

## SSS Grand Prix 2023-24 Rules and Regulations

### Grand Prix Series

The traditional indoor GP series comprises a minimum of 5 GP Matches (rounds). These take place on weekends at each of the University Rifle clubs as shoulder-to-shoulder competitions where students can meet and compete with the wider student rifle community. The winners will be decided based on the aggregate points total from all of the Grand Prix matches. The presentation of awards will take place at the end of year prizegiving ceremony.

### Entry

Individuals must be entered into the SSS Playwaze system before the event deadline. All competitions are mixed gender apart from Ladies Triad. Competitors entering the Ladies Triad event should identify as female and have set their gender on Playwaze as female, non-binary or 'prefer not to say'.

Captains must submit a list of teams via the Playwaze system. Teams should then be confirmed with the Chair in person prior to commencement of the first detail of the match. An empty detail sheet will be published by the 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 may compete for an affiliated institution provided that the individual is covered under their club's shooting insurance policy. For team competitions, there is a limit on non-affiliated students per team as follows:

Team of 8: 2 non-affiliated students per team  
Team of 4: 1 non-affiliated student per team  
Ladies Triad: 1 non-affiliated student per team  
Pairs: 1 non-affiliated student per pair

A non-affiliated student competing as an individual for their home institution is liable to pay a fee of £30 which covers entry to the entire GP Series. Non-affiliated institutions and their students may not enter the Grand Prix in any category other than 'Individual' (including A, B and Novice/C Class).

### Eligibility

All competitors must meet the minimum legal requirements to shoot. Any questions regarding what constitutes the requirements should be directed to the SSS Chair. Captains may also wish to consult the Firearms section of the [Police Scotland website](#) and [Home Office Guide on Firearms Licensing](#). If for any reason a captain feels that a competitor does not meet the necessary requirements, they should bring this to the attention of the Chair **immediately**.

## Team and Pairs Competitions

### Team of 8

Individual GP Match: Winner will be decided by the team that has the highest score. In the event of a tie, the team with the higher aggregate of their second cards will be declared the winner. If this fails to produce a winner, both teams are to be awarded winning points.

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

3 Points = 1st Place.    2 Points = 2nd Place.    1 Point = 3rd Place.

The winner of the league will be determined by the team with the highest number of points. In the event of a tie, a winner will be decided by calculating the total gunscore (aggregate score of all cards shot in the team competition across the entire GP series) of each team. The team with the highest gunscore wins. The winner of this competition wins the overall SSR GP League.

### Team of Four

Individual GP Match: Same as Team of 8.

Overall GP Series: Same as Team of 8.

### Ladies Triad

Individual GP Match: Same as Team of 8.

Overall GP Series: Same as Team of 8.

### Pairs

Pairs are to be set at the beginning of the year by each club's captain. Once they are set they cannot be changed. There will be two classes of pairs - A and B/Novice - based on the classification of the highest ranked member of each pair. For example, an A Class competitor and B Class competitor paired together would be entered in the A Pairs competition.

Individual GP Match: Winner will be determined by the pair that has the highest score. In the event of a tie, the pair with the highest aggregate of their second cards will be declared the winner. If this fails to produce a winner, both pairs are to be awarded winning points.

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

5 points=1st place.    4 points=2nd.    3 points=3rd.    2 points=4th.    1 point=5th.

The winner of the league will be determined by the team with the highest number of points. In the event of a tie, a winner will be decided by calculating the total gunscore (aggregate score of all cards shot in the pairs competition across the entire GP series) of each pair. The pair with the highest gunscore wins.

## Individual Competitions

### A Class and B Class

Individual GP Match: Winner will be determined by the individual that has the highest score. In the event of a tie, the individual with the higher scoring second card will be declared the winner. If this fails to produce a winner, both shooters are to be awarded winning points.

Overall GP Series: For each individual match the following points are to be awarded in Formula 1 style:

22 points= 1st place	18= 2nd	15= 3rd	12= 4th	10= 5th
8 = 6th	6= 7th	4= 8th	2= 9th	1= 10th

The winner of the league will be determined by the individual with the highest number of points. In the event of a tie, a winner will be decided by calculating the total gunscore (aggregate score of all cards shot in the individual competition across the entire GP series) of each shooter. The individual with the highest gunscore wins.

### Novice

Individual GP Match: Same as A & B Class

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

22 points= 1st place	18= 2nd	15= 3rd	12= 4th	10= 5th
8 = 6th	6= 7th	4= 8th	2= 9th	1= 10th

The winner of the league will be determined by the individual with the highest number of points. In the event of a tie, a winner will be decided by calculating the total gunscore (aggregate score of all cards shot in the individual competition across the entire GP series) of each shooter. The individual with the highest gunscore wins.

### 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, 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 possible.

### Targets

The front of the targets should remain blank. Back of the target should have: Name, University, Firing Point Number, Detail time, and which card (Card 1 or Card 2). Card 1 must be shot before Card 2. If a card marked 'Card 2' is shot first, it will still be considered the second card for tie-breaking purposes.

### Range Officers

Each university must take it in turns to do their fair share of range officer duties, allocated using the detail sheet. Range Officers must have completed an approved Range Conducting Officer 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.

Trophies should be engraved by the winning club as soon as possible after the event and at the absolute latest by 31<sup>st</sup> July each year.

### Classes

The Individual competition is divided into classes based on the previous year's SSR GP and Indoor Championships averages. Averages are to be calculated from the shooter's best 10 scores from the previous season, excluding any exceptionally low scores (8 or more points below the shooter's overall average).

Any new competitors must shoot three consecutive cards witnessed by their club captain under timed match conditions, and their averages submitted to the Chair before they compete in a GP. Competitors who have shot .22 prone in this format (such as school, cadets, or club) should provide an average based on their most recent competitive scores.

Three Classes: A (Average 94.5 and above), B (94.49 and below) and Novice (began target shooting for the first time in that academic year, no former school/club shooters - this extends to fullbore and air disciplines). The Class boundary averages may be changed, subject to a simple majority vote of the captains and Chair. Competitors may be reclassified at any time at the discretion of the Chair.

### Kit

Rifles and equipment must conform to NSRA Rules, Section 8. Teams are expected to provide their own kit, there is no expectation that the host club provide any kit to visiting teams and any decision to do so is entirely at the discretion of the home club.

Appropriate hearing protection must be worn while shooting. A jacket, glove, and sling are required for all competitors, those without will not be allowed to participate. Only legal ammunition is allowed, homemade ammunition is strictly forbidden. All rifles must have serial numbers, any which do not will be reported to the police. Rifles must be safe at all times, with breach flags in and clearly visible 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 after the last detail of the day has finished. A £1 deposit must be paid for each card challenged. The deposits will be returned if the challenge is upheld. A card may only be challenged once and the challenge is the final score. Shooters and captains should be aware that scores may be lowered as a result of the re-scoring process.

### Coaches

Coaching of novice competitors is allowed for their first 3 GPs. The 3 GP limit applies only to a novice's first season in SSS and does not 'carry over' into their second season.

Coaches are not permitted to load, adjust sights, or to touch the rifle or the shooter. Coaches should take care to keep talking to a minimum, keep the volume to a reasonable level, and have consideration for the competitors around them during a detail.

If any of the competitors in the Team of 8 competition believe a Coach to be disrupting the detail, they may raise a complaint with their Captain, who can in turn bring it to the attention of the Chair. The Chair will then make a decision, in conjunction with the Vice-Chair, on whether the behaviour was disruptive. If the behaviour is considered disruptive, points may be deducted from the offending team as a penalty.