



District 12 4-H
Trap, Skeet & WhizBang

POSTED

All tiebreakers and shoot-offs will be under the direction of the Match Director and may change to suit the timeliness of match completion.

Event Tiebreakers & Shoot-offs

Tiebreakers for each event (Trap, Skeet, & WhizBang) will be broken by using the shooter's FRONT or BACK Long Run, whichever is longest (NSSA Rule 8.b). If Long Runs are tied, miss-and-out shoot-offs as follows:

- Trap – Corner(s) miss-and-out
- Skeet – Doubles at 3,4,5,4,3 miss-and-out
- WhizBang – Total of 3 pairs

HOA Tiebreakers & Shoot-Off

Tiebreakers for HOA will be broken by using the combined totals of the shooter's FRONT or BACK Long Run, whichever is longest (NSSA Rule 8.b), in each event. If Long Runs are tied, miss-and-out shoot-offs as follows:

- Trap – Corner(s) miss-and-out
- Skeet – Doubles at 3,4,5,4,3 miss-and-out
- WhizBang – Total of 3 pairs