

# 2016 NSSA REFEREE'S STANDARD EXAMINATION

## TRUE & FALSE – CIRCLE THE CORRECT ANSWER

1. As a safety precaution, no loading of 2 shells for the last single target will be allowed.  
T F
2. If a shooter fires at and misses a target as a result of an alleged "slow pull" but before the referee calls "No bird," the target shall be scored lost.  
T F
3. At the beginning of a round the squad shall be entitled to observe three (3) regular targets from each house.  
T F
4. When disruptive crowd noise is heard behind a squad, the referee should suspend shooting and attempt to quiet the crowd.  
T F
5. To be considered in a legal shooting position the shooter must be standing with any part of both feet within the boundaries of the designated shooting station?  
T F
6. Targets fired upon while shooting out of turn, without permission of the referee, will be declared lost.  
T F
7. A shooter may load their gun while walking to the shooting station, provided they are three feet or less from the station.  
T F
8. The result of shooting at a target after it has been declared "No Bird" shall not be scored and the shot will be repeated in all instances.  
T F
9. The field referee should ask each squad member to verify their score after each round by announcing "Please check your scores."  
T F
10. Shooting boundary markers are mandatory on fields where it is geographically possible.  
T F
11. As a safety precaution, test shots will not be permitted without permission of the field referee.  
T F
12. A shooter is required to notify the referee and squad members and have his/her gun properly marked if he uses a "Release Trigger".  
T F
13. If a shooter fires on an unbroken target before the referee has had a chance to declare the target "No bird" the results of the shot must be scored.  
T F
14. Under normal conditions a squad should complete a round in 20 minutes including breaks.  
T F
15. A shooter has 2 gun malfunctions in a round, has gun repaired but has another malfunction in same round. The referee should declare lost target because it was this shooter's 3rd malfunction of same gun.  
T F
16. Doubles targets fired upon in reverse order will result in the first bird scored lost.  
T F
17. Shoot management has the right to make it mandatory to use a hoop when target adjustments are required.  
T F
18. If a shell having once misfired is used again, and fails to fire, the results of the shot shall be scored "lost".  
T F
19. Rules now make some form of eye and ear protection mandatory for each squad member and the field referee. Trap help may be excluded.  
T F
20. In doubles events, it is never possible to score a first target dead and proof doubles for the second target.  
T F
21. The referee shall be the sole judge of decision of fact. His decision as to whether a target is dead or lost shall be irrevocable, regardless of opinions of spectators or other squad members.  
T F
22. It is permissible for shooters to place markers on the range to serve as station holding points.  
T F
23. It is permissible for a shooter to leave a spent shell in the chamber of a gun when he is not on the shooting station.  
T F
24. When using V.R.S. (voice release system), a referee must stand in mandatory positions.  
T F
25. It shall be the referee's first duty after releasing a target to declare "No bird" as quickly as possible when the referee determines that an irregular target has been thrown. Therefore, the referee should watch the same target as the shooter when shooting doubles.  
T F
26. Referees have mandatory positions for regular skeet and doubles event. A shooter may request the referee to move behind the station at Station 3 or 5.  
T F
27. During doubles events, or doubles shootoffs, referee positions for coming back around the circle should be 6 feet back and 3 feet to the right of stations 3, 4 and 5.  
T F
28. Doubles rules are the same for doubles events and for doubles in a regular round of skeet.  
T F
29. During the shooting of single targets, a shooter may load two shells except at station 8 High house and last single target.  
T F
30. Targets cannot be "Hooped" once a registered round of skeet has started.  
T F
31. A gun, which will accept more than one (1) gauge of shells at the same time, may be used in registered competition.  
T F
32. A slow squad, which uses more than 20 minutes per round, may object to being transferred to a substitute field.  
T F
33. A NSSA official referee may be disqualified in the middle of a round by the Chief Referee.  
T F
34. A shooter may be penalized one target for each occurrence of shooting position violations after being warned on the first occurrence.  
T F
35. A protest involving scoring of target(s), if filed immediately on the station, shall require a second shot to be fired and results recorded and noted as a protest. The protest shall proceed in the prescribed manner.  
T F
36. It is permissible to carry a gun with the action closed during the round after the shooter has completed a station?  
T F
37. A ruling of "lost" should be made if, after a malfunction has occurred the shooter opens the gun or touches the safety before the referee has had a chance to inspect the gun.  
T F
38. When a protest is filed with the field referee concerning rule interpretation, the referee should suspend shooting and consult the chief referee immediately for a ruling.  
T F
39. It is permissible for shooters to pick up their empty shells during a registered shoot.  
T F
40. If the brass pulls off a hull between shots on doubles it should be ruled a gun malfunction.  
T F
41. Interference may be ruled for any circumstance beyond the shooter's control which unduly affects his opportunity to break any target.  
T F
42. When shooting doubles the first shot from station 1, 2, 3, 5, 6 and 7 is at the target from the nearest skeet house and the second shot is at the target from the farthest skeet house.  
T F
43. If a shooter's cell phone or pager rings while he is shooting, it shall be called interference.  
T F
44. When shooting doubles at station 4 the shooter must shoot first at the high house target going around the stations from 1 through 7 and shoot at the low house 4 target first when coming back around from 7 through 2 or 1.  
T F

## MULTIPLE CHOICE – CIRCLE THE CORRECT ANSWER OR ANSWERS

1. During a regular round or a doubles event, if the brass pulls off a hull, or defective ammunition occurs between shots on doubles, the referee shall rule that if the first target was dead.
  1. First bird dead, proof double to establish second bird.
  2. Nothing established, proof double to establish both birds.
2. As a safety precaution, it is now mandatory for which of the following individuals to wear eye and ear protection on the skeet range at a sanctioned NSSA shoot.
  1. Shooters only.
  2. Shooters and referees only.
  3. Referees and trap personnel only.
  4. All person required on the range.
3. If a gun "doubles" or "fan-fires" while shooting singles or doubles the referee shall rule.
  1. Gun malfunction.
  2. If the first bird was dead, rule nothing established, proof double to determine both birds.
  3. If the first bird was lost, rule proof double, first bird lost.
4. If a shell is thrown from a semi automatic or a pump gun between shots on doubles it should be ruled.
  1. If first bird was lost, rule both targets lost.
  2. If first bird was dead, rule nothing established, proof double to determine both birds.
  3. If first bird was lost, rule first bird lost, proof double to establish second target.
  4. Gun malfunction.
  5. If first bird was dead, rule first bird dead proof doubles for second bird.
5. After being warned once, if a shooter fires a second time at the same target the field referee should.
  1. Rule the target lost after the second shot.
  2. Rule the target dead if hit on second shot.
  3. After warning the shooter after the first occurrence, disqualify shooter after the second occurrence.
6. A regular target is one that:
  1. Passes through a three foot diameter hoop centered 15 feet above the target crossing point.
  2. Appears within one second after call from shooter.
  3. Travels in still air to a distance on level ground 60 yards from the skeet house with an allowance tolerance of plus or minus two yards.
7. Time set for skeet rounds is:
  1. 1 1/2 hour flights.
  2. 2 hour flights.
  3. 20 minute rounds, including breaks.
  4. 30 minute rounds.
8. A field referee has the authority to disqualify from the event any shooter who:
  1. Willfully interfered with another shooter while the latter is shooting.
  2. Any shooter who repeatedly violates the safety precautions.
  3. Any shooter he has had a personality conflict with.
  4. Any shooter who endangers the safety of other shooters, field personnel, or spectators.
9. Any shooter whose gun accidentally discharges twice within one round for mechanical reasons must:
  1. Change guns.
  2. Forced to withdraw.
  3. If time permits, have the gun repaired.
10. Station 8 shooting pad is 3 feet wide by 6 feet long. The legal shooting position is:
  1. A shooter may stand on any part of station 8.
  2. Station 8 high is the half of the pad most distant from the High house.
  3. Station 8 low is the half of the pad most distant from the Low house.
11. The following should be considered defective ammunition:
  1. A shell with "primer only" firing.
  2. A shell which the brass pulls off between shots on doubles.
  3. A "whistler" where the plastic sleeve leaves the barrel.
  4. A shell failure to fire, provided firing pin indentation is clearly noticeable.
  5. A shell when fired, shot does not reach the distance of the target.
12. A shooter loads the bottom barrel of his over and under for singles and upon shooting the hammer is heard to fall but the gun does not fire. Upon inspection the referee discovers the barrel selector has accidentally been changed to the top barrel. The referee should rule.
  1. Since it was changed accidentally, forget it and let the shooter repeat the shot.
  2. Rule the target lost.
  3. Rule a gun malfunction since it was not the fault of the shooter.
13. A shooter may use a gun with a "Release" type trigger if:
  1. Shoot management is notified.
  2. The field referee is notified.
  3. The other squad members are notified.
  4. Gun is properly marked.
14. Test shots are allowed:
  1. At shooter's discretion.
  2. Only after permission granted by field referee.
15. How many allowable malfunctions are allowed for any one gun in the same round when two shooters are using the same gun?
  1. Two (2) total.
  2. Two (2) per shooter per round.
  3. Four (4) distributed between the two shooters.
16. In shooting a legal single target shooter's gun is heard to snap. Shooter immediately opens gun and claims gun malfunction. Referee inspects shell and finds the primer unstruck. Shot is scored:
  1. Lost target.
  2. Gun malfunction, nothing established.
  3. Warns shooter to hand him gun in same condition as when he attempted to fire, but allows shooter to repeat the shot.
17. A shooter fires at a target and misses. He immediately turns to the referee and alleges a "slow pull". Referee agrees that the pull was slow but did not call "No bird". The target should be ruled:
  1. "Lost" since shooter fired on the target
  2. "No bird" and allow the shooter to shoot the target over.
18. A shooter fires at a target and misses. Referee immediately notices shooters foot position is in violation, referee should:
  1. Warn shooter of foot position violation.
  2. Rule lost target.
  3. Repeat target if this is shooter's first violation.
19. A shooter fires at a target. Referee calls lost after seeing no piece, other shooters declare that they saw a piece. Referee should:
  1. Rule lost target.
  2. Poll squad members and rule dead if a majority opinion exists.
  3. Repeat the shot to demonstrate fairness.
20. While shooting doubles in a regular round of skeet, a shooter misses the first target and the second target emerges broken and this is his first miss, the referee shall:
  1. Declare the first bird lost and request shooter to shoot his option. Then shoot a pair of doubles to establish second bird.
  2. Declare the first bird lost and require a proof double to establish second bird then require the shooter to shoot his option.
21. In shooting doubles, if the shooter is deprived of a second shot, what conditions will allow the first bird to be scored "dead" and to shoot a proof double to establish the second bird?
  1. The second target is thrown broken.
  2. Allowable gun malfunction between shots.
  3. The second target is irregular and is not shot at.
  4. Both targets are broken with the first shot.
22. For a target to be declared regular, it should:
  1. Appear within one (1) second after the shooter's call.
  2. Pass within a three foot circle 15 feet above the target crossing point.
  3. Travel 57 yards during flight.
23. A shooter calls for a target and someone on the squad says "NO BIRD." Shooter does not fire and target is legal, referee should rule:
  1. Lost target as he did not call "NO BIRD."
  2. Ask squad members not to make calls.
  3. Repeat the target due to interference.
24. Defective ammunition should be declared if:
  1. The shell failed to fire but firing pin indentation is noticeable.
  2. Brass pulls from hull between shots on doubles of a single barrel gun.
  3. The wrong size shell is loaded into the gun.
  4. An odd sounding shell breaks the target.
25. When may targets be hooped, and under what conditions?
  1. At shooter request on any station when wind is blowing.
  2. When machine or machines start throwing irregular targets and an adjustment is made (trap mechanic is needed).
  3. After a trap adjustment has been made.
  4. When the referee feels the targets are irregular.
  5. At the beginning of each round.
26. One "lost" target should be scored on:
  1. A balk or failure of the gun to fire due to fault of the shooter.
  2. Target broken inside the shooting boundary.
  3. Each successive foot position violation after warning.
  4. Each successive time balk of the warning.
27. When a gun breaks during a regular round in such a manner so as to render it unusable, the shooter has what options?
  1. Register only the targets shot prior to the breakdown.
  2. Use another gun if one can be secured without delay.
  3. Drop out of the squad until the gun can be repaired.
28. Defective ammunition may be allowed:
  1. Each occurrence.
  2. Once per round.
  3. Two (2) per round per box.
  4. Four (4) per round.
29. The loading of two shells for singles is permissible:
  1. On all stations.
  2. On all stations except for High 8.
  3. If it is not the last single target.
  4. On Low 8 if straight.
  5. On none of the shooting stations.
30. The following are some examples of what may be considered as legal interference:
  1. A piece of target strikes or threatens to strike the shooter or their gun.
  2. The sun.
  3. The shooter's cell phone rings.
  4. The referee touches or causes a visible distraction with the V.R.S.