

2013

Policies & Procedures



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About

The League

The Minnesota State High School Clay Target League (League) is the independent provider of shooting sports as an extra curricular activity to high schools. It is organized under the Corporate Laws of the State of Minnesota as a tax-exempt 501(c)(3) not-for-profit public charitable corporation.

The 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, whenever it is deemed to be in the best interest of the League.

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

We Believe That...

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.

Gun clubs are critical to the success of the League and are positive business leaders in their community.

Compliance with school, community, gun club 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.



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 athlete including the students, coaches, gun club members, parents and school officials. The assured reliance on character, ability, and truthfulness for each and every person will create an entrusted safe environment that everyone will enjoy.

Conduct

Acts of using abusive or profane language, displaying unsportsmanlike conduct (includes but not limited to: arguing with referees; unsafe handling/use of shotguns; disrupting a competitor;

cheating, etc.) consuming alcohol or using drugs before or during any League event are prohibited, will not be tolerated, and are grounds for suspension and/or expulsion from the League.

Athletes are strongly encouraged to be respectful of the time constraints for all coaches, volunteers and gun club staff.

Leagues

The Policies & Procedures and examples used are in reference to the League's Spring League. The year will consist of 2 different leagues.

Spring – 9 Weeks:

- All past and new teams are invited to participate.
- April-June
- 2 practice Weeks
- 1 Reserve Week
- 5 Competition Weeks
- 1 Fun Week
- State Tournament

Fall – 5 Weeks:

- Only same-year teams may participate
- New students may join same-year teams
- September-October
- 1 Reserve Week
- 4 Competition Weeks
- No State Tournament

Penalties

All student athletes, team leaders and gun club officials must be familiar with the League 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 will result in the following Two Strike Penalty Rule:

Strike 1 – Upon a first violation the student will be sent home immediately and it will be the coaches responsibility to call the parents of the athlete and address the concerns before the athlete can return to the team.

Strike 2 – If a second violation occurs the student 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.



Eligibility

School Eligibility

Any public, private or parochial high school in Minnesota. Teams require:

- Approval from the school (Board, Principal, and/or Activities/ Athletic Director)
- Use of the school name

Schools are strongly encouraged to provide a lettering program and photo in the yearbook.

Team Eligibility

In the spirit with which this League was formed, we encourage all athletes who possess a valid State Firearms Safety Training Certificate to be included on a team based on submission of registration (first come, first serve) and not by tryouts.

- A minimum of 5 student athletes are required to form a team.
- Different schools may combine student athletes from different school districts to form a team.
- A minimum of 1 coach for every 10 team members is required.

- An unlimited number of members may be on a team as long as the athlete-to-coach ratio is in compliance.
- The number of members on a team will be determined by a combination of coach/student ratio and gun club capacity.

It is important that the head coach and the gun club work together to determine the number of students the coaching staff and facility can safely and efficiently accommodate.

Athlete Eligibility

Any student is eligible to participate if he/she:

- Is in grades 6 through 12, AND
- After completing the field training, possesses a valid State Firearms Safety Training Certificate (from any state), AND
- Meets all school curricular activity eligibility requirements, AND
- If the team has room to accommodate the student.

Home-schooled athletes may participate on a team if they meet the above criteria and the team is within their same school district.

Scholarship

The League offers a \$1,000 scholarship to a student athlete to continue his/her post secondary education after high school. To qualify, a student athlete must:

- Be a member of the League.
- Be a graduating senior in 2013.
- 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.

Applications will be available on the League's website in April.

Team Registration

All teams are required to contact the League to verify participation.

- Team registration for the Spring League begins January 1 and ends March 1.
- Team registration for the Fall League will be in September.
- A coach will be supplied access to the team and scoring management interactive system to setup their team including team contact information and student athlete registration.
- No athlete can register with a team unless his/her information is in the team and scoring management interactive system.

Athlete Registration

Each athlete will be required to register with his/her team via the League's website. Unless a student athlete is 18 years of age or older, a parent or legal guardian must register the student athlete. All registrars must agree to form terms regarding Sportsmanship, Medical Consent, and Consent & Waiver.

- A coach will supply the athlete access to the registration form.
- If a student athlete's name does not appear, the coach must be contacted to add the athlete to the registration.
- A parent/legal guardian will complete and submit the form.
- All payments will be made to the coach or school.
- Registration and payment for the Spring League begins January 1 and ends March 15.
- Registration for the Fall League TBD.



Athlete Requirements

Firearm Safety Certification

Students 11 years of age or older may obtain a Firearms Safety Certification for Youth from the Minnesota Department of Natural Resources (DNR). Classroom or online education followed with field training is required to obtain a certificate. Find more

information on the Minnesota DNR's website at:
<http://www.dnr.state.mn.us/safety/shotguns/index.html>

Different School Team Participation

If an athlete wants to participate in the League and the athlete's school does not have a team, the athlete may participate on another school's team only if a Cooperative Agreement is signed by both school's Athletic/Activities Directors.

- No Cooperative Agreement will be allowed after the deadline date.
- A Cooperative Agreement is valid for only one year.
- Athletes must attempt to join other teams within the athlete's same school district first.
- If no team is available within the same school district, a student may then join another team that is located nearest the student's school district.
- The Cooperative Agreement is available for download on the League's website.
- A copy of the authorized Cooperative Agreement must be submitted to the League before the team roster deadline.

The coaching staff for a team makes all decisions if they 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.

Other Memberships

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

Insurance

All League coaches and volunteers are covered under a general liability insurance plan. Contact the League for a Certificate of Liability summary.

Each gun club may have an insurance policy that may cover athletes from the League while shooting during scheduled practice and competition times. Ask your participating gun club for insurance policy details.

Lettering & Yearbook

Each participating school is strongly encouraged to offer a lettering program and a team picture in the school yearbook. 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 can provide lettering program recommendations for coaches if requested.

Cost

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 gun club fees.

- Cost for participation is typically \$200-\$300.
- Includes targets and ammunition.
- May include the \$25 registration fee for the League.
- Does not include mandatory ear protection, eye protection, shooting gear, uniforms, or shotgun.
- Athletes must supply their own shotgun.

Sponsorships, fundraising efforts and donations for the team may be used to help reduce the costs for the athletes.

Shotgun & Ammunition Transportation

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

Shotguns and ammunition are picked up at home and brought to gun club by parents or students.



Coaching Staff

All coaches will strive to develop in each athlete the qualities of leadership, initiative, fine judgment, and good citizenship. The school is responsible for approval of the Head Coach and may require background checks for all coaches and volunteers.

Head Coach

Each team requires a Head Coach which should 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 courtesy.
- Training student athletes in trapshooting 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 gun club 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 deadline.
- Appointing qualified Range Safety Officer
- Making 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

Those who receive responsibilities as assigned by the Head Coach.

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. An RSO must be present during any and 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 gun club 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.

Certified Firearms Education Instructor

It is desirable for each team to have a Certified Firearms Education Instructor as a member of their coaching staff or as a volunteer. A Certified Firearms Education Instructor certification can be obtained from the Minnesota DNR. The application process and forms are available through the DNR's website: <http://www.dnr.state.mn.us/safety/instructors/process.html>



Safety & Courtesy

All coaches and adult volunteers have the responsibility to keep the range safe at all times. 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.

Safe Gun Handling

All shotguns must have the action open and contain no live or empty shells at any time, except while the shooter is on the station. A break open gun's action may be closed when it is in a gun rack but it shall not contain a live or empty shell.

When Not Shooting

All shotguns will be carried with the action open and must be pointed in a safe direction down range. Student athletes will place their shotguns on a designated gun rack. Immediately after shooting a student athlete's shotgun should either be placed back onto the gun rack or cased and returned to the athlete's vehicle.

Safety & Courtesy

It is the student athlete's 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.
- Always have gun pointed out over fields or at the ground when at the firing line whether shotgun is loaded or not.
- Always keep your finger out of the trigger guard area until your shotgun is shouldered and set.
- Do not handle another person's shotgun without the shotgun owner's consent and coach's permission.
- Clean your shotgun after shooting.
- It is recommended to add a name label on your shotgun for identification
- 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 shooter needs assistance.
- Only coaches will be allowed to instruct students while occupying a shooting station.
- No eating or drinking while occupying a shooting station.
- Wash your hands after handling ammunition, shooting, or cleaning your shotgun.

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.

Practice

Practice is allowed on a scheduled event day as long as it doesn't interfere with other teams or gun club members. Practice is also encouraged beyond scheduled League events.

Any athlete wishing to shoot more should be encouraged to do so as long as it doesn't interfere with other schools scheduled practice. It is important that school teams do 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 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 gun club manager for availability and costs.



Equipment & Gear

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

Shotguns

Student athletes are required to supply their own shotgun. All types of smooth-bore shotguns, including semi-automatics, may be used provided their caliber does not exceed 12 gauge. Guns of smaller than 12 gauge may be used. All guns must be equipped, fitted and utilized so as not to eject empty shells in a manner that substantially disturbs or interferes with other student athletes.

The student athlete cannot:

- Use a shotgun capable of chambering more than one gauge of shells at the same time. For example, chambering 12 gauge and 20 gauge shells in the same gun at the same time.
- Use a shotgun with any form of "release" trigger actions.
- Use slings or straps on a shotgun.
- Change a properly functioning gun or parts of shotgun in the same round.
- Use devices fitted to the shotgun that have magnifying, light emitting, or give visual enhancement of the target.

Ammunition

All student athletes must use factory ammunition. A student athlete cannot use:

- Reloaded cartridges.
- Any load other than lead shot.
- Tracers, copper and nickel coated shot.
- Any load heavier than 3 dram equivalent of powder.
- Any load containing more than 1-1/8 oz. of shot.
- Any load containing shot larger than 7-1/2.
- Any load with a velocity greater than 1200 FPS (Feet Per Second).

Gun clubs may have different regulations than listed above and precludes or supersedes any League requirements.

Eye & Ear Protection

All athletes and coaches are responsible for proper eye and ear protection while on any part of the range. Any athlete on the range will not be allowed to shoot without these proper safety items.

Attire

Each student athlete 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 shooter's equipment including guns, ammunition, clothing and other equipment to ensure proper accordance with these Policies & Procedures.



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 5 shooters (squad) will occupy the stations on a trap field. Station 1 is assigned the "team captain".

Trap House

This 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 shooters are required to exit their shooting station until the trap house maintenance is completed and the cone or flag is removed.

Preparation

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

Ready

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

- Both feet entirely within the 16-yard shooting station area.
- Holding the gun with both hands.
- The "squad leader" calls for a single target to be launched as an example of flight.

Start

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

- Take proper shooting position.
- Load one shell.
- Close the gun.
- 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" out loud when a target is missed.
- Discharge empty shell.
- Wait for next turn.

A shooter may close the gun only after the previous shooter has completed his/her turn. No shooter will turn from the shooting station before the shooter's gun is open and empty. Each shooter should begin his/her turn within five (5) seconds after the last shooter has fired at a target and the result has been recorded. At the end of each round, the scorekeeper announces the scores for that round in firing order.

Disputed Call

In the event of a score keeping dispute:

- The shooter immediately raises an arm to notify the scorekeeper.
- All shooters must unload their shotguns and make them safe.
- The scorekeeper defers to the entire squad for majority ruling decision.
- If a decision cannot be made by the squad, the scorekeeper will defer to a coach spectator if available.
- If no decision can be made, the shot is replayed.

Moving From Station To Station

After the first 5 shots are completed by the entire squad, each shooter will move to a new station by:

- Verifying the gun is unloaded.
- With the chamber open and the gun pointed in a safe direction, rotate in a clockwise manner to the next station.
- Station 1 will move to station 2, 2 to 3, 4 to 5, and 5 to 1.
- Station 5 will rotate to their right moving away from the station 4 shooter who is moving to station 5 and continue to move behind the other shooters to station 1.
- Await the "START" command from the scorekeeper.
- Repeat process until all shooters have each shot 25 targets.
- No shooter will move until the last target in a round is completed.

Stop

When the command or the signal "STOP" or "CEASE FIRE" is given, shooting must stop immediately.

- All shooters must unload their shotguns and make them safe.
- Shooting may only be resumed at the appropriate "START" command is given by the scorekeeper.

"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.
- A shooter, for no permitted reason, does not shoot at a target for which the shooter has called.
- The shooter is not able to fire his gun because he/she has not released the safety or has forgotten to load it.

"Refused" Target

A shooter may refuse shooting at a released target if:

- A target is not released immediately after the shooter's call.
- The shooter 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 shooter refusing a target must indicate this by opening the shotgun and raising an arm.

"No Bird" Target

A scorekeeper may declare a "NO BIRD" when:

- A broken or irregular target emerges.
- Two targets are thrown at once.
- A shooter shoots out of turn.
- Another shooter fires at the same target.
- The scorekeeper notices the shooter was visibly disturbed by some external cause.
- The scorekeeper notices shooter's foot position is outside his/her lane.
- The scorekeeper detects a violation of the shooter's allowed time limit.
- The shot is discharged involuntarily before the shooter has called for the target.
- A target is thrown before the shooter's call.
- A target is not released immediately after the shooter's call.
- A target's trajectory is irregular.
- There is an allowable malfunction of shotgun or shell.

Even if the shooter has fired a shot, a "NO BIRD" allows the shooter to replay the shot without a penalty.

"Out"

Upon the completion of a round, the scorekeeper will declare "OUT". Shooters will be notified of their scores, make their shotguns safe, and carry the gun in the approved manner and exit the station.



Practice & Competition Events

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

League Play

Each team will coordinate with their gun club to determine available days and times to shoot.

- Prior to the start of the League, the coaching staff will submit the scheduled day(s) and time(s) required to have all athletes shoot in the Team Management System.
- Teams may allow more than one scheduled day per week to accommodate large teams and gun club capacity.
- All teams must conduct their weekly shoot within the corresponding scheduled week between Sunday and Saturday before 9:00 p.m.
- If a team cannot compete on their scheduled shoot day, they may reschedule within the same competition week.
- An athlete's score can only be used if completed on their team's scheduled day.
- No makeup rounds for scores are allowed.
- In all cases, a coach and Range Safety Officer must be present at all times when a student is participating in League events.

Conference Scheduling

Conferences will be based on team size as determined by the number of student athletes.

- Each conference will contain 6-10 teams depending on the total number of participating teams.
- All teams in each conference will compete against each other every week of competition.
- All team designations for conferences and weekly schedules will be posted on the League's website before April 1st.

Inclement Weather

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

- When lightening 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 shall be advised of the action being taken to seek shelter.

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

Reserve Score

The week prior to the first match 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 for any week if the team cannot compete during any scheduled event due to inclement weather or other unforeseen circumstances.
- The Reserve Week scores must be used for the scheduled team and cannot be separated to be used for individual scores.
- Reserve Week scores may be used as a tiebreaker in determining year-end team and individual competitions.

Uncompleted Reserve Week

If the Reserve Week cannot be competed, follow the below preferences in the order as they appear to makeup the Reserve Week score:

- Reschedule the entire team shoot prior to score submittal deadline (9 p.m. Saturday) within the same Reserve Week. Submit scores online as normal.
- Reschedule the entire team or multiple squads to shoot prior to Week 1's scheduled competition. Submit scores via e-mail to the League for manual input.
- Reschedule the entire team shoot prior to Week 2 competition. Submit scores via e-mail to League to input manually. If the Reserve Week is required to use for Week 1 competition, the League will manually enter scores via a late entry when the Reserve Week is completed.
- Use the average score from all practice weeks. Submit scores via e-mail to League for manual input.

Handicapping

No handicapping will be used.

Submitting Scores

Each team is required to submit their team's scores via <http://www.mnclaytarget.com/scoring> for the Reserve Week and all Competition Weeks.

- Scores must be submitted prior to 9:00 p.m. the following day of the team's pre-assigned scheduled shoot day.
- Athletes will receive a score of “0” if a score is not submitted before the deadline and the Reserve Week score is not used.
- Teams with more than one scheduled shooting day (ie: Tuesday & Thursday) must enter scores after each event prior to the deadline (ie: Wednesday 9 p.m. and Friday 9 p.m.)
- Teams that shoot on Saturday must enter scores by 9 p.m. on the same day.
- Once scores are submitted, they cannot be changed.
- No scores will be accepted after the submission deadline.
- Any team that does not submit scores will receive the minimum amount of points (3) for that week.

Team Management System (TMS)

Each coach will be required to submit scores and team information through their assigned team and scoring management interactive system via the League's website. Each coach will receive access information to the TMS after committing participation to the League.

Absent Athlete Scoring

If an athlete is absent for a week or cannot complete a round, a score of “0” should be entered for their score.

- A “0” score will not count against the athlete's weekly average score.
- A “0” score will not count against the the team's weekly average score.
- Teams with less than 5 participants, will not be counted as a team average weekly score and the Reserve Week must be used.

Conference Scores & Standings

Team points earned are accumulated through the season and the team with the highest number of points at the end of the season is the conference champion and is recognized by the League. All ties will be broken by the highest team average score in the Reserve Week.

Individual high gun champions will be determined by season average. To qualify for the High Gun Champion, athletes are required to participate in all five Competition Weeks. All ties will be broken by the highest score in the Reserve Week.

25/50 Straight Club

All athletes are eligible to receive recognition in the League 25/50 Straight Club.

- If an athlete hits 25 targets in a round, they receive a 25 Straight League patch to apply to their shooting gear.
- If an athlete hits 25 targets in consecutive rounds in the same event, they receive two 25 Straight patches and a 50 Straight patch.
- Patches will be mailed to the head coach.

All 25/50 Straight Club members will also be recognized on the League's website.

Team Photo

Submit your team photo to the League to be included on the League's website!

State Tournament

The League's State Tournament in Alexandria, Minnesota will be June 8-9, 2013. Complete State Tournament information will become available in April.

Latest Information

Check the League's website at www.mnclaytarget.com.

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True Team Scoring

All schools within a team's conference will compete each week and will be scored on a multi-point total scoring system comprised of the following competition events.




- High Gun – Highest individual score from the entire team.
- Top Performers Average – The average round score of the top 50% of participating team members. Minimum of 5 participants.
- Team Average – The average round score of all participating team members. Minimum of 5 participants.

The total number of possible points within a weekly match will be determined by the number of competitors within your team's conference. For example:

- Add the total number of teams in a conference and multiply by 3 (number of events) to determine the maximum score possible for each week's competition (8 teams x 3 categories = 24 total maximum points can be earned for a single team).
- Scores determine allocated point total within each event. (1st place = 8 points, 2nd = 7, 3rd = 6, 4th = 5, 5th = 4, 6th = 3, 7th = 2, 8th = 1).
- Scores that are tied will receive the same amount of points (i.e.: 6th and 7th place is a tie – add the points for total available points (13), divide by 2 = 6.5 points each).
- Add the total points of all 3 events to determine overall standings.

Scores are published on the League's website after 9:01 p.m. Saturday.

Team Scoring Example

St. Francis	Reserve Week			Week 1			Week 2			Week 3			Week 4			Week 5			Week
Athlete Name	Round 1	Round 2	Total	Round 1	Round 2	Total	Round 1	Round 2	Total	Round 1	Round 2	Total	Round 1	Round 2	Total	Round 1	Round 2	Total	Average
Jim Allen	23	20	43	18	24	42	16	17	33	20	21	41	20	20	40	15	16	31	46.00
Sue Anderson	18	17	35	25	24	49	14	15	29	20	23	43	16	15	31	17	17	34	44.20
Trent Campbell	10	12	22	11	14	25	16	12	28	17	17	34	14	14	28	15	16	31	33.60
Billy Gerten	24	20	44	17	17	34	20	22	42	17	18	35	23	23	46	25	22	47	49.60
Ashley Hatfield	16	12	28	14	13	27	11	16	27	16	16	32	14	12	26	12	14	26	33.20
Tim McCoy	17	20	37	23	23	46	21	21	42	18	17	35	16	24	40	19	25	44	48.80
Shannon Nolan	18	17	35	24	20	44	17	19	36	18	18	36	19	24	43	23	23	46	48.00
Jane Oppenfield	12	7	19	16	12	28	19	15	34	13	13	26	18	15	33	12	9	21	32.20
Tommy Polk	14	18	32	16	17	33	16	16	32	12	11	23	12	10	22	15	16	31	34.60
Roger Renold	21	21	42	21	21	42	20	22	42	19	24	43	24	20	44	18	19	37	50.00
Bobby Stinson	10	10	20	11	9	20	9	9	18	10	13	23	12	12	24	15	10	25	26.00
Darla Vinn	16	16	32	17	18	35	18	19	37	12	13	25	17	17	34	12	15	27	38.00
Shane Watkins	18	17	35	16	20	36	18	16	34	12	14	26	18	19	37	21	20	41	41.80
Peter Zumwald	18	18	36	17	14	31	19	19	38	17	15	32	13	15	28	16	17	33	39.60
	Top Gun (high score)		44	Top Gun (high score)		49	Top Gun (high score)		42	Top Gun (high score)		43	Top Gun (high score)		46	Top Gun (high score)		47	
	Top Perform Avg (50%)		38.86	Top Perform Avg (50%)		41.86	Top Perform Avg (50%)		38.71	Top Perform Avg (50%)		38.14	Top Perform Avg (50%)		40.57	Top Perform Avg (50%)		40.29	
	Team Average (all)		32.86	Team Average (all)		35.14	Team Average (all)		33.71	Team Average (all)		32.43	Team Average (all)		34.00	Team Average (all)		33.86	

Weekly Scoring Example

Team Name	Individual High Gun		Top Performers Average		Team Average		Week 5 Total Points
	Score	Points Earned	Score	Points Earned	Score	Points Earned	
Wayzata	43	3	35.45	1	32.20	1	5
White Bear Lake	46	5	40.15	4	33.25	4	13
Hopkins	41	1	39.55	2	32.25	2	5
Minnetonka	42	2	39.85	3	33.10	3	8
Prior Lake	47	6.5	41.1	8	33.55	5	19.5
McGregor	44	4	40.55	7	35.85	8	19
Worthington	48	8	40.25	5	34.25	7	20
St. Francis	47	6.5	40.29	6	33.86	6	18.5



Overall Scoring Example

Team Name	Week 1	Week 2	Week 3	Week 4	Week 5	Total	Standings
Worthington	19.0	16.0	16.5	18.0	20.0	89.5	1
Prior Lake	18.0	15.0	19.0	17.0	19.5	88.5	2
McGregor	12.5	20.0	15.0	14.5	19.0	81	3
White Bear Lake	16.0	17.5	16.5	12.0	13.0	75	4
Hopkins	16.5	17.0	20.0	14.5	5.0	73	5
St. Francis	11.0	12.5	10.0	9.0	18.5	61	6
Wayzata	7.0	9.0	7.0	16.0	5.0	44	7
Minnetonka	8.0	4.0	4.0	7.0	8.0	31	8