



# Sporting Clays Tournament Options

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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 NSCA website, research from the web, discussions with various tournament managers, and personal experience.

Please note, each club will decide if options are paid with CASH ONLY or by any payment method. Also, payouts can be different for each option (please see the Payouts section in this document) and the shoot program should be very specific to these rules for each option!

Options covered in this document:

## **Optional Purses**

- Back to Class Option
- Concurrents
- Concurrents Option
- Class Option
- Double Back Option
- Handicap Option
- High Overall (HOA) Option
- Lewis Class Option
- Calcutta

## **Team Options**

- 2-Man Team
- 3-Man Team
- 4-Man Team
- 5-Man Team
- 3-Man Blind Team
- Husband-Wife Team
- Parent-Child Team
- Family Team



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## **Back to Class Option**

This option is used when the option payout amount is added to the entry price of the event for all shooters. This option runs the same as a Class Option with the exception that ALL shooters are automatically entered as the entry price was part of the event fee they paid.

This option is typically run across the entire event. For large tournaments (i.e. Nationals, US Open, Regional, State Shoots, ...) it may be offered on a per course basis in addition to the overall event!

Typically, this option pays out on a staggered percentage based upon the number of entries in each class. The club can decide on the payouts for this option when any method that they decide, and the shoot program should define exactly how the payout for the option will occur!

Please see the Payouts section to understand the various ways this option can payout. The shoot program should define the exact payout rules to be used for all options!

## **Class Option**

This is a separate money option that allows shooters in the same classification to play against each other for this separate money pot. There are NO All-American Points, punches, or other awards associated with the Class Option!

This option will create a separate pot of money for each of the NSCA classifications. Shooters that sign up for this option area automatically added into the pot associated with their classification! As an example, Master classification shooters will only be playing against other Master classification shooters that signed up for the option!

This option is typically run across the entire event. For large tournaments (i.e. Nationals, US Open, Regional, State Shoots, ...) it may be offered on a per course basis in addition to the overall event!

It is also possible to run multiple Class Options for a single event. As an example, the club may decide to offer a HIGH GUN CLASS OPTION that pays out only 1 place as well as the standard CLASS OPTION that pays 3 places.

This option is held for each event independently and usually costs \$10.00 per shooter to enter.

Please see the Payouts section to understand the various ways this option can payout. The shoot program should define the exact payout rules to be used for all options!



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## Concurrents

This option is normally free for all shooters, or it might require cash to be played – just like the other options. The Concurrents events are used for calculating NSCA All-American Points and not as a separate money pot! A concurrent is a grouping of shooters based upon their age, as of January 1st for the current shooting year.

A shooter's class does not come into play with the concurrent options. As an example, it is very probable that in the Veteran concurrent of an average sized shoot; you will have shooters from Master -> E classes included.

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

- SJ - Sub Junior (< 16 years old)
- JR – Junior (< 21 years old)
- VT – Veteran (55 – 64 years old)
- SV – Super Veteran (65 – 72 years old)
- SS – Senior Super Veteran (73 - 78 years old)
- LG – Legacy (> 80 years old)
- LY – A female shooter of any age

The shoot program will define if the Concurrent winners are determined by tie breaker station or a shoot-off!

## Concurrents Option

These are separate money options that are setup for each of the Concurrents defined above. These events follow the same rules and payouts as defined in the *Class Option* section.

As an example, shooters that sign up for the Veteran Option in an event will only be shooting against the other Veteran shooters that signed up for his option. Shooters that are NOT eligible to be in the Veteran concurrent, may not sign up for the Veteran Option!

This option is typically run across the entire event. For large tournaments (i.e. Nationals, US Open, Regional, State Shoots, ...) it may be offered on a per course basis in addition to the overall event!

This option is held for each event independently and usually costs \$10.00 per shooter to enter.



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## **Double Back Option**

This option is fairly simple – basically you are betting that your score will be in the top half of the shooters scores participating in the option.

If your score happens to be at the exact mid-point, then all shooters with that score will split the payout.

As an example, the entry fee for the option is \$10. Shooters with scores in the top half will be paid \$20 and the shooters with scores in the bottom half will receive \$0.

## **Handicap Option**

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 event. The payouts are an equal split of the highest scores, capped at 100, for each class.

The following example is for the Sporting Clays event with 10 shooters paying the handicap.

### Sample Published Handicap Table

<b>Class</b>	<b>Targets</b>
Master	0
AA	3
A	6
B	10
C	12
D	15
E	20

### Sample Sporting Clays Handicap Results

<b>Shooter</b>	<b>Class</b>	<b>Score</b>	<b>Handicap</b>	<b>Handicap Score</b>	<b>Payout</b>
Shooter #1	M	84	0	84	
Shooter #2	A	82	6	88	
Shooter #3	B	79	10	89	
Shooter #4	A	85	6	91	
Shooter #5	C	77	12	89	
Shooter #6	M	94	0	94	\$50.00



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Shooter #7	AA	91	3	94	\$50.00
Shooter #8	AA	87	3	90	
Shooter #9	E	68	20	88	
Shooter #10	C	80	12	92	

### **High Overall (HOA) Option**

This is basically a bet that you will win the event championship. No classes are offered with this option. Some clubs run the HOA Option as a WIN/PLACE/SHOW results as well – the shoot program should define the number of places being offered in this option!

This option is typically run across the entire event. For large tournaments (i.e. Nationals, US Open, Regional, State Shoots, ...) it may be offered on a per course basis in addition to the overall event!

This option is held for each event independently and usually costs \$10.00 per shooter to enter.

Please see the Payouts section to understand the various ways this option can payout. The shoot program should define the exact payout rules to be used for all options!



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## Lewis Class Option

The Lewis Class system can be used for calculating winners of an event (for awards), or winners of the Lewis Purse (money). The normal Rules for Lewis system are as follows:

1. When all shooting is completed, list all scores in descending score order.
2. They are then divided into as many groups as are dictated. Methods are:
  - \* A preset number of groups – regardless of entry amount.
  - \* A computed group amount, for example: 1 group for every 10 entries.
3. Since there will often be an odd number of entries and tie scores on the original dividing lines between the groups, the following rules have been established:
  - \* Where a short group is necessary due to an odd entry list, the short group (or groups) will always be the upper group(s).
  - \* When an original line is drawn between several tied scores, the contestants are re-assigned to the group in which most scores appear.
  - \* Where an EQUAL number of ties scores appear on either side of the original line, contestants are assigned to the head of the lower group.
  - \* If contestants are re-assigned to other groups due to tied scores between original lines, **ONLY** those groups are affected. The original lines in other groups remain. **All money in groups will stay intact**, regardless of any reassignment to another group.

The following is an example of the Lewis Class:

### **Variables needed:**

For our example, the following Data is provided:

Total Entries = 32

Number of Groups = 5

Lewis Class Price = \$10.00

### **Determine Original Lines and Amounts:**

In Order to draw your original lines, you will need to compute other variables which will aid in determining original group sizes and monies.

- 1) Compute Total Money = Total Entries x Lewis Class Price  
 $\$320 = 32 \times 10$
- 2) Compute Group Money = Total Money / Number of Groups



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$$\$64 = \$320 / 5$$

3) Compute Base Numbers = Total Entries / Number of Groups

$$6.4 = 32 / 5$$

Which Creates: Whole Base Number = 6

Remainder Base Number = 0.4

Now Compute: Add Rest = (Remainder Base Number \* 10) / 2

$$2 = (.04 * 10) / 2$$

4) At this point, we need to initialize the Basic size of each group, which in our example, is 6 and is contained in Whole Base Number. Any group which should be larger because of the odd number of entries will be increased using the Remainder Base Number.

Move Whole Base Number of 6 to All Group Entry Counters (1 thru 5)

Now increase the entries of the Lower groups according to the rules by using the Add Rest Variable:

If Add Rest = 0, then do not add to any Group Entries, Split is perfect.

- \* If Add Rest = 1, then Add 1 to Group 5 entry counter
- \* If Add Rest = 2, then Add 1 to Group 4 thru Group 5 entry counter
- \* If Add Rest = 3, then Add 1 to Group 3 thru Group 5 entry counter
- \* If Add Rest = 4, then Add 1 to Group 2 thru Group 5 entry counter

NOTE: The Add Rest variable will never be more than (Number of Groups – 1)

5) In our example, Add Rest was equal to 2, so the groups are now originally drawn with the following amount of Entries

Name		Score
<b>Group 1</b>	Jim	100
	Jan	99
	John	99
	Terry	98
	Eric	96
	Susan	96

(6 Entries)

Name		Score
<b>Group 2</b>	Dolly	95
	Mike	95
	Sam	94
	Dana	94
	Joshua	93
	Jane	93

(6 Entries)



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<b>Group 3</b>	<b>Name</b>	<b>Score</b>	(6 Entries)
	Debbie	93	
	Lucy	92	
	John	92	
	George	91	
	Ringo	91	
	Paul	90	

<b>Group 4</b>	<b>Name</b>	<b>Score</b>	(7 Entries)
	Rita	90	
	Bono	90	
	Slash	90	
	The Edge	89	
	Pamela	88	
	Joseph	86	
Will	85		

<b>Group 5</b>	<b>Name</b>	<b>Score</b>	(7 Entries)
	Mary	85	
	Jonathan	84	
	Lee	80	
	Lisa	79	
	Carey	75	
	Karla	74	
Ron	73		

## Adjusting Groups:

Now that you have drawn your original lines, you must look at the scores on either side of the lines to determine whether contestants will remain in that group or move to another group. The following table shows the results of applying the last few Lewis class rules.

Note that the original lines are still shown, but contestants have been shifted.

<b>Group 1</b>	<b>Name</b>	<b>Score</b>	Winner Group 1 - \$64.00
	Jim	100	
	Jan	99	
	John	99	
	Terry	98	
	Eric	96	
	Susan	96	





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## Group 2

Name	Score
Dolly	95
Mike	95
Sam	94
Dana	94
Joshua	93
Jane	93
Debbie	93

Winner Group 2 - \$32.00

Winner Group 2 - \$32.00

Note that Debbie was moved into Group 2

## Group 3

Name	Score
Lucy	92
John	92
George	91
Ringo	91

Winner Group 3 - \$32.00

Winner Group 3 - \$32.00

## Group 4

Name	Score
Paul	90
Rita	90
Bono	90
Slash	90
The Edge	89
Pamela	88
Joseph	86

Winner Group 4 - \$16.00

Winner Group 4 - \$16.00

Winner Group 4 - \$16.00

Winner Group 4 - \$16.00

## Group 5

Name	Score
Will	85
Mary	85
Jonathan	84
Lee	80
Lisa	79
Carey	75
Karla	74
Ron	73

Winner Group 5 - \$32.00

Winner Group 5 - \$32.00



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## 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.

## Two-Man Team

This is a team option consisting of two (2) shooters combining their scores in a particular event. This option is held for each event independently and usually costs \$10.00 per shooter (\$20.00 per team) to enter.

Two-Man teams have no restrictions on team members regarding age, gender, or classification. The only restriction is that a shooter may only be a member of a single team for each specific event. The team members do NOT have to be the same across all events.

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.



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

A Two-Man Team Score example:

Shooter	Score	Team Score
Ed	98	195
Scott	97	

## **Three-Man Team**

This is a team option consisting of three (3) shooters combining their scores in a particular event. The Three-Man team option follows the same rules as listed above for the *Two-Man Team Option*. This option is held for each event independently and usually costs \$10.00 per shooter (\$30.00 per team) to enter.

A Three-Man Team Score example:

Shooter	Score	Team Score
Ed	92	263
Scott	87	
Joe	84	

## **Four-Man Team**

This is a team option consisting of four (4) shooters combining their scores in a particular event. The Four-Man team option follows the same rules as listed above for the *Two-Man Team Option*. This option is held for each event independently and usually costs \$10.00 per shooter (\$40.00 per team) to enter.

A Four-Man Team Score example:

Shooter	Score	Team Score
Ed	92	348
Scott	87	
Joe	84	
Mary	85	



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## **Five-Man Team**

This is a team option consisting of five (5) shooters combining their scores in a particular event. The Five-Man team option follows the same rules as listed above for the *Two-Man Team Option*. This option is held for each event independently and usually costs \$10.00 per shooter (\$50.00 per team) to enter.

A Five-Man Team Score example:

Shooter	Score	Team Score
Ed	92	429
Scott	87	
Joe	84	
Mary	85	
Susan	81	

## **Three Man Blind Team:**

This team option is played the same as the *Three-Man Team Option*, but the three team participants are randomly generated by the computer. The computer will order all shooters entered in this option, class (Master -> E), and place an equal number of shooters into 3 separate buckets. As an example, bucket #1 contains Master and AA shooters; bucket #2 contains A class shooters, and bucket #3 contains B-E class shooters. The computer will then randomly select 1 shooter from each bucket to create the team!

This option is usually run for a single 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.



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## **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).

## **Family Team:**

This team option is played the same as the *Two-Man Team option*, but the team participants must be related to each other. Acceptable family relation examples include:

- Parent / Child
- Grand Parent / Grand Child
- Brother / Sister

## **Options Payouts**

Typically, there are 4 types of payouts that are standard across all clubs running options at their Sporting Clays tournaments. For certain tournaments there will be special payouts for an option, and you should always refer to the shoot program for the exact payout rules being used for each option!

### **1.) No Payout**

- a. This payout is useful when merchandise or other award is being given out in place of cash. An example of this would be winning a belt buckle, pin, or plaque instead of simply getting cash.

### **2.) High Gun, Ties Divide**

- a. All payouts are split evenly across all shooters whose scores are tied for the maximum event score. If only a single shooter has the highest score, that shooter will receive the entire payout.



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## 3.) Number of Payouts

- This option defines a specific number of payouts.
- The club will define the actual number of shooters and payout percentages for each payout place.
- The actual payout amounts are defined by a payout percentage table.

Number of Places	Payout Percentage
1	100
2	60 / 40
3	50 / 30 / 20
4	40 / 30 / 20 / 10
5	30 / 25 / 20 / 15 / 10
6	30 / 20 / 15 / 13 / 12 / 10
7	27 / 20 / 15 / 13 / 12 / 8 / 5
8	25 / 20 / 15 / 12 / 10 / 8 / 6 / 4

## 4.) Number of Entrants

- This option defines a specific number of payouts based on the number of shooters that are entered into the option.
- The number of entrants can also be broken down by class or concurrent depending on the option
- The club will define the actual number of shooters and payout percentages for each payout place.
- The actual payout amounts are defined by a payout percentage table.

Number of Shooters	Payout Percentage
1 – 5	100
6 – 10	60 / 40
11- 20	50 / 30 / 20
21 – 30	40 / 30 / 20 / 10
31 – 40	30 / 25 / 20 / 15 / 10
41 – 50	30 / 20 / 15 / 13 / 12 / 10
51 – 60	27 / 20 / 15 / 13 / 12 / 8 / 5
61+	25 / 20 / 15 / 12 / 10 / 8 / 6 / 4