

SSS Grand Prix 2021/2022 Rules and Regulations

Grand Prix League

The traditional indoor GP series is comprised of 5 rounds. These take place on weekends at each of the University Rifle clubs where possible as shoulder-to-shoulder competitions where our students can meet and compete with the wider student rifle community. The winners will be awarded based on aggregate of all the Grand Prix matches. This presentation of awards will take place at the annual awards ceremony.

Eligibility

All shooters must be legally able to shoot, this information has been passed to all captains and any questions regarding it should be directed to the SSS Chair, or captains can check the Firearms section of the Police Scotland Website. If for any reason a captain feels that a shooter should not shoot then they can bring this to the SSS chair.

Competitions

Main VIII

GP Match: Winner will be determined by the team that has the highest score.

GP League: Each team will shoot a total of five matches. For each individual match the following points are to be awarded:

3 points = winner,

2 = second place,

1 = third place.

The winner of the league will be determined by the team with the highest number of points.

In the event of a tie the winner is determined by adding together the scores from all the Grand Prix of the teams involved in the tie. The team with the highest score wins.

The winner of this competition wins the overall SSR GP League.

Team IV

GP Match: Same as Main VIII

GP League: Same as Main VIII

Ladies Triad

GP Match: Same as Main VIII

GP League: Same as Main VIII

Pairs

Pairs are to be set at the beginning of the year by the respective club captains. Once they are set they can NOT change. There will be three classes of pairs A, B, and Novice based off the highest class of shooter in the pair.

GP Match: Winner will be determined by the pair that has the highest score.

GP League:

For each individual match the following points are to be awarded:

- 5 points= winning pair,
- 4= second place,
- 3= third place,
- 2= fourth place,
- 1= fifth place.

The winner of the leagues will be determined by the team with the highest number of points. In the event of a tie in an GP Match the winner is determined by adding together the scores of the second card of the pair. The pair with the higher score wins the points. If needed, look back to the first card and pair with higher score wins the points. In the event that the pairs scored exactly the same score a tie remains and each pair is awarded the same points at the higher level. If there is a tie in the overall points for the GP Leagues the winner will be determined by adding together the scores from all the Grand Prix. The pair with the highest score wins.

Individual

GP Match: Winner will be determined by the individual that has the highest score. In the event that there is a tie, the individual with the higher scoring second card wins. If there is still a tie after this process the second card of each individual is examined. The highest number of pips removed from the second card wins the tie, if a tie remains than the highest number of pips removed from the first card wins the tie.

GP League: For each individual match the following points are to be awarded in Formula 1 (motorsport) style:

- 22= winner
- 18= second place
- 15= third place
- 12= fourth place
- 10= fifth place
- 8=sixth place
- 6= seventh place
- 4= eighth place
- 2= ninth place
- 1= tenth place

The winner of the league will be determined by the individual with the highest number of points.

Novice

GP Match: Same as Individual

GP League:

For each individual match the following points are to be awarded in F-1 style:

- 8= winner,
- 6= second place,
- 4= third place,
- 2= fourth place,
- 1= fifth place,

The winner of the league will be determined by the individual with the highest number of points. In the event of a tie in a GP Match the same rules apply as in the Individual category. If there is a tie in the overall points for the GP League the winner will be determined by adding together the scores from all the Grand Prix's. The individual with the highest score wins.

SUGAR

GP Match: Same as Individual

GP League: Same as Novice

This competition is only open to graduates of universities which compete/have competed in Scottish Student Rifle competitions. The graduate does not necessarily have to have competed in SSS events themselves while at university.

Entry

Individuals need to be entered into the SSS Playwaze system.

Captains must turn in a list of teams to the SSR Chair 24 hours before the match. An empty detail sheet will be published by the SSR Chair well ahead of time before the match. Captains must ensure all those competing on the day are signed up to a detail before the competition begins.

Competition Format

Each competition includes 2 x 10 diagram cards with unlimited sighters. Each detail is 10 minutes. There is a 1 minute preparation in which competitors may shoulder rifles and dry fire, but must not load live ammunition. Timings are announced of the start of the 10 minute firing time, when there are 5 minutes remaining, 2 minutes, 1 minute, 30 seconds, and a countdown from 10 seconds. Any scoring shots fired after the end of the detail must not be counted. Any incidents such as cross firing must be brought to the attention of the scorer and SSR Chair by the Range Officer as soon as is possible.

Each university must take it in turns to do a fair share of range officer duties.

Targets:

The front of the targets should remain blank. Back of the target should have- Name, Uni, FP, Detail time, and which card (Card 1 or Card 2). Cards need to be shot in order.

Classes

The Individual competition is divided into classes based on the previous year's SSR GP and Indoor Championships results. The best 5 competitions are taken, in line with the NSRA rules on classification in that the best 10 out of 12 cards are taken to form an average. Any new competitors must shoot three consecutive cards witnessed by the club captain under timed match conditions and their averages submitted to the SSR Chair before they compete in a Grand Prix. Competitors who have shot at school or in the cadets before coming to university must declare the average they held at school.

Three divisions A (Average 95 and above), B (94.9 and below) and Novice (began target shooting for the first time in that academic year, no former school shooters).

Kit

The teams must provide all kit. Only legal ammunition is allowed, no homemade ammunition is allowed. A jacket, Glove, and Sling is required for taking part in this competition, those without will not be able to participate. All rifles must have serial numbers, any which do not will be reported to the police. Rifles must be safe at all times, breach flags in or bolts out when not shooting a detail.

Challenges

Any recorded score may be challenged by the shooter or the team captain until 15 minutes from the last detail finishing. A £1 deposit must be paid for each card challenged. The deposits will be returned for challenges upheld. A card may only be challenged once and the challenge is the final score. Scores CAN go down during challenging.

Coaches

Coaching of novice competitors are allowed for the first 3 GP's. Coaches are not permitted to load, adjust sights, or to touch the rifle.