

INTERNATIONAL SKEET COMPETITOR NOTES

START TIME 9:00 a.m. EACH DAY

- **Squadding.** *Be on time or be early for your squad – if you are late, you may be deducted targets. Be sure to check squad rotations because it will change daily.*
- **Flanking assignments.** *This is mandatory duty, but substitutes are acceptable. We will be using two flankers/round. Please do not leave the field until you are sure you are not required to flank, otherwise you may have targets deducted.*
- **Dry mounting.** *Do NOT dry mount your shotgun in the parking lot! Please use the assigned fields.*
- **Marker tapes for Skeet.** *I-Skeet athletes must have a marker tape affixed to their vest at a height horizontal to the top of the hip bone. If you do not already have a permanent marker tape on your vest, please check in at the tent for assistance. Placement of marker tape must be according to ISSF rules.*
- **Bib numbers.** *Must be worn on back of vest above the waist during the entire competition.*
- **Scoresheets.** *Please verify your score before leaving the field! It is strongly recommended that you initial next to your name or score.*
- **Dress code.** *Standard SCTP and USA Shooting rules apply:*
 - **ALLOWED:**
 - *Jeans may be worn as long as they are in good condition.*
 - *Khaki, camouflage and cargo shorts.*
 - **NOT ALLOWED:**
 - *Shorts/skorts must be no shorter than the length of a dollar bill above the center of the kneecap.*
 - *Tank tops and sleeveless shirts.*
 - *Open-toed/open-heeled shoes, e.g. flip flops, Crocs*
 - *If you are unsure of your clothing, ASK!*
- **Coaches and parents.** *ISSF rules apply. You may NOT verbally coach your athletes behind the firing line. Hand signals are permitted however, as long as you are not disrupting or distracting the squad or the referee. Coaching during official training is permitted as long as you are not creating a disruption to the squad.*
- **Ammunition.** *24g ammunition is a requirement for the match this year and is available for purchase from the Cardinal Center and from SCTP.*
- **Make-up Rounds.** *In the event an athlete must make up a qualification round, he/she will be directed to see the chief referee for field assignment and time.*
- **Shotguns with any type of “release” trigger mechanisms are prohibited.**
- **Pump shotguns are prohibited.**
- **Semi-auto shotguns will be allowed.**
- **Athletes may not rest barrels on toes.**

- **SCTP International Team Selection.** *This competition will be used to determine the SCTP International Trap and Skeet Team members. See separate memo for selection process.*
**Note – athletes making the SCTP International Team will receive 7 flats of Winchester AA International ammunition at the awards ceremony*

INTERNATIONAL SKEET GENERAL INFORMATION

Preparation Time Limits.

Athletes must call for and fire at their targets according to the following time limits:

- a) After the Referee has given the signal to "START" or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds;*
- b) The athlete must stand with both feet entirely within the station boundaries, take position, load the shotgun, adopt the READY position and call for the target(s) in the required sequence for the station;*
- c) The athlete must then call for the next single or double to be fired at from that station within the shortest time possible;*
- d) The maximum total time allowed to call for the required sequence for that station is thirty (30) seconds in both Qualification Rounds and Finals after the athlete has occupied the station*

Cartridge Loading Sequence.

- a) On Station 8 for both the high and low house targets, the gun must be loaded with one (1) cartridge only;*
- b) On Station 4 where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target;*
- c) In case an athlete forgets to load the second barrel in singles on Station 4 where two (2) single targets are to be shot, and after calling for or shooting at the first target remembers and either opens the shotgun to load or raises a hand to ask permission of the Referee to load the shotgun, the target will be declared "LOST;"*
- d) When shooting is interrupted, the shotgun must be opened and be made empty; and*
- e) No athlete may turn from the shooting station before the shotgun is open and empty.*

Radios, iPods, ear buds, or any similar type of sound-producing or communication systems are prohibited on the firing line during competition and training, except when they are used by competition officials.

Mobile phones or other hand-held communication devices (i. e. tablets, etc.), electronic devices or wrist-worn devices (i. e. smart watches) may not be used by athletes on the firing line.

Ear buds are not considered hearing protection.