

MUCC STATE SHOOT

GENERAL REGULATIONS

Club Presidents or other recipients of this State Shoot Packet should make this information available to club members as soon as possible. These 'General Regulations' (pages 1 & 2) and the enclosed 'Application to Register' apply to all events. If the event rules are broken out separately and given to the participants, then duplicate these two pages and attach them to each of the event rules.

ELIGIBILITY

Individual participants must be members in good standing with MUCC.

All Team participants must be members, spouses of members, dependent children of members or minor grandchildren of members, of the same MUCC affiliated club.

All MUCC Club Team members must be in good standing with their club, for at least 30 days prior to the day of the shoot and the club must be in good standing with MUCC.

Individual participants must be a member in good standing with MUCC and can join MUCC The day of the shoot and shoot any event.

Participants, if challenged, must produce a membership card or a letter signed by a club official. For an individual MUCC participant; a Michigan Out-of-Doors Magazine with the shooters name on the address label or membership payment receipt. If participant can't produce any of these items, they will be disqualified. A participant may not represent more than one club or team per event.

Most events have classes for individuals and Men, Ladies, Juniors, Sub-Juniors and Seniors. Sub-Juniors must be fourteen or under. Juniors must be fifteen to seventeen, except in the Junior Hunting Rifle event where the age classes are different (see the event program for the age break downs). Seniors must be sixty or over. Ages are as of the first day of the shoot.

The eligibility of any participant may be challenged at any time before the awards are given out. All challenges are decided by the MUCC State Shoot Committee and it's decisions shall prevail.

PRE-REGISTRATION

Any MUCC affiliate club in good standing may enter as many teams as it desires in any event.

Pre-Registration is important. If not pre-registered, contestants may not be able to participate in those events that fill up to field capacity.

Pre-registration forms must be completely filled out, except that it is not required to name individual team members, but it would be appreciated. The names may be changed later when registering at the shoot (see Item 5 of Registration below). Each form covers one event and one individual team or one individual shooter.

Dates and times for shooting are important. All individuals are cautioned to schedule events with non-conflicting times. Teams competing in Skeet, Trap, Sporting Clays and Junior Rifle must shoot together. Teams in other events are requested to shoot together if possible. Allow at least two hours between relays if shooting more than one event. Remember that Sunday is the most popular shooting day, but is also the shortest shooting day, in that the awards are given out after the shoot-offs. It would be greatly appreciated if you could shoot on Friday (if applicable) or Saturday.

REGISTRATION

All individuals and Teams must report to registration one hour prior to shooting time.

Teams must report to the range one half hour prior to shooting time.

Registration for all events except archery and sporting clays will close on Sunday at 1:00 p.m. or earlier if field capacity is reached prior to then. Archery and sporting clays will close at 12:00 noon.

Last Flight Times on Sunday will be 3:00 pm for Skeet and 3:30 pm for Trap. No Squads scheduled after these times.

Pre-registered contestants will shoot at their assigned times. Contestants who have not pre-registered are assigned a time by the host club if a time is available.

Any contestant who registers a team must provide the first and last names of all the team members.

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Once any member of a team has fired a shot in an event, the names may not be changed.

A team must have a full compliment of members for their score to count.

Every registered contestant will receive a shoot patch for a memento.

Entry Fees - See rules applicable to each event.

Eye and Ear protection is required for all firearm events.

Rules may be changed by the MUCC State Shoot Committee only. National Sporting Clays Association (NSCA), National Skeet Shooters Association (NSSA), Amateur Trapshooting Association (ATA), National Field Archers Association (NFAA), National Rifle Association (NRA), and National Muzzle Loading Rifle Association (NMLRA) rules not in conflict with rules stated herein shall apply for each applicable event.

Scoring is done by Club Shoot Officials. Range officers will settle scoring questions on the line.

Protest time of any score or award, Saturday or Sunday, is one half hour from the time of posting.

Scoring disputes may be appealed to the MUCC State Shoot Committee, its decisions shall prevail.

Total high scores will determine the overall high team (MUCC Grand Champion) or overall high individual (High Gun or Bow) in all events regardless of gender or age classification.

Teams with both male and female members are not eligible for gender class awards.

Teams with members of different ages are eligible only for Men's or Ladies classes. Junior teams may have sub-junior members.

Trophies and/or plaques are presented to the overall high and the high in each age and gender class.

A participant may win both a team and an individual award but no more than one of each per event. Exception; you can win a team and/or individual award on Saturday as well as an overall award.

Winners are responsible to pick up their awards. We suggest that one representative from each club be at the Sunday awards ceremony to pick up awards. Any award not picked up by a winning club or individual shooter, the host club will be responsible for the delivery of the trophies and plaques to the winning clubs or individual shooters.

MUCC will mail all nameplates for trophies and plaques to the individual shooters after engraving.

Grand Champion trophies are on display at the winning Clubs.

Participants must finish the event with the same gun or bow they start with except in the case of a malfunction, the shooter is allowed to finish with a replacement gun or bow subject to the same rules as the original entry. If the malfunction causes a delay to the shooting schedule, the individual or team will be assigned a time to finish the event, provided time permits.

Shooting conditions not in compliance with the rules should be first brought to the attention of the host club event chairman. If the problem is not corrected to the shooters satisfaction, a protest may be made to the MUCC State Shoot Committee. Generally, once a course has been shot without protest, it will be difficult to change the course and still allow all to compete on an equal status.

The host club may refuse the use of any equipment or ammunition they judge unsafe. The owner of such equipment or ammunition may appeal to the MUCC State Shoot Committee.

Any designated "Range Safety Officer" of the host club has the right and responsibility to disqualify any participant for violation of the rules or for unsafe conduct. The participant must leave the range if requested by the Range Safety Officer. The participant may appeal to the MUCC State Shoot Committee.

Deer target ties are broken first by the target with the least misses, next by the target having the most 5's, 4's, 3's and 2's. If a tie still exists, duplicate awards are given. Ties are broken for awards only.

LEWIS SYSTEM

Winners in some events are determined by use of the Lewis System. The scores (less the high overall and runner up) are arranged from highest to lowest, then divided into classes by counting down by the class size. The number of scores divided by the number of classes determines the class size. Where a short class occurs due to an odd number of scores, the short class or classes shall end the list. Where the division splits tie scores, the contestants are assigned to the class in which the majority of the tie scores appear, or if an equal number appear on both sides, contestants shall be assigned to the lower class. The change shall apply only to the classes affected and the original divisions shall continue in the other classes. Awards are given to the top shooters in each class.

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WOODS WALK MUZZLELOADER

General Regulations, pages one and two, have additional rules that apply to this event. MUCC rules prevail. Entry Fee is \$32.00 per four person team or \$10.00 per individual shooter.

There is no weight limit. Any Metallic Sight allowed, including tube sights and shaders. There is a separate class for telescopic-sighted rifles. In-line actions are allowed. Any caliber round ball or bullet are allowed as well as sabot bullets but **NO POLY PATCHES**. Load from Pocket or Pouch, no tackle boxes. Range Rods are allowed. Period dress worn by competitors would be appreciated.

Eye and Ear Protection Mandatory.

No Smoking allowed while on course. Rifles are to be loaded only at the station to be fired.

No sight-in targets. No unconventional positions. All positions will be off hand unless otherwise noted at the shooting area. Well defined shooting firing lines, possibly with target involved and scoring posted.

Targets to be easily visible and silhouettes or clangers will be of contrasting colors and must visibly move when hit.

Only shooting targets are involved. No knife or tomahawk throwing, or fire making will be called for.

Team members don't have to shoot together, but the team members can't change after the first shot is fired by any other team member.

The target mix is set by the host club as long as it stays within the guidelines. It will be the same course for both days of the shoot so that everyone shoots the same targets.

Teams will be of homogenous composition, either all metallic sights or telescopic sights.

The relays are two (2) hours long. The last relay on Sunday will start at 2:00 p.m.

COURSE OF FIRE:

Total of 15 Targets, Requires approximately one and one half hours to complete.

3 Targets at 10 – 12 yards

4 Targets at 15 – 25 yards to include a scorable tie breaker

4 Targets at 30 – 35 yards

4 Targets at 40 – 50 yards

Tie Breaker: In case of a team or individual tie, the team or individual with the highest scoring tie breaker wins. If there is still a tie, in the team match go to the next highest tie breaker. Individual tie-breakers will be broken by string measure.

TARGET TYPES and GUILDINES:

Paper Targets:

Pre-post first relay

Silhouette or Clanger targets:

Easily visible visible with constrasting colors. Repaint as necessary

No obstructions, especially to different height shooters

If constructed of rubber/canvas belting, bullets will not destroy them.

A referee/scorer is needed at the shooting area.

Option Targets

Differing targets are shot from same firing line. The shooter has the choice of which target to shoot but must declare the choice before firing. The more difficult targets receive higher values

Same Distance – different size targets

Same size targets – different distances

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MUZZLELOADER AWARD LIST:

Team Awards for metallic and telescopic shooting styles include all age and gender teams shooting that style. All individual scores are put into one group for each style for individual awards and are determined by the Lewis Class System. There will be one class for every ten shooters, no more than five classes.

TEAM AWARDS:

Grand Champion Team----- Club Trophy
Men's Champion Team----- 4 Plaques
Ladies Champion Team ----- 4 Plaques
Junior Champion Team----- 4 Plaques
Sub-Junior Team ----- 4 Plaques
Senior Champion Team ----- 4 Plaques
Lewis Class A Metallic Champion Team----- 4 Plaques
Lewis Class B Metallic Champion Team*----- 4 Plaques
Lewis Class C Metallic Champion Team+ ---- 4 Plaques
Lewis Class A Telescopic Champion Team--- 4 Plaques
Lewis Class B Telescopic Champion Team*-- 4 Plaques
Lewis Class C Telescopic Champion Team+ - 4 Plaques

INDIVIDUAL AWARDS:

Metallic High Gun ----- 1 Plaque
Telescopic High Gun ----- 1 Plaque
Men's High Gun----- 1 Plaque
Lady High Gun ----- 1 Plaque
Junior High Gun----- 1 Plaque
Sub-Junior High Gun ----- 1 Plaque
Senior High Gun ----- 1 Plaque
Individual Lewis Class Winners ----- 5 Plaques

* Lewis Class B will be awarded only if ten (10) or more teams are entered

+ Lewis Class C will be awarded only if fifteen (15) or more teams are entered.

A Lewis Class D will be awarded if twenty (20) or more teams are entered

A Lewis Class E will be awarded if twenty-five (25) or more teams are entered

40 awards for up to 10 teams entered
48 awards for 10 to 14 teams entered
56 awards for 15 to 19 teams entered
64 awards for 20 to 24 teams entered
72 awards for 25 or more teams entered