

CLASS 4A				CLASS 4A – THURSDAY JUNE 16, 2022 Coach Registration Begins at 7:00 a.m. • Opening Ceremony 8:00 a.m. • Competition Begins 8:30 a.m. • Awards follow completion of competition															
SESSION 1: 2 ROUNDS (50 TARGETS)																			
Trap WP	Trap 1A	Trap 1B	Trap 2A	Trap 2B	Trap 3A	Trap 3B	Trap 4A	Trap 4B	Trap 5A	Trap 5B	Trap 6A	Trap 6B	Trap 7A	Trap 7B	Trap 8A	Trap 8B	Trap 9A	Trap 9B	
8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	8:30 AM	
Atwater Cosmos Grove City HS (24)	Sauk Rapids- Rice HS (35)	Irondale HS (30)	Grand Rapids HS (30)	Chisago Lakes HS (20)	Barnesville HS (30)	Belle Plaine HS (30)	Roseau HS (33)	Monticello HS (31)	East Central HS (21)	Orono HS (20)	Sauk Centre HS (20)	Sauk Centre HS (14)	Austin HS (24)	Blooming Prairie HS (19)	Lake City HS (20)	Rogers HS (15)	Rogers HS (17)	Springfield HS (24)	
11:00 AM	12:00 PM	11:30 AM	11:30 AM	10:30 AM	11:30 AM	11:30 AM	11:30 AM	11:30 AM	10:30 AM	10:30 AM	10:30 AM	10:00 AM	11:00 AM	10:30 AM	10:30 AM	10:00 AM	10:00 AM	11:00 AM	
Kerkhoven- Murdock- Sunburg HS (22)	Kerkhoven- Murdock- Sunburg HS (12)	Totino- Grace HS (16)	Marshall HS (16)	Marshall HS (10)	Litchfield HS (17)	Litchfield HS (12)	PACT Charter Sch. (19)	Fillmore HS (15)	Clearbrook- Gonvick HS (16)	Clearbrook- Gonvick HS (10)	Minneota HS (26)	Gibbon- Fairfax- Winthrop HS (33)	Lake of The Woods HS (23)	Moorhead HS (15)	Moorhead HS (16)	Centennial HS (22)	Maple Lake HS (22)	Wabasha- Kellog HS (21)	
				11:30 AM					12:00 PM	11:30 AM				12:00 PM	12:00 PM	12:00 PM	12:00 PM		
				Braham HS (11)					Champlin Park HS (10)	Champlin Park HS (15)				Waconia HS (14)	Waconia HS (10)	MN Valley Lutheran HS (11)	MN Valley Lutheran HS (10)		
				12:30 PM															
				Saint Agnes HS (5)															

SESSION 2: 2 ROUNDS (50 TARGETS) Round 2 begins immediately after the final team at each trap has completed Session 1. The above schedule and squads repeat in the exact same order.

TOURNAMENT INSTRUCTIONS

THANK YOU coaches for your time and efforts to provide this event opportunity to your student athletes, their families and your school. GOOD LUCK and remember SAFETY IS EVERYONE'S NUMBER ONE PRIORITY!

SCHEDULE:

All times are when teams need to be at their assigned fields and prepared to shoot. After the starting time for each day, all starting and completion times are estimated.

- If an athlete does not report to the assigned field by the scheduled time, he/she will have to be moved to shoot with a different team in the same Session.
- Coaches should pre-squad their team based on the schedule.
- The number in parentheses (##) on the schedule indicates the total number of student athletes scheduled for each Session.
- Squads with fewer than five athletes need to combine with other members from other teams to form complete squads of five.
- No athlete registrations or substitutions are allowed.
- Student athletes should add a name label to their shotgun prior to the event.

CHECK-IN:

- Coaches must check-in at the clubhouse one hour prior to first scheduled shooting time.
- Coaches will receive instructions, scoresheets, t-shirts, and athlete name labels at check-in.
- Student athletes must check-in with their team at their assigned field at least 30 minutes before the scheduled time. They DO NOT need to check-in with tournament officials.
- If a registered student athlete is not attending the event, coaches should notify the tournament scoring officials.

SQUADDING (SEE DIAGRAM):

- Session 1 scoresheets will be titled and printed in black ink. Session 2 scoresheets will be titled and printed in red ink. Please use the corresponding scoresheets for each Session.

- Student athlete name labels are also designated by Session 1 and Session 2. Use the Session 1 labels on the Session 1 scoresheet. Do the same for Session 2.
- Coaches will affix pre-printed student athlete name labels containing the athlete information on the corresponding scoresheet to create a squad.
- If an athlete label is missing, clearly print the school name and athlete name in the label area on the scoresheet.
- Squadding order for each Session needs to be exactly the same.
- Members from different teams used to complete a full squad can use their name label on the same scoresheet.

COMPETITION GUIDELINES:

- Teams must supply their own scorekeeper and Range Safety Officer (RSO) unless directed otherwise by the shooting range.
- It is highly preferred that no person act in more than one official role (Coach, RSO, scorer) at any time. A coach should not act as a coach and RSO at the same time, or an RSO should not also act as scorer, etc, at the same time.
- Student athletes will shoot an early session (Session 1), and again after the first session has completed (Session 2).
- Athletes will shoot two consecutive rounds of 25 targets in each Session.
- During each Session, student athletes should place the second box of shells near the field (ie: 27-yard line) for easy accessibility after the first round has been completed.
- Squads cannot take a break between rounds during each Session except to retrieve the second box of ammunition.
- Squads for Session 2 must be comprised of the same athletes and squad shooting order as Session 1.
- Squads must be prepared to shoot immediately after the previous squad completes their round.
- Scoring disputes must be initiated by the student athlete only, and must be **immediately after a scorer announces a lost target**. Please reference the League's Policies and Procedures regarding disputing targets.

- Coaching is not allowed while athletes are shooting.
- Coaches may not be on the field while athletes are shooting. Coaches must remain on the sidewalk (if applicable) or a minimum of 5 yards behind the scorekeeper.
- Coaches may not communicate with scorers during shooting.
- Coaches may aid special-needs student athletes that require assistance while shooting.

25-, 50-, 75-, 100-STRAIGHT PATCHES:

Any patch-earning achievements can obtain a patch from tournament officials. A single straight patch will be awarded for the greatest number of consecutive targets hit. Multiple incremental patches for a single achievement does not qualify (IE: 100-straight does not receive four 25-straight patches also).

ROUND/SESSION COMPLETION:

- Scoresheets must be submitted to scoring officials immediately after a round is complete.
- Lost scoresheets will result in a zero (0) for the entire squad.
- Teams are responsible for picking up their shells.

SCORE POSTINGS:

- Scores will be posted online at www.claytargetleaderboard.com
- Coaches should verify their team's scores on their electronic device. If there is a discrepancy, the Head Coach of the team should notify the scoring officials immediately.

AWARDS CEREMONY

- An award ceremony will be held at the completion of the competition. Awards for season conference competition will be distributed along with awards for event competition.
- If teams and/or student athletes cannot attend the event award ceremony, please pickup the award prior to departure or arrange a pickup of the award from event award officials.

SESSION 1



DEAD TARGET:
Indicates a dead, hit, broken, or chipped target hit by shooter

LOST TARGET:
Indicates a completely missed or lost target

MISMARKED TARGET:
Write "dead" to indicate a dead target incorrectly marked as a lost

TRAP FIELD #: _____ SCOREKEEPER: _____

Affix Athlete Label Below	Rev Run	Total	Subtotal	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
School Name Athlete Last Name, First Name	FOR OFF FIELD ONLY			ROUND 1																								
School Name Athlete Last Name, First Name				ROUND 2																								
School Name Athlete Last Name, First Name					ROUND 3																							
School Name Athlete Last Name, First Name					ROUND 4																							
School Name Athlete Last Name, First Name					ROUND 5																							

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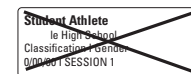
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SCORING SUMMARY

SCORESHEETS ARE PROVIDED BY THE LEAGUE

SESSION 1 BLACK PRINTED LABELS & SCORESHEET

- Coaches designate their preferred squad(s) as preferred by attaching the student athlete's name label provided by the League to the scoresheet.
- Keep squads full (5) as best as possible. Teams with short (less than 5) squads should coordinate BEFORE THEY SQUAD THEIR TEAM with other teams either on the same or adjoining field(s) to make complete squads. Add the student athlete's label on the scoresheet used. Do not use two scoresheets for a single round.
- Turn in the scoresheet to tournament officials IMMEDIATELY after the squad has completed their round.
- View the Clay Target Leaderboard at www.claytargetleaderboard.com to verify scores have been entered correctly.
- If a name label is missing for a registered student athlete, clearly write the student athlete's name and school name in the designated label area.
- For registered competitors that do not attend the event, notify tournament officials and mark an "X" through the name label and adhere it to the back of the scoresheet.



SESSION 2 RED PRINTED LABELS & SCORESHEET

- Keep same squads as Session 1.
- Session 2 begins immediately after Session 1 is completed.