

# **CYSSA**®

**California Youth Shooting  
Sports Association**



**2021  
International Trap  
Official Handbook**

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## 1.0 - INTRODUCTION

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### 1.1 The CYSSA

The California Youth Shooting Sports Association (CYSSA), is a 501(c)(3) non-profit educational-athletic organization, which provides administrative support and direction for the CYSSA Clay Target Program in California. The CYSSA is governed by a President, Vice President, Secretary, Treasurer and Advisory Board.

### 1.2 CYSSA President

The CYSSA President is an unpaid position and is elected by a majority vote of the CYSSA Board to assist administrative personnel in the day-to-day operations of the CYSSA Clay Target Program. The President is the contact person for head coaches and the final arbiter of all decisions relating to the interpretation of the rules as set forth in this handbook. Decisions of the President are final, binding and not appealable. In extraordinary circumstances, the President may grant a waiver or allow a special exception to the rules. Such waivers or exceptions shall be made only when doing so is in the best interest of the CYSSA.

### 1.3 Purpose and Design of the CYSSA Program

The CYSSA Clay Target Program is a team based youth development program for school aged youths (grades 12 and under) which uses participation in the shooting sports to provide it's participants with a positive, life enhancing experience and is designed to instill in them a set of personal values or character traits that teaches fair play, individual responsibility, sportsmanship, self-discipline and personal commitment – qualities that will serve them well throughout their lives and will be instrumental in helping each participant reach their full potential.

CYSSA team activities are designed to incorporate two indispensable elements - SAFETY and FUN. CYSSA participants, led by trained and dedicated coaches, are taught the safe and responsible handling and use of firearms. The learning environment at team practices, and at competitive shoots, is designed to include the element of fun for all participants. Participants discover the joy of contributing to a shared team goal and the commitment that goes along with it. During this self-discovery process, team members develop proficiency in a sport that can be shared and enjoyed with family and friends for a lifetime.

Competition is clearly a part of the CYSSA sponsored shooting programs, but it is NOT the main emphasis of the program. The “Win at all Costs” philosophy has no place in this program. Striving to win while playing by the rules does. Participants are encouraged to set goals for improving their skills and contribute to the team. Honoring the game, exhibiting good sportsmanship and being a responsible team member are the primary values the CYSSA wishes to instill in its participants. It is the duty of everyone involved in the CYSSA – Coaches, Parents and Participants to familiarize themselves with the rules in this handbook and to uphold the high moral and ethical standards of personal conduct that participating in the shooting sports requires.

### 1.4 Sanctioned Shooting Disciplines and Seasons

The CYSSA offers opportunities for teams to participate in the Clay Target Program in the shooting sports of Trap, Skeet, Sporting Clays, and International Trap. The administrative year begins on September 1 and runs through August 31. While some Teams have a year-long practice schedule, many end their season with their State or National Championship.

## 2.0 - GENERAL REQUIREMENTS

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### 2.1 Participant

#### 2.1.1 Student Status and Age Eligibility

All school age youths in grades 12 and under with the physical, mental and emotional maturity to participate in a team shooting sport are eligible to participate. Participants must be students enrolled in a primary, elementary, middle, junior or senior high school or enrolled in a bona fide home school program. Eligibility ends with graduation from high school or once a student reaches his or her 20th birthday, whichever comes first. The CYSSA Board may grant a variance for the age requirement in view of special circumstances. High school participants graduating in the fall or spring semester of the current season are eligible to complete the season.

#### 2.1.2 Academic Eligibility

All CYSSA Participants must make satisfactory academic progress and be deemed eligible to participate in extra-curricular activities as determined by school officials at their home school. A minimum 2.0 GPA is required for participation. The Head Coach has the option of establishing higher standards for his/her Team members.

#### 2.1.3 Competitive Categories

Categories are designed to allow participants the opportunity of competing on a level playing field with one another. Grade level in school – not age – are the criteria used. Home schooled students 15 years of age or older must compete in the Senior Division. Grade and age determinations are as of September 1.

Rookie Division (Grades 5 and under)

Intermediate Division (Grades 6 through 8)

Senior Division (Grades 9 through 12)

### 2.2 Team

#### 2.2.1 Team Composition

A team consists of one or more athletes and coaches from a gun club or high school that meet the requirements of this handbook. All participants must be members of a Team that is registered with the CYSSA. A Team may choose to recruit its members from a sponsoring school or gun club. Participants may also be recruited from neighborhoods and communities and sponsored by youth organizations such as Church Groups, 4-H, Boy and Girl Scouts, FFA, Police Athletic Leagues or American Legion Posts, to name a few.

#### 2.2.2 New Participants on a Team

Potential new members interested in shooting on an existing CYSSA Team must fill out the Consent and Waiver, Medical Consent and Sportsmanship contracts in order to participate in any CYSSA Team practices. These completed forms are to be held by the Head Coach until the potential new participant has decided to either join the Team or not. The registration forms must be on file with the CYSSA and fees paid prior to that athlete participating in any CYSSA sanctioned events. New members may join a CYSSA Team at any time during a Team's CYSSA season. However, they must attend six (6) team practice sessions in order to be eligible to shoot in an International Tournament. Tournaments are not counted as practices, but all participants who have paid their

fees and joined a registered Team are eligible to shoot at tournaments, without meeting the six team practice session requirement.

The basic competitive unit of the CYSSA International Trap Program is one or more individual athletes from a Team. There is no upper limit to the number of individuals that can be registered with a Team. Teams may field as many athletes as they can recruit.

### **2.2.3 Choosing a Team**

A participant in the CYSSA program is required to shoot for the high school they attend unless they were previously shooting for a gun club that has a CYSSA Team. In the event they are shooting for a gun club with a CYSSA Team and they either begin attending a high school that has a CYSSA Team or the high school they are currently attending starts a CYSSA Team, they have the option of selecting which Team they wish to shoot for. If a participant attends a high school with no Team and there is no gun club Team near their school or residence, they may apply to join another Team through the waiver process described in this handbook. Once they have made their selection to shoot for a Team, they are committed to shoot for that Team for the remainder of their CYSSA career.

A gun club participant in the CYSSA is required to shoot for one of the two gun club Teams located closest to their residence or school. A participant may switch between the two closest gun club Teams one time with an approved waiver request to the Board. Once the participant has made a change to the alternate closest Team, they are committed to shoot for that Team for the remainder of their CYSSA career. If the participant has been shooting for a different gun club Team that is not one of the two Teams closest to their residence or school prior to the 2013-2014 shooting year, they may continue shooting for that Team.

A participant in the CYSSA may not be a member of, nor compete for, more than one CYSSA Team within a particular shooting discipline. Once a participant registers with a Team, the decision is irrevocable and one that remains in effect for that entire CYSSA target year for that particular shooting discipline. If a participant should change schools during the target year they may ask for a variance to this rule from the CYSSA Board.

### **2.2.4 Application for Waiver**

A participant may apply for a Waiver to the provisions of Section 2.2.3 by submitting a written request to the CYSSA President using the Waiver Application, a copy of which is included in this handbook. The CYSSA Board will review all Waiver requests and will notify the participant of the Board's decision. The Board's decision is final and not subject to appeal. Any approved Waiver will only be valid for the administrative year in which it was approved. A participant must submit a new Waiver request for all future years they wish to have the Waiver considered.

### **2.2.5 Home Gun Club or Shooting Facility**

Teams are to designate one gun club or shooting facility as its "Home" Gun Club or Shooting Facility of record at the time of registration with the CYSSA. A Team will be officially recognized at only one gun club or shooting facility per shooting discipline per CYSSA target year. This facility is the place where the team practices with its coaches on a regular basis.

Participants living near a state line may register at a Home Gun Club in a state other than their home state of residence so long as they meet the requirements as set forth in Sections 2.2.1, 2.2.2 and 2.2.3. A Participant may not be registered at more than one Home Gun Club/Shooting Facility per shooting discipline no matter where it is physically or legally located.

**2.2.6 Team Minimum Requirement** The basic competitive unit of the CYSSA International Trap Program is one or more individual athletes from a Team. There is no upper limit to the number of individuals that can be registered with a Team. Teams may field as many athletes as they can recruit.

### **2.2.7 Team Registration Process and Deadline**

Each Registered Head Coach is responsible for registering their Team with the CYSSA by going to the CYSSA website at [www.shootcyssa.com](http://www.shootcyssa.com) where they can download the Team Registration form to fill out and mail to CYSSA Administrative Headquarters.

The deadline for Team Registration for each shooting discipline is thirty days prior to an International Trap Tournament. Head Coaches wishing to register Teams after that date must contact the CYSSA Administrative Headquarters.

Only registered CYSSA participants (forms on file and fees paid with CYSSA Headquarters office) may participate in Series Shoots and Competitions. Violations of this Rule could result in the expulsion of a participant or a team from the CYSSA.

### **2.2.8 Team Focus**

The intent of the CYSSA Clay Target Program is to provide participants with the opportunity to be a member of a TEAM. A Team is composed of a group of individuals who are committed to a common goal and who work together regularly to achieve that goal. Ultimately, to achieve this unity of purpose requires team members to spend time together in activities other than just shooting. Team members are expected to practice on a regular basis with their coach(es) and to actively participate in team fund-raising efforts and community-service projects.

### **2.2.9 Regular Practices**

Head Coaches are required to hold regular practices for their Team members at an International Trap shooting facility. Coaches must conduct a minimum of six practice sessions, each on a separate day, for all International athletes. Team members must attend six Team practice sessions in order to be eligible to shoot in a CYSSA International Trap Tournament.

### **2.2.10 Team Funding**

A Team is responsible for its own funding including practice, targets, travel, meals, ammunition, and shoot registration fees.

## **2.3 Coaches and Adult Volunteers**

### **2.3.1 Head Coach Requirements**

Every Team must have a Head Coach who is 21 years of age or older. The first and foremost responsibility of the Head Coach is to ensure the SAFETY of all participants. Head Coaches MUST emphasize safe handling and use of firearms in every facet of the CYSSA Clay Target Program and must be willing to conduct Regular Practices.

### **2.3.2 Head Coach Responsibilities**

The Head Coach is the primary point of contact between CYSSA and everyone involved with the Team unless he/she appoints an administrative person to assume this duty. The Head Coach is responsible for monitoring his/her participant's attendance at practices and checking for academic eligibility. He / She also oversees the activities of the Assistant Coaches and Adult Volunteers.



For All CYSSA events (practices and competitions) the Team must be under the supervision of the Team's Head Coach. In the event the Head Coach cannot be present, he/she must designate an Assistant Coach who is registered with the team to provide supervision and leadership.

It is the Head Coach's responsibility to verify the Category information for each participant is correctly entered on the Consent and Waiver Form. The Head Coach or assigned Team Coordinator must have the Medical Consent forms for each of his/her participants in his/her possession at all practices and CYSSA events.

All Head Coaches and Assistant Coaches must hold a current Shotgun Coach Certification credential. Credentials from the following Certified Coach training programs are accepted for one (1) year after which time they must take the USAS/NRA/CMP Shotgun Coach Certification class and be a Level 1 or higher Shotgun Coach.

- NSCA Level 1 or higher Instructor Certification
- NNSA Level 1 or higher Instructor Certification
- NRA/ATA Trap Coach Certification
- Team USA Shooting Coach Certification
- NRA Shotgun Instructor Certification
- 4-H Shooting Sports Shotgun Certification
- Boy Scouts Shotgun Instructor Certification

The Head Coach is responsible for registering with the CYSSA and his/her Team and making sure participants are registered, or he/she may appoint an administrative person to assume this task.

### **2.3.3 Head Coach Registration**

The Head Coach must complete and submit the Head Coach Registration and Background Check forms found on the CYSSA website ([www.shootcyssa.com](http://www.shootcyssa.com)) at the beginning of his/her Team's season each year and mail with payment to the CYSSA Administrative Headquarters.

### **2.3.4 Team and Participant Registration**

Team Registration is the responsibility of the Head Coach. Participant registration is the responsibility of the Head Coach or designated Team's coordinator and involves going to the CYSSA website, [www.shootcyssa.com](http://www.shootcyssa.com), each year to download the forms, which include Consent and Waiver, Medical Consent and Sportsmanship Contract. Each form must be copied and distributed to all potential participants and their parents or guardians to read, complete and sign. Collect the completed forms and review to make sure they are filled out properly before mailing the original Consent and Waiver and Sportsmanship Contracts with payment to the CYSSA Administrative Headquarters. Head Coaches are to keep the Medical Consent forms with their Team records. The Head Coach or designated Team Coordinator must have Medical Consent Forms for each Team participant at all practices and CYSSA sanctioned events.

### **2.3.5 Assistant Coaches and Adult Volunteers**

**2.3.5.1** All Assistant Coaches are required to hold a current Certification, be registered

with the CYSSA and undergo background checks in the same manner as the Head Coach. To register go to the CYSSA website, [www.shootcyssa.com](http://www.shootcyssa.com) and download the proper forms. Complete and return with fee to the CYSSA Administrative Headquarters. Assistant Coaches and Adult Volunteers must be a minimum of 18 years old.

**2.3.5.2** The Assistant Coach's first and foremost responsibility is to ensure the safety of all participants and as such must emphasize the safe handling and use of firearms in every facet of the program. They are to assist the Head Coach with regular practice sessions and assist in performing the role of safety monitor at competitions and events.

**2.3.5.3** All Adult Volunteers directly involved with registered CYSSA Participants on a Team must be registered with the CYSSA and undergo background checks. No coaching certification is required. To register go to the CYSSA website and download the proper forms. Complete and return with fee to the CYSSA Administrative Headquarters. (Special circumstances apply to schools that already administer background checks to their employees).

**2.3.5.4** Junior Trainers (ages 15 to 17), who have been recommended by a parent and their coach and have successfully completed a Shotgun Coach Certification credential from a training program can assist the head coach and assistant coaches in the training of other athletes. They must be working under the direct supervision of the head coach or an assistant coach.

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## **3.0 - EQUIPMENT**

### **3.1 Shotguns**

#### **3.1.1 Types of Shotguns**

All types of smoothbore shotguns, including semi-automatics, but excluding pump action shotguns, may be used, provided their caliber does not exceed 12 gauge. Shotguns smaller than 12 gauge may be used.

#### **3.1.2 Release Triggers**

Guns with any type of "release" trigger actions are prohibited.

#### **3.1.3 Slings**

Slings or straps on guns are prohibited.

#### **3.1.4 Magazines**

Guns with magazines must have the magazine blocked so that it is not possible to put more than one (1) cartridge in the magazine.

#### **3.1.5 Changing Guns**

The changing of properly functioning guns or parts of guns, including interchangeable chokes, is not permitted in the same round.

### **3.1.6 Compensators**

The addition of compensators and similar devices fitted to gun barrels are not permitted.

### **3.1.7 Ported Barrels and Ported Interchangeable Chokes**

Ported barrels are permitted, provided they do not extend back further than 20 cm as measured from the end of the muzzle; and ported interchangeable chokes are permitted, provided their porting plus any barrel porting does not exceed 20 cm as measured from the muzzle end of the interchangeable fitted choke.

### **3.1.8 Optical Sights**

All devices fitted to the gun that have magnifying, light emitting, forward lead displacement properties, or that give visual enhancement of the target, are prohibited.

## **3.2 Ammunition**

### **3.2.1 Cartridge Specifications**

Cartridges permitted in CYSSA International Trap competitions must meet the following specifications:

- A. Only new, factory-loaded ammunition may be used for competitions. Reloaded ammunition is not prohibited in tournaments but may be used in practice rounds.
- B. Case length after firing must not exceed 70 mm;
- C. Shot charge must not exceed 24.5 grams. Factory-loaded 7/8oz shells are acceptable where 24.5 gram ammunition is not readily available;
- D. Pellets must be spherical in shape;
- E. Pellets must be made of lead or lead alloy;
- F. Pellets must be #7 ½ size or smaller;
- G. Pellets may not be plated;
- H. Black powder, tracer, incendiary, or other special types of cartridges are prohibited; and no internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.

### **3.2.2 Cartridge Inspection**

At its discretion, CYSSA may implement a cartridge inspection program at any International Trap Tournament. The Referee may remove an unfired cartridge from the athlete's gun for inspection or the Referee may take an athlete's cartridges for inspection at any time when the athlete is in the shooting area. If an athlete uses guns or ammunition which are not in accordance with these rules the Referee may decide that all targets fired at with such guns or such ammunition may be declared "LOST"; and if the Referee finds that the athlete has committed such a violation deliberately, it may disqualify him from the competition. If, however, the Referee finds that the athlete could not reasonably be aware of the fault and that he, through the fault, has attained no essential advantage, the Referee may decide not to impose a penalty. The final decision on whether any infraction is imposed is at the sole discretion of the Referee. The Tournament Coordinator shall abide by all rulings imposed by the Referee.

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## 4.0 - SAFETY REQUIREMENTS

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### 4.1 Personal Safety

#### 4.1.1 Eyes and Ears

All CYSSA Participants, coaches and anyone on the shooting field must wear appropriate ear (earplugs or muffs) and eye (glasses) protection during practices and competitions. Participants must wear ear and appropriate eye protection when on the shooting line.

#### 4.1.2 Footwear

All Participants must wear closed-toe footwear while on the shooting line. The wearing of sandals, flip-flops or other open toed footwear during competition is prohibited.

#### 4.1.3 Hats

International Trap participants may wear a hat with brim forward.

#### 4.1.4 Toe & Barrel Pads

The use of toe pads, resting the firearm barrel on any part of the foot, and barrel pads are prohibited.

#### 4.1.5 NRA Rules of Gun Safety

Always keep the gun pointed in a safe direction, always keep your finger off the trigger until ready to shoot, and always keep the gun unloaded and open until ready to use.

### 4.2 Range Safety

#### 4.2.1 Moving Between Stations

All guns must be carried open when moving between Stations 1 to 5 and open and unloaded between Stations 5 to 6 and 6 to 1. Any athlete who fails to unload his/her shotgun after firing on Station 6 will be given an initial warning; any further occurrences in the same round will result in disqualification. No athlete having shot on a station may proceed towards the next station in such a way as to interfere with another athlete or match officials. All firearms must be unloaded, actions open, and barrels pointed straight up in the air or straight down at the ground while off the shooting line.

#### 4.2.2 Loading of Gun

A participant may place no more than two (2) shotshells into the open action of their shotgun (or action/magazine for semi-autos) while the previous shooters are completing their shot, so long as the action remains open. However, no participant may close the action of their shotgun until the previous shooter has completed their shot. At no time shall an athlete load a shotshell into a firearm at any location other than on the firing line. Loading a firearm at a location other than the firing line will result in immediate disqualification from the event. If a participant only fires one shell at a target at Station 5, he/she must remove the second unfired shell from the action before proceeding to Station 6.

### **4.2.3 Safety Monitor**

Every Sub Event must have a head coach or assistant coach on the shooting field to act as a safety monitor. The responsibility of the coach is to ensure the safety of that squad. He/she shall enforce all safety rules and maintain the rhythm of the shoot.

### **4.2.4 Weather Considerations**

Events are held "rain or shine" but may be canceled or postponed due to inclement weather if, in the opinion of range officials, the weather poses a safety risk, such as lightning.

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## **5.0 - PERSONAL CONDUCT**

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### **5.1 Appropriate Dress**

Each registered CYSSA participant, coach and assistant coach represents their team and their team's sponsoring institution. Promoting a positive image is in the best interest of the CYSSA and everyone involved with the organization and shoot sports. Appropriate dress is key to making a good impression.

#### **5.1.1 Tops**

Items of clothing that expose any part of the bare shoulder or torso are prohibited. Cutoff t-shirts, halter tops, muscle shirts, sleeveless shirts, or torn clothes are prohibited.

#### **5.1.2 Bottoms**

Short shorts with less than a five inch inseam, or low riding shorts/pants revealing undergarments or any portion of the buttocks are prohibited.

#### **5.1.3 Clothing Adornments**

Shirts, hats, pants and any other associated items with pictures, caricatures, designs, messages, writings or other embellishments with direct or indirect references to alcohol, tobacco, sex or sexual connotations, drugs, gambling or profanities are prohibited. Appropriate and reasonable sponsorship recognition (e.g. athlete sponsor bibs) may be exempted from certain aspects of this requirement, subject to a review by the CYSSA Board.

#### **5.1.4 Side Blinders**

Side blinders attached to the hat, cap, shooting glasses or to a head band, not exceeding 60 mm in depth are permitted. Blinders must not extend further forward than to a line from the center of the forehead.

### **5.2 Attitude/Conduct**

#### **5.2.1 Language**

Using abusive or profane language, displaying unsportsmanlike conduct, including but not limited to arguing with scorekeepers/referees, unsafe handling/use of firearms, disrupting a competitor, or cheating by participants, coaches, adult volunteer or parents will not be tolerated and are grounds for athlete

disqualification from an event or suspension and/or expulsion from CYSSA. Participants, adult volunteers, coaches, parents and spectators are prohibited from consuming alcoholic beverages or using drugs during CYSSA events. Participants are prohibited from using tobacco during CYSSA events. Any participant determined to be consuming alcohol or using drugs or tobacco during a CYSSA event is subject to disqualification from the event or suspension and/or expulsion from the program.

### **5.2.2 Conduct**

All participants, coaches, parents and spectators are expected to conduct themselves in an exemplary manner at all times by displaying courtesy, consideration and good sportsmanship, win or lose to all team members, coaches, competitors and shoot officials. A Referee shall have sole and complete authority to penalize or disqualify any athlete for any reason, including but not limited to poor behavior from a coach, parent, or relative of an athlete.

### **5.2.3 Breaches of Conduct**

Breaches of the spirit as well as the letter of the CYSSA Rules constitute grounds for suspension and/or expulsion from any Tournament and/or the CYSSA program.

Honor the Game and Treat Others with Respect.

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## **6.0 - GOVERNANCE OF THE CYSSA PROGRAM**

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### **6.1 Disqualifications, Suspensions or Expulsions**

All disqualifications, suspensions or expulsions by a Referee shall be reviewed by the CYSSA Board. The CYSSA President upon decision of the Board may suspend or expel a participant or team from CYSSA or for other conduct, which, in his/her opinion, casts the CYSSA in disrepute or constitutes a disruption to the program, whether or not the activity occurs during a competitive event.

### **6.2 Appeal Process**

#### **6.2.1 Issue in Dispute**

The issue in dispute must involve a violation of a CYSSA rule or policy.

#### **6.2.2 Qualified Appellant**

The injured or aggrieved party must be a registered CYSSA participant, coach, or adult volunteer.

#### **6.2.3 Head Coach Concurrence**

Appeals filed by a CYSSA Participant must have the concurrence of the participant's Head Coach. The Head Coach and the participant must sign the letter to the CYSSA Board.

#### **6.2.4 Filing Procedure**

The appellant must submit a written appeal within 72 hours of the incident to the CYSSA President. The appeal must include the violation, the reason for the dispute, the date and specific location of the violation and the names of any witnesses to the violation. The written appeal may be sent by FAX, e-mail or by hard

copy with the date submitted on it. The Board must review the appellant's letter before any final decision is announced.

## 7.0 - DEFINITIONS

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Sub Event – A Sub Event consists of 25 targets shot on any one field at one time.

Qualifying Event – The total number of targets shot during the competition by all athletes. For example, a competition (event) may be 50 targets consisting of two, twenty-five-target Sub Events.

Sanctioned Events – Those events listed on the CYSSA Calendar. ([www.shootcyssa.com](http://www.shootcyssa.com))

Tournament Coordinators – Those persons designated to be in charge of setting up and running an event. Tournament Coordinators shall also be responsible for tabulating and posting scores for all Sub Events. The Tournament Coordinator shall be responsible for arranging for an appropriate Referee and

Assistant Referees to oversee the Sub Events.

Referee – That person designated to oversee any Sub Event or Qualifying Event. The Referee shall have the authority to make all final decisions regarding dead or lost targets, any rule violation, warnings, penalties, or disqualifications of any athlete.

Assistant Referees – Three (3) persons must be appointed as Assistant Referees for each Sub Event for the purposes of scorekeeping and assisting the Referee.

## 8.0 - COMPETITION RULES FOR INTERNATIONAL TRAP

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### 8.1 Conduct of a Round of Trap

Each athlete, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard. The sixth athlete must stand in the marked area (Station 6) behind Station 1 ready to move to Station 1 as soon as the first athlete has shot at a regular target and the result is known. The Referee must take charge and when all preliminary procedures are completed, give the command "START".

#### 8.1.1 Method

When the first athlete is ready to fire, she/he must raise the gun to the shoulder and call clearly "PULL," or some other signal or command, after which the target must be thrown at once. When the result of the shot(s) is/are known the second athlete must do likewise, followed by the third athlete and so on.

When the athlete has called for the target it must be released immediately, allowing only for human reaction time to press a button if the release is manual. Two (2) shots may be fired at each target except that in shoot-offs, only one (1) cartridge must be loaded. After athlete on Station 1 has fired at a regular target, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular target. The other athletes in the squad must, on their stations, do likewise in rotation from left to right. This whole sequence

must continue until all athletes have each shot at 25 targets. Once the round has started an athlete may close the gun only after the previous athlete has completed his turn. An athlete having shot must not leave the station before the athlete on the right has fired at a regular target and a result is registered, except when the athlete has completed shooting on Station 5. In this case he/she must proceed immediately to Station 6, being careful not to disturb the athletes who are on the line as he/she passes by.

#### **8.1.2 Preparation Time Limit**

An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired, or after the Referee has given the command "START". In the first case of non-compliance with this time limit, the Referee shall give the athlete one warning. If the same athlete violates this time limit an additional time or more, the Referee shall penalize the athlete by calling the target on that station as lost. Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1. This additional time shall not exceed one (1) minute.

#### **8.1.3 Interruptions**

If a round of shooting is interrupted for more than ten (10) minutes because of a technical malfunction that is not the fault of an athlete, the squad must be allowed to view one (1) regular target before the competition resumes. If a technical malfunction requires a restart of the target sequencer, scoring must continue from the point where the malfunction or restart commences and no protest regarding the uneven distribution of targets will be considered.

### **8.2 Tournaments**

#### **8.2.1 Description**

An International Trap Tournament is a sanctioned event between two or more CYSSA Teams.

#### **8.2.2 Tournament Awards**

Individual awards are given in each CYSSA Category.

#### **8.2.3 Trap Facility Assignments**

Tournament locations will be determined by the CYSSA Board and will be conducted at one International Trap Facility on a single day.

### **8.3 International Trap State Championship**

**8.3.1 Description** – The International Trap State Championship is the season finale held at one location, which shall be determined by the CYSSA Board. It is a sanctioned event for all CYSSA Participants.

**8.3.2 Course of Fire** – The Qualifying Event for the State Tournament shall be four, 25 target Sub Events for a total of 100 targets unless otherwise specified by the CYSSA Board.

**8.3.3 Awards** - Individual Awards are given in each CYSSA Category.

**8.4 Non-CYSSA Teams or Individuals** – The CYSSA President may invite teams or individuals not currently affiliated with the CYSSA to participate in CYSSA sanctioned events. This includes teams or individuals from other states as well as California. Every participant must be registered with the CYSSA by filling out and signing the CYSSA Consent and Waiver form found on the CYSSA website at [www.shootcyssa.com](http://www.shootcyssa.com) and send



the completed forms to the CYSSA Administrator before participating in the event. The registration fee will be waived.

## **8.5 General Rules**

### **8.5.1 Referee**

The Referee shall have the final authority and decision on all matters related to a Qualifying Event and Sub Events. The main functions of the Referee are to:

- A. Check that the correct squad of athletes is present on the range before the start of a round;
- B. Make immediate decisions regarding dead targets;
- C. Make immediate decisions regarding lost targets (the Referee must give a clear and distinct signal for all targets declared "LOST");
- D. Make immediate decisions regarding "no targets" and illegal targets. If possible, the Referee must call "NO TARGET" or give some signal before the athlete fires;
- E. Issue warnings, penalties, or disqualifications for rule violations where appropriate;
- F. Ensure that the result of each shot is correctly recorded;
- G. Ensure that the athletes are not disturbed;
- H. Monitor illegal coaching;
- I. Rule on any protests received from an athlete;
- J. Rule on malfunctioning or disabled guns;
- K. Ensure the correct conduct of the round; and
- L. Ensure the application of the safety rules.

### **8.5.2 Assistant Referees**

The Referee must be assisted by three (3) Assistant Referees, which may include CYSSA coaches, assistant coaches, and adult volunteers, or athletes not competing in the current Sub Event.

#### **8.5.2.1 Duties of an Assistant Referee are:**

- A. To watch each target thrown;
- B. To carefully observe whether a target is broken before the shot is fired;
- C. To give, immediately after a shot, a signal to the Referee if he/she observes that in his/her opinion the target is "LOST";
- D. The First Assistant Referee shall mark the result of the Referee's decision regarding each shot on the official scorecard;
- E. If asked, to advise the Referee on any other matters relating to the targets;
- F. To be positioned in such a way that they can observe the whole unobstructed shooting area.

**8.5.2.2 Advising the Referee** - The Referee must always make the final decision regarding all matters in a Sub Event. If any Assistant Referee is in disagreement, it is his/her duty to advise the Referee by lifting an arm or otherwise attracting the Referee's attention. The Referee must hear the Assistant Referees statement then arrive at a final decision.

### **8.5.3 Warnings and Penalties**

The Referee must give warnings for rule violations and instruct the First Assistant Referee to note such warnings on the official range score card. The Referee shall have the sole and final authority on all penalty assessments or disqualifications.

### **8.5.4 Refereeing**

**8.5.4.1** Referees and Assistant Referees must be familiar with the CYSSA International Trap competition rules and adequately trained to call targets.

**8.5.4.2** Assistant Referees shall be assigned with score keeping at all Sub Events in the following manner:

- A. The First Assistant Referee must be positioned at the rear of the firing line and shall only be charged with maintaining the permanent official scorecard;
- B. The Second Assistant Referee must act as an assistant to the Referee and also maintain the manual "flipper" scoreboard or similar device. The flipper board or similar device of a Sub Event shall not be the official score;
- C. The Third Assistant Referee must act as an assistant to the Referee on the side opposite the manual scoreboard and also to check that the scores shown on it are registered correctly;
- D. Each Assistant Referee must mark the card or board independently but based only on the decision given by the Referee;
- E. At the conclusion of each round the results must be compared and the correct scores entered upon the official scorecard before it is delivered to the Tournament Coordinator; and
- F. The scores shown on the First Assistant Referee's scorecard must prevail if there are unresolved differences.

The Referee may confer with the Assistant Referees on any shot result. The Referee's decision on a dead or lost target is final.

**8.5.4.3** If the Referee rules a target dead or lost, he/she shall promptly ensure the flipper board or similar device is marked as such. The paper scorecard kept by the First Assistant Referee shall become the official score upon the Referee determining it is complete and accurately reflects the results of the Sub Event. The Referee shall sign the scorecard before the scorecard is returned to the Tournament Coordinator.

**8.5.4.4** The scorecard shall be open to examination by its participants at the completion of a Sub Event. Participants may examine their scores before the Referee signs the scorecard and it is sent to the office for posting. Tabulation errors may be corrected anytime they are found. Totals are double-checked by the Tournament Coordinator prior to posting. The tally of all Sub Events shall then determine standings, awards and records of the event.

### **8.5.5 Scorekeeping Rules**

Scoring is done officially on each range for each round of 25 targets in Trap events. Individual scores must be kept on each range by two (2) separate Assistant Referees. The First Assistant Referee must maintain a permanent official scorecard and the Second Assistant Referee must maintain the manual "flipper" scoreboard. The manual "flipper" scoreboard is not the official scorecard.

**8.5.5.1 Dead Targets** – A dead target in a Sub Event is one that is fired upon and has a visible piece broken from it. Dust does not count and will not be scored a dead target.

**8.5.5.2 Lost Targets** - A target shall be considered Lost sheet when:

A. A participant fires and fails to break by either missing or causing only dust to fall from it without breaking any visible piece of the target in a Sub Event;

B. A whole target appears promptly after a participant's recognizable command and the participant voluntarily does not fire;

C. A participant fires from in front of the firing line;

D. A participant fires at, and misses, an illegal target;

E. If a participant withdraws or is otherwise disqualified before or during a Sub Event, the scorer shall rule all subsequent targets as lost and they shall be scored and reported accordingly.

If an athlete disagrees with a Referee's decision regarding a particular target the athlete must act immediately before the next athlete fires, raising an arm and saying "PROTEST" and the Referee must then temporarily interrupt the shooting. After hearing the opinions of the Assistant Referees, the Referee shall make his/her

decision, which shall be final and not subject to appeal.

**8.5.5.3 Failure to Fire** – Participants will be allowed two failures to fire for gun or ammunition malfunctions during each Sub Event whether or not he/she has changed gun or ammunition. After two failures to fire, subsequent failures to fire at legal targets in the same Sub Event shall be scored as lost. Failure of a properly loaded gun to fire when the trigger is pulled (mechanical failure or misfire), or a defective cartridge that does not deliver its full load when the primer was struck or when a single pull of the trigger or the involuntary operation of both triggers on a double trigger gun produces a simultaneous discharge, shall be recorded as a malfunction. All regular target(s) on which any additional malfunction of gun or ammunition occurs in the same round will be declared "LOST," whether or not the athlete attempted to fire.

**8.5.5.3.1 Procedure in the Event of a Malfunction** - Decisions on malfunctions of either gun or cartridge must be made by the Referee. In the event of misfire due to any reason, the athlete must:

A. Keep the gun pointed to the target flight area;

B. Raise their hand to get the attention of the Referee

C. Not open the gun;

D. Not touch the safety catch;

- E. Hand the gun safely to the Referee for examination if asked; and
- F. Answer any questions from the Referee.

Note: The athlete is responsible for checking the gun after it is returned by the Referee.

The following are not considered malfunctions:

- • Faulty manipulation of the mechanism by the athlete;
- • Failure to place a cartridge in the correct chamber of the gun; or
- • Any fault attributable to the athlete.

**8.5.5.3.2 Ammunition Malfunctions (Misfires)** - Decisions on ammunition malfunctions must be made by the Referee. The following are considered ammunition malfunctions when a firing pin indentation is clearly noticeable and:

- A. The powder charge is not ignited;
- B. Only the primer fires;
- C. The powder charge is omitted; or
- D. Some components of the load remain in the barrel.

Using cartridges of the wrong size is not considered defective ammunition. Placing any incorrect gauge cartridge into a shotgun is dangerous and may also subject the athlete to penalties for unsafe gun handling.

**8.5.5.3.3 Actions After a Malfunction is Declared** - If the Referee decides that the disabled gun or that the malfunctioning of the gun or ammunition is not the fault of the athlete, and that the gun is not repairable quickly enough, the athlete may use another approved gun if it can be obtained within three (3) minutes after the gun has been declared disabled.

**8.5.5.3.4 Disabled Shotguns** - Decisions on disabled shotguns must be made by the Referee. A shotgun may be considered disabled if:

- A. It cannot be fired;
- B. The athlete having already suffered two (2) malfunctions of either gun or ammunition in a round obtains permission from the Referee to change it;
- C. It fails to eject due to mechanical defect; or

- D. For any other reason that renders the gun unusable.

**8.5.5.4 No Target** - A "no target" is one that is not thrown according to this handbook. A "no target" decision is always the Referee's responsibility. A target declared a "no target" by the Referee must always be repeated from the same trap (whether hit or not). However the athlete may not refuse it even if he considers that it was thrown from another machine in the same group. Any Referee should attempt to call "NO TARGET" before an athlete fires. However, if a Referee calls "NO TARGET" as, or immediately after the athlete has fired, the Referee's decision must stand and the target must be repeated regardless of whether the target was hit or not.

**8.5.5.4.1** - A "no target" target must be declared even if the athlete has fired when:

- A. A broken or irregular target emerges;
- B. A target of a distinctly different color from that of the others being used in the Sub Event is thrown;
- C. Two (2) targets are thrown at one time;
- D. The target is thrown from a machine in another group;
- E. An athlete shoots out of turn;
- F. Another athlete fires at the same target;
- G. The Referee is satisfied that the athlete, after calling for the target, was visibly disturbed by some external cause;
- H. The Referee detects an initial violation of the athlete's foot position in a round;
- I. The Referee detects an initial violation of the time limit;
- J. The Referee, for any reason, cannot decide whether the target was dead or not. In such cases the Referee must always consult the Assistant Referees before announcing the final decision;
- K. The shot is discharged involuntarily before the athlete has called for the target. However, if the athlete then fires at the target with the second shot, the result must be scored; and
- L. The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the same target must be repeated and the athlete must miss with the first shot and attempt to hit it only with the second shot. If the target is hit with the first shot, it must be declared "LOST."

**8.5.5.4.2** - A "no target" target must be declared provided that the Athlete has NOT fired when:

- A. A target is thrown before the athlete's call;
- B. A target is not released immediately after the athlete's call (see Note);
- C. A target's trajectory is irregular (see Note);
- D. There is an allowable malfunction of gun or cartridge; and the athlete's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot. If the second shot was fired, the result of that shot must be scored.

Note: Unless the Referee calls "NO TARGET" before or immediately after the athlete fires, no claim for an illegal target is permitted if the target was fired upon. Once the athlete fires at the target, whether "dead" or "lost", the result must be recorded.

**8.5.5.5 Lost Target** - A target must be declared "lost" when:

- A. It is not hit during its flight;
- B. It is only "dusted" and no visible piece is broken from it;
- C. An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- D. After a malfunction of gun or cartridge, an athlete opens the gun or moves the safety catch before the Referee has inspected the gun;
- E. An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round;
- F. The first shot is a miss and the athlete fails to fire his/her second shot for any reason other than a permitted malfunction;
- G. The athlete is not able to fire his gun because he has not released the safety or has forgotten to load;
- H. The time limit is violated and the athlete has been warned once already in the same Sub Event; and
- I. The athlete's foot position is violated and the athlete has been warned once already in the same Sub Event.

**8.5.5.6 Legal Target** - A legal trap target shall be deemed to have been thrown according to the following limits:

- A. Height at 10 m is 1.5 m to 3.0 m with a tolerance of +/- 0.15 m;
- B. Angle is maximum 45 degrees left or right; and
- C. Distance is 76.0 m, +/-1.0 m, measured from the front edge of the bunker roof.

**8.5.5.7 Trap Setting Procedure** - Each machine must be set to throw the target as follows:

- A. Adjust angle to the zero (0) degrees, straight forward position;
- B. Measure height at 10m forward of the front edge of trap bunker roof;
- C. Adjust spring tension and height to the required elevation and distance; and
- D. Adjust to required angle as measured from a position immediately above the center of each machine, on the top of the trap bunker roof.

**8.5.5.8 Illegal Target** - An "illegal target" shall be deemed to have been thrown when the target is not within the prescribed angle or height limits as described above. If a contestant fires upon an illegal target, the result must be scored and is not subject to protest.

## **8.5.6 Ties**

In the event of a tie during a Qualifying Event, between or among individuals for awards, a shoot-off will determine the winner.

**8.5.6.1 Individual Ties** - If at the end of the Qualifying Event there is a tie between two or more athletes, those athletes will compete in a “one miss and out” event. In this event the athletes will each shoot at targets and when an athlete misses, that athlete will be removed from the event. The event will continue in this manner until all but the last athlete misses a target. The athlete who does not miss a target will be declared the winner (1st place), with each subsequent athlete who missed the next fewer targets awarded 2nd and 3rd place, etc.

**8.5.6.2 Tie-breaking Procedure** – All tied athletes must line up behind Station 1 in the order decided by Tournament Coordinator. Starting on Station 1 they must shoot at regular targets until the tie(s) are broken;

- A. The first athlete must, on command, move onto the station, load and call for the target randomly selected from the group in front of Station 1;
- B. Only one (1) shot is permitted at each target in a tie-breaker round;
- C. After shooting, the athlete must move to the rear of the athlete(s) who have yet to shoot;
- D. Each athlete in the tie must in turn do likewise;
- E. If after all athlete(s) have shot on Station 2 and a tie remains, all athletes in the tie must move to Station 3 and repeat the procedure; and
- F. This system of shooting Station by Station must continue as long as a tie remains.
- G. In the event a tie remains after all tied athletes have completed Station 5, the remaining tied athletes will immediately proceed to Station 1 and commence this tie-breaking procedure until such time that one athlete breaks the tie.

### **8.5.7 Protests**

Only the participants in a Sub Event may protest a shot scoring call made by the Referee. Participants may only protest to the scorer immediately following the protested shot. If an athlete disagrees with a Referee’s decision regarding a particular target the athlete must act immediately before the next athlete fires, raising an arm and saying “PROTEST;” and the Referee must then temporarily interrupt the shooting. After hearing the opinions of the Assistant Referees, the Referee shall make his/her decision, which shall be final and not subject to appeal.

**8.5.7.1** Score sheets may be reviewed and appeals made to the Tournament Coordinator for tabulation errors, not shot scoring. The Tournament Coordinator's posting of final scores are not disputable.

### **8.5.8 Disqualifications**

Any registered CYSSA participant or coach including registered volunteers may be disqualified at any time by the Referee whenever the following prohibited conduct is observed or brought to their attention:

- A. If a coach, participant, or adult volunteer disrupts the event;
- B. Fails to timely report for competition;
- C. Discharges a firearm at any place other than the regular firing line;
- D. Behaves in other than a sportsmanlike manner such as physical or verbal abuse, or threats of any type directed to any person;
- E. Interferes with the management of the event;
- F. Argues a protest after a final decision is made;
- G. Is under the influence of alcohol or drugs or any other conduct which in the opinion of the Referee or Tournament Coordinator casts the CYSSA in disrepute.

**8.5.8.1** Disqualified individuals must immediately leave the competition field. All disqualifications are to be reported to the CYSSA President. The CYSSA President will give the report to the CYSSA Board for review and a decision shall be made as to whether or not the infraction warrants a suspension or expulsion from the program.

### **8.5.9 Coaches and Spectators**

Coaching during a Sub Event by either coaches or spectators is not permitted while participants are on the shooting field and may serve as the basis for disqualification. Coaching is only permitted before and after a Sub Event and shall not cause any delay in the competition.

**8.5.9.1** The Coaches, safety monitors or spectators are not to influence the Referee's decisions during the events, unless assistance is requested.

### **8.5.10 Participants**

**8.5.10.1** If an athlete is not present on the range when his/her name is checked with the scorecard, the Referee must have the athlete's name called out loudly three (3) times within one (1) minute. If the athlete does not appear by the end of that minute the Referee must declare the athlete "ABSENT" and he/she must not be allowed to join the squad and shooting must commence.

**8.5.10.2** Shot tracking, defined as tracing the flight of a target called for by another participant with the shotgun's barrel, is prohibited.

**8.5.10.3** The participant has the right to request that the scorer call the lost targets louder if he/she is unable to hear the calls.

**8.5.10.4** Participants who, in the opinion of the Referee or Tournament Coordinator, engage in unsafe behavior or violate any safety rule may be disqualified from further participation.

Registering with the CYSSA as an individual or coach constitutes acknowledgment and acceptance of these rules. All CYSSA activities shall be conducted in accordance with these rules.



## **CYSSA Waiver Application Form**

Date:

Participant Name:

Participant Address:

Participant Email:

Participant Phone: (home) (mobile)

Head Coach Name:

Head Coach Email:

Head Coach Phone: (home) (mobile)

Description of Waiver Request (please clearly and concisely describe your request and the applicable CYSSA rules you are requesting be waived):

Submit your written request to CYSSA President, Stanley Chan, at the following:  
Email: [boompole@aol.com](mailto:boompole@aol.com)

Mailing Address:  
4805 Verena Lane,  
Sacramento, CA 95835

**All waiver requests must be received in writing using this form.**