ALL ZONE TEAM CALCULATIONS
For 2012 teams based on 2011 data

For basic criteria see 2010 rule book (Page 39-40) or see the NSCA website www.mynsca.com .

l. In all categories (Open, Class and Concurrent) points from both shoot sizes (>=100 entries or <100) are added together and that total becomes TOTAL WINS. **Note: Method of calculating these points is outlined in later paragraphs (Open Team, Class Teams and Concurrent Teams. Each of these three teams will have a column for WINS IN EVENTS WITH 100+ ENTRIES and for WINS IN EVENTS WITH LESS THAN 100 ENTRIES.)**

2. Computer calculates targets shot within home zone (to show they have satisfied requirement for minimum of 500 targets in home zone) and puts that number in column labeled ZONE TARGETS and lists total targets shot (including Zone Targets) in a column labeled TOTAL TARGETS**. Note: these target totals are not used in any calculations they are only available as a "reference".**

3. TOTAL WINS are ranked highest to lowest with highest TOTAL WINS getting 30 WIN POINTS, next highest 29 WIN POINTS and so on down to 1 WIN POINT for 30th highest number of WIN POINTS (and ties, if any)
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4. All ties are broken using method shown in the box labeled "Ranking of Tied Scores" (see next page).

5. Top 10 ZONE SHOOT SCORES (labeled ZONE SCORE) in each category (Open, Class and Concurrent) are ranked high to low and given points. High score in each category receives 10 points, next high 9 points and down to 1 for the 10th highest score.

6.   Points for Zone Shoot Scores (Main Event only) are labeled "SCORE PTS" and added to WIN POINTS for TOTAL POINTS and shooters in each category are then listed in high to low order based on TOTAL POINTS. Highest possible TOTAL POINTS is 40, of course.

7. All ties for placement on any category of All Zone Team are broken by higher Zone Shoot score. If there is still a tie we will go to "Total Points", then "Zone Points". If there is still a tie for the last or for the only place, both shooters will be given a place on team.

Note: Ranking of Tied Scores

This is the method used to rank WIN POINTS and SCO PTS in all categories. Notice that tied points (or scores) are given same number of points but the next lower number is skipped so that only 30 WIN POINTS and 10 ZONE SHOOT SCORES are given a point value.

                        178 – 10
                        175 -   9
                        171 -   8
                        171 -   8 (7 skipped due to tie)
                        171 -   8 (6 skipped due to tie)
                        169 -   5
                        163 -   4
                        163 -   4 (3 skipped due to tie)
                        161 -   2
                        160 -   1

OPEN TEAM
   1)   Points awarded <u>only</u> to Master and AA shooters
   2)   Points awarded based on **rank of score in shoot**

   For shoots of more than 100 total entries:
       Top score and all ties receive   4 points x total number shooters **in event**
       2nd high score and all ties receive 3 points x total number shooters **in event**
       3rd high score and all ties receive 2 points x total number shooters **in event**
       4th high score and all ties receive 1 point x total number shooters **in event**

   For shoots with less than 100 total entries:
       Top score and all ties receive   3 points x total number shooters **in event**
       2nd high score and all ties receive 2 points x total number shooters **in event**
       3rd high score and all ties receive 1 point x total number shooters **in event**

CLASS TEAMS

        Points are awarded for Class Teams using the same methodology as shown above with one exception: Points awarded are based on **number of shooters in class in the event** (rather than total entries in event).

CONCURRENT TEAMS

        Points are awarded for Concurrent Teams using the same methodology as shown above with one exception: Points awarded are based on **number of shooters in appropriate concurrent in the event** (rather than total entries in event).