

# THE MACKINTOSH INTERNATIONAL POSTAL CHAMPIONSHIP

All members may compete in the Mackintosh Championship - whoever wins the Mackintosh Championship is the Mackintosh Champion

- The **Mackintosh Championship** is a standalone event on the last day of the South African Grand.
- All members may compete in this event.
- There are medals in all the classes and categories.
- **In addition** to the medals for **individuals**, this event also selects **teams** for the **Mackintosh International Postal Championship**.



**NB: All competitors who qualify for the Mackintosh Final (Mackintosh Championship) and who want to be considered for the Mackintosh Team will need to enter the Mackintosh Final separately. All Mackintosh team qualifiers from the qualifying round are not automatically entered into the Mackintosh Final.**

## Rules to qualify for the Mackintosh Team

### ➤ Step 1 : Shoot the qualifying round

- **Qualifying Targets :** Your **first 100 targets** shot in the **South African National DTL Trap Championship** at the South African Grand are your **qualifying targets**.
- Your score in your **first 100 targets in the South African National DTL Trap Championship** will determine if you are in the top number of shooters for your category (see the table below).
- **Team Categories :** There are **five** categories of competitors : **Senior, Lady, Junior, Veteran and Super-Veteran**. In the table below you will see the number of competitors selected from the **qualifying round** (e.g. 5 ladies) and the number of scores to count from the Mackintosh Championship (also known as the Mackintosh Final).

For example, the number of **Juniors** selected from the qualifying round is **five** and in the **Mackintosh Final** the **four highest scoring juniors from the five selected juniors** will be named as the Junior Mackintosh Team.

Category	Senior	Lady	Junior	Veteran *	Super-Veteran *
Age limit	21 to 54	No limit	Under 21 <sup>#</sup>	Between 55 and 64 <sup>#</sup>	65 and Over <sup>#</sup>
Number selected in qualifying round	25	5	5	5	5
Number of scores to count in final team	20	4	4	4	4

\* New : from 2017 - new category of Super-Veteran, new age limit for Veteran

# Age as at 1<sup>st</sup> January in the year of the Mackintosh Championship

## ➤ Step 2 : Shoot the Mackintosh 'Final'

- The **MACKINTOSH CHAMPIONSHIP** (also known as the 'Mackintosh Final') is a separate event on the last day of the South African Grand.
- Shooters may only compete in one category - no doubling up allowed.
- A kill with the first barrel is scored as 3
- A kill with the second barrel is scored as 2
- A loss is zero
- Target settings to be as per DTL Trap Rules
- A score of 290 in the second day will earn CTSASA Colours
- DTL Trap rules to apply throughout
- MackIntosh trophy to remain in possession of CTSASA office
- All team members must shoot the second barrel in the actual MACKINTOSH CHAMPIONSHIP!

## Mackintosh Championship and Team Selection

	<i>Friday</i>	<i>Saturday</i>	<i>Sunday</i>
<b>Morning</b>	100 SA DTL tgts		100 SA DTL tgts
<b>Afternoon</b>		100 SA DTL tgts	<b>100 Mack Champ tgts*</b>

Competitor chooses which days to shoot their 200 targets for the South African National DTL Trap Championship. **First 100 targets shot by the competitor is the 'qualifier' for the Mackintosh Team.**

- The Mackintosh Championship is a separate event from the SA DTL and is a separate trophy. Whoever wins the Mackintosh Championship is the Mackintosh Champion.
- This event is open to all competitors.
- Competitors who have shot 100 DTL targets in the SA DTL Championship are eligible for qualification for the Mackintosh Team (Top 25 seniors, 5 ladies, 5 juniors, 5 veterans, 5 super-veterans).
- In the Mackintosh Championship, the top 20 seniors, 4 ladies, 4 juniors, 4 veterans and 4 super-veterans will be the final team members.
- All qualifiers will need to enter the Mackintosh Championship separately because it is a separate event from the SA DTL Championships.

## ➤ Resolving Ties

- **Mackintosh Championship High Gun 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>** : shoot-off as per clause 13.6 in the CTSASA Competition Regulations, i.e.

### **DTL Trap - full use :**

- One full round (25 targets) followed by "sudden death" until the tie is broken.
  - See also 11.3 DTL Trap : Double Discharge in DTL
  - A competitor who is absent for a shoot off shall lose by default.
- **All other ties** to be resolved using the count back method as per 13.1 in the CTSASA Competition Regulations. This includes qualification ties for the Mackintosh Championship teams, e.g. if there is a tie for the top 5 or top 25 after the qualifying round in Step 1 as detailed on page 1. For example, if there are 3 competitors tied for the 5<sup>th</sup> position in the Junior team, then the tie is resolved using the count back method.
  - Where a tie in total score exists, the first step to break the tie is to go back round by round e.g.

	<b>Total Score</b>	<b>Round scores</b>			
Shooter A	98	25	24	24	<b>25</b>
Shooter B	98	24	25	25	24

In this case, Shooter A would win the count back.

- If the shooters are tied by rounds, then the count-forward by target to be used starting from the last round, e.g.

	<b>Total Score</b>	<b>Round scores</b>			
Shooter A	98	25	24	24	25
Shooter B	98	25	24	24	25

- Only under this circumstance would we need to go back to the actual score sheets to determine the first loss in the 3rd round because the 4th rounds are both straights. In this case, we are looking for the first loss starting from the beginning of the 3rd round. The first loss loses the tie.

[The rules for resolving ties added April 2021]