

SSS Grand Prix 2021/2022 Rules and Regulations

Modified 24th January 2022

Grand Prix League

The traditional indoor GP series is comprised of a minimum of 5 GP Matches (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.

Entry

Individuals need to be entered into the SSS Playwaze system before the event deadline. All competitions are mixed gender apart from Ladies Triad. Competitors entering Ladies Triad need their gender on Playwaze to be woman.

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.

Non-affiliated Universities

An individual from a non-affiliated institution could compete for an affiliated one providing the individual joins that club and pays the membership as if they were in that institution. Otherwise, there is a rate of £10 per event per individual.

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](#) and Home Office [Guide on Firearms Licensing Law](#). 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: 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.

Individual

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

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.

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.

Competition Format

Each competition includes 2 x 10 diagram cards with unlimited sighters. Each detail is 10 minutes with times announced at 5 min, 2 min, 1 min, 30 s and a countdown from 10 s. There is a 1-minute preparation time before the detail in which competitors may shoulder rifles and dry fire, but must not load live ammunition. Any scoring shots fired outside the 10 minutes 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.

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). Card 1 needs to be shot before Card 2.

RCO

Each university must take it in turns to do a fair share of range officer duties allocated using the detail sheet. Range Officers need to have completed a RCO course.

Awards

For any competitions medals need to be 'won' such as Gold requires at least 2 competitors in the category. Some of the competitions have Trophies available. Trophies should be

returned to the Sports Chair before the awards ceremony. Presentation of awards will take place at the annual awards ceremony.

Ties

GP Match Individuals'

In the event of a tie the winner is determined by the higher second card(s) gun score. If individual competitors still tie, the highest number of pips removed from the second card wins the tie, if a tie remains then the highest number of pips removed from the first card wins the tie. If a tie remains then the higher level will be awarded, below the tie will receive the same position they would have received had there not been a tie.

GP Match Non-Individuals'

In the event of a tie the winner is determined by the higher second card(s) gun score. If a tie remains then the higher level will be awarded, below the tie will receive the same position they would have received had there not been a tie.

GP League

In the event of a tie the highest total gun score over the League will be declared the winner. If this fails to produce a winner, then the tie will be broken on score countback beginning with the last GP. If a tie remains then the higher level will be awarded, below the tie will receive the same position they would have received had there not been a tie.

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 .22 prone in this format (such as school, cadets, or club) should provide an average if none is obtained from their Club Captain as above.

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/club shooters). Classes may be changed with discussion between SSR Chair and Captains.

Kit

Rifles and equipment must conform to [NSRA Rules](#), Section 8. The teams must provide all kit. Ear defence must be worn while shooting. A jacket, Glove, and Sling is required for taking part in this competition, those without will not be able to participate. Only legal ammunition is allowed, no homemade ammunition is allowed. 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 their first 3 GP's. Coaches are not permitted to load, adjust sights, or to touch the rifle.