

Lucky Bird Rules

Skeet - Trap - 5-Stand - Wobble Skeet

- Lucky Bird Color: Skeet = Green, Trap = Orange, 5-Stand = Green
- Total number of Lucky Birds broken will determine winner. (see below to break a Tie)
- Only one shot per target.
- Shooter errors (ex. Safety on, wrong barrel, wrong target, etc.) will be counted as “Lost”.
- Gun or Ammo malfunction may be re-shot – target color as presented.
- Only one gun or ammo malfunction per competitor per round. Additional malfunctions will be counted as “Lost”.
- Broken Target at launch may be re-shot - target color as presented.
- Trapper error may be re-shot – target color as presented.

In case of tie:

SKEET:

- 1) Report Pairs Shoot-off - based on highest number of Lucky Birds broken. Competitors will be positioned on Stations 3 & 5 – competitors position determined by coin toss.
- 2) Coin Toss, called by station 3, if tie is not broken after 6 shots (3 Report Pairs) each.

TRAP:

- 1) Shoot-off on Stations 1 & 5 - based on highest number of Lucky Birds broken. Competitors position determined by coin toss.
- 2) Coin Toss, called by station 1, if tie is not broken after 5 shots each.

5-STAND:

- 1) Report Pairs Shoot-off on Stations 1 & 5 - based on highest number of Lucky Birds broken. Competitors position determined by coin toss. A Special Shoot-off card consisting of all Report Pairs will be used. Each competitor will shoot the same Report Pair combination.
- 2) Coin Toss, called by station 1, if tie is not broken after 6 shots (3 Report Pairs) each.

Wobble Skeet:

- 1) Shoot-off on Stations 3 & 5 - based on highest number of Lucky Birds broken. Competitors position determined by coin toss.
- 2) Coin Toss, called by station 3, if tie is not broken after 6 shots (3 pairs) each.