

All-American Team Selection

All-American Teams will be selected annually using the All-American Points System. The number of individuals selected, as well as the precedence of teams, will be:

1. Number of shooters on teams:
 - a. The Open Team will always have 9 individuals on the 1st team; 10 on the 2nd; and 11 on HM.
 - b. Sub-Sub-Senior, Sub-Senior and Senior will always have 7 individuals on the 1st team; 8 on the 2nd; and 9 on HM.
 - c. All other concurrent teams, except Rookie, will always have 6 individuals on the 1st team; 7 on the 2nd; and 8 on HM.
 - d. Rookie will always have 5 individuals on the 1st and 2nd teams.

Any individual who makes an Open Team and has the most points in his/her concurrent will also be the Captain of that Concurrent Team. In those instances, that individual will not replace anyone on the team, but will be in addition to the numbers above.

2. Selection of Sub-Junior, Junior, Senior Veteran and Super Veteran Teams.
Individuals will be selected using a "50/50" hybrid process giving equal weight to points and HOA average rankings. When a tie occurs, the HOA average will use to break the tie should it be necessary (e.g., two individuals are tied for Captain or are tied for the last spot on a team).
3. World Championships.
An individual who wins an Open World Championship will be put on the Open Honorable Mention Team if they don't otherwise qualify. If selection to an HM team is based solely on their World Shoot Championship, they will be in addition to the numbers above.
4. Team Selection Priority.
Team selection will be in the following order:
 - Open
 - Lady
 - Rookie
 - Military
 - Collegiate
 - Age Concurrent
 - Retired Military
 - Military Veteran

Individuals will be selected to the highest team they qualify for unless they notify headquarters prior to January 1st of the selection year that a team lower in the precedence is desired (e.g., an individual who would make the Rookie team is also active duty military and would rather be selected to the Military team).