

Skeet Tournament Options

When going to your first couple of registered tournaments, one of the most confusing things you'll find yourself dealing with is trying to understand how the money purses work. Should you play them, and if so, which ones? How much do they cost, and how much can you win? Which ones should you stay away from? Which ones have All-American points tied to them and which ones are for cash only? This article will attempt to help answer these questions and make it a bit easier for a new shooter to learn what is being offered.

Please understand that the descriptions offered below are a generalization of the options. ***It is always at the discretion of the shoot organizers which options are offered and how the exact payouts will occur. The Shoot Program should completely document these options and payouts.*** Please read the program and ask the shoot organizers if you have any questions regarding any option!

The information in this document was obtained from various sources including the NSSA website, research from the web, talks with Robert Paxton, Ralph Arnold, and personal experience.

Options covered in this document:

- Mandatory Purses
- Optional Purses
- High Overall (HOA)
- High All Around (HAA)
- Concurrent Options
- Class Purses
- Handicap Options
- Oklahoma Options
- Lewis Class
- Champions Purse
- Red Hots
- Champ of Champs
- Two-Man Team
- Five-Man Team
- Three-Man Blind
- Husband-Wife Team
- Parent-Child Team
- 1st Hundred Straight Pot
- 2nd Hundred Straight Pot
- 12 Gauge BCDE
- Beaver Option
- Calcutta

Mandatory Purses:

In a mandatory purse event, the shooter MUST pay an additional fee over and above the cost of targets, and shoot administration. The extra money is paid out in prizes, and may be divided any number of different ways. Sub-Junior, Junior, and Collegiate shooters are allowed to opt out of the mandatory purse, making them ineligible to win the cash purse if they were eligible to do so! Please read the rule book, section II-B-2 and II-B-3-b, to see the specifics for these aged shooters.

An example of how a mandatory program might look is as follows.

Pay Out Table

\$ 2.00 to champion, \$ 8.00 remains in class, Champion is not eligible for class money

3 or less in class ----- 100 % to winner

4 to 7 in class ----- 60/40

8 to 11 in class ----- 50/30/20

12 or more in class ----- 40/30/20/10

In this event, the champion will win \$ 2.00 from each shooter participating.

The class prizes will be determined by the number of shooters in each class. All awards will be split according to the official finish. All ties are shot off, or are determined by long runs. The champion is removed from his class, and cannot participate in class money.

EXAMPLE

You are in A class. When signing up, you pay \$32.00 to shoot in the 12 gauge event. \$22.00 goes towards targets and administration expenses, \$ 2.00 towards the championship pool, and \$ 8.00 goes into your A class pool.

Let's assume that a total of 35 shooters have entered this event.

We'll assume, that including yourself, 10 shooters entered in A class, for this event. Your buddy, who is in the same class as you, breaks 100, and wins the event. You shot a 98, which was the second highest score of the day. Since the champion cannot win the class money, he is removed, and your 98 becomes the highest score in A class.

The money would be split as follows:

Champion \$ 70.00 = \$ 2.00 x 35 shooters

A class --- Total purse \$ 80.00 --- Split 50/30/20

1st Place ---- \$40.00

2nd Place ---- 24.00

3rd Place ----- 16.00

All other classes in this event would be determined the same way.

Optional Purse:

Optional purses are separate cash pools which are run in conjunction with the regular events. They are completely voluntary. They can be played on parts or the entire shooting program – meaning that you can play these options in a single event such as the 12 Gauge only, but not in every gun. This money goes into a separate pool, and is divided among the various winners who have entered. In the optional pool, all money stays in class.

Examples of the most popular options are:

- a. Lewis Class
- b. Class Options
- c. Class 50's (Oklahoma)
- d. High over All (HOA)
- e. High All Around (HAA)

HOA (High Overall):

This option is based on the total score shot in all gauges, for a particular event. It could be 200 targets for a one day event, or 400 targets, based on a 4 gun, 2 day event. This option combines the shooters total score for all gauges, and the winner could take all, or the purse could be split, depending on the number of shooters who have entered into the pool.

This option is for cash only! Please note, you can also play the *HOA concurrent option* which has All-American points and possibly cash associated with it as well - this is discussed in the *Concurrent Options* section of this document.

This option is usually played by the more experienced shooters, unless a handicap system is used. This option is sometimes built into the cost of the mandatory purse, and can also play as a separate option.

HAA (High All Around):

This option is based on the total score shot in all four gauges plus doubles, for a particular tournament. This option combines the shooters total score for all gauges, and the winner could take all, or the purse could be split, depending on the number of shooters who have entered into the pool.

This option is for cash only!

This option is usually played by the more experienced shooters, unless a handicap system is used. This option is sometimes built into the cost of the mandatory purse, and can also play as a separate option.

Concurrents:

This option might be free for all entries with a separate cash option or it might require cash to be played – just like the other options. A concurrent is a grouping of shooters based upon their age, as of November 1 for the current shooting year or a defined group (LY – Lady; CL – Collegiate; WC – wheelchair, MIL – Military; RM – Retired Military; DU – Ducks Unlimited; IMSA – Medical Doctors).

A shooter's class does not come into play with the concurrent options. As an example, it is very probable that in the Sub-Sub-Senior concurrent of an average sized shoot; you will have shooters from AAA, AA, A, B, C, & D classes included.

The age based concurrent events are (remember ages are as of November 1):

- SJ - Sub Junior (< 14 years old)
- JR – Junior (< 18 years old)
- TS – Triple Sub Senior (18 – 39 years old)
- SU – Sub-Sub Senior (40 – 49 years old)
- SS – Sub-Senior (50 – 59 years old)
- SR – Senior (60 – 69 years old)
- VT – Veteran (70 – 79 years old)
- SV – Senior Veteran (80 – 89 years old)
- PV – Super Veteran (90+ years old)

The Collegiate (CL) concurrent is a special age concurrent because you can play both the Triple Sub concurrent and Collegiate at the same time if you qualify as a Collegiate Shooter. The rule book has a paragraph focused purely on the rules around this eligibility and it is recommended that you go there for the specific information.

Unlike most other options, All-American points are awarded for age-based concurrent events.

The skeet rules book does a very good job of defining the concurrent groups and we recommend that you read this section for clarification.

<http://www.mynssa.com/image/downloads/2009%20NSSA%20Rule%20Book.pdf>

Only the concurrent Champion position is required to be shot off, but it is common for the Runner-Up, 3rd, 1-1, and 1-2 positions to be shot-off as well.

Class Options:

This is similar to the mandatory class option, and differs only in that the Champion is eligible to win their class purse. Each class has its own pool, and the purse is split the same as in the mandatory class.

This option is for cash only and usually costs \$5.00 per gauge.

Handicap Options:

This option is designed to level the playing field among all classes in the same event, so all shooters have a good and fair chance at winning some money here!

The shoot program should define the number of additional birds a shooter receives for a given class in a particular gun event. The payouts are an equal split of the highest scores, capped at 100, for each class.

The following example is for the 28 gauge event with 10 shooters paying the handicap.

Sample Published Handicap Table

CLASS	12 Gauge	20 Gauge	28 Gauge	.410 Bore	Doubles
AAA	0	0	1	2	2
AA	1	2	2	4	3
A	2	3	3	6	5
B	3	4	5	9	9
C	4	5	7	11	11
D	5	6	9	13	13
E	7	n/a	n/a	n/a	n/a

Sample 28 Gauge Handicap Results

Shooter	Class	Handicap Birds	Raw Score	Handicap Score	Payout
Shooter #1	AAA	1	98	99	
Shooter #2	C	7	92	99	
Shooter #3	AA	2	97	99	
Shooter #4	AA	2	96	98	
Shooter #5	A	3	93	96	
Shooter #6	B	5	94	99	
Shooter #7	C	7	96	100	\$33.33
Shooter #8	AAA	1	100	100	\$33.33
Shooter #9	A	3	98	100	\$33.33
Shooter #10	D	9	84	93	

Oklahoma Options:

This is an option that a shooter can play on each of the three fifty bird sub races that comprise a 100 target event.

The three bets within the gauge being shot, works as follows:

Sub-race 1: 1st 25 targets and the 2nd 25 targets:	1 - 50
Sub-race 2: 2nd 25 targets and the 3rd 25 targets:	26 - 75
Sub-race 3: 3rd 25 targets and the 4th 25 targets:	51 - 100

The cost of this option is usually anywhere from \$3.00 to \$ 5.00 per sub race, per gauge. In other words, if you had played this option during the 12 gauge event, it would have cost you \$ 9.00 or \$ 15.00. If you play this option in a four gauge event, at a cost of \$ 5.00 per sub gauge, it will cost \$ 60.00.

Each sub race of 50 targets is a separate pool, and you can win in all three pools, or just on one or two parts, depending on how well you shoot each series of 50 targets.

This option is usually played in the larger gauges by shooters who are confident they will break 50 - 75- or 100 straight targets. The smaller gauges are usually played by the more experienced shooters.

This option is for cash only and each class has its own separate series of pools.

Lewis Class:

When all shooting has been completed, the scores are listed in numerical order, from the highest to the lowest. They are then divided into as many groups as there are classes. For example, if there were 30 Lewis Class entries, and 5 classes, there would be 6 scores in each section. The highest score in each section would be the winner. It's the luck of the draw. This is a good bet for a beginning shooter, because a low score has a good chance of winning. It usually cost an extra \$5.00 per gauge.

This option is for cash only!

For a very good description of this option, please read the following article hosted on the NSSA website:

<http://www.mynssa.com/CMS/NSSADisplayPage.aspx?ContentId=190>

Champions Purse:

This is a cash only option that is similar to the Red Hots option. Basically you are betting that you will win the gun event championship. No classes are offered with this option. This option is offered for all gun events, but usually not for the HOA or HAA.

In the event that no-one playing this option wins the gun championship, then payouts are based on finish of shoot-offs or long-run.

Red Hots:

This is a cash option only. Basically you are betting that you will have the high score for a particular gun event. Typically, no classes are offered with this option. Some tournaments choose to offer this option by class though – which makes it a pretty good bet for the lower classed shooters. As always, the shoot program should state specifically how this option will be played.

This option is offered for all gun events, but usually not for the HOA or HAA.

Champ of Champs:

Champ of Champs is another fun optional game to play. This option is executed in one of three different manners and it must be defined in the shoot program as to which format is being used.

Option 1: (used at major shoots such as the US Open, The Masters, and the World Championships)

- This option is shot as a separate 100-bird event.
 - Round 1 – 12 Gauge
 - Round 2 – 20 Gauge
 - Round 3 – 28 Gauge
 - Round 4 - .410

Option 2: Use the last round of each gun in the main event to be used as the score in COC.

- 12 Gauge Event, Round 4 – COC Round 1 score.
- 20 Gauge Event, Round 4 – COC Round 2 score.
- 28 Gauge Event, Round 4 – COC Round 3 score.
- .410 Event, Round 4 – COC Round 4 score.

Option 3: Use a staggered round of scores from each gun in the main event to be used as the score in COC.

- 12 Gauge Event, Round 1 – COC Round 1 score.
- 20 Gauge Event, Round 2 – COC Round 2 score.
- 28 Gauge Event, Round 3 – COC Round 3 score.
- .410 Event, Round 4 – COC Round 4 score.

Please note that all shoot-offs in the COC option is always shot using the .410!

This option is usually shot with all participants in a single pool (without classes), but it can be offered on a class by class basis too. As always, the shoot program should specifically define how this option is being held.

Two-Man Team:

This is a team cash option consisting of two shooters combining their scores in a particular event. This option is held for each gun event independently and usually costs \$5.00 per shooter (\$10.00 per team) to enter.

There are no classes used in team events, all team entries are in the same pool of money! In the very large shoots (World Championships), the shoot organizers may choose to place the shooters into Group I, II, or III depending upon the combined average of the team members in the event being shot.

The payouts are usually based upon the number of entries and must be defined in the shoot program.

As an example, if a two man team consists of shooters Ed and Scott in the 12 Gauge event. Ed shoots a 98 and Scott shoots a 97, their Two-Man team score is a 197.

Five-Man Team:

This is a team cash option consisting of five shooters combining their scores in a particular event. This option is held for each gun event independently and usually costs \$6.00 per shooter (\$30.00 per team) to enter.

There are no classes used in team events, all team entries are in the same pool of money! In the very large shoots (World Championships), the shoot organizers may choose to place the shooters into Group I, II, or III depending upon the combined average of the team members in the event being shot.

The payouts are usually based upon the number of entries and must be defined in the shoot program.

As an example, if a five man team consists of shooters Ed, Scott, Todd, Mike, and David in the 12 Gauge event and the following scores are shot.

- Ed (98), Scott (97), Todd (100), Mike (98), and David (99) their Five-Man team score is a 492.

Three Man Blind:



This team option is played the same as the *Two-Man Team* option, but the three team participants are randomly generated by the computer. This option is usually run for a single gun event and it should be defined in the shoot program stating which event.

It's just a fun way to throw \$5.00 bucks in the pot and see what happens.

Husband-Wife Team:

This team option is played the same as the *Two-Man Team* option, but the team participants must be husband and wife – yes of each other!

Parent-Child Team:

This team option is played the same as the *Two-Man Team* option, but the team participants must be legal guardian and child. Unless stated specifically in the shoot program, the child must be junior or sub-junior eligible concurrent shooter (17 years old or younger).

1st 100 Straight Option:

This option can be played for the entire tournament or for each event independently. Basically you are betting that you will run a 100 straight in the event or during the tournament. The payouts on this are:

- 1.) An even split of all shooters running 100 straight or
- 2.) Based upon the finish of shoot-offs or
- 3.) Based upon long-runs

For example, if 10 persons play this option and 4 of the shooters run a 100 straight; those 4 shooters split the pot evenly.

This option is usually offered at \$10.00 and is a cash option only!

2nd 100 Straight Option:

This pot is slightly different from the 1st 100 Straight Pot Option, in that the number of 100s run by a shooter gives that shoot a number of slices to the money pie! The payouts for this option are:

- 1.) An even split of all shooters running 100 straight or
- 2.) Based upon the finish of shoot-offs or
- 3.) Based upon long-runs

This option is usually offered at \$10.00 and is a cash option only!

For example, 10 shooters play this option for a total pot of \$100.00.

- Shooter #1 shoots a 100 straight in two events (12 gauge and 28 gauge).
- Shooter #2 shoots a 100 straight in one event (20 gauge).
- Shooter #3 shoots a 100 straight in three events (doubles, 12 gauge, 20 gauge).

A total of (6) 100 straights have been shot with payouts as follows:

- Shooter #1: $\$100.00 / 6 * 2 = \33.33
- Shooter #2: $\$100.00 / 6 * 1 = \16.67
- Shooter #3: $\$100.00 / 6 * 3 = \50.00

12 Gauge BCDE Option:

This option is restricted to 12 gauge event for shooters that are in the B, C, D, or E class. Each score of 25 divides the purse equally; there are no shoot-offs with this option.

This option is usually offered at \$10.00 and is a cash option only!

Beaver Option:

The Beaver Option is a combination of the preliminary event and a main event targets. For example, if a 100-bird 28 gauge preliminary event is held and then a 100-bird 28 gauge main event, you would have a Beaver Option of 200 targets. This option is held with whatever the gauge that would combine a preliminary event with a main event in the same gauge.

This option is for cash only!

It is also up to the shoot management's discretion whether the payouts will be by class or for all shooters that pay to play this option. If this option is being offered, it should be clearly defined in the shoot program how the payouts will occur.

Calcutta:

There are two participants in each entry to the Calcutta - the *shooter* and the buyer.

In a Calcutta, bids are placed, auction style, on the *shooter* who they think will win the event (you can bid on yourself too). All the money raised through the "auction" goes into the pot. At the end of the tournament, those who "won" the *shooter* that then won the event receive a pre-determined payout from the auction pool.

Bidding for each *shooter* begins in random order, with only one *shooter* being bid upon at any time. Accordingly, participants bid among themselves to "buy" each of the shooter, with each *shooter* being assigned to the highest bidder.

The precise rules of a Calcutta can vary from place to place; many tournament organizers employ software programs that apply odds and determine win-place-show amounts. Perhaps the simplest and most common Calcutta payout is 70 percent of the pool to the "owner" of the winning shooter, 30 percent to the "owner" of the second-place shooter. It is just as common for the "owner" and shooter to split the pot evenly – the point is that the rules of the Calcutta should be clearly documented at the start.

An interesting element of Calcutta auctions is in determining an appropriate wager for each *shooter*, as the payoff will directly hinge on the size of the pot and thereby the size of the bids being placed. Thus the value of each *shooter* fluctuates during the course of the betting. For example, even if a bidder knew the Kentucky Wildcats would be the NCAA Basketball Tournament winner and thus pay out 32% of the pool, the bidder would still be unsure of the exact value of the team (unless it was the last team being bid on) since the payout depends on the sum total of all winning bids, i.e. the final size of the pool.

The following is an example of the Calcutta from the 1989 MidWest Open program:

HANDICAP CALCUTTA

This will be auctioned off Saturday, July 15, 1989, after the shoot offs and will be based on a handicap 12 ga. event. Entry fee: \$5.00 Purse split 50/50 shooter and buyer. Minimum bid will be \$5.00. 100% of money will be returned to participants. Handicap targets based on 12 ga. Class: AA - 1 bird, A - 2 birds, B - 3 birds, C - 5 birds, D - 7 birds, and E - 9 birds. Winners determined by shoot off with 100 being the highest possible score. Shoot offs will be regular doubles, miss and out by bird. (1 payout per 10 entries) Guns for shoot off based on class: AA & A - .410 ga., B - 28 ga., C - 20 ga., D & E - 12 ga. REMEMBER - THE HIGHER THE BIDDING GOES ON EACH SHOOTER - THE BIGGER THE POT TO SPLIT FOR SHOOTER & BUYER.

SHOOTER

It costs the shooter an extra \$5 to enter the Calcutta. He pays when he signs up for the Sunday 12 gauge event betting that he can either break 100 or have his score plus handicap equal at least 100. Only the 100's get in the shoot off and what gun each shooter gets to shoot is decided by their 12 gauge Class. Shooters who enter the 12 gauge event after the auction on Saturday night are not eligible for this purse.

BUYER

On Saturday night after the shoot offs and while the evening's cook-out is settling in everyone's stomach, an auction is held of the shooters who paid their \$5 to enter the Sunday 12 gauge event. Each shooter's name is announced to the crowd and bidding from the throng continues on each shooter until they are all sold. This gives even a weak shooter a chance to buy a good shooter and maybe win enough to offset the cost of their own shooting. This also gives a wife a chance to buy her husband (or vice versa) and take some of the action. Shooters can also buy themselves and not have to split their possible winnings with anyone.

The shooter's entry fees and the buyer's bid money are all put into the purse to be split 50/50 by any winning shooter with his buyer.

If 10 or less shooters enter the Calcutta there would only be one winner of the shoot off and his buyer would split the money with him/her. If 11-20 shooters enter then there is a first and second place usually split 60/40 with the 60% being split by the winning shooter/buyer and the 40% being split by the runner-up shooter/buyer combination. If 21-30 shooters... etc. etc.