

Shoot-off Addendum:

Course:

1. Every reasonable attempt will be made by match officials to build mirror image courses
2. Bouts will be decided by a properly functioning range
 - 2.1. Weather induced range malfunctions will result in a reshoot
 - 2.2. Prop/target failure is grounds for reshoot at the RO's discretion
 - 2.3. RO interference is grounds for a reshoot

Staging:

1. On deck shooters must be present in the staging area before the bout ahead of them begins
 - 1.1. Shotguns will be preloaded to division capacity with empty chamber
 - 1.2. Rifles will be present and uncased
 - 1.3. Pistols will be unloaded and holstered
 - 1.4. All ammo will be on or about the shooter's person
 - 1.5. Delay of staging more than one minute past the conclusion of the preceding bout is grounds for forfeit at Range master's discretion.
2. Top seeded shooter has choice of sides

Shoot-off

1 Make ready upon RO prompt

1. Sight pictures are the shooter's prerogative, rehearsals are not.
2. Delay of bout is subject to RO discretion
2. Start position
 - 2.1. Shooters will assume the designated start position.
 - 2.2. False starts are grounds for stop and restart
 - 2.2.1. Restarts are issued by RO discretion only
3. Upon the start signal shooters will engage targets from within the shooting area
 - 3.1. Targets may only be engaged with firearms designated to score

3.2. Firearms must be abandoned in safe condition

3.2.1. Unsafe abandonment of firearms is grounds for forfeit

3.2.2. Safe abandonment is defined by rules 1.4 and 1.5 of the MN3GG rule book

3.3. The designated stop plate must be the last target engaged

3.3.1. Engaging the stop plate prematurely results in forfeit

3.3.2. The stop plate that overlaps on the bottom is the bout winner

Seeding

1. Bracket seeding will be the results of overall match finish from Day 1

2. Byes will be given to top finishers as necessary to fill the bracket

2. The top finisher will face the middle finisher (ie with 100 shooters, 1st vs 51st..2nd vs 52nd...ect)

3. All shooters defeated in the first round will be seeded into the Second Chance bracket.

Prizes

1. First place gets first pick of the table

2. First place of the Second Chance bracket gets second pick of the table

3. 2nd, 3rd, and 4th walk the table in order of finish

4. All remaining contestants walk the table by random draw WITHIN THEIR TEIR of FINISH

2. Divisions must have 10 participants to be eligible for prizes