



“ 'Twas the Month Before Nationals... ”

The Lone Star Select Shooting Team

Coaching Staff Additions

We are excited to announce the addition of two new coaches to the LSSST family, Josh Poole and Cliff Seibert! Both bring elite experience and passion for shotgun sports to the table. Josh is a 12 time NSSA All-American, 3x Texas State Champion, and 2x World Champion. Cliff has been competing since the age of 13, is an Illinois State Champion in both Sporting Clays and FITASC, and currently competes for the Texas A&M Trap and Skeet Team, through which he is a two-time ACUI National Champion! Check out the Coaches tab on the LSSST website to learn more about Josh and Cliff! Welcome!

Practice Times

Now that the new school year is in full swing, here is a refresher on our team practice times! Weekday practices begin at 3:30 and go until around 5:30. On Saturday mornings, those not on the LSSST Elite Team practice from 9:00-11:00, with Elite Team members practicing from 11:00-1:00. If you are going to be late (because of school or any other reason), please text Coach Ron directly that you are on the way so he can put you on a squad.

Skeet Rules

Recently, we have been having issues with timing while shooting skeet rounds. This has become so much of a problem that we have gotten complaints from referees—with one saying they will never score for our team again. Here are the proper rules for shooting a round of skeet in a timely manner:

- ☆ 1hr 20 minutes: The total time allowed for a 4-round, 100 targets event. This includes a quick break after each round
- ☆ 2 minutes: The break after each round should be kept under 2 minutes, which is still plenty of time for shooters to get a drink of water and reload a box of shells
- ☆ 18 minutes: The total time allowed per round of skeet, allowing shooters to take a 2-minute break after each round
- ☆ 3.5 minutes: Time allocated to each shooter to finish one round of skeet, before factoring in a 2-minute break
- ☆ 25 seconds: Average time for each shooter to complete ONE station, this includes the time needed for one shooter to step off the station, and for the next shooter to step in
- ☆ 10 seconds: Time allowed for a shooter to call for his/her target after he/she steps into a station
- ☆ When a squad of shooters is unable to complete 4 rounds of skeet within 1 hour and 20 minutes, the chief referee **has the right to terminate the game, and only allow the squad to return to the field to finish the rest if time allows**, or move the squad to a different field, if one is available
- ☆ Shooters are NOT allowed to walk off the skeet field during break unless he/she is reaching for drinking water or another box of shells. PLEASE DO NOT TALK TO YOUR PARENTS ABOUT HOW YOU WERE SHOOTING DURING THE BREAK AND KEEP THE BREAK UNDER 2 MINUTES!

New Payment Policy

This is a reminder of our new payment policy: all invoices are due upon receipt. If they are not paid by the 25th of the month, the student will not be scheduled for a lesson the following month. At 60 days past due, the student will lose their spot on the plan including a private lesson and they will be placed on the waiting list. The student will only be permitted to reenroll in this plan once their account is current and another spot becomes available. At 90 days past due, the student will be removed from the team completely and only permitted to rejoin when a new spot opens and their past due balance is paid in full. Thank you for your cooperation.

NSCA Punches System

In order to move up in NSCA class, shooters must earn a certain number of “punches” at NSCA tournaments. These punches come from placing high in class, and the number earned depends on place and number of competitors in the class. The number of punches required to advance also varies based on current class. Punches are not earned based on concurrent finishes. Each NSCA member has a 12ga class and a subgauge class. Below is a summary of the punches system. On the left, the number of punches required to move up from one class to the next is shown. On the right, the number of punches received based on number competing in class and placement in class are shown. For example, if there are 27 shooters in B class in an event, the 2nd highest score and all ties in B class will receive 2 punches. If a shooter in B class has earned 11 punches so far in 12ga events, they only need 1 more to move to A class—at which point, they would begin in A class with zero punches and need to work back up to 14 to be moved again to AA.

PUNCHES REQUIRED TO MOVE UP IN CLASS 12 GA	PUNCHES REQUIRED TO MOVE UP IN CLASS SUB GA	NUMBER OF SHOOTERS IN CLASS	PUNCHES EARNED	
			PLACEMENT	PUNCHES
*HOA & ALL TIES WILL EARN (1) PUNCH, IF THERE ARE ONLY 1 OR 2 SHOOTERS IN THEIR CLASS. MINIMUM 10 SHOOTERS IN THE EVENT. ^				
		0 - 2	ANY	0
		3 - 9	HIGH SCORE & TIES	1
		10 - 14	HIGH SCORE & TIES	2
			2 ND HIGH SCORE & TIES	1
			HIGH SCORE & TIES	4
		15 - 29	2 ND HIGH SCORE & TIES	2
			3 RD HIGH SCORE & TIES	1
			1 ST & 2 ND HIGH SCORE & TIES	4
		30 - 44	3 RD HIGH SCORE & TIES	2
			4 TH HIGH SCORE & TIES	1
			1 ST , 2 ND & 3 RD HIGH SCORE & TIES	4
		45 OR MORE	4 TH HIGH SCORE & TIES	3
			5 TH HIGH SCORE & TIES	2
			6 TH HIGH SCORE & TIES	1
NATIONAL CHAMPIONSHIP AND U.S. OPEN MAIN EVENT ONLY			1 ST , 2 ND , 3 RD , 4 TH & 5 TH HIGH SCORE & TIES	4
			6 TH & 7 TH HIGH SCORE & TIES	3
			8 TH & 9 TH HIGH SCORE & TIES	2
			10 TH HIGH SCORE & TIES	1

Spectator Guidelines

- All spectators at both tournaments and practices are required to wear eye and ear protection at all times when on the course. Regardless of where you are in relation to the station, it is still important to take steps to ensure your safety! Here are some other expectations for spectator behavior:
- ☆ Exhibit good sportsmanlike conduct and behave in a lawful manner at all times, while on club grounds, including in parking lots
 - ☆ Refrain from verbal or physical harassment of any shooter, scorer, field judge, shoot official, spectator and club/range officer
 - ☆ Comply with instructions from any shoot official and club/range personnel
 - ☆ Follow all policies and regulations of the club, including safety and emergency procedures
 - ☆ Do not interfere with the shoot or the shoot management’s procedures in conducting the shoot

Lesson Scheduling Software

Please be sure you are utilizing our lesson scheduling software when scheduling monthly lessons. Links to sign up can be found on the Lesson Schedule tab on the team website, along with coach assignments for the month. To schedule a lesson, click on the link corresponding with the coach you were assigned that month. You will be taken to the Calendly website and can select a time slot based on the coach’s availability. For additional instructions regarding how to successfully use the scheduling software, please visit the Lesson Schedule tab on the team website.

Diamond Classic Team Dinner

Reminder that we will be having a team cookout on Friday, September 23rd, during the Diamond Classic. It will be held at GHSC, arrival at 5:00pm and eating between 5:30 and 6:00pm. Final reminder to register for the Diamond on Win Score if you still haven’t!



Never Surrender Station

The winners of the Never Surrender Station for the Buckle Race Leg #4 were Marinne Miller, Noah Calub, and Gabriel Freedman! The selected station was #8 on the main. Way to dig deep!

Buckle Race Leg #4

Congratulations to Carter Hebert for winning a shootoff to claim RU overall at the Buckle Race Leg #4 with a score of 97! Great shooting! Here are some pictures from the Buckle Race shootoffs:

