adjoining fields during all times when a student athlete participates in League events. The RSO's responsibilities will include:

- Ensuring all shotguns and ammunition are handled safely at all times.
- Supervising preparation of the shooting range according to technical, safety, and target requirements.
- Ensuring the correct application of guns, ammunition and equipment is being used.
- Ensuring proper hearing and eye protection is worn by athletes.

Safety & Courtesy

All coaches and adult volunteers have the responsibility to keep the range safe always. Any coach should take it upon them self to speak respectfully with any student athlete on any team immediately if they see a safety violation.

Firearm & Ammunition Purchase, Storage & Transportation

All students and coaches will follow state and county laws and their school's policy regarding shotguns and ammunition.

The shotgun and ammunition are picked up at a student athlete's home and brought to shooting range by parents or students. Some shooting ranges may have secured firearm storage available.

Teams, families and student athletes must follow all state and federal laws on the purchase, sale, storage, and transportation of ammunition.

Safe Firearm Handling

All shotguns must be unloaded and have the action open when not shooting.

- Shotguns should be uncased and placed in the rack immediately upon arrival to the shooting range to ensure they are unloaded.
- A break open shotgun's action may be closed when it is in a gun rack but it shall not contain a live or empty shell.
- All shotguns will be carried with two hands with the action open and muzzle pointed in a safe direction.
- Immediately after shooting a student athlete's shotgun should either be placed back onto the gun rack or cased and returned to the student athlete's vehicle.

Safety & Courtesy

It is the student athletes' and coaches' responsibility to conduct an event in a reasonable and safe manner. Safety is more important than speed.

- The practice of tracking targets behind a shooting squad is not permitted.
- Test shots are not permitted.
- Snap caps are permitted in a safe place away from people.
- Always have the shotgun pointed out over fields, up in the air, or at the ground when at the firing line whether the shotgun is loaded or not.
- Always keep your finger out of the trigger guard area until your shotgun is shouldered and pointed down range.
- Do not handle another person's shotgun without the shotgun owner's permission.
- Clean your shotgun after shooting.
- It is recommended to add a name label on your shotgun and gear for identification in case any item is left behind.
- Be respectful and do not distract others.
- No heckling.
- Empty shells should not be picked up until the round is over or when instructed by a coach.
- Do not leave your station or pivot recklessly to offer help if another athlete needs assistance.
- Only coaches can instruct students while occupying a shooting station. On-field skill training/coaching is not allowed during competition events.
- No eating or drinking while occupying a shooting station.
- Wash your hands after handling ammunition, shooting, or cleaning your shotgun.
- Control ejected shells so they do not disturb other athletes at their shooting station. All athletes are required to mount a shell catcher to any shotgun dispensing spent hulls outside of their occupied post. Spent hulls may land directly next to or behind the athlete by way of gravity. Any spent hull ejected from the shotgun by force towards another athlete will require a shell catcher to be applied immediately. In the case of a shell catcher malfunction the athlete must produce an apply a new shell catcher immediately.
- Cell phones must be turned off, in airplane mode, or not in possession while shooting.

Foot Pads

Athletes are not allowed to rest muzzles on their feet and should not use any type of foot pads. Magnetic muzzle pads are allowed if placed on the ground.

Equipment & Gear

Each athlete is responsible for personal equipment and items. Shooting ranges or coaches are not responsible for a student athlete's personal items.

Shotguns

Student athletes are required to supply their own shotgun. Some teams or shooting ranges may have shotguns to borrow or rent. All types of smooth-bore shotguns, including semi-automatics, may be used provided their caliber does not exceed 12 gauge.

The student athlete cannot use a shotgun that:

- Has any form of "release" trigger actions.
- Has a sling or strap attached.
- Changes the properly functioning firearm in the same round.
- Use attached devices that have magnifying or light emitting effects.
- Has a pistol grip that does not have a stock.
- Has a mechanical hammer used for "cocking".
- Utilizes a detachable magazine.
- Has a barrel length of less than 24".
- Is designed or intended for home defense or tactical purposes.

Ammunition

All student athletes must use factory ammunition. Ammunition load, shot size, and velocity (feet per second) specifications must meet the use requirements of the shooting range during the event. A student athlete cannot use:

- Reloaded cartridges.
- Tracers, copper and nickel coated shot.
- Tracker wads during competition.

Shooting range ammunition requirements supersede League ammunition requirements.

Eye Protection

Eye protection devices designed specifically for shooting sports are required for each student athlete and coach to use while on the field during all events.

Prescription glasses can be used for eye protection if the lenses are comprised of plastic or polycarbonate.

Hearing Protection

Hearing protection devices designed specifically for shooting sports are required for each student athlete and coach to use while on the field during all events. All devices (ear muffs or ear plugs) should have a Noise Reduction Rating (NNR) of 27dB or higher.

Hearing protection devices that allow for playing music are allowed as long as range commands are audible. Standard commercial ear buds, headphones, or Bluetooth audio playback devices are not designed to reduce and/or eliminate gunshot noise and are not approved hearing protection.

It is recommended that spectators also wear hearing protection when near the field.

Attire

Every participant in the League will promote a positive image by wearing appropriate attire during all events.

Prohibited items include:

- Clothing that exposes any part of the torso, including but not limited to, cutoff t-shirts, halter tops, tank tops, etc.
- Short shorts and low riding shorts or pants revealing undergarments or buttocks.

- Flip-flops or opened-toed shoes/sandals.
- Any clothing with pictures, caricatures, designs, messages, writings, or other embellishments with direct or indirect references to alcohol, tobacco, sex or sexual connotations, drugs, gambling, or profanities.

Equipment Inspections

Any team coach or RSO has the right to examine any item of a athlete's equipment including guns, ammunition, clothing, and other equipment to ensure proper accordance with these Policies & Procedures.

Clay Target Shooting Procedures

The art of shooting a firearm at flying clay targets dates back more than 100 years. Each clay target shooting sport has its own unique requirements and procedures and it is important to understand each depending on the clay target sport you are participating in.

Preparation

Each athlete will have all the equipment and ammunition necessary to complete the round each time they occupy a shooting station. All shotguns must be carried open and unloaded when moving to the athlete's assigned starting station. Test firing of a shotgun is not permitted.

Ready

At the moment the athlete calls and until the target appears, the athlete must stand in the "READY" position including:

- Both feet entirely within the shooting station area.
- Holding the shotgun with both hands.
- A live round may be in the chamber, but the action MUST be open until it is the athlete's turn to shoot.

Start

Upon a "START" command from the scorekeeper, each athlete, in turn, will:

- Take proper shooting position.
- Load shell(s) as required by type of sport/shoot
- Close the action of the shotgun.
- Clearly call "PULL" or some other command for the target.
- Shoot at the target.
- Scorekeeper does not comment when a target is "HIT"
- Scorekeeper will say "LOST" loudly when a target is missed.
- Discharge empty shell.
- Wait for next turn.

An athlete may close the shotgun action only after the previous athlete has completed his/her turn. No athlete will turn from the shooting station before the athlete's shotgun action is open and empty. Each athlete should begin his/her turn within five (5) seconds after the last athlete has fired at a target and the result has been recorded.

Scoring

The official score is the record kept by the scorekeeper on a scoresheet furnished to him/her by the team, shooting range, or event host. One scoresheet is used for each squad.

- The scorekeeper shall clearly record an accurate record of each score of each student athlete.
- A scored target is promptly recorded in the square of the corresponding round on the scoresheet.
- If a target is scored "HIT/DEAD", the scorekeeper will mark the square with a diagonal slash (/) or crossed out (X).
- If the target is scored "MISSED/LOST", the scorekeeper will mark the square with a circle (O) and verbally announce "LOST" to the entire squad.
- Any target scored with both a "/" or "X" and "O" shall be "LOST", unless the word "DEAD" is clearly printed in the square.

Trap Shooting Scoring Example

Trap Field #: <u>3</u> Scorekeeper: <u>Phil</u>		Dead: <input checked="" type="checkbox"/> Indicates a dead, hit, broken, or clipped target by shooter Lost: <input type="checkbox"/> Indicates a completely missed or lost target Mismarked: <input checked="" type="checkbox"/> Indicates a dead target incorrectly marked as lost																										
Name	Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	Subtotal	Total
Susan B.	Rd 1	/	O	/	/	/	O	O	/	/	/	O	/	/	/	/	/	/	/	/	O	/	/	/	/	20	43	
	Rd 2	O	/	/	/	/	/	/	/	/	O	/	/	/	/	/	/	/	/	/	/	/	/	O	/	23		
Bob K.	Rd 1	/	/	/	/	/	/	/	/	/	/	O	/	O	/	/	/	/	/	/	/	/	/	/	/	23	47	
	Rd 2	/	/	/	/	/	/	/	/	O	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	24		
Marcus W.	Rd 1	O	/	/	O	O	/	/	O	/	O	/	O	/	O	/	/	/	/	O	O	/	/	/	/	18	32	
	Rd 2	/	O	O	O	/	/	/	/	O	O	/	/	O	/	/	/	/	/	O	O	O	/	/	O	O		14
Jenny T.	Rd 1	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	25	49	
	Rd 2	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	O	/	24		
Andy R.	Rd 1	/	O	O	O	/	/	O	O	/	O	O	/	/	O	/	/	/	O	O	O	O	/	O	O	O	10	29
	Rd 2	O	O	/	/	O	/	/	O	O	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	19		

- The scorekeeper will announce round scores to the squad after each station change.
- At the end of each round, the scorekeeper announces the scores for that round in firing order.
- Every student athlete in a squad should review their scores after the round is completed to verify the addition of scores are correct.
- Only mathematical errors can be corrected off of the field.

"Lost" Target

A missed target must be declared "LOST" when:

- It is not hit during its flight.
- It is only "dusted" and no visible piece is broken from it.
- An athlete, for no permitted reason, does not shoot at a regulation target for which the athlete has called.
- The athlete is allowed two "misfires" per round if they were not able to fire his/her firearm because he/she has not released the safety or has forgotten to load it.

Disputed Call

In the event of a lost target dispute:

- The athlete immediately raises an arm to notify the scorekeeper.
- All athletes must unload their shotguns and make them safe.
- The scorekeeper defers to the entire squad for majority ruling decision.
- If a majority ruling cannot be made by the squad, the lost target score will stay as-is.
- Unless there is a disputed call, no score can be changed after the next athlete in line has completed his/her shot.

"Refused" Target

An athlete may refuse shooting at a released target if:

- A target is not released immediately after the athlete's call.
- The athlete is visibly disturbed by some external cause.
- The scorekeeper agrees that the target was flying along an irregular path other than that specified in angle, elevation or distance.

The athlete refusing a target must indicate this by opening the action on their shotgun and raising an arm.

"No Bird" Target

A scorekeeper may declare a "no bird" when:

- A broken or irregular target emerges.
- Multiple targets are thrown at once from a single thrower.
- An athlete shoots out of turn.
- Another athlete fires at the same target.
- The scorekeeper notices the athlete was visibly disturbed by some external cause.
- The scorekeeper notices athlete's foot position is outside his/her area.

- The scorekeeper detects a violation of the athlete's allowed time limit.
- The shot is discharged involuntarily before the athlete has called for the target.
- A target is thrown before the athlete's call.
- A target is not released immediately after the athlete's call.
- A target's trajectory is irregular.
- There is an allowable malfunction of shotgun or shell.

Any target thrown that comes out of the house that is broken or chipped will be re-thrown for score regardless if the score recorder calls "no bird". This includes if the athlete fires and hits the broken target. Only clear and whole targets are considered legal for competition.

Stop

When the command or the signal "stop" or "cease fire" is given, shooting must stop immediately.

- All athletes must unload their shotguns and make them safe.
- The round may resume once the cease fire issue has been resolved and the "Start" command given by the scorekeeper and/or RSO (Range Safety Officer).

Shotgun Malfunction

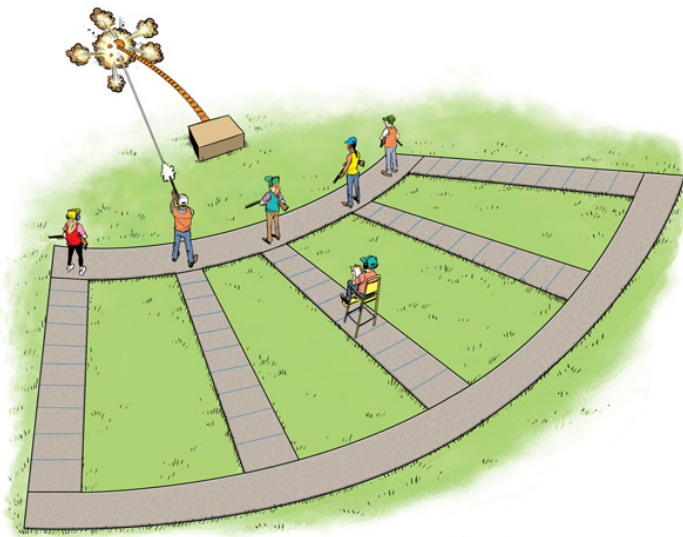
Failure to fire due to a shotgun malfunction requires that the athlete calls for a "cease fire" or "stop" and properly makes the shotgun safe. The RSO must examine the situation and determine if the shotgun can safely function for the remainder of the round. If the RSO deems the shotgun unusable for that round, the athlete must finish the round with another shotgun not already in use. If the athlete does not have access to an alternative shotgun then the athlete must take a zero score for each remaining target that round.

- Athletes are not allowed to suspend a round and finish it after their shotgun has been repaired.
- Athletes are not allowed to hold up the round for more than three minutes during a failure to fire situation.
- Once the RSO has deemed the shotgun unusable for that round the shotgun cannot be brought back onto the field for any reason until the start of a new round.

"Out" Or "End Of Round"

Upon the completion of a round, the scorekeeper will declare "OUT" or "End Of Round". Athletes will be notified of their scores, make their shotguns safe, and carry the shotgun in the approved manner and exit the station.

All athletes are responsible for collecting empty hulls used during their round and disposing them in the assigned receptacle.



Trap Shooting

A practice or competition event will consist of shooting two 25 target rounds for a total of 50 targets from the 16-yard station. Up to five athletes (squad) will occupy the stations on a trap field. The student athlete that is assigned to station one is designated the "squad leader".

Trap Field

The trap field is the area of a shooting range where trap shooting occurs. Each field contains shooting stations (typically concrete walkways with yardage markers) and a trap house.

The trap house is the structure in front of the stations from which the clay targets are launched. Only facility personnel shall enter and maintain the trap house. A cone or flag will be displayed when the trap house requires maintenance and athletes are required to exit their shooting station and make firearms safe until the trap house maintenance is completed and the cone or flag is removed.

Ammunition Recommendation

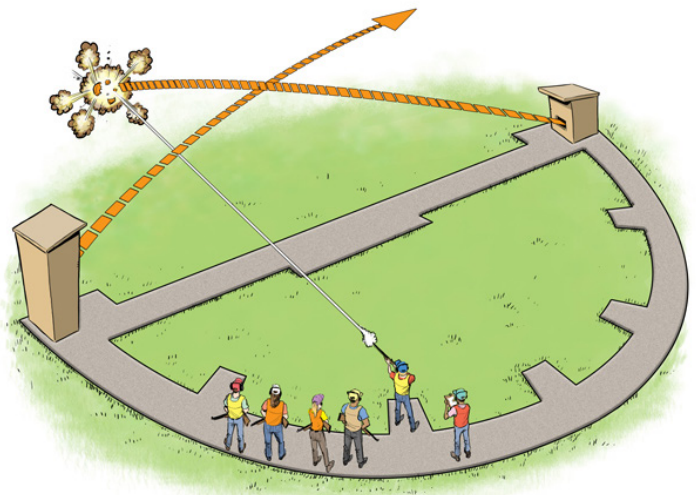
Ammunition specifications must meet the use requirements of the shooting range. Typical ammunition used for trap shooting:

Gauge	Shot	Shot Size
12	1 oz. or 1-1/8 oz.	#7.5 or #8
20	7/8 oz.	#8

Targets At Each Station

Five shots are taken at each of the five stations. After the first five shots are completed by the entire squad, each athlete will move to a new station by:

- Verifying the shotgun is unloaded.
- With the action open and the shotgun pointed in a safe direction, rotate in a clockwise manner to the next station.
- Station one will move to station two, two to three, three to four, four to five, and five to one.
- Station five will rotate to their right moving away from the station four athlete who is moving to station five and continue to walk behind the other athletes to station one.
- Await the "START" command from the scorekeeper.
- The squad leader is the first to shoot in each round.
- Repeat process until all athletes have each shot 25 targets.
- No athlete will move to the next station until the last target in a round is completed.



Skeet Shooting

A practice or competition event will consist of shooting two 25 target rounds for a total of 50 targets from eight different stations on a skeet field. Up to 5 athletes (squad) will occupy the stations on a skeet field. The student athlete that is assigned to station one is designated the "squad leader".

Skeet Field

The athlete shoots from seven positions on a semicircle with a radius of 21 yards, and an eighth position halfway between stations one and seven. There are two houses that hold target throwers that launch the targets, one at each corner of the semicircle. The traps launch the targets to a point 15 feet above ground and 18 feet outside of station eight. One trap launches targets from 10 feet above the ground ("high" house) and the other launches it from three feet above ground ("low" house).

Ammunition Recommendation

Typical ammunition used for skeet shooting:

Gauge	Shot	Shot Size
12	1-1/8 oz.	#9 or #8
20	7/8 oz.	#9 or #8

Targets At Each Station

Shooting procedures for skeet are very similar to trap shooting except for station assignments, number of targets shot, and station rotation. All squad members take turns at the same station and then move together after all squad members have shot the assigned targets at each station. Squad members need to stand at least at least five feet behind the athlete and always behind the athlete's muzzle.

At stations one and two the athlete shoots at single targets launched from the high house and then the low house, then shoots a double where the two targets are launched simultaneously but shooting the high house target first. At stations three, four, and five the athlete shoots at single targets launched from the high house and then the low house. At stations six and seven, the athlete shoots at single targets launched from the high house and then the low house, then shoots a double, shooting the low house target first then the high house target. At station eight the athlete shoots one high target and one low target. No athlete will move to the next station until the last target in a round is completed.

Optional Shot

The athlete must re-shoot his/her first missed target from the same station and at the same house immediately following a lost target. If no targets are missed in the round, the athlete must shoot his/her 25th shell at the low house station eight.



Sporting Clays

A practice or competition event will consist of shooting a total of 50 targets from six to 12 different stations on a sporting clays field. Each station round will consist of six to 10 targets per station.

Sporting Clays Course

A sporting clays course can be laid out in a number of ways but requires a vast landscape and variety of presentations. The configuration of sporting clay courses vary greatly between shooting ranges. Similar to hunting live birds, sporting clays is intended to challenge each athlete with clay targets being thrown at multiple angles from multiple locations. Typically, four to six student athletes compete at each station together rotating through all shot scenarios before moving on to the next station. Different fields within a course are typically located many yards away from one another and are accessible via walking along meandering paths.

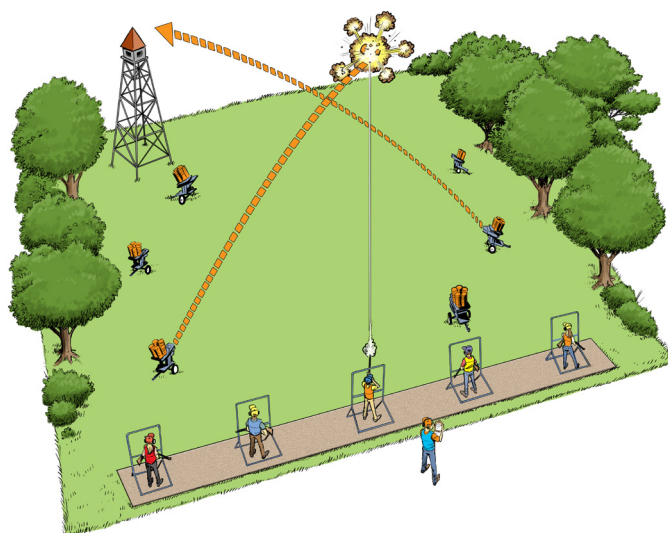
Ammunition Recommendation

Ammunition specifications must meet the use requirements of the shooting range. Typical ammunition used for trap shooting:

Gauge	Shot	Shot Size
12	1 oz. or 1-1/8 oz.	#7.5 or #8
20	7/8 oz.	#8

Targets At Each Station

Each station has a set of instructions notifying each athlete where the targets are coming from and how many will be thrown at a time. Sporting clays targets may be thrown left to right, right to left, away, incoming, vertically, from a tower or elevated platform and in a rabbit (along the ground) presentation. Sporting clays targets can be thrown individually or as a true or report pair. A true pair is defined as two targets being thrown at the same time from multiple throwers at a single station. Report pairs are defined as two targets being thrown in sequence with the second target being thrown as soon as the athlete completes the shot of the first target. No shooter will move to the next station until the last target in a round is completed.



5-Stand

A practice or competition event will consist of shooting two 25-target rounds for a total of 50 targets. Athletes compete in turn taking five shots at clay targets from five separate stations (stands).

Build a 5-stand field - visit www.usaclaytarget.com/build-5-stand/

5-Stand Field

A 5-stand field's target throwers are strategically placed throughout a large field. Each of the five stations that are aligned in a row are partially enclosed by a cage that limits the angles of shooting at targets. Each athlete can view the targets from all stations from the station they are shooting from. Once all athletes have completed a station they move in a clockwise rotation to the next station.

Ammunition Recommendation

Typical ammunition used for skeet shooting:

Gauge	Shot	Shot Size
12	1-1/8 oz.	#9 or #8
20	7/8 oz.	#9 or #8

Targets At Each Station

Five shots are taken at each of the five stations. After the first five shots are completed by the entire squad, each shooter will move to a new station by:

- Verifying the shotgun is unloaded.
- With the action open and the shotgun pointed in a safe direction, rotate in a clockwise manner to the next station.
- Station one will move to station two, two to three, three to four, four to five, and five to one.
- Station five will rotate to their right moving away from the station four athlete who is moving to station five and continue to walk behind the other athletes to station one.
- Await the "START" command from the scorekeeper.
- The squad leader is the first to shoot in each round.
- Repeat process until all athletes have each shot 25 targets.
- No athlete will move to the next station until the last target in a round is completed.

Each station has a menu card notifying the athlete where each target is being thrown. Targets are thrown from a pre-determined sequence with a variety of flight angles and consistent speed settings. Targets may be thrown from left to right, right to left, fading away, incoming, rabbit (along the ground), vertically, and from a tower or elevated platform. Generally, the first target thrown from each station is a single target followed up with either a report pair or true pair to round out that station. A report pair is defined as a single target thrown followed by another single target thrown upon the completion of the athletes first shot. A true pair is defined as two individual targets being thrown at the same time by multiple throwers.

Practice & Competition Events

League events are defined as practice or competition during scheduled participation.

League Play

Each team coordinates with their local shooting range to determine available days and times to complete the event.

- Practice and conference events are 50-target events.
- The scheduled event week is defined as starting on Sunday and ending on Saturday at 9:00 p.m. CT.
- All teams must conduct their competition week events in succession.
- Teams are allowed to complete a future event week prior to the scheduled event week.
- Scores can only be submitted during the scheduled event week.
- A competition event may continue on a second day only if the competition event gets postponed due to weather, darkness, or other unforeseen circumstances.
- An athlete's score can only be used if completed on their team's scheduled event.
- All rounds are considered practice scores unless they are declared competition targets PRIOR to conducting the round.
- Using "best scores" from multiple events is not allowed.
- In all cases, a coach and Range Safety Officer must be present at all times when a student is participating in League events.
- No handicapping is allowed for athlete score adjustments.

Season Schedule

The Spring season consists of eight consecutive weeks of conference events that is then followed by tournaments.

- Practice Weeks (1 and 2)
- Reserve Week (1)
- Competition Weeks (1-5)
- Fun Week (1)
- Tournaments

The Fall season does not include Practice Weeks, Fun Week, or tournaments.

Check the League's website for specific event dates.

Inclement Weather

In the event of inclement weather before or during League events, coaches should make safety their priority.

- When lightning is observed or thunder is heard, the event must be suspended.
- The occurrence of lightning or thunder is not subject to interpretation or discussion. Lightning is lightning; thunder is thunder.
- Athletes and support personnel shall be moved to appropriate indoor facilities.
- Athletes shall not return to the field until lightning has been absent from the local sky and thunder has not been heard for 30 minutes.
- Spectators need to be advised to seek shelter also.

If the event is cancelled, the event may be rescheduled within the same week or the Reserve Week score must be used.

Practice

Practice is allowed prior to a scheduled event or any other different scheduled day(s) if it doesn't interfere with other teams or shooting range members.

Any athlete wishing to shoot more should be encouraged to do so, if it doesn't interfere with other schools scheduled practice. It is important that a school team does not infringe on another school team's opportunity to participate by taking up more than their fair share of range time. In addition, teams are strongly encouraged to be respectful of all volunteer time and shooting range manager(s) time. Additional shooting may occur if all other athletes have had an opportunity to complete practice rounds and an athlete has

no viable opportunity to shoot during the week. Ask a coach or shooting range manager for availability and costs.

Submitting Scores

Any team staff member authorized to submit scores is required to submit their team's scores for all events through the Scoring Management page in TMS through ClayTargetGo!

- Scores must be submitted prior to 9:00 p.m. CDT on the Saturday of the scheduled event (practice or competition).
- Score submissions or changes can be made at any time prior to the weekly 9:00 p.m. CDT Saturday deadline.
- After submitting scores, team staff members will receive a confirmation email including athlete scores.
- If the team staff members do not receive the confirmation email, the scores were not properly submitted and they should try again.
- The scoring confirmation is emailed to all coaches that are selected by the Head Coach in the Team Management System.
- Partial (one or more athlete scores) scoring submissions count as a team score and the Reserve Week score for the team cannot be used.
- Any student athlete score that is an error cannot be corrected after the deadline.

****IMPORTANT**** For any team that does not submit any event scores before the score submission deadline, the Reserve Week score will be used. No exceptions will be made after the deadline.

Absent Athlete Scoring

If an athlete is absent for an event select the "Did Not Participate" box associated with the athlete's name when entering scores.

- If no score is entered for an athlete before the scoring submission deadline, DNP will automatically be used.
- DNP will not count against the athlete's weekly average score used for tournament classifications.
- DNP will not count against the team's weekly score unless the team does not meet the minimum number of athlete scores required for the True Team scoring.
- DNP disqualifies an athlete from overall and conference standings/awards and the National Championship individual competition.

Practice Week Scores

League-scheduled practice week(s) scores can be entered through the Reserve Week.

Reserve Score

The week prior to the first competition event week, each team will shoot in a "simulated" (not competing against other teams) competition and the scores will be used as a "reserve" score.

- The Reserve Week score will be saved in the scoring system and can be manually selected by the Head Coach or anyone authorized to submit scores for any week if the team cannot compete any scheduled event due to inclement weather or other unforeseen circumstances.
- Once the Reserve Week scores are submitted to use for a Competition Week, the scores cannot be changed.
- Reserve Week scores will be used as a tiebreaker in determining award winners for year-end team and individual competitions.
- Reserve Week scores can be used multiple times if required.
- Reserve Week scores are used by selecting the "Use Reserve Week Score" check box in the weekly score submission page in the Team Management System.
- Reserve Week scores are automatically used for the entire team if no scores are entered before the score submission deadline.
- The Reserve Week score cannot be used for an athlete that did not compete in a competition weekly event UNLESS the individual was quarantined due to COVID.

- If an athlete cannot participate due to COVID quarantine, the coach **MUST** enter the student athlete's Reserve Week score manually in TMS when submitting weekly scores.

Uncompleted Reserve Week

If the Reserve Week cannot be completed during its scheduled week, follow the below preferences in the order as they appear to makeup the Reserve Week score:

- Reschedule the entire team or multiple squads to complete the Reserve Week event and submit scores during the Week 1 Competition Week.
- If the Reserve Week event cannot be completed during the first competition week, then compute the average scores for all student athletes for completed practice weeks and use them for your Reserve Week scores.
- If your team needs to use the Reserve Week scores for a competition event week and no Reserve Week scores are entered in the Team Management profile, then "0" scores will be used for all members.

True Team® Scoring

The League's exclusive True Team® scoring format is used to determine the overall performance for a team in all weekly events during the season. League events are defined as practice or competition during scheduled participation.

The True Team® scoring designed specifically by the League makes competition exciting for the team and its student athletes while incorporating the League's mission and beliefs. This is accomplished by measuring which team is the best overall, rather than which team has the most top finishers while allowing all team members to participate. The League's True Team® scoring method is:

- Fair for everyone.
- Focused on team awards.
- Scalable to work with all team and conference sizes.
- Measurable so athletes and coaches can monitor personal performance progress and goals.
- Flexible to encourage teams to offer open participation and introduce beginner participants.
- Open to all athletes on a team to contribute to the team score.

The League's True Team scoring is a similar scoring system used for other high school sports including track and swimming and gymnastics.

Class Designation

A Class contains multiple conferences. Multiple Classes may be used for the League if a multi-day tournament is required at the end of the season.

Conference Designation

Each conference for each sport in a state is comprised of three or more teams with a minimum of five (5) student athletes. Teams are assigned a conference based on a similar number of members on a team.

Leagues that have less than three teams will be assigned to a National Conference for their corresponding sport. The National Conference will be comprised of teams throughout the country that will compete in conference and tournament events. All awards will represent the National Conference.

See the Conference example to the right.

Conference True Team Points Calculation

In the True Team® scoring format, each team in a conference must have the same number of athlete scores used to offer an equal opportunity of points earned. Each conference will have a different total of the points available to be earned for each event because each conference will have a different number of qualifying athletes and perhaps a different number of teams.

- The number of scores used is determined upon a team's conference designation which occurs after the athlete registration deadline but before Competition Week 1 begins.
- Smaller conferences with smaller teams will use less scores.
- Larger conferences with larger teams will use more scores.
- The same number of team members must be used for each team to provide equal opportunity to earn points.

See the Conference True Team Points Calculation example below.

Conference True Team Point Assignment

Athletes compete against all athletes each week within a conference. True Team points are assigned based on rankings.

- The total True Team points available in a conference is determined by multiplying the number of conference teams and the number of athlete scores used each week.
- First place receives the highest number of True Team points and the remaining scores are assigned based on decreasing subsequent scores to the last qualifying score that receives one point.

See the Conference True Team Point Assignments example below.

Conference

Team	Athletes
White	7
Blue	7
Red	8
Yellow	8
Orange	9

Conference True Team Points Calculation

Item	Factor	True Team
Lowest Number Of Athletes On A Team	=	7
Less Do Not Qualify (DNQ) Lower Scores	x	25%
Athlete Scores Used Each Week	=	5
Teams	x	5
Total Athlete Scores Used	=	25

Conference True Team Point Assignments

Ranking	True Team
1	25
2	24
3	23
4	22
5	21
6	20
7	19
8	18
9	17
10	16
11	15
12	14
13	13
14	12
15	11
16	10
17	9
18	8
19	7
20	6
21	5
22	4
23	3
24	2
25	1
Total True Team Points	325

Earning True Team® Scoring Points – Athlete

When weekly event scores are calculated, each athlete's scores are ranked and the True Team points earned are assigned.

- The top scores, as determined by the qualifying number of scores used for your team each week, are compared against all other teams within a conference.
- The top score receives the highest number of points available and the remaining scores are assigned based on decreasing subsequent scores to the last qualifying score that receives one point.
- Scores that are tied will split the earned points equally.
- Athletes who do not qualify (DNQ) for the week's top qualifying scores are recorded, submitted and contribute to an athlete's overall average, but not used in the team's score for the week.

See the Week 4 Event: Athlete Scores And True Team Points Earned example below.

Week 4 Event: Athlete Scores And True Team Points Earned

Team	Event	Ranking	True Team Points
White	49	1	25
Blue	48	2	24
Red	47	T3	22.5
Red	47	T3	22.5
Yellow	46	5	21
Orange	44	6	20
Orange	43	7	19
Red	42	8	18
Blue	41	T9	16
Yellow	41	T9	16
Orange	41	T9	16
White	40	12	14
Blue	39	13	13
Red	38	14	12
White	37	15	11
White	35	T16	9.5
Red	35	T16	9.5
Yellow	33	18	8
Yellow	30	19	7
Blue	29	20	6
White	24	21	5
Orange	22	T22	3.5
Yellow	22	T22	3.5
Blue	21	24	2
Orange	19	25	1
White	18	DNQ	0
Red	17	DNQ	0
Yellow	17	DNQ	0
Orange	17	DNQ	0
Orange	16	DNQ	0
Yellow	12	DNQ	0
Orange	9	DNQ	0
Red	8	DNQ	0
Yellow	8	DNQ	0
Blue	7	DNQ	0
Red	6	DNQ	0
Orange	4	DNQ	0
White	4	DNQ	0
Blue	3	DNQ	0
Total True Team Points			325

Earning True Team® Scoring Points – Team

After athlete True Team points earned are determined, each athlete's True Team points are added together to determine the total team score for the event.

If a team has a lesser amount of athlete scores submitted (ie: 4) than the required True Team scores required (ie: 5), then the remaining scores needed (ie: 1) will be assigned last place in the weekly rankings and receive the minimum amount (ie: 1) of True Team points earned.

See Week 4 Event: Team Scores example below.

Team Standings

The team score is then compared against scores of all the other teams in a conference to determine weekly and overall standings.

See Weeks 1-4 Events: Overall Team Scores example below.

Published Scores, Athlete Rank & Standings

- All calculations and scores are posted on the League's website on Sunday.
- Student athlete rankings and 25/50 Straight Club listings are not updated until scores are posted.

Week 4 Event: Team Scores

Team	True Team Points
White	25
	14
	11
	9.5
	5
Total Team Score	64.5
Blue	24
	16
	13
	6
	2
Total Team Score	61
Red	22.5
	22.5
	18
	12
	9.5
Total Team Score	84.5
Yellow	21
	16
	8
	7
	3.5
Total Team Score	55.5
Orange	20
	19
	16
	3.5
	1
Total Team Score	59.5

Weeks 1-4 Events: Overall Team Scores

Team	Week	Week	Week	Week	Overall	Rank
White	69.5	75	71	64.5	280	1
Blue	71	75	68.5	61	275.5	2
Red	60	61.5	58	84.5	264	3
Yellow	70	55.5	67.5	55.5	248.5	4
Orange	54.5	58	60	59.5	232	5
Total Points	325	325	325	325	1300	

Awards & Recognition

Awards

Team and individual conference awards will be announced on the League's website shortly after the completion of the last event.

Team Recognition

- All completed event scores are added to determine the standings based on the highest number of points earned.
- The team that ends the season with the highest number of points earned wins their respective conference.
- Ties will be awarded equally.

Individual Recognition

Individual awards will be recognized by the highest season averages:

- Overall High Average – single highest average in the League.
- Overall High Average by gender – single highest average in the League.
- Conference High Average by gender – 1-3 places

Athletes are required to have scores used in all competition weeks to qualify.

Ties for awards are broken by using the highest Reserve Week score. If the Reserve Week score is a tie, then places are awarded equally.

Patches

The League provides a number of different iron-on patches to acknowledge student athlete participation and achievement.

- Participation patches will be sent to head coaches after the start of each season to commemorate each new student athlete's participation in the League.
- 25- and 50-straight patches are earned by any student athlete shooting 25-straight in the same round or 50-straight in two consecutive rounds on the same event day during League-sponsored events (including official team practices). Website postings for the 25/50 Straight Club will occur when scores and standings are posted.
- 75- and 100-straight patches will be distributed at season-ending tournaments when relevant.
- A single straight patch should be awarded for the greatest number of consecutive targets hit.
- All-state patches will be awarded to the top season averages.
- SAFE and CLASS patches will be provided to student athletes and coaches who complete these League sponsored certification courses.
- TMS users may request additional 25- and 50-straight patches by completing the Patch Order Form in TMS. There is no cost for patches.

Fun Week

The Fun Week follows the last week of spring competition and is intended for teams to host a fun event or practice for the tournaments. Some ideas for Fun Week include:

- Host a picnic and fun shoot for school officials, city officials, parents, and sponsors of the team.
- Try other clay target shooting sports.
- Host an Annie Oakley shoot or try some other fun games.
- Host a team banquet with athletes, their families, and team supporters to celebrate the season and recognize achievements.

In-Person Or Virtual Tournaments

The season-ending events are a great opportunity to have fun and for everyone to participate as individuals and teams in head-to-head competitions.

For most tournaments, student athletes compete in BOTH individual and team events. Student athlete classifications are determined by the athlete's year-end average weekly score after Week 5.

Classifications include:

- Novice: 0-14.99 average per round
- Junior Varsity: 15-18.99 average per round
- Varsity: 19-25 average per round

Visit each event's website under "Leagues" for specific details about all tournaments.

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