



## Junior Shoot-Out Frenzy

### ELIGIBILITY

This is an open San Antonio Stock Show & Rodeo Junior Shoot-Out event. Every person in these four categories is eligible to enter:

- **Adult Participant** - Any person over 18 or who has completed twelfth grade and will be shooting on NSC grounds from Wednesday, February 11 to Sunday, February 15, 2026.
- **Collegiate Participant** - Any person who is a member of a recognized collegiate shooting team.
- **Junior Shoot-Out Contestant** - Any person entered in the Junior Shoot-Out Trap Event, Sporting Clays or Doubles Trap Event. See pages 281 and 282 of [Junior Shoot-Out Rules](#) for eligibility requirements.
- **Youth Participant** - Any person between the ages of 8 and 18 as of August 31, 2025, and in grades 3 to 12 will be shooting on NSC grounds from Wednesday, February 11 to Sunday, February 15, 2026, and is not a Junior Shoot-Out Contestant.

### EVENT

This side game competition consists of twenty (20) targets to be shot at the National Shooting Complex (NSC) in San Antonio, Texas. The San Antonio Stock Show & Rodeo Junior Shoot-Out rules apply to this event.

### DATES

The event will be held on Thursday and Friday from 10:00 AM to 6:00 PM and Saturday from 9:00 AM to 1:00 PM. On Saturday, **Junior Shoot-Out Contestants** will receive priority. Adults and youth (non JSO Contestants) will only shoot if no Junior Shoot-Out Contestant shooters are waiting.

### COST

The cost is \$15 per entry; payment will be made at the JSO Frenzy check-in. No refunds will be provided.

### REGISTRATION AND SQUADDING

Registration and squadding will be on-site at the JSO Frenzy field.

### SAFETY AND ORIENTATION

There will be a morning orientation at 7:30 am on Thursday, February 12, through Saturday, February 14, 2025.

### PLAYERS GUIDE

The game of JSO Frenzy consists of ten report pairs, for a total of twenty targets attempted by the players.

The JSO Frenzy field has a total of eight traps. Two #1 traps, one positioned to the left and the other to the right of the shooter platform. Traps with the numbers #2 thru #7 are positioned throughout the outlined playing field.



### **Junior Shoot-Out Frenzy**

Two shooters are positioned on the elevated platform with the left shooter calling for his/her targets first then followed by the second shooter. Each pair of targets always begins with the release of either of the #1 traps. If the shooter misses the #1 target with the first shot, he/she must use the second shot to break the #1 target. If the shooter breaks the #1 target with the first shot, then the #2 target is released, on the report of his/her firearm, for him/her to attempt. If the shooter breaks both targets, he/she is scored for the sum of the targets, which would be three points (The total of #1 & #2 traps.) Then the shooter on the right attempts the same pair. The shooters continue for the next pair, #1 & #3 and so forth up to #1 & #7 pair.

After the #1 & #7 pair, with firearms unloaded, the shooters switch sides on the shooting platform and the shooter with the higher score calls for the first of the four pairs in the bonus rounds. He/she may choose any trap for his/her second target. The #1 target is always the first target attempted in the pair. Then the second shooter, calls for his/her pair of targets. He/she may choose any trap for his/her second target also. After each pair in the bonus rounds, the shooter with the higher score calls first. In the case of a tie after each pair, the order remains the same until there is a lead change.

In the four bonus rounds, the #4 & #5 targets can be attempted only once by each shooter. All other targets are unlimited in the bonus rounds.

The maximum score for a round of JSO Frenzy is 65 total points. This requires the shooter to call for the #7 target in all four bonus pairs.

For the sake of safety, all firearms are to remain unloaded until shooters are in shooting position on the platform and ready to call for the targets. Only two shells are loaded into the firearm at one time. Firearms must be unloaded before changing positions for the bonus rounds. Always unload the firearm before entering and exiting the shooting platform.

### **SEMI-FINALS/FINALS**

The Semi-Finals will be shot on Saturday at 3 pm on the Frenzy Field. The semi-finals will consist of the top score in each age group from each day. Top Scores from Thursday and Friday will be published for returning to the Semi-Finals on Saturday. Once a Top Score has been determined, if the same participant achieves a Top Score from another day, the second-place Top Score will be selected. If a top scorer from any previous day is also the top scorer on Saturday, the second-place Saturday score will advance to the semi-finals on Saturday. The Semi-Finals winner in each age group will advance to the Finals on Saturday night.

### **AWARDS**

Refer to the **Junior Shoot-Out Rules** for Age Group breakdown. There will be awards in the following categories for Junior Shoot-Out contestants and Youth Participants combined:

- Age Group I Boys Champion and Runner-Up
- Age Group I Girls Champion and Runner-Up
- Age Group II Boys Champion and Runner-Up
- Age Group II Girls Champion and Runner-Up

No prizes will be awarded to Collegiate or Adult Participants who shoot this event.

**Shoot Management reserves the right to change any rules with or without notice.  
Participating in the event is an automatic acceptance of this**



## **Junior Shoot-Out Rabbit Run**

Two shooters are positioned on the elevated platform, with the left shooter calling for his/her targets first, followed by the second shooter. For the first 5 targets, each shooter will only load one shell and only have one attempt at breaking the target. Left shooter will be given #1 target, then right shooter will attempt #1 target, with the same position on the platform, left shooter will be given #2 target, then right shooter will attempt #2 target, and so on until both shooters have attempted all 5 targets. With firearms unloaded, the shooters switch sides on the shooting platform, and the shooter with the higher score chooses who will shoot first in the second round. (In the event of a tie, the left shooter will choose who shoots first in the second round)

For the sake of safety, all firearms are to remain unloaded until shooters are in shooting position on the platform and ready to call for the targets. Only two shells are loaded into the firearm at one time for the second round. Firearms must be unloaded before changing positions for the bonus rounds. Always unload the firearm before entering and exiting the shooting platform.

The second round will consist of FIVE PAIRS, with shooters being told which targets will be thrown prior to shooting. The second shooter will attempt the same targets that the first shooter was thrown. The first three will be on REPORT, top shooter will choose which shooter goes first, that shooter will be told which targets they will be shooting on report, the other shooter will attempt the same report pair. The top shooter then will choose who shoots first for the final two TRUE PAIRS. (In the event of a tie, the left shooter will choose who shoots first in the second round) Again, the first shooter will be told which targets will be thrown, and the other shooter will attempt the same true pair.

SCORING: Each broken target equals one point. The maximum score for a round of JSO Rabbit Run is 15.

### **COST**

The cost is \$15 per entry, payment will be made at the JSO Frenzy check-in. No refunds will be provided.

### **AWARDS**

Refer to the **Junior Shoot-Out Rules** for Age Group breakdown. There will be awards each day in the following categories for Junior Shoot-Out contestants and Youth Participants combined:

- Age Group I Boys Champion and Runner-Up
- Age Group I Girls Champion and Runner-Up
- Age Group II Boys Champion and Runner-Up
- Age Group II Girls Champion and Runner-Up

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