AUSTRALIAN
CLAY TARGET
ASSOCIATION LTD.

SHOOTING RULES©

TRAP
ISSF
SKEET
FITASC COMPAK
ENGLISH SPORTING

Effective March, 2025

PREFACE

These Australian Clay Target Association Shooting Rules have been compiled for the guidance of officials and the regulation of clay target shooting to ensure fair, equitable and ethical competition. They are the result of many years of experience at all levels of our sport and are reviewed at biannual intervals to ensure continual relevance.

An important point often missed by club officials is that membership of the ACTA is a contractual relationship which obliges members to abide by the requirements of the ACTA constitution, by-laws, rules and policies.

Therefore these rules must be interpreted within the context of applicable ACTA by-laws and policies which are listed on the ACTA website https://www.claytarget.com.au .

Officials are urged to familiarise themselves with the relevant ACTA by-laws and policies particularly the:
Member Protection Policy
Social Media/Cyber Bullying Policy.

Awards defined in the ACTA Rule book:

These ACTA rules are the property of the Australian Clay Target Association and only apply to ACTA events conducted by the ACTA or authorised events in accordance with the Rules and Constitution.

All ACTA Members must comply with the Firearms Licensing Laws.

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1. ADMINISTRATION – GENERAL

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1.1 SAFETY

(a) All guns must be immediately opened upon removal from a gun rack or car to determine that they are indeed empty. Prior to competing check that there are no obstructions in the barrels.

(b) All guns carried on or about the shooting ground must be held in a position of safety, with the breech open and unloaded at all times. Gun sleeves and slings are not permitted in any ACTA discipline.

(c) Shooting on the grounds at any place other than the firing point at legitimate targets only is prohibited except where a pattern plate is installed, and then only with permission of Club Management.

(d) Firing the gun from any position other than orthodox (from the shoulder) is prohibited, with the exception of someone with a physical disability who has prior approval from a Rules Supervisor. Any shooter firing a gun from any position other than the shoulder will be immediately suspended by Club Management for one month, pending an investigation by a Rules Supervisor. The Rules Supervisor must provide a written report of the findings to the ACTA Board and a copy to the relevant State Association.

(e) All guns must remain fully open until the result of the previous target has been determined. The shooter must immediately open the gun upon having fired at the target. They must not move, attempt to turn around or move back up their shooting lane until their gun has been opened.

(f) Shooters experiencing a misfire or malfunction must remain with their gun pointed in the direction of the traphouse until the referee arrives to adjudicate. See Rule 1.21.14.

(g) When competing, the shooter will not insert a cartridge in their gun until they are on the shooting station. All cartridges must be removed from a gun upon the red signal at any traphouse, or if any official approaches the traphouses on that layout.

(h) The competitor's gun must remain fully open until all persons on the shooting tracks have withdrawn to a handicap mark at least equal to their own.

(i) Release trigger guns shall not be left in gun racks or in positions where they can be handled, but shall be constantly under the control and supervision of the user.

(j) All reloads must comply with shotshell component manufacturer's recommended specifications. Shooters exceeding the recommended data shall be deemed to be in breach of the safety regulations.

(k) Any shooter deliberately breaching any safety rule will be immediately suspended by club Management for one month, pending an investigation by a Rules Supervisor. The Rules Supervisor must provide a written report of the findings to the ACTA Board and a copy to the relevant State Association.

(l) Any shooter committing an unsportsmanlike act on the shooting ground may be liable to suspension or disqualification.

(m) Any shooter deliberately firing at any fauna on any shooting range will be immediately suspended by Club Management for one month, pending an investigation by a Rules Supervisor. The Rules Supervisor must provide a written report to the ACTA Board and a copy to the relevant State Association.

(n) Mobile Phones or like devices must not be audible during competition.

(o) Hearing and eye protection is strongly recommended for all ACTA disciplines whilst present at the firing point or trap area. Hearing and eye protection is mandatory for FITASC COMPAK – CHAPTER 18 – 18.4 & 18.5.

(p) A gun must not be used that will accept more than one gauge of cartridge at the same time and a gun must not be loaded with different gauge ammunition.

(q) A release trigger is not to be set until the gun is mounted to the shoulder. Failure to comply will incur a warning in the first instance and disqualification from the event for a second offence.

1.2 TARGETS

Targets shall measure not more than 11 centimetres in diameter not more than 2.85 centimetres in height nor more than 110 grams in weight. Except for sporting targets. See FITASC SECTION CHAPTER 3 – 3.2.

1.3 TRAPS

In all open events any trap that throws a legal target may be used, provided the target is released from a position in the field by mechanical or electrical device.
Automatic traps are strongly recommended for all disciplines.

1.4 FIREARMS

(a) The term "magazine gun" only applies to self loading firearms and are permissible for clay target shooting and must be plugged to allow for 2 cartridges only.

(b) Release trigger firearms shall only be used on registered ACTA grounds, subject to the following conditions:

  (i) ACTA shooters wishing to use a release trigger shall make application to a Rules Supervisor for approval. The Rules Supervisor shall, have the applicant examined on their competency in the use of a release trigger firearm. Where a Rule Supervisor is satisfied that the applicant is competent in the use of a release trigger firearm, the shooter shall be included on the master register of release trigger users and their ACTA record shall be updated

  (ii) No ACTA shooter other than those authorised by this rule shall use a release trigger firearm

  (iii) All release trigger firearms used by ACTA shooters and overseas visitors shall be clearly labelled in a conspicuous place near the breech

  (iv) Release trigger firearms shall not be left in gun racks or in positions where they can be handled, but shall be constantly under the control and supervision of the user.

(c) Any firearm which has a gauge larger than 12 gauge is not permitted, nor shall any barrel length be shorter than 63 centimetres overall. No additional advantage will be given to shooters using guns smaller than 12 gauge.

(d) The use and carriage of military style shotguns is prohibited on ACTA grounds at all times. Military style firearms are those that could include: forward pistol grips, collapsible or folding stocks, detachable magazines, barrel shrouds or flash suppressors. An exception may be made for a physically handicapped competitor by application to a Rules Supervisor, who may approve modifications made to a standard competion firearm.

(e) A maximum of two cartridges are allowed in any gun at any one time.

(f) No sighting devices other than conventional sights shall be permitted. Any device fitted to a gun that has magnifying, light emitting, forward lead displacement properties, or that give visual enhancement of the target are prohibited.

1.5 CARTRIDGES

(a) TRAP – For all 12 gauge events (National, Commonwealth, State, Zone, District, Club) the load is limited to 28 grams (1ounce) lead shot, not larger than shot size 2.5mm (No 6). For handicap events only, load is limited to 32 grams ($1^1/_8$ ounce) lead shot, not larger than shot size 2.5mm (No 6).

(b) SKEET –

(i) For all 12 gauge events (National, Commonwealth, State, Zone, District, Club) The load is limited to 28 grams (1 ounce) lead shot, not larger than shot size 2.31mm (No 7.5)

(ii) Twenty gauge events shall be open to all guns of 20 gauge or smaller using shot loads limited to 24 grams (7/8 ounce) lead shot, not larger than shot size 2.31mm (No 7.5)

(iii) Twenty eight gauge events shall be open to all guns of 28 gauge or smaller using shot loads limited to 21 grams (3/4 ounce) lead shot, not larger than shot size 2.31mm (No 7.5)

(iv) 410 bore events shall be open to all guns of 410 bore using shot loads limited to 14 grams (1/2 ounce) lead shot, not larger than shot size 2.31mm (No 7.5)

(v) A gun of larger gauge, which has been converted to take a smaller gauge shell, may be used in an event for which it has been converted provided that the shell itself complies with the rule requirements for that event.

(c) SPORTING – The load is limited to 28 grams (1 ounce) lead shot with a tollerance of +2%, with a regular diameter between 2 and 2.5mm with a +/-0.1mm tollerance. See FITASC SECTION CHAPTER 18 – 18.3

(d) TOWER – The load is limited to 28 grams (1ounce) lead shot, not larger than shot size 2.31mm (No 7.5)

(e) Reloads are permitted in all events including National Championships, except for FITASC events. See FITASC COMPAK SECTION CHAPTER 18 – 18.3

(f) On grounds where Steel Shot is approved for use, there shall be a maximum shot size of 4, as against maximum lead shot size of 6.

(g) The use of over specified cartridge loads in any discipline above the accepted tolerance of + 0.5 grams, will result in disqualification from the event.

1.6 COMPETITOR AND COMPETITION

Where ever the word "Competition" is used in these rules, it refers to each particular event, and must at all times be understood by the Management in charge.

(a) Open Shoots are Commonwealth, State, Zone and Club Championships and must have the approval of the State Association before being advertised or conducted. (This rule applies to the actual event and the proposed date of holding.)

(b) Clubs allocated Commonwealth Championships and Interstate Teams' Matches must advertise the event in the ACTA *Clay Target* prior to the actual shooting date.

(c) Clubs allocated State Championships must advertise these events in the ACTA *Clay Target*.

(d) A competitor is one who has nominated for a particular event and whose name appears on the official score sheet. A competitor can participate only once in each event. Each competitor must be a current member of the ACTA.

(e) Every competitor entering a competition agrees to accept all official decisions, and to abide by the rules controlling the competition.

(f) All competitors must be registered through an affiliated club with the ACTA before taking part in competition. Non ACTA shooters are not permitted to compete at any time.

(g) Any competitor who commences an event and withdraws, or is disqualified from the competition, forfeits the right to resume and to any refund from the event.

(h) Non resident shooters shall be granted reciprocal rights if able to produce evidence of their membership of a similar international clay target shooting organisation. Their grade shall be determined by management.

(i) All competitors are required to dress in a clean, neat and tidy manner. For safety reasons competitors are not permitted to shoot in thongs, scuffs or bare feet. Footwear worn must have a restraining strap or support at the heel.

1.7 AGE ELIGIBILITY FOR ALL DOMESTIC COMPETITIONS INCLUDING ISSF

(a) Junior category to be under the age of 18 years on the first day of competition.

(b) Sub-Junior category is under the age of 15 years on the first day of competition. (Minimum participation age shall be subject to State Law.).

(c) Veteran category to be a minimum of 65 years of age on the day of competition.

1.7.1 AGE ELIGIBILITY FOR ALL FITASC COMPAK COMPETITIONS

(a) Junior category to be under the age of 21 years in the year of competition. To avoid mis-interpretation this means January 1 of the year they turn 21 regardless of the day and month of their birth.

(b) Senior category is a minimum of 56 years in the year of competition. To avoid mis-interpretation this means January 1 of the year they turn 56 regardless of the day and month of their birth.

(c) Veteran category is a minimum of 66 years of age in the year of competition. To avoid mis-interpretation this means January 1 of the year they turn 66 regardless of the day and month of their birth.

(d) Master category is a minimum of 73 years of age in the year of competition. To avoid mis-interpretation this means January 1 of the year they turn 73 regardless of the day and month of their birth.

1.8 CATCHING UP

(a) No shooter may be allowed to enter an event after the commencement of the second visit to the layouts.

(b) A shooter may only nominate for competition once in any event.

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1.9 PRACTICE

Practice is permissible on all occasions that an official practice trap is operating or as

determined by management. Practice is not permitted on any sporting layout that is being used in competition.

1.10 TARGETS ONLY

Shooting for targets only, is a term which shall be held to define the status of a competitor in any given event, or events, or in an entire tournament program, and shall signify that a competitor is "shooting for targets only" and has no interest in any trophy or trophies, nor any interest in money or monies in any specific event or events or in the entire program. The competitor's name shall be placed on the squad sheet, signifying that they are shooting for targets only. "Shooting for targets only" shall be allowed in any event at the discretion of the Club Management. These targets will be recorded for grading purposes.

1.11 BAULK

(a) Any extraneous occurrence, which in the opinion of the Referee materially interferes with the equity of the competitor after they call for their target constitutes a baulk.

(b) The sun shall not be considered as interference. It must be considered as a normal hazard.

(c) If a shooter fires a shot and the appearance of a target or piece of target from an adjoining field appears, it shall not be ruled as a BAULK unless the target or piece of target strikes or threatens to strike the shooter or the shooters gun. The referee is the sole judge as to whether a baulk has occurred or not.

(d) Under no circumstances will a baulk be granted unless claimed by the competitor immediately it occurs. If in the opinion of the Referee, a baulk has occurred, they may restore the competitor's target.

1.12 ABIDE BY RESULT (NOT APPLICABLE TO SPORTING)

Should there be a faulty cartridge, misfire or malfunction in the first barrel, for any single target and the competitor fires the second barrel where possible, the competitor shall abide by the result and shall have no claim to a repeat target for the first barrel. Where this happens in a point scoring event and the target is broken with the second barrel the decision shall be as follows:

(a) If there was no detonation of either primer or powder with the first barrel the score shall be "1".

(b) If there was detonation of either primer or powder with the first barrel the score shall be "2".

In both cases if the target has been missed with the second barrel the score would be lost.

In SKEET doubles if there be a faulty cartridge, misfire or malfunction in the first barrel and the competitor fires the second barrel where possible, the competitor shall abide by the result, with the first target to count and a proof pair thrown to determine the result of the second target. If a shooter does not fire at the first legal target of a double but shoots at the second target, the result of the first target will be declared lost and a proof pair thrown to determine the result of the second target.

1.13 CHALLENGE

(a) A competitor may challenge the load of any other competitor. On receipt of a written challenge, with $50 forfeit, the Management shall obtain a cartridge from the challengee, and if after examination the Management finds the challengee has violated requirements they will be disqualified providing the offence was wilfully committed. If the challengee is wholly innocent, the forfeit shall be paid, otherwise it shall be returned to the challenger. Management has the power to examine any competitor's cartridges at their discretion, without involving themselves in any penalty.

(b) A competitor may appeal against the decision of a Referee in regard to interpretation and application of these rules. The competitor shall advise the Referee before they leave the shooting track that they intend to appeal, and immediately upon completing their run over the traps the competitor shall lodge a written appeal and $50 forfeit with the Management.

1.14 MANAGEMENT To be read in conjunction with FITASC COMPAK Rules. See FITASC SECTION CHAPTER 4 –JURY

(a) At all major competitions a jury shall be appointed. The jury shall have the authority to supervise the setting of traps and their decision shall be binding.

(b) The Management of any club holding a tournament or competition under these rules has the authority to reject any entry in the said tournament or competition with valid reason, and may disqualify any competitor who acts in an unsportsmanlike or disorderly manner, or who violates safety requirements. Management must ensure that all shooters are correctly identified.

(c) The Association shall keep a register of shooters. No person may enter in any official competition or event, unless such person is registered with the Association and is not in arrears with their registration fees. The Association shall have the right of refusing to register any person as a registered shooter without giving any reason for such refusal. The registration fee payable by a registered shooter shall be such, as the ACTA Board shall determine from time to time. The Association shall have the right to de-register any registered shooter for conduct that the ACTA Board decides is unsportsmanlike, or for any breach of the Rules or by-laws of the Association, or for failing to observe the decisions of the Association.

(d) Should darkness, bad weather, or other cause interfere with the competition, the Management shall have the right to decide when and how the competition shall be completed. If postponed, the event must be completed within one calendar month. Any competitor who defaults in respect of such postponed competition forfeits all their rights and standing therein.

(e) Should a major trap breakdown occur during competition, and timely repairs are not possible, squads cannot object to being moved to another layout/field to complete their round. Targets shot at will remain as scored.

(f) All clay targets broken or otherwise shall remain the property of the club.

(g) All ACTA events must be recorded within the MCMS system. (English Sporting is considered a novelty only event).

(h) Any electronic device that gives any shooter an unfair advantage must not be used.

(i) Smoking or vaping is not permitted on shooting layouts.

1.15 HANDICAPPING / GRADING

(a) Calculation of Grade and Handicap

i. For all ACTA disciplines Competitors shall be graded into four grades based on their percentage performance in line with the MCMS grading algorithm

ii. The MCMS grading algorithm will also be used to calculate a competitor's skeet handicap based on their percentage performance

iii. Competitors shall be assigned a Trap Handicap based on their percentage performance in line with the MCMS handicapping algorithm

iv. Full details of the MCMS grading and handicapping algorithms and the currently approved parameters can be found in the MCMS Algorithm document on the ACTA website.

(b) Re-Grading / Re Handicapping

i. The MCMS algorithms will re-grade / re-handicap a competitor immediately on a score being entered into the MCMS system

ii. However, a competitor must not be re-graded or re-handicapped once competition has commenced in an advertised programme (whether it takes place over one or multiple days)

iii. Should a competitor shoot at another Club on the same day any new grade/ handicap will take effect

iv. No club or management has the authority to alter a grade or handicap once established by MCMS

v. In exceptional circumstances a competitor may apply through the National MCMS Handicap Supervisor for downgrading due to proven physical disability.

(c) No Calculated Grade / Handicap

i. Where a competitor does not have enough scores for the MCMS algorithms to calculate a grade / handicap management have the discretion to determine the conditions under which the competitor will compete

ii. It is recommended that in exercising their discretion management refer to any grades a shooter may hold in other ACTA disciplines or other shooting organisations

iii. Where no reference grade exists, it is recommended management consider nominating the shooter as "clays only" for at least the first event of the programme.

(d) Multi Discipline Programmes and Events

i. Where a programme / event contains more that one disciplines (eg DTL, Double Rise, Skeet) the grade under which the shooter will compete for the High Gun is the grade for the discipline with the most targets in the programme / event

ii. Where a programme / event contains an equal number of targets for multiple disciplines, management has the discretion to choose which discipline grade the programme / event will be shot under. Management must disclose their choice when they advertise the programme / event.

(e) Management and Competitor Responsibilities

i. Management conducting an ACTA event must ensure all event scores are recorded within the MCMS system within a reasonable timeframe of the event being completed

ii. If some clerical error appears on a competitor's MCMS score record, it is the competitor's responsibility to have the mistake corrected and to shoot in their correct grade / handicap.

(f) Event Conditions

i. A graded event is a competition in which all competitors shoot from common marks and prizes are allocated for various grades

ii. Club Managements have the option of running events OA, AA, A, B, C; – AA, A, B, C; First, Second, Third; or by combining. AA & A.or A & B or B & C grades

iii. Clubs shall have the option of running all Championships other than State or Commonwealth Championships either as graded events or as one class events

iv. Managements conducting graded events shall provide a minimum of one prize or trophy for each grade or grouped grade.

1.16 ADJUSTMENTS

(a) It is the shooter's responsibility to review and have corrected any score incorrectly recorded in MCMS.

1.17 COMPULSORY CASH DIVIDE EVENTS / CASH DISTRIBUTION

(a) It is suggested that Clubs return a minimum of 40% of the nomination in cash divide events.

(b) Clubs may run cash divided events as graded events or first, second and third overall only.

(c) Cash distribution shall be on the basis of 50% (1st), 30% (2nd), 20% (3rd) either graded or as first, second and third.
Cash divides may be split as per the formula or shot off to finality at the Clubs discretion.
A competitor scoring the only possible in the event or grade wins only 50% (1st place).

1.18 OPTIONAL SWEEPS / CASH DISTRIBUTION

(a) No deduction is permitted by clubs in optional sweepstakes.

(b) For all optional sweeps, distribution shall be on the basis of 50% (1st), 30% (2nd), 20% (3rd).
A competitor scoring the only possible in the event wins only 50% (1st place).
If 2 competitors share first place they will share 80% of the sweep. If there are three or more possibles, they will all receive an equal share of the total pool. Sweeps may be conducted over all shooters or over individual grades. When running graded sweeps, only the money collected for each grade is to be divided within that grade as per formula. Sweeps shall be determined off the gun and <u>shoot-offs shall not apply</u>.

1.19 OPTIONAL PRIZE PURSE / CASH DISTRIBUTION

(a) No deduction is permitted by clubs in optional purses.

(b) For all optional purses, distribution shall be on the basis of 50% (1st), 30% (2nd), 20% (3rd). The winner takes 50% second takes 30% and third takes 20%. <u>All optional purses shall be decided by shoot-off</u>. Optional purses may be conducted as an overall

purse or as graded purses. The moneys are distributed in the above formula. When running graded purses, only the money collected for each grade is to be distributed to the grades as per the formula.

1.20 SASHES / DONATED TROPHIES

(a) Sash colours for clubs to be any colour other than those designated for National, Commonwealth – both royal blue, State – red or alternatively Official State colours.
(b) In all Championships the Management shall provide a sash or badge for the overall winner.
(c) In all National, State and Zone Handicap events the Management shall provide a sash or badge for the overall winner.
(d) Any person/s or organisations may donate a trophy or trophies for competition but must comply with ACTA regulations.

1.21 MANDATORY REQUIREMENTS FOR SQUAD OFFICIALS

1. Read shooters' names from squad sheets and ensure competitors are on correct tracks and marks.
2. TRAP – The Referee must stand where they have a clear view of targets and competitors, preferably between lanes 2 and 3, approximately 2 metres behind the competitor's shooting mark. If there is excessive background noise the Referee may move between lanes 2 and 4 in order to hear the competitors call so as to give all competitors equity of competition.
   SKEET – The Referee must stand where they have a clear view of targets and competitors. The Referee should stand in the position indicated in the field diagram.
3. Describe the event and procedure for conduct of the event, e.g. "TRAP – 25 target Single Barrel Championship, shot from 15 metres, 13 targets from trap 1 and 12 targets from trap 2. SKEET – 25 target Skeet Championship. SPORTING – 75 target 5 Stand Sporting."
4. The Referee should ask the Scorer to stand close enough to them so that the Referee can see the score sheet, and the Scorer can observe the target as a check Referee.
5. Target to be shown by Referees:
   TRAP – At the beginning of the day when all competitors are in position the Referee must have one target released for viewing by the squad. One target shot, not-to-count, shall then be offered to each shooter for their first target of a day. If it is a six man squad the number 6 shooter must move up to take the first target.
   A target or double rise pair will also be shown following:
   (i) At the beginning of all events
   (ii) After any breakdown or delay
   (iii) At the commencement of all shoot-offs
   (iv) On each trap used for a shoot-off
   (v) After any break for shells etc. during a shoot-off
   (vi) If a competitor receives two broken targets in a row.

   SKEET – At the beginning of the day each squad shall be entitled to observe one (1) high house, one (1) low house and one (1) pair of double targets.
   One target shot, not to count, shall then be offered to each shooter from each house

for their first targets of the day. May be shot either as singles or a pair of doubles. A target will also be shown following:

(i) At the beginning of all events
(ii) After any breakdown or delay
(iii) At the commencement of all shoot-offs
(iv) On each trap used for a shoot-off
(v) After any break for shells etc. during a shoot-off
(vi) If a competitor receives two broken targets in a row.

SPORTING – See FITASC COMPAK – CHAPTER 9.

6. The Referee must at all times ensure that the target is released immediately on the competitor's call.
7. During all qualification brackets in any event, the Referee must clearly call the result thus: one, two, lost target, no target, as appropriate.
8. Lost targets must be called immediately, and the Referee must change their decision if the target breaks before it hits the ground. In shoot offs only, the referee has the option of just calling faults thus: lost, two in points score, no target, as appropriate, providing the competitors involved agree. If that is implemented, the referee must ensure that no shooter is allowed to close their gun until the previous result has been determined.
9. The Referee is to ensure that the next shooter's gun remains fully open until the result of the previous shot has been determined. They should ensure that the competitor does not call and the target be released before the result has been determined, refer Rule 1.1(e).
10. At all times ensure that no competitor leaves a cartridge(s) in their gun after a red signal from the traphouse (breakdown etc.). TRAP– when moving from lane 5 to lane 1. SKEET – after completing a station. SPORTING – when moving from station to station. See FITASC COMPAK Rules – Chapter 24 SAFETY.
11. TRAP – A shooter must walk in front of the Referee when changing from lanes 1 to 5, taking care not to obstruct the Referee in the execution of their duties. From 5 to 1 they should walk behind where possible.
12. The Referee must speak to a shooter immediately on any breach of the safety rules. If the rules of etiquette are broken the Referee should speak to the shooter concerned after the squad has finished, depending on the circumstances.
13. TRAP – In Single Barrel competition the Referee must ensure that one cartridge only is placed in the gun. SKEET – Where applicable the Referee must ensure that one cartridge only is placed in the gun.
14. The Referee must not restore a target if the competitor opens their gun after a malfunction without instruction. In the case of a malfunction the Referee shall visually check the safety catch is not in the on position and that the action is closed. They will request the shooter to test fire the gun once only. Under no circumstances will the Referee attempt to test fire the gun.
    The following are considered malfunctions of ammunition:
    (i) Failure to fire when firing pin indentation is clearly visible
    (ii) When only the primer fires – or is missing
    (iii) When the powder charge has been omitted

(iv) When the powder charge is not ignited
(v) Components of the load remain in the barrel
(vi) All misfires and malfunctions must be marked on the score sheet as "M".

15. The Referee should be mindful of squad members or spectators disturbing the competitor shooting.
16. A Referee will not call no target to deny a shooter the opportunity to shoot at a whole target unless a safety hazard exists. The shooter is the only person to decide if the target is acceptable. This Rule is not applicable for FITASC COMPAK. See FITASC COMPAK Rules – CH 21.2.
17. Interpretation of refusal rule: This Rule is not applicable for FITASC COMPAK. See FITASC COMPAK Rules – CH 21.2.
    (a) A shooter may refuse to shoot at any target they consider to be illegal.
    (b) There is no limit to the number of targets the shooter may refuse providing the Referee agrees with the reasons. Obviously, if too many targets are refused for illegality, the Referee must find the cause and correct it. If the Referee does not consider the target refused is illegal, they will ask the shooter why they refused the target. If the Referee is not satisfied with the reason they will tell the shooter. They will also state that any further targets refused, that are considered by the Referee to be legal will be scored "Lost Target". If the above situation seems likely to arise, it is preferable that a third party, qualified if possible, adjudicates subsequent refusals. The foregoing procedure in no way discriminates against the Referee, it is meant to assist in equity of competition. A major point missed by Referees is that although a shooter may refuse to shoot at an illegal target, they are equally entitled to accept an illegal target. However, if they shoot at and miss an illegal target, the only decision open to the Referee is "Lost Target". Similarly, if they hit it "one" or "two" is scored, abide by result.
    (c) A Referee should not call "No Target" for a fast or slow released target, nor if the target seems to them to be too high, too low or too wide. "No Target" should only be called in the case of a broken target, a pair of targets emerging instead of a single (or vice versa), or where a safety hazard exists if a shooter elects to shoot at the target.
    (d) Referees are to ensure that "R" for refusal is entered on score sheet. Every refusal must be called either "No Target" or "Lost Target" by the Referee.
18. The Referee is to see that all competitors remain as a squad within the bounds of the layout until the last shooter has finished.
19. At the completion of each visit to a layout the Referee must request competitors to unload their guns and check their scores.

1.22 JURY (FOR FITASC COMPAK REFER TO CH 4 – JURY)

(a) The Management shall appoint a jury of three. The jury shall be appointed from, in order, Rules Supervisors, Referee Examiners and Qualified Referees on the grounds, to examine the matter.
(b) Should a competitor's appeal be upheld, their deposit shall be returned and the correct ruling shall be applied to the target appealed against. Should the appeal be disallowed the deposit shall be forfeited and paid to the club concerned. There shall be no appeal

against a Referee's decision in regard to whether a target is legal or whether it has been hit or missed. See also Rule 1.13(a) & (b).

1.23 DUTIES OF A SHOOT MARSHAL

(a) They must observe all the duties of the official Referee.
(b) They must be present at all shoot-offs.
(c) They must see that all traps are checked for correct height and angles during competition and prior to shoot-off.
(d) The Shoot Marshal shall be in charge of all operations and personnel relating to the range competition, and shall be responsible only to the Management. A Shoot Marshal cannot overrule the Referee's decision.
(e) They must instruct and roster the duties of all personnel prior to the commencement of each day's shooting.

1.24 REFEREE (SPORTING REFEREES. See FITASC CH 19 – REFEREES)

(a) To become a registered Referee, a candidate shall approach the nearest registered Referee Examiner. If the Referee Examiner considers the candidate has achieved a satisfactory standard by passing an examination the Examiner will submit their recommendation to the ACTA, who will issue a Referee badge to the candidate. Any candidate who has failed and wishes to be re-examined must be re-examined by the same Examiner.
(b) The Rules Supervisors will keep a record of all Referees in their State.
(c) Club Management complaints regarding a Referee or Referee Examiner shall be referred to the nearest Rules Supervisor for investigation. The Rules Supervisor has the power to suspend the person concerned until the ACTA Board has dealt with it. If justified, the ACTA has the power to further suspend and recall the Referee or Referee Examiner's badge.
(d) Referees shall be appointed for a period of five (5) years and are eligible for re-examination. Any Referee or Referee Examiner who fails to register in any year will have their name automatically removed from the Association Referee and Referee Examiner list.
(e) The Referee's decision in all cases coming under their jurisdiction as set forth in the rules shall be final. Referees are requested to wear their official badge at all shoots.

1.25 DUTIES OF REFEREES (FITASC COMPAK. See FITASC COMPAK RULES CH 19 – REFEREES)

(a) Referees, besides attending to special duties set forth in these rules, shall adjudicate the competition, they shall distinctly and loudly announce the result of each shot by calling out "one" when the target is broken, except Points Scoring where they shall call "one" or "two". They shall decide all other issues that arise in relation to the direct competition.
(b) A check Referee may be employed for Deauville Doubles and Double Rise competition, with the Chief Referee to give the decision.
(c) If the Referee is negligent, or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove them. This rule applies also to scorers, target release operators, trappers and any other of the staff. See also Rule 1.22(c).

(d) The Referee is empowered to challenge the ammunition used by any competitor.
(e) The Referee has power to alter their decision. If altering their decision on "lost target" or "baulk" etc., during the competition, this must be done before the shooter in question shoots their next target or the shooter leaves the tracks should this be their last target.
(f) The officiating Referee MUST have a trap checked and if required adjusted immediately, if in the opinion of the majority of the competitors in the squad, it is not throwing legal targets. Immediately following such alteration, a target must be thrown and the competition continued. Unauthorised shooters are not to interfere with or attempt to interfere with the setting of the trap. Violation of this rule may be grounds for disqualification from the event. See also Rule 6.4(b).
(g) They must have sufficient knowledge of the rules to conduct and adudicate a competition.
(h) It is their responsibility to announce the conditions as set out in the rules for each event before the competition commences, also to deploy shooters to their correct firing lanes.
(i) As shooting proceeds they must observe that shooters are commencing on their correct mark, not shooting out of turn, are handling their guns with safety, and using the correct cartridge.
(j) The Referee must be efficient and alert at all times and it is most important that they should gain the confidence and respect of each and every competitor.

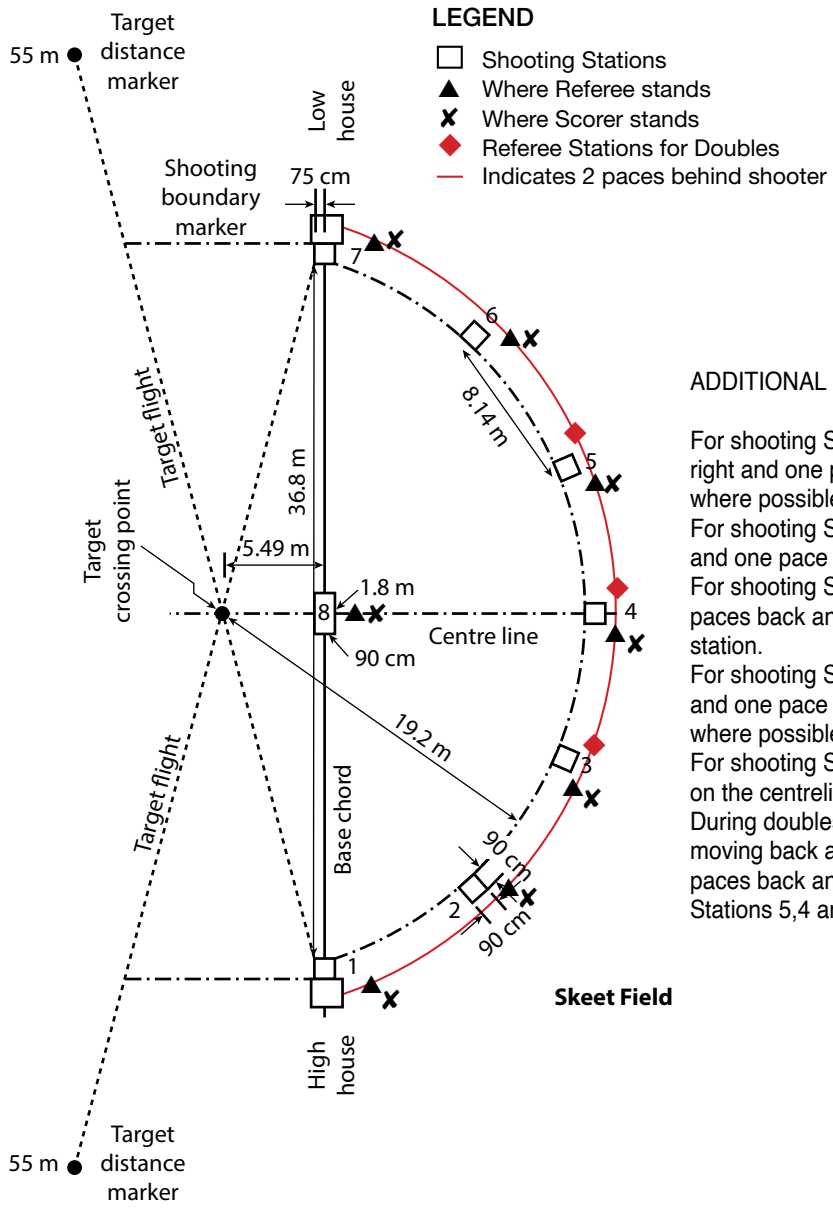
1.26 REFEREE AND SCORER

(a) The Scorer shall keep an accurate record of each shot, according to the Referee's call. They shall mark the figure 1, 2 or 0 relative to the Referees call. If the Scorer is incompetent at scoring, the Referee has the right to change the Scorer before commencement or during the event.
(b) All malfunctions, faulty cartridges or misfires must be recorded on the score sheet as "M" for malfunction, "R" for all refusals.
(c) The official score must be kept on a score sheet and be available for inspection by the competitor.
(d) It shall be the responsibility of the competitor to check their score with the score sheets before leaving the shooting tracks. Any protest on a score must be lodged with the Referee immediately, i.e. before leaving the shooting tracks. Such protest can only be made against an incorrectly recorded score.
(e) The positioning of Referees and Scorers be in keeping with the positions in the illustrated Skeet Field.

Note: Scorers to be positioned in immediate proximity of the Referee – for SKEET using the positions illustrated, on page 19. See also Rule 3.1.

1.27 DUTIES OF REFEREE EXAMINER

(a) To examine applicants for Referee in Trap, Skeet, FITASC Compak and ISSF who have been recommended as required in the ACTA Shooting Rules.
(b) To assess the applicant's temperament, fairness, their ability to control a situation and their personal behaviour on the shooting tracks as a shooter before considering an examination.



ADDITIONAL INFORMATION

For shooting Station 1, stand two paces to the right and one pace back of the front of Station1 where possible.
For shooting Station 2, stand two paces back and one pace right of Station 2.
For shooting Stations 3,4,5 and 6 stand two paces back and one pace left of the respective station.
For shooting Station 7 stand two paces left and one pace back of the front of Station 7 where possible.
For shooting Station 8 stand two paces infield on the centreline of Station 8.
During doubles shooting when shooters are moving back around the circle, stand two paces back and one pace to the right of Stations 5,4 and 3.

(c) To observe the actions of existing Referees on the shooting ground and to discuss any problems or make any recommendations considered appropriate.
(d) To arrange the re-examination and re-appointment of any Referee.
(e) To make themself available when convenient to attend rules discussions when required by clubs.
(f) Prior to the applicant attaining the status of Referee Examiner, an applicant must have held a current Referee badge and passed an examination by a Rules Supervisor.
(g) Referee Examiners shall be appointed for a period of five (5) years and are eligible for re-appointment.

1.28 DUTIES OF RULES SUPERVISOR

(a) Suitably qualified individuals will be appointed to the position of ACTA Rules Supervisor, by the ACTA Board, based on the recommendation of the relevant sub-committee as advised by the National Rules Supervisor and shall be appointed for a period of five (5) years and are eligible for re-appointment by the ACTA Board.

(b) Rules Supervisors will be appointed to cover the National Association in the most efficient manner as dictated by membership needs and geography.
(c) To examine applicants theoretically and practically for the positions of ACTA Trap, Skeet, FITASC Compak and ISSF Referee Examiners and to advise the ACTA when the applicants are successful. Referee Examiner appointments should be limited in each State to ensure consistency.
(d) To observe the actions of existing Referee Examiners and Referees and to discuss any problems concerning their duties.
(e) To investigate the written complaint of any Club Management concerning the ability of any Referee Examiner and to report with full facts to the National Rules Supervisor who if concerned may recommend to the ACTA Board that action be taken.
(f) To arrange the re-examination and re-appointment of any Referee Examiner.
(g) A Rules Supervisor should not generally carry out referee examinations but may do so if requested or if there is no Referee Examiner in the area.
(h) To make themselves available when convenient to attend rules discussions when requested by clubs. To make themselves available to attend Rules Supervisors meetings as required.
(i) To keep an up to date list of current Referees within their State and to arrange for their re-appointment prior to the expiry date.
(j) To investigate breaches of these Shooting Rules by competitors or Clubs and provide a written report of the findings to the ACTA Board for action.
(k) To adjudicate on the interpretation of these shooting rules when requested by Club Management or individual members.
(l) To have applicants examined on their safe use and competency when using a release trigger.
(m) Rules Supervisors are to have proposed rule changes endorsed and submitted to the appropriate ACTA Sub-committee by their State Association.

1.29 BREAK RECOGNITION

(a) Break Badges will be recognised in sequences of 50, 75, 100, 150, 200, 250 and so on, provided these are shot over oscillating traps under double or single barrel conditions and in regular competition on one day only, excepting over a program of two or more successive days.
(b) Break badges may also be similarly earned for all ISSF events, ball trap and double rise, i.e. 25 pairs, 50 pairs and so on, and in Continental or Tower events provided that the break is achieved from events of the same nature. FITASC Compak will also recognise break badges of 25, 50, 75, 100 plus targets.
(c) A break in progress is terminated when a legal target is fired at and called lost. In regular Skeet events shoot-off targets will only be recognised if they conform to the format of the event. Any deviation from a break in progress, such as shooting a different event or changing the format of a shoot-off, for example shooting doubles from stations 3, 4 & 5 will neither add to nor terminate a break in progress.
(d) Clubs must submit a "Long Break Recognition" form, (available from the ACTA website) duly completed to the ACTA, with the prescribed fee for each requested badge, before recognition can be considered or granted. Break badges, once they have

been obtained, will not be repeated. Badges for "25 metres" will also be available to those attaining this as their registered handicap.

(e) Break badges are available for all breaks up to and including the break, in the recognised sequence, as a result of any one break.

1.30 LONG BREAK RECORDS

(a) In Australia – may be established by any shooter competing in Australia under ACTA rules. Long break records may only be established in Australia.

(b) Long break records will only be recognised if shot over one advertised program and the shooter has finished their event.

(c) Any tournament from club level upwards can be used for the purpose of establishment of long break records.

(d) Long break records are only recognised in the following Disciplines.
   - (i) Trap – Double Barrel, Single Barrel, Points Score, Double Rise, Handicap (25 Metre only), Continental DB, SB, and Points Score
   - (ii) Olympic (ISSF) Trap
   - (iii) Olympic (ISSF) Skeet
   - (iv) Ball Trap
   - (v) Tower
   - (vi) Skeet, 20 gauge, 28 gauge, 410 bore
   - (vii) Skeet Doubles.

(e) All applications for recognition of a long break record established in Australia must be accompanied by proper verification (that is, signed scoresheets) and submitted on the official ACTA form (available upon request).

(f) Once a long break record is established the competitor's name shall be recorded in the appropriate category together with the long break record score. Any competitor who subsequently equals this score shall have their name recorded alongside the current record holder(s). Any competitor who subsequently betters this score shall have their name entered as the record holder together with the new long break record score and the previous holder(s) name(s) and score(s) shall be deleted.

(g) The National Office shall keep a complete list, both past and present, of record holders and their scores, together with the dates established.

(h) Any dispute over the recognition of any long break record shall be referred to the ACTA Board, whose decision shall be final.

2. ADMINISTRATION - TRAP

INDEX

2.1 Trap Layout
2.2 Firing Points for Handicaps
2.3 Traphouses
2.4 Legal Targets – Singles
2.5 Legal Targets – Doubles

2.1 TRAP LAYOUT

(a) A standard trap layout shall consist of five firing points arranged on the arc of a circle of radius 16 metres and whose centre is the trap, firing points to be 3 metres apart, centre to centre, numbered 1-5 from left to right when viewed from the firing points and facing the trap, with No. 3 firing point directly behind the trap.

(b) A horizontal line joining No. 3 firing point and the trap and prolonged indefinitely will be known as the "Centre Line".

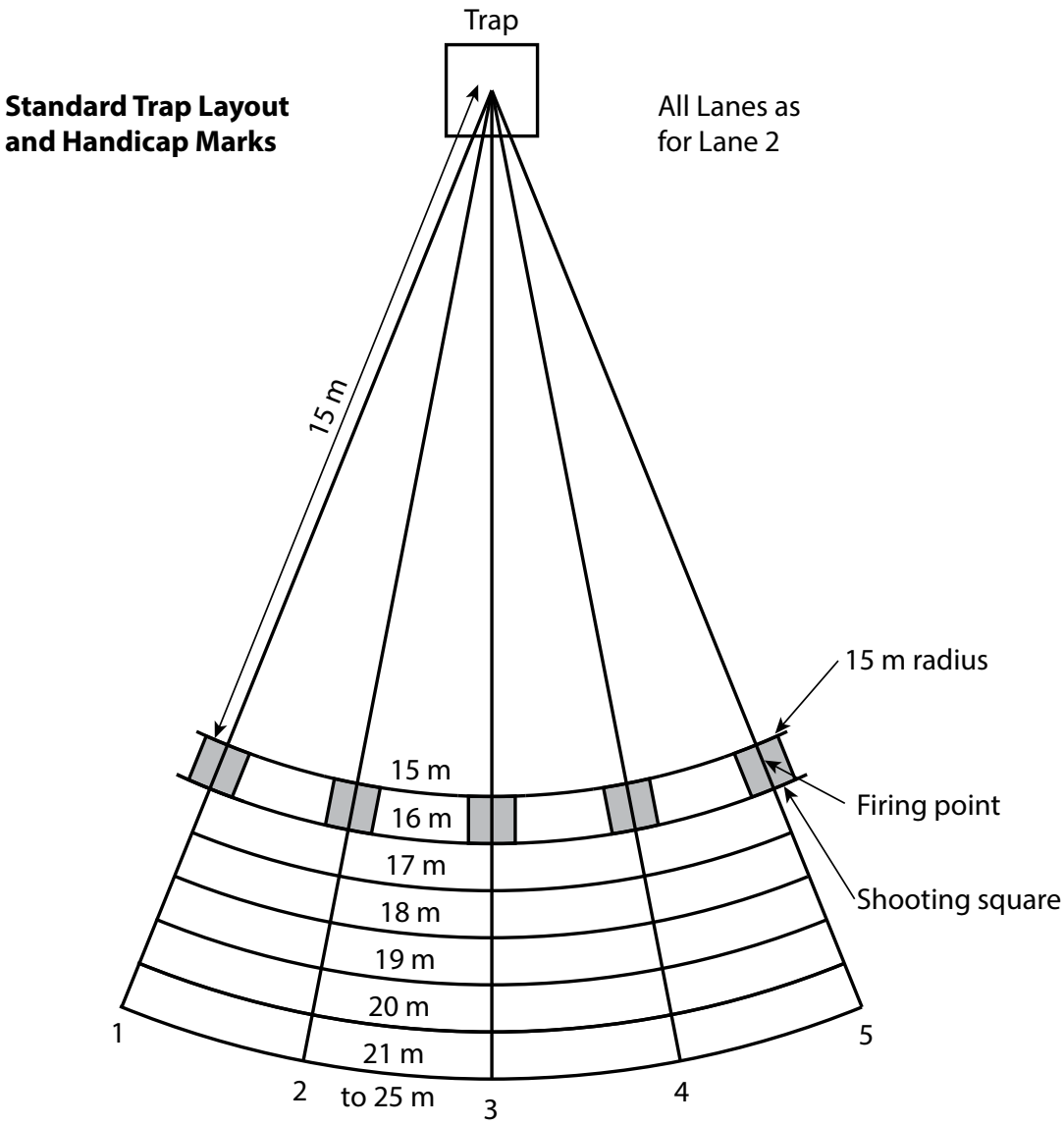
2.2 FIRING POINTS FOR HANDICAPS

(a) These firing points are situated at intervals of 1 metre from 15 to 25 metres behind the trap on lines from the trap extended through the firing points for standard trap layout. These firing points may be referred to as "Handicap Marks" and each line of firing points shall be known as a shooting lane.

(b) The 15 metre mark is to be measured from the top centre pivot point of the trap.

(c) This collection of firing points and shooting lanes, forming a fan shaped pattern, shall be known as the "Shooting Tracks" and on each lane distances should be clearly marked to signify the forward limit of each firing point.

(d) Standard trap layout and handicap marks are shown in figure.

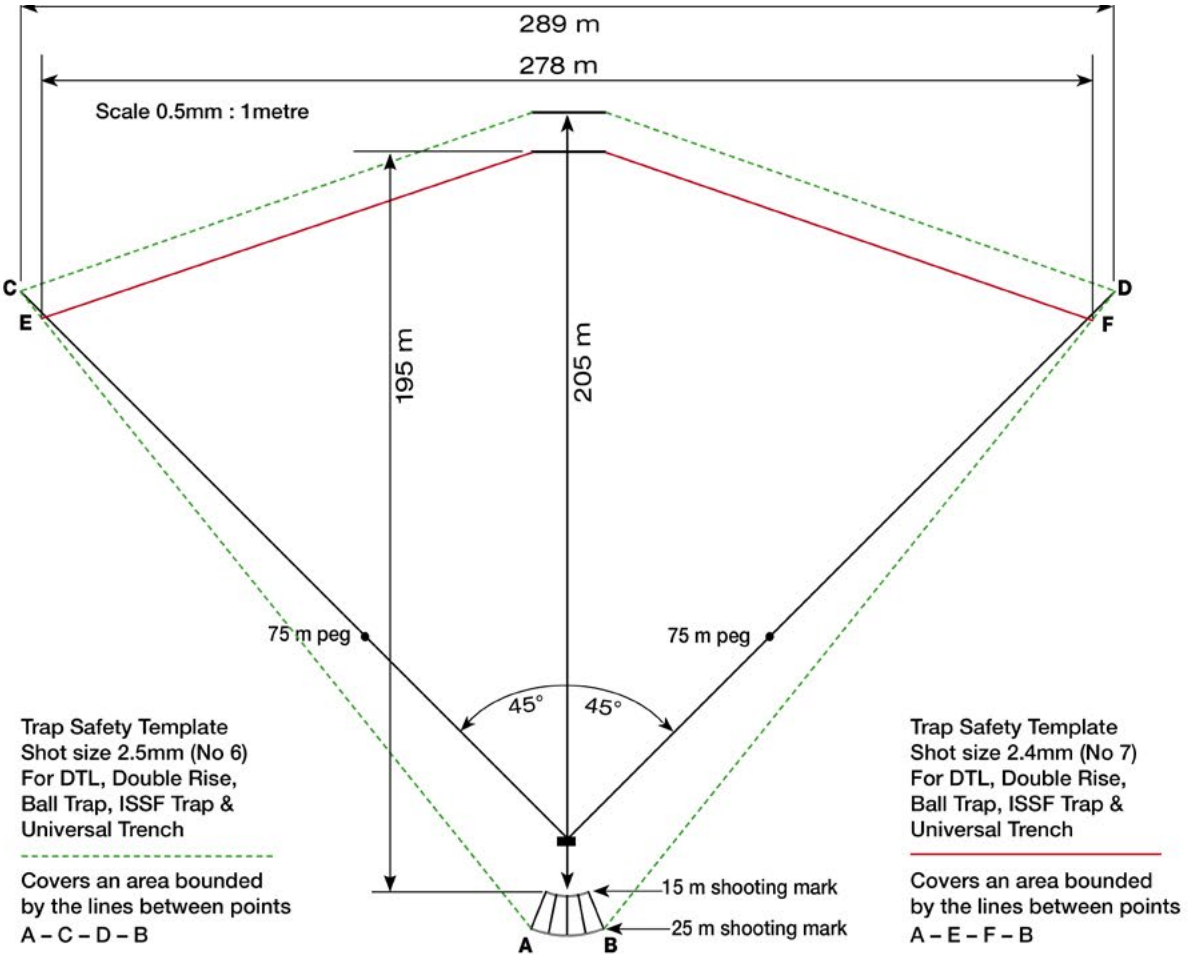


2.3 TRAPHOUSES

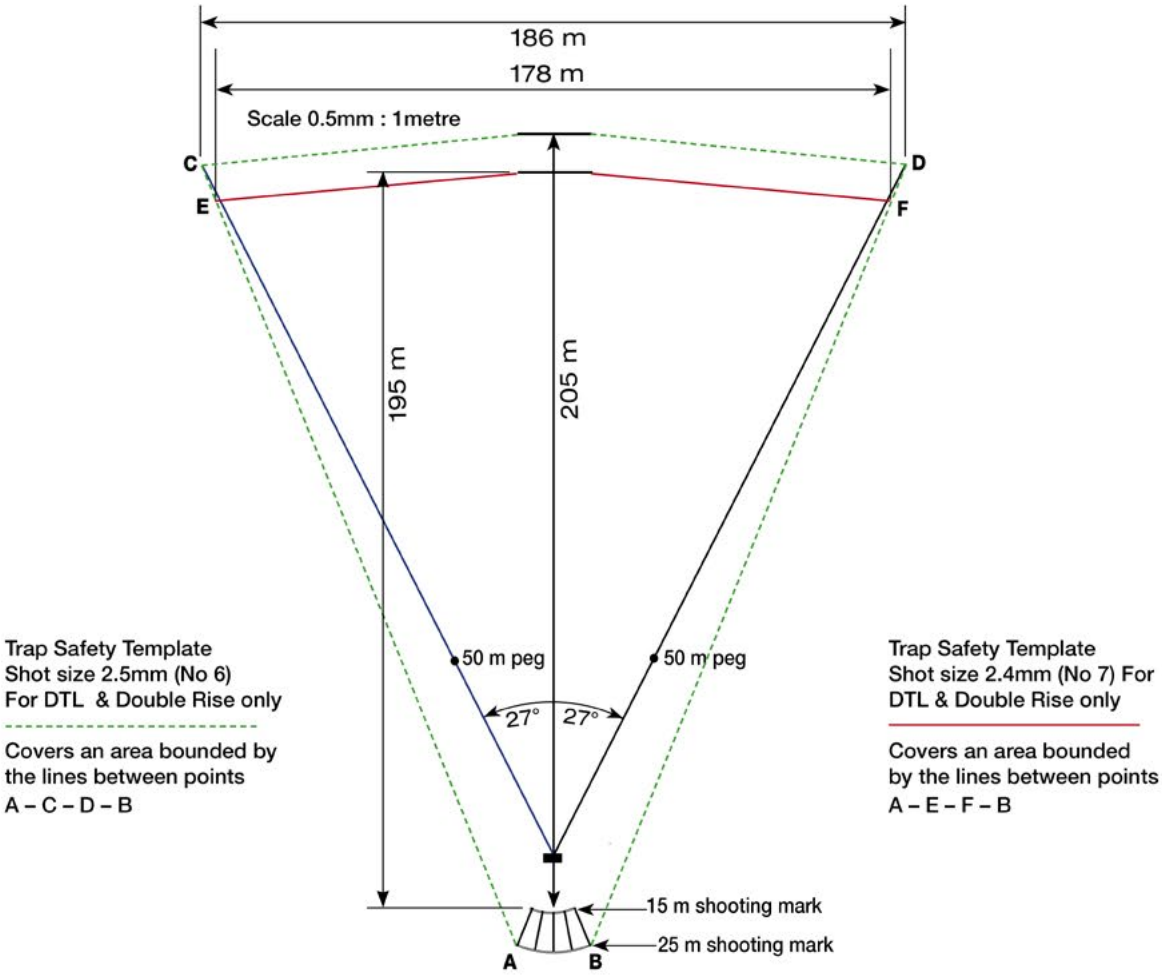
(a) Traphouses must be designed to give full protection to the trappers. Traphouses are to be 0.8 metres high in the front, sloping to 0.65 metres high at the back. They shall be 2 metres from back to front and 2.5 metres wide. A tolerance of 10 centimetres either way is permissible on both these dimensions. All height measurements must be taken from the level of the centre lane. The trap must be mounted in a manner that will bring the top centre pivot point of the throwing arm 25 centimetres above the level of the centre lane, 0.5 metres from the front of the traphouse and 30 centimetres left of the centre for single oscillating traps. If using twin traps, the left trap will be positioned with its pivot point as for single trap set ups, with the pivot point 30 centimetres left of centre. A tolerance of 5 centimetres either side of these dimensions is permissible. Traphouses constructed prior to Jan 2005 are approved, providing they comply with the following dimensions. They should be not more than 1 metre high in front, sloping to 85 centimetres high at the back, be 2 metres from back to front and 2.5 metres wide. The height of the pivot point above the centre lane for the traps should be 25 centimetres, but must not exceed 35 centimetres.

(b) If when installing an automatic trap, Rule 2.3(a) cannot be adhered to, then the target is to be thrown at an angle of 15 degrees vertically as per the line of target flight, with the height stick adjusted to make this possible. (See diagrams 2.4 (b).

(c) Layout Safety Template for DTL, Double Rise, Ball Trap, ISSF Trap and Universal Trench.



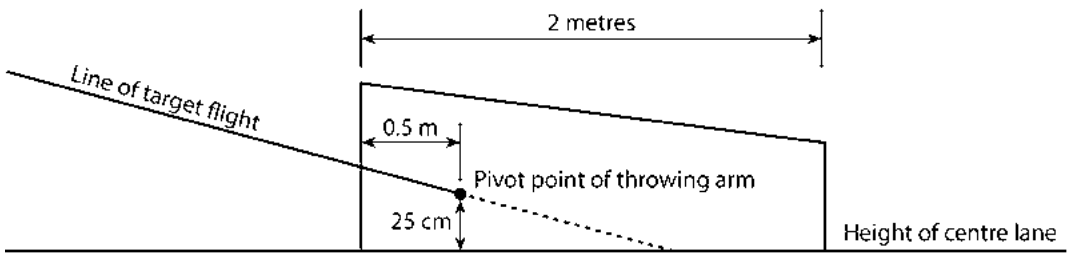
(d) Trap Layout Safety Template for DTL and Double Rise only.



2.4 LEGAL TARGETS – SINGLES

(a) Targets, to be legal, shall be thrown 48 metres (+/– 2 metres) in still air with a flight of 3 metres (+/– 0.25 metres) above the centre lane at a point 10 metres from the trap. The flight of targets shall be at unknown angles, thrown within an area subtending an angle at the trap of 22 degrees (+/- 5 degrees) right and left of the centreline.

(b) As an aid in determining the legality of targets, where possible three pegs at least 1 metre high are to be placed on the arc of a circle (known at the "Distance Circle") of radius 48 metres and whose centre is the trap; one on the centre line – "The Central Peg" – and one other each 22 degrees to the right and left of centre line respectively. These two pegs will be known as the "Lateral Limit Pegs". Concrete blocks and measuring sticks for measuring target height are to be standard equipment at all clubs.



(c) Use of Radar/Speed Guns – Where the distance of targets cannot be measured due to geographical features that limit the provision of "Lateral Limit Pegs", and or as an aid to setting uniform target speeds, a Radar/Speed Gun may be used in conjunction with height pegs to establish target distance.

Two types of Radar/Speed Gun – High Power and Low Power:

(i) High Power – (Kustompro, Stalker, Vitronics, LTI & similar), measure target speed leaving the edge of the trap, used from the 15 metre mark with the trap set on straight away

(ii) Low Power – (Bushnell, Sport Radar & similar), used to measure target speed leaving from the edge of the trap used from immediately behind the traphouse with the trap set on straight away.

Target Speeds Single Target – minimum 67.5 km/hr, maximum 69.25 km/hr.

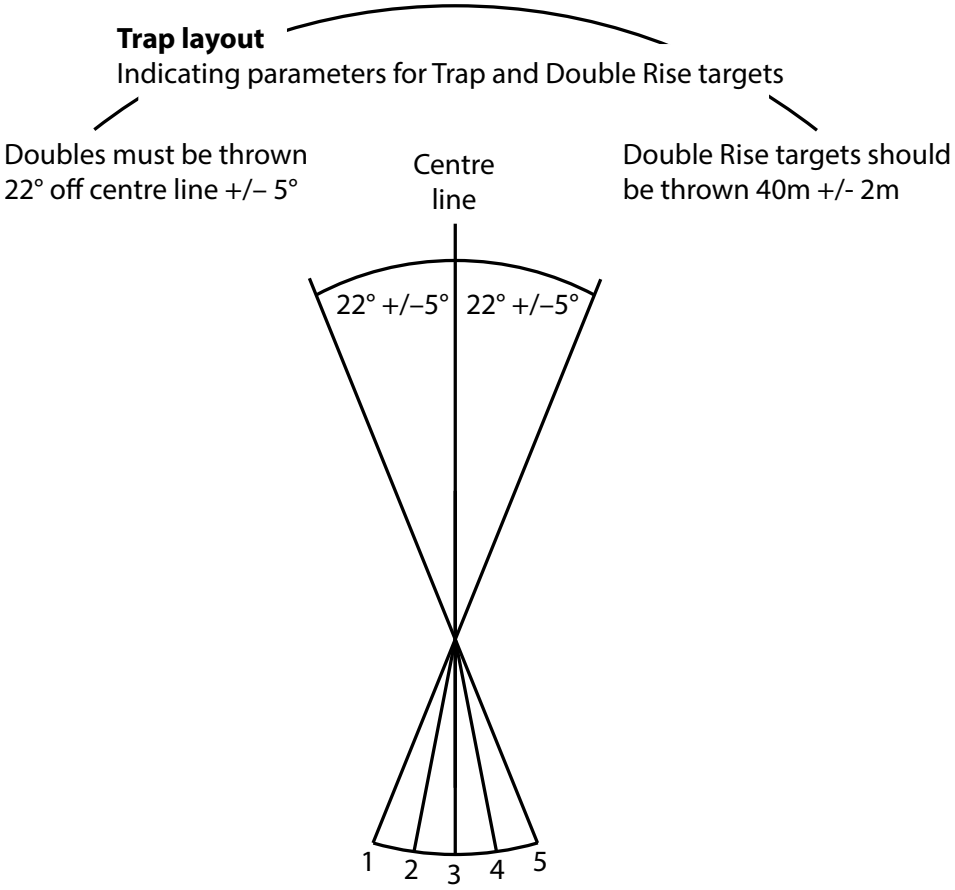
2.5 LEGAL TARGETS – DOUBLES

Each pair of double rise targets shall be thrown as left and right quartering respectively at right and left of the centerline. Targets to be legal, shall be thrown 40 metres (+/- 2 metres) in still air with a flight of 3 metres (+/- 0.25 metres), above the centre lane at a point 10 metres from the trap.

Target angles will be 22 degrees right and left of centreline +/- 5 degrees.

For target set-up using radar gun refer Rule 2.4(c).

Target speeds Double Rise – Right hand target off single trap – 62.75 km/hr, maximum 64.5 km/hr. Both targets off twin traps 62.75 km/hr, maximum 64.5 km/hr.



3.00 ADMINISTRATION – SKEET

INDEX

3.1 Field Layout
3.2 Shooting Bounds
3.3 Traphouses
3.4 Legal Target
3.5 Regular Double

3.1 FIELD LAYOUT

(a) A skeet field shall consist of eight shooting stations arranged on a segment of a circle of 19.2 metres radius, with a base chord 36.8 metres long, drawn 5.49 metres from the centre of the circle. The centre of the circle is known as the target crossing point and is indicated by a marker.

(b) Station 1 is located at the left end of the base chord, and station 7 at the right end when facing the centre whilst standing on the periphery of the segment. Stations 2 to 6 inclusive, are located on the periphery at points equal distant from each other (the exact distance between stations 1 and 2, 2 and 3, etc. is 8.14 metres). Station 8 is located at the centre of the base chord.

(c) Shooting stations one and seven are a square area 900 mm on a side with two sides parallel to the base chord. Shooting stations two to six inclusive, are a square area 900 mm on a side, with two sides parallel to a radius of the circle drawn through the station marker. Shooting station eight is a rectangular area 900 mm wide by 1800 mm long, with the long sides parallel to the base chord. The location of each shooting station shall be accurately designated. For shooting stations one to seven it is in the centre of the nearest side to the target crossing point, of a suitable pad 900 mm square with the front edge on the periphery of the circle. However, the pad for shooting station eight is placed lengthwise on the centre point of the base chord and is 900 mm by 1800 mm. The centre of station eight is on a line drawn between the centres of stations one and seven. The designated shooting station for each house, is the half of the rectangular pad, most distant from the respective house.

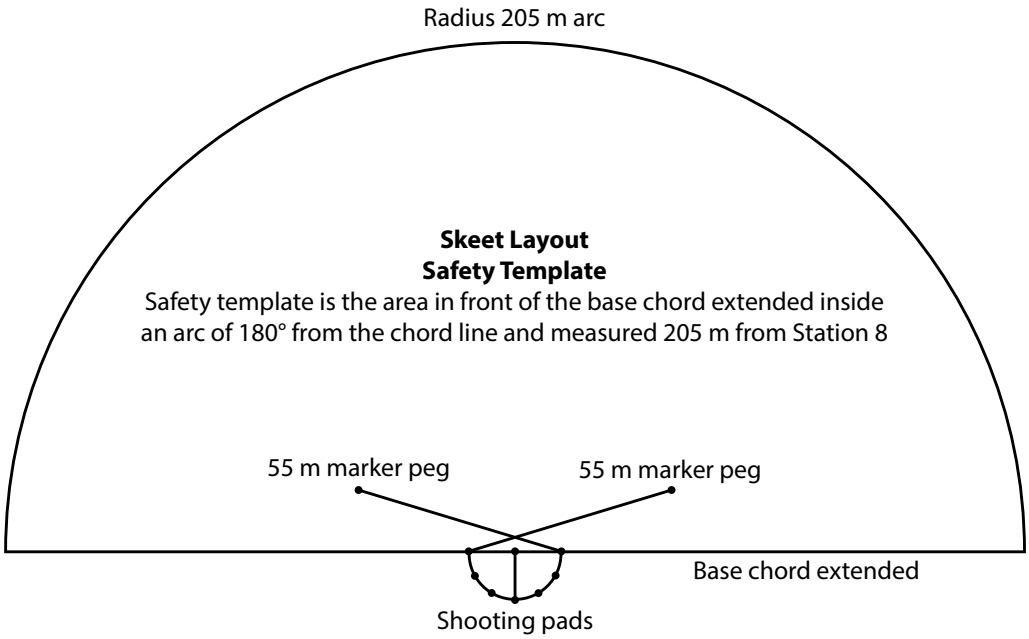
(d) One target should emerge from a traphouse (called high house) at a point 90 centimetres beyond the front of pad one (measured along the base chord extended) and 3.05 metres above ground level. The other should emerge from a traphouse (called low house) at a point 90 centimetres beyond the front of pad seven (measured along the base chord extended) and 75 centimetres from the base chord extended (measured on side of target crossing point) and 1.07 metres above the ground.

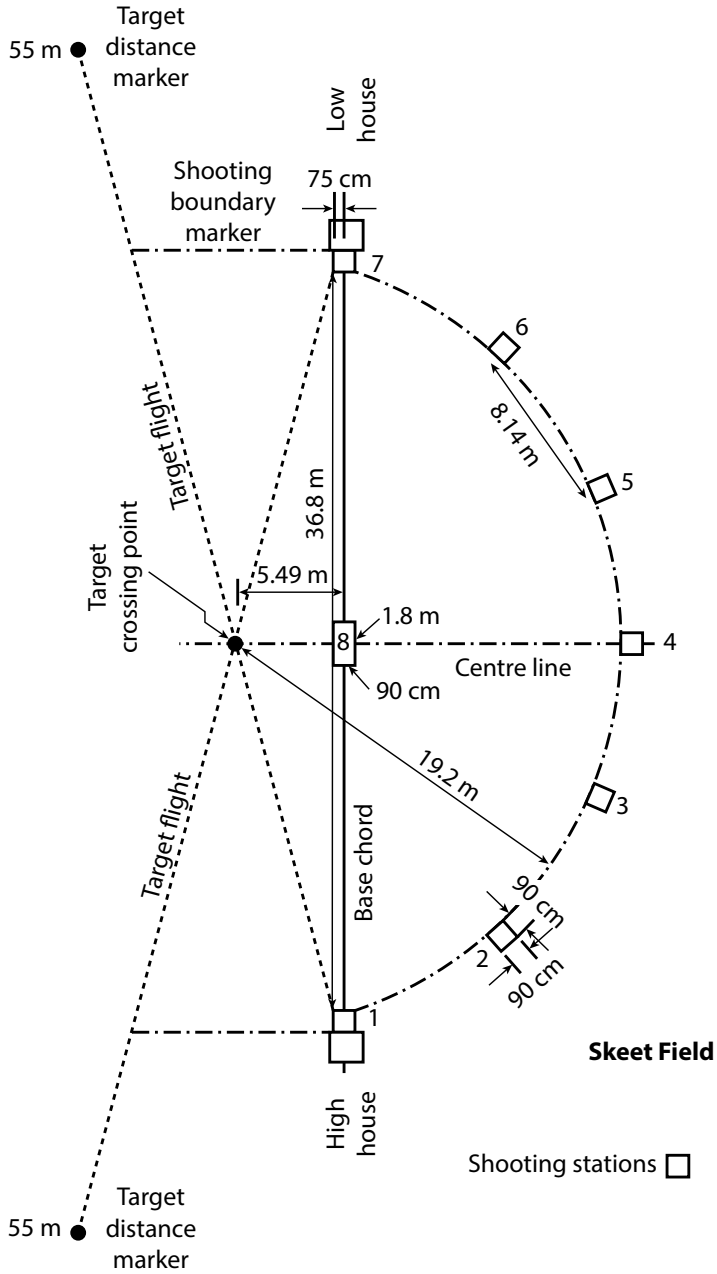
(e) Suitable markers shall be placed at points 40.23 metres and 55 metres from both the high and low house measured along the flight of a regular target. The first marker shall indicate the shooting boundary limit and the second marker shall indicate the minimum distance a target shall travel in still air.

(f) The target crossing point must be marked in a visible manner where geographically possible.

(g) It is recommended and desirable that the side of the traphouse, from the bottom of the chute to the top of the house, be a very light colour or painted white where feasible.

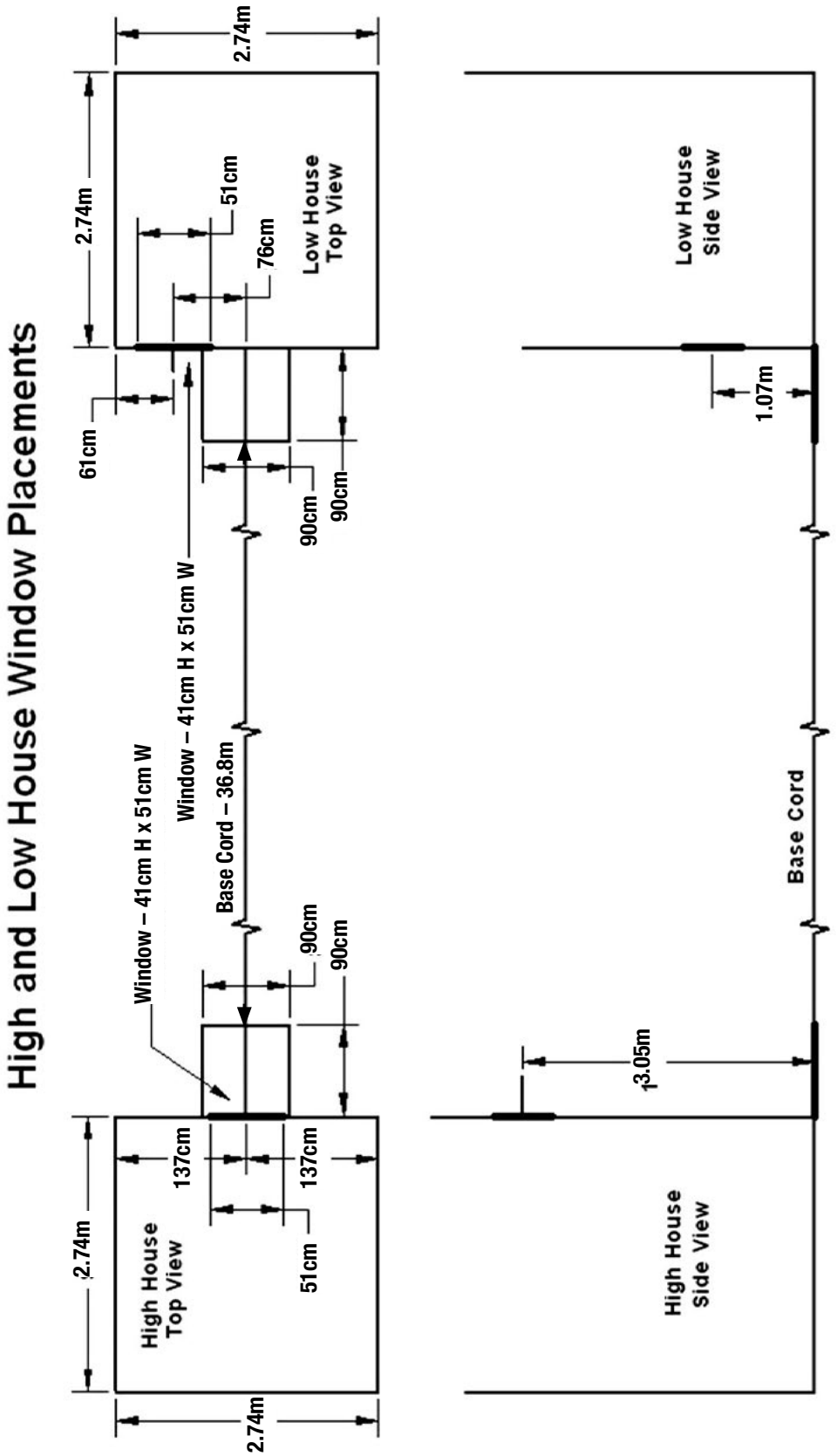
(h) As a safety precaution, safety fences should be erected running at right angles to the base chord from both the high and low traphouses to at least level with No. 4 Station. (Grounds should meet State safety requirements.)


Radius 205 m arc
Skeet Layout
Safety Template
Safety template is the area in front of the base chord extended inside an arc of 180° from the chord line and measured 205 m from Station 8
55 m marker peg
55 m marker peg
Base chord extended
Shooting pads


55 m
Target distance marker
Low house
Shooting boundary marker
75 cm
7
6
8.14 m
5
Target flight
36.8 m
Target crossing point
5.49 m
1.8 m
8
4
Centre line
90 cm
19.2 m
3
Target flight
Base chord
90 cm
2
90 cm
1
Skeet Field
High house
Shooting stations
55 m
Target distance marker

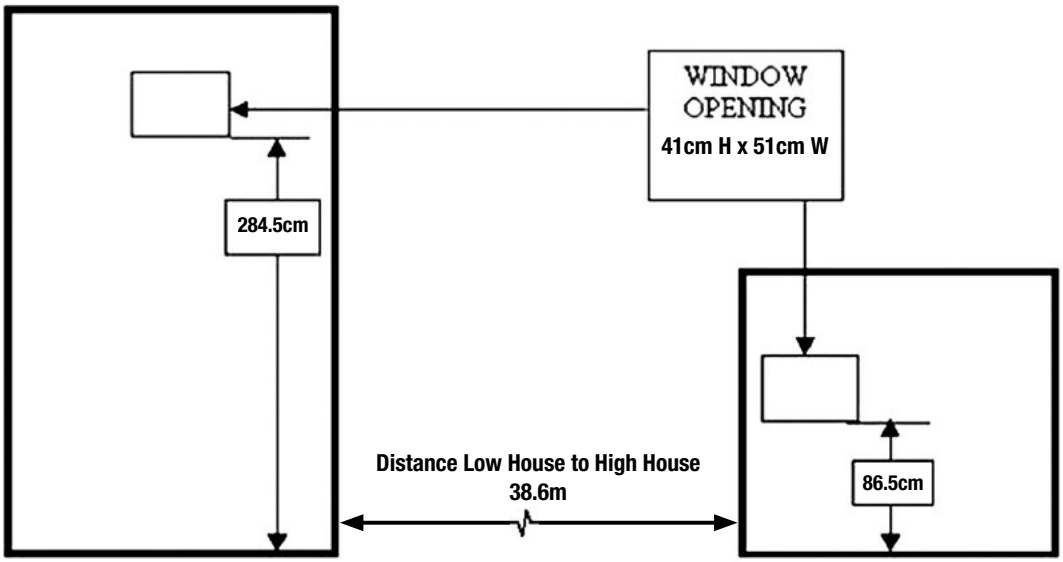
3.2 SHOOTING BOUNDS

For Stations 1 to 7 inclusive, to be an area 40.23 metres in front of the traphouse from which the target is released. These bounds must be clearly marked on the skeet field with a suitable marker (see field layout). For No. 8 Station, to be from the traphouse from whence the target is released to a point defined on the field layout as the centre line.



3.3 TRAPHOUSES

Traphouses shall be used to give full protection to the trappers.



3.4 LEGAL TARGET

(a) Is released "instantly" in response to the competitor's acceptable call. It may be released by the puller, who must be either the Referee or an authorised target release operator appointed by shoot Management. Or it may be released by voice activated electronic equipment, provided that equipment incorporates a delay mechanism that is timed to imitate the biological reaction time of a human puller. This delay time is necessary to allow equitable integration between events using pullers, and events using voice release.

(b) Passes within 45 centimetres horizontally or vertically of a point 4.57 metres above the target crossing point. For this purpose a target setting hoop should be used. Such hoop is 90 cm in diameter and mounted on a 4.12 metre long pole.

(c) In still air, when passing through the centre of the target setting hoop, must carry to a distance equivalent on level ground to 55 metres with an allowable tolerance of plus or minus two metres.

(d) As an aid to setting uniform targets, a Radar/Speed Gun may be used in conjunction with the target setting hoop and target distance markers:

Aim radar gun at centre of the setting hoop
High house target speed 74 to 76 kph
Low House target speed 77 to 79 kph.

3.5 REGULAR DOUBLE

Two legal targets released simultaneously (one from each traphouse). Proof double, two legal targets released simultaneously (one from each traphouse) to establish a result not yet determined.

4.00 TECHNICAL RULES – TRAP

INDEX

4.1 Procedure
4.2 Squads
4.3 Broken Targets
4.4 Dusted Targets
4.5 No Target
4.6 No Target Doubles
4.7 Lost Target
4.8 Types of Shooting
4.8.1 Double Barrel
4.8.2 Single Barrel
4.8.3 Points Score
4.8.4 Handicap
4.8.5 Double Rise
4.8.6 Deauville Doubles
4.8.7 Walk-Up
4.8.8 Mixed Targets
4.8.9 Champion of Champions
4.8.10 Tower Events
4.8.11 Continental
4.8.12 Ball Trap
4.9 Competition Conditions
4.10 Competitions
4.10.1 Mackintosh International Trap Teams Match
4.10.2 Australian National Double Barrel Championship
4.10.3 Australian National Single Barrel Championship
4.10.4 Australian National Double Rise Championship
4.10.5 Australian National Deauville Doubles Championship
4.10.6 Australia – New Zealand Trap Championship
4.10.7 Champion of Champions Cup
4.10.8 Grand Australian Handicap
4.10.9 Entrance Fees
4.10.10 National Overall High Gun Trophies
4.10.11 Australia – New Zealand Trap Teams Match (Glenn Cup)
4.10.12 Commonwealth Events (Day or Night)
4.10.13 State Events (Day or Night)
4.10.14 Zone Events (Day or Night)

4.10.15 District/Club Events (Day or Night)
4.10.16 Interstate Postal Team Matches – Trap
4.10.17 Event Ties Trap
4.10.18 High Gun Trap
4.10.19 State Shoulder to Shoulder Team Matches – Trap

4.1 PROCEDURE

(a) A competitor must be at the firing point within two minutes of being called, with sufficient ammunition to complete the bracket. Failing this they may be disqualified, penalised with loss of targets, or be re-squadded at the discretion of the club.

(b) A target must be thrown for the first shooter on their call, to view at their first and subsequent visit to each trap or after a break in shooting.

(c) When at the firing point ready for competition, the competitor shall distinctly give the command "pull" or a similar command to the Referee and thereafter the competitor is in the competition.

(d) Once reaching their shooting mark a shooter must stand on the station, position themself, load their gun and call for their target within 10 seconds of the result of the preceding target being determined by the Referee or after the Referee has given the signal to commence firing or to resume firing. A breach of this time limit will draw a warning at the first infringement. All subsequent infringements will be penalised 1 target per occurrence, deducted from the score at end of round.

(e) When it is their turn to shoot, a competitor shall close their gun only when at the firing point and facing the traps, they must remove the cartridge or cartridges from their gun before turning from the firing point on number five lane and proceeding to number one lane and shall not reload until standing on number one lane. The cartridge or cartridges must be removed from any magazine gun between each lane.

(f) The competitor must stand with both feet entirely within the boundary of the shooting station, except as allowed under Section 4.7(e).

(g) Provided they are standing on the mark from where they are going to shoot, a competitor may place cartridges into the breech whilst they are waiting their turn to shoot.

(h) Shooters must not close or attempt to mount the gun to the shoulder until the result of the previous shot has been determined by the referee.

(i) All competitors shall change lanes as per event conditions (eg. Single or multiple targets per lane). Once having fired their shot, a competitor may move back along their own shooting lane but must not move off their shooting lane until the next competitor has fired their shot or a vacant lane exists between competitors. The next shooter on number five lane who, having removed cartridges from their gun before turning around, may proceed to number one lane, but must not reload until they are standing on the lane. No person shall close their gun until all persons on the shooting tracks have withdrawn to a handicap mark at least equal to their own.

(j) Unless, in the opinion of the referee, it is contrary to the equity of the competition, a competitor taking part in the competition may shoot at pieces of their own target, if they so wish.

(k) Empty shells on the ground must not be collected whilst shooters are on the tracks. Only those people directly associated with the competition will be on the tracks whilst the shoot is in progress.

(l) No competitor shall make, negotiate or discuss any bet (either on their own shooting or that of any competitor) whilst they are on the shooting tracks. If any competitor infringes this rule, the referee may disqualify them.

(m) All members in a squad must remain within the layout until the last competitor has shot.

(n) The officiating referee or the Management must have the trap adjusted immediately if it is not throwing legal targets. Immediately following such alteration a target must be thrown and the competition continued. See also Rule 1.25(f).

4.2 SQUADS

(a) Competitors shall be in squads with a maximum of 6; where there are withdrawals from a squad or squads after the competition has begun, squads will be closed up before each run over any trap. No. 1 competitor in each squad shall always start the shooting. The club, at its discretion, may require competitors to change starting lanes on each trap as follows: No. 1 competitor shall commence shooting from Lane 1 on Trap No. 1, Lane 2 on Trap No. 2, Lane 3 and so forth over all the traps. This rule shall also apply to double-rise.

(b) Managements have the right to divide the number of targets by the number of traps available. For example No. 1: 15 targets, 2 traps, 1 visit. No. 1 competitor shoots 8 targets on trap No. 1, finishing on Lane 3. No. 1 competitor now starts on lane 4 on trap No. 2 and shoots 7 targets, finishing on Lane No. 5. Illustration No. 2: 30 targets, 5 traps, 6 targets per trap, one visit. Clubs must preserve equality by lane changing between traps.

(c) Where four shooters commence in the squad, shooters will initially occupy lanes one, two, four and five. Where three shooters commence in the squad, shooters will initially occupy lanes one, three and five. Where two shooters commence in the squad, shooters will initially occupy lanes two and four. This procedure shall also apply to shoot-offs.

(d) Squads will be filled in order of nomination. Shooters may enter full squads, but must accept the next vacant squad number. Club Management shall have the right to squad shooters to assist in the organisation of the competition. Re-squadding can occur during any time of the Competition at the absolute discretion of Club Management, Members have no recourse where a re-squadding decision has been made.

4.3 BROKEN TARGETS

A broken target is one which has a visible piece broken from it, whilst in the air, by the shot from the competitor's gun.

4.4 DUSTED TARGETS

A "dusted target" is one from which dust is detached by the competitor's shot, but which shows no visible piece broken from it. A dusted target is not a broken target and is a "lost target".

4.5 NO TARGETS

After "no target" has been called by the Referee under any of the following conditions it thereafter plays no part in the competition and is irrelevant to it.

(a) No target shall be called when a target is refused for the following reasons:

(i) A target is released without the competitor's call and the target has not been fired at

(ii) A time interval occurs before or after the competitor's call unless the target is fired at

(iii) A target does not conform to the definition of a legal target and the target has not been fired at.

Note: If in the opinion of the Management, an excess of refusals is recorded, the Management has the right to check the shooter, Referee and equipment. If in the opinion of the Referee, legal targets are being refused, the Referee may call "lost target". All refusals must be recorded on the score sheet as "R".
See also Rule 1.21.17.

(b) "No target" shall be called when:
- (i) A broken target is released
- (ii) In single target shooting, two targets are released at the same time
- (iii) When a competitor shoots out of turn or from the wrong lane
- (iv) Two competitors shoot at the same time, at the same target
- (v) A malfunction occurs in either barrel caused by the competitor's gun or misfire of a cartridge due to no neglect on the competitor's part. In the event of a malfunction of the second barrel, the competitor must fire a live cartridge in the general direction of the target, and is permitted to score with the second barrel only. If the competitor accidentally breaks this target with the first barrel, "no target" shall be called and another thrown; if they again break this target with the first barrel, "Lost target" will be scored. If in the opinion of the Referee the first shot was fired before the target was visible, "Lost target" shall be scored
- (vi) A simultaneous or near simultaneous discharge occurs, i.e., from any cause both barrels are discharged together or nearly together. Simultaneous discharges shall be recorded as a malfunction
- (vii) A different coloured target than being used for the event is thrown and not fired at. Firing at the target shall cause it to be considered a legal target with the result to stand
- (viii) No target shall be allowed for the first target of any visit to a trap if a safety catch is engaged.

4.6 NO TARGETS – DOUBLES

The referee shall declare "NO TARGET both" and allow another pair under the following conditions.

(a) When only one target is thrown.
(b) When either target is thrown broken.
(c) When there is an allowable malfunction on the first barrel. See Rule 1.21.14.
(d) When both targets are broken by one shot.
(e) In the event of a malfunction on the second barrel, the Referee shall declare "No targets both", with a proof pair thrown to determine the result of both shots. See Rule 1.21.14.
(f) In the case of a malfunction on the second barrel, should such malfunctions be the fourth or subsequent malfunction, the second target shall be scored lost.

Note: If the shooter shoots at an illegal first target and the second target is legal, they must also shoot the second target. However, a shooter is not required to shoot at an illegal second target even though they shot at the first target which may have been either legal or an illegal target.

4.7 LOST TARGET

Lost target shall be called when:

(a) A competitor fails to break a legal target.

(b) The competitor fails to shoot because their gun is unloaded, or because the safety was incorrectly set or jarred back, whether from their oversight or not, or because of any other cause chargeable to their oversight or neglect. Should this happen in a double rise event, the first target only should be declared lost and a proof pair shall be thrown to determine the result of the second shot only. A shot shall be fired at each target in the proof pair. A "no target" shall be allowed for the first target of any visit to a trap if a safety catch is engaged.

(c) The competitor has an apparent malfunction and attempts to open the gun before the Referee examines it. The competitor must not turn around and must keep their gun pointed in the direction of the traphouse until the Referee has given their decision. If a competitor's gun breaks down and it is necessary to seek a replacement the competitor is allowed five (5) minutes to do so. If this is not possible the competitor may leave the squad and finish the remaining targets of the round at a time decided by the Management. Should a gun malfunction occur during a shoot-off, the competitor has 10 minutes to repair or replace the gun. Failure to comply "Lost target".

(d) In single barrel shooting, the competitor loads two cartridges or dummy cartridges into the gun.

(e) A foot position violation occurs. The competitor's feet must be behind any line indicating the firing mark assigned to them. They must stand with both feet completely within 1 square metre; this square shall extend 50 centimetres either side of the centre of the shooting lane and shall extend backwards 1 metre from the assigned handicap mark. However, provided their front foot is as close as possible to the firing mark, a shooter with a wide stance will not be penalised if their back foot extends beyond the rear edge of the shooting square.

(f) The fourth and subsequent malfunction in any one event occurs. However, at the end of each 100 targets in any one event, the malfunctions that have occurred shall be cancelled, and the count shall recommence from zero.

(g) A target is dusted.

(h) A whole target was fired upon and missed.

(i) An illegal target was fired upon and missed.

(j) The competitor shoots from other than their approved handicap mark or the common mark for the event.

(k) If a shooter, when shooting doubles, deliberately shoots at one target twice – both targets will be declared lost.

4.8 TYPES OF SHOOTING

4.8.1 DOUBLE BARREL

Double Barrel shall be shot with two barrels permitted and a score on either barrel to be of equal value.

4.8.2 SINGLE BARREL

For Single Barrel the competitor is permitted to load one cartridge only in the gun. Refer Rule 4.7(d).

4.8.3 POINTS SCORE

During an event, a hit with the first barrel shall be called and marked 1, a hit with the second barrel shall be called and marked as 2. A miss with both barrels shall be called lost and marked zero. At the completion of the event the 1 shall be valued at 3 and be added to the 2's to give a total for the event.

4.8.4 HANDICAP

Handicap shooting is to be shot from the competitors official handicap mark.

4.8.5 DOUBLE RISE

(a) Double Rise shall be shot squad system and called by the referee, 1-1 or lost – 1 or 1 – lost or lost lost, whichever the case may be, each target to count one point.

(b) A competitor must shoot at a complete pair of targets on every occasion, each target broken by the competitor's shot shall score one point. Two shots must not be fired at either target.

(c) Where a NO TARGET is called as a result of one or both targets being broken, a malfunction on either target, or a legitimate refusal to shoot at either target, the competitor will be asked to fire at a proof pair to determine the result of both targets.

4.8.6 DEAUVILLE DOUBLES

(a) Deauville Doubles shall be shot with four competitors on the tracks at one time, the first pair using lanes 1 and 5 and the second pair using lanes 2 and 4. After shooting first round of 5 pairs, competitors then change lanes, first pair taking lanes 2 and 4 and second pair taking lanes 1 and 5. Shoot offs shall be conducted first miss and out per team, commencing on lanes 1 & 5. Teams line up in qualifying order and rotate through five pair. After five pair, the remaining teams move to lanes 2 & 4 for a further five pair. That format is used until a final result is achieved. The competitors may arrange between themselves which lane they will take, and who will call for the release of the targets, which will be released instantly on the competitor's acceptable call. Only pairs will count, and as 1 point. Either competitor can help their partner.

(b) Any faulty cartridge or malfunction in Deauville Doubles does not entitle the competitors to another pair of targets and they must abide by the result.

(c) The caller shall determine whether the targets be accepted. If in the event of targets being released without any call and the non-caller fires, the target shall be called "no target". If no call is made and the caller accepts the targets they must abide by the result.

4.8.7 WALK-UP (All walk up events should be entered into MCMS as NOVELTY)

(a) Walk-up events shall be shot double barrel from No. 3 lane in squads. The competitor shall load their gun at the 22 metres mark; when ready in this position they commence to walk at a normal walking pace, holding the gun in such a position that the butt of the gun must be level with their hip and cannot be mounted to the shoulder until the target is released. The Referee shall release the target between the 20 metres and 15 metres marks inclusive, the mark being unknown to the competitor, having previously been determined by an indicator or dice. No. 1 competitor shoots at one target and then returns to the rear of the squad, each competitor doing the same in turn.

(b) A loaded gun shall be deemed to be in a position of safety when it is the competitor's turn to shoot and they face and point the gun in the general direction of the traphouse, having the gun in the gun-down position.

(c) Having fired at the target, or in the event of a no target, the competitor shall open their gun and remove all live shells and fired cases before attempting to turn around and return to the rear of the squad or to recommence their walk.

4.8.8 MIXED TARGETS

A mixed target event shall be a combination of a series of double barrel, single barrel, points score and double rise targets shot in any order. Shot squad system under rules applicable to the appropriate section with target numbers and shooting marks in accordance with the appropriate championship.

4.8.9 CHAMPION OF CHAMPIONS

A Champion of Champions event shall be a combination of a series of 25 targets double barrel, 25 targets single barrel and 25 targets points score targets shot in any order from 18 metres. Shot squad system under rules applicable to the appropriate section with target numbers and shooting marks in accordance with the appropriate championship.

Note: any event shot as a combination of Double Barrel, Single Barrel and Points Score not shot from 18 metres or at 25 targets of each should be designated MEDLEY.

4.8.10 TOWER EVENTS

(a) Tower events may be shot Double Barrel, Single Barrel, Points Score and Double Rise. Shot squad system, competitors stand in a straight line left to right, with centre No. 3 competitor standing in front of the centre of the tower. Double Barrel scores only will be used to determine grade.

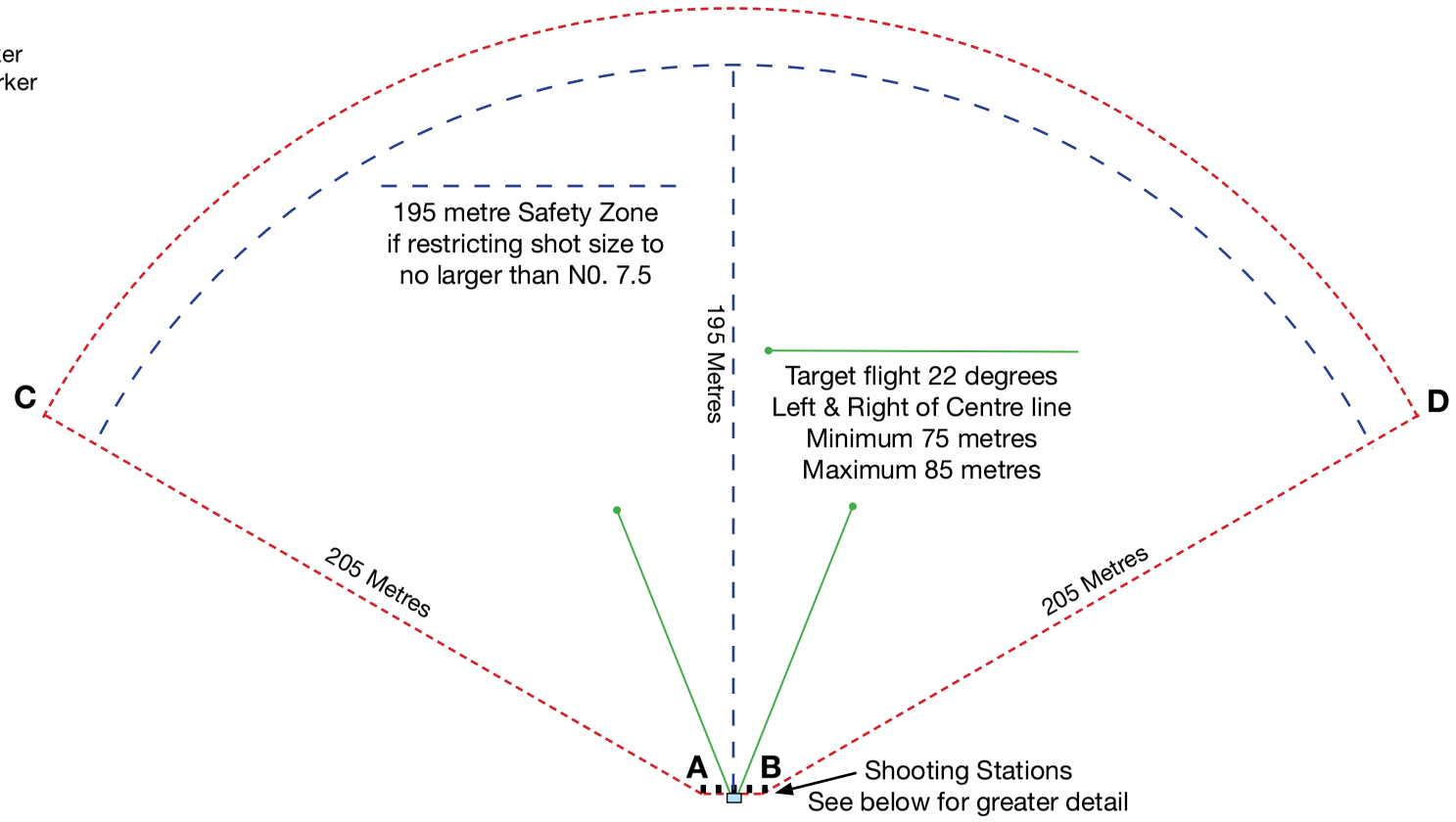
(b) Shooters stand 3 metres apart, centre to centre, at the rear of the concrete track, as for down-the-line trap shooting. The track is 1.5 metres from the front to rear and each shooter must stand at the rear of this track until it is their turn to shoot. They then step forward up to, but not over, the leading edge of the track which then puts them 1.5 metres in front of a vertical line from the centre pivot point of the trap. The hold point for the gun muzzle will be no closer to the traphouse than a line drawn vertically from the front of the shooting track. After shooting, they open their gun and return to the rear of the track.

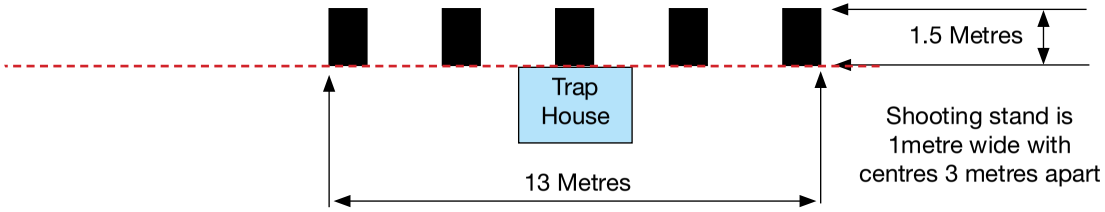
(c) When Number 5 shooter has shot, they walk to the rear of the tower and around to the No. 1 station.

Scale: 0.5mm = 1 metre

ACTA TOWER
Safety template – covers an area bounded between points A – B, A – C and B – D and the arc C – D

A — Shooter No. 1
B — Shooter No. 5
C – Left 205 metre marker
D – Right 205 metre marker





(d) The trap shall be 10 metres above the ground, plus or minus 1 metre, mounted on a tower. Targets shall be thrown at standard angles, i.e. 22 degrees either side of the centre line. Tower targets shall be thrown within a minimum of 75 metres and a maximum of 85 metres, measured laterally along the base point of a vertical line from the centre pivot of the trap. The targets shall leave the trap as near to horizontal as practical.

4.8.11 CONTINENTAL

Continental events shall be shot double barrel, single barrel and points scoring with the traps set as follows:

(a) Standard targets shall be thrown 3.0 metres above the level of the centre lane at a point 10 metres from the trap with a tolerance of 15 centimetres above or below.
(b) Low targets shall be thrown 1.5 metres above the level of the centre lane at a point 10 metres from the trap, with a tolerance of 15 centimetres above or below.
(c) High targets shall be thrown 4.5 metres above the level of the centre lane at a point 10 metres from the trap, with a tolerance of 15 centimetres above or below.
(d) Distance – the low target shall be thrown 48 metres (+/– 2 metres) in still air.
(e) Angles – flight of targets shall be thrown at unknown angles a maximum of 22 degrees right and left of the centre lane.
(f) As an aid to setting uniform target speeds, a Radar/Speed Gun may be used in conjunction with height pegs to establish target distance.
Two types of Radar/Speed Gun – High Power and Low Power:
(i) High Power – (Kustompro, Stalker, Vitronics, LTI & similar), measure target speed leaving the edge of the trap, used from the 15 metre mark with the trap set on straight away
(ii) Low Power – (Bushnell, Sport Radar & similar), used to measure target speed leaving from the edge of the trap used from immediately behind the traphouse with the trap set on straight away.

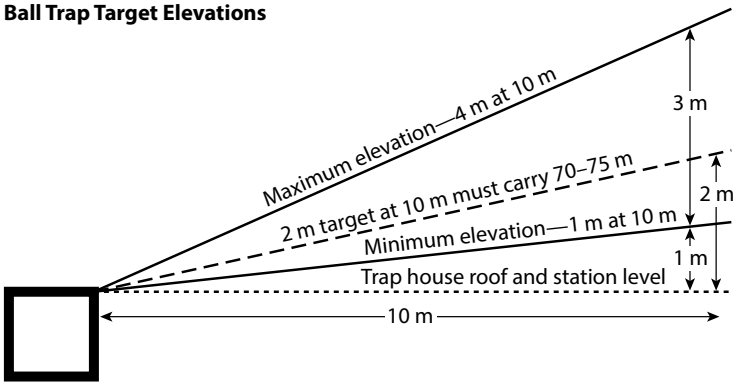
Target Speeds – minimum 78 km/hr, maximum 82 km/hr.

4.8.12 BALL TRAP

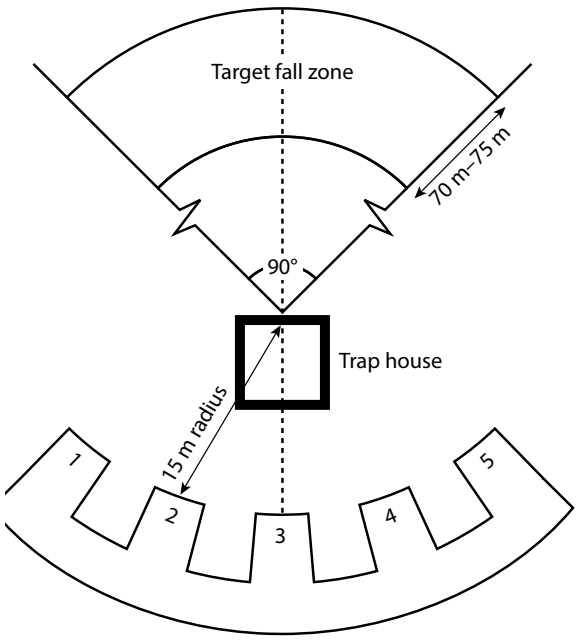
Is to be shot Double Barrel. Single Barrel and Points Score are novelty events, only Double barrel scores will be used to determine grade.

(a) Cartridges for Ball Trap events shall be restricted to a maximum of 28 grams (1 ounce) lead shot and to a shot size no larger than 2.5mm (No.6).
(b) When Ball Trap is being used as an ISSF Elimination, ISSF Rules shall apply, and cartridges are to be of 24 grams maximum.
(c) Target distances and elevations – with a throwing elevation of 2 metres at 10 metres forward of the pit, a properly released target will carry a minimum of 70 metres and a maximum of 75 metres when measured over ground level.
(d) The height of the targets path above the level of the traphouse roof and 10 metres forward of the trap shall be at least 1 metre and shall not exceed 4 metres.
(e) The targets shall be thrown within an angle bounded by angles not less than 30 degrees nor more than 45 degrees right and left of the imaginary centre line drawn through the centre of the traphouse and station three. The horizontal angles will be measured from the front of the traphouse.

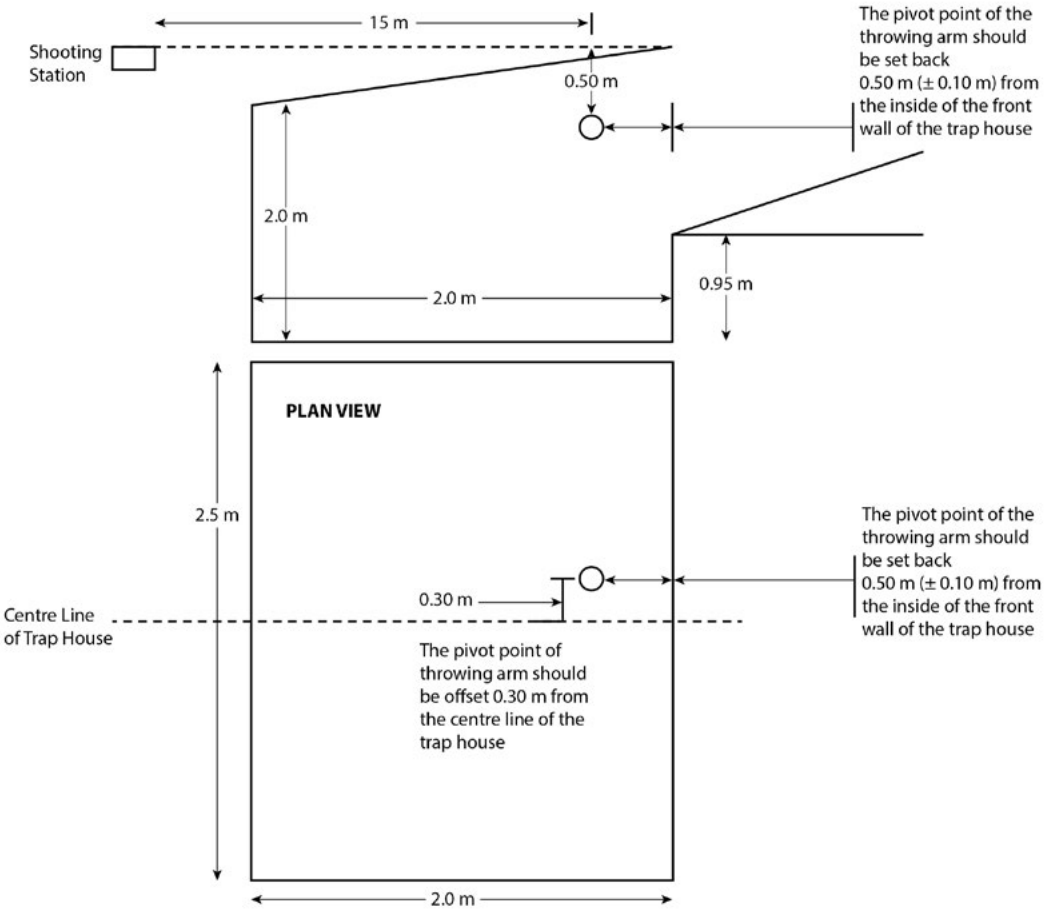
Ball Trap Target Elevations



Ball Trap Layout



Ball Trap
DRAWING NOT TO SCALE



(f) All Commonwealth, State, Zone Championships and Club Events must be conducted using ACTA Rules.

(g) All Commonwealth, State and Zone Championships to be of 50 (minimum), 75 or 100 targets.

(h) All shoot offs shall be conducted squad system, first miss and out as per Trap Rule 4.10.17.

(i) As an aid to setting uniform target speeds, a Radar/Speed Gun may be used in conjunction with height pegs to establish target distance.
Two types of Radar/Speed Gun – High Power and Low Power:
   (i) High Power – (Kustompro, Stalker, Vitronics, LTI & similar), measure target speed leaving the edge of the trap, used from the 15 metre mark with the trap set on straight away
   (ii) Low Power – (Bushnell, Sport Radar & similar), used to measure target speed leaving from the edge of the trap used from immediately behind the traphouse with the trap set on straight away.

Target Speeds – minimum 90 km/hr, maximum 92 km/hr.

4.9 COMPETITION CONDITIONS.

(a) (i) A graded event is a competition common mark shooting event in which all the competitors shoot from the same mark and prizes are allocated for various grades of competitor

(ii) A graded metreage event is where a shooters grade is used to determine a mark from where all shooters in that grade shall compete, e.g. AA Grade may shoot from 21 metres; A grade from 19 metres, B grade from 17 metres and C grade from 15 metres.

4.10 COMPETITIONS

4.10.1 MACKINTOSH INTERNATIONAL TRAP TEAMS MATCH

International Trap Teams match shall be shot under the conditions that apply at the time. Qualifications shall be as follows:

(a) Each team member shall be an official Australian citizen. In the event of a member being unable to take their place in the team, their place will be filled by another shooter, agreed upon by the Organising Committee.

(b) The necessary highest scores over the National Double Barrel; National Single Barrel; and the Australian and New Zealand Trap Championship; shall become Australia's International Team. In the event of a tie, to be shot off in the order of qualification, squad system, at full rounds of 5 targets Double Barrel, 5 targets Single Barrel, 5 targets Points Score, for a possible score of 25, from 15 metres.

(c) Highest Scorer in the Australian team will hold the special International High Gun Cup (donated by the late J M Bauman, Esq of Brisbane) for 12 months (or until the next International match) and will be awarded a special trophy and the International High Gun Sash. In the event of a tie for High Gun, to be shot off squad system points scoring, first miss out.

(d) Every member of the Australian Team will receive the special "International Badge".

(e) Women, Junior and Veteran teams of five (5) shooters will be selected under the above conditions.

(f) Only ACTA official Referees to officiate, Scorer and check Scorer to be provided, score sheets to be signed by Scorers and Referees. The team members to be squadded in the order in which they qualify.

4.10.2 AUSTRALIAN NATIONAL DOUBLE BARREL CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

4.10.3 AUSTRALIAN NATIONAL SINGLE BARREL CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

4.10.4 AUSTRALIAN NATIONAL DOUBLE RISE CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

4.10.5 AUSTRALIAN NATIONAL DEAUVILLE DOUBLES CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

4.10.6 AUSTRALIA-NEW ZEALAND TRAP CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

4.10.7 CHAMPION OF CHAMPIONS CUP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

4.10.8 GRAND AUSTRALIAN HANDICAP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

4.10.9 ENTRANCE FEES

Entrance fees and trophies for all National Championships to be determined each year by the ACTA Board

4.10.10 NATIONAL OVERALL HIGH GUN TROPHIES

(a) RON PORTER REMEMBRANCE TROPHY
Shall be determined from the highest overall scores in the six major trap events comprising Grand Australian Handicap, National Double Barrel, Single Barrel, ANZ Trap (PS), Champion of Champions and Double Rise. In the event of ties, to be shot-off in the sequence of the program, five of each type of trap target on the high gun program.

(b) J NEWTON THOMAS OVERALL HIGH GUN TROPHY
Shall be determined from the highest overall scores in the six major events of Grand Australian Handicap, National Double Barrel, Single Barrel, ANZ Trap (PS), Champion of Champions, Double Rise. In the event of ties, to be shot-off in the sequence of the program, five of each type of trap target on the high gun program.

4.10.11 AUSTRALIA-NEW ZEALAND TRAP TEAMS MATCH (Glenn Cup)

(a) Teams to consist of five shooters. Both teams shoot at 50 targets per shooter, Double Barrel from 15 metres; to be recorded points score (used only in the case of a tied score). Should scores still be tied a further 5 targets per shooter per team scored points score will be shot, continuing until a winner is established. Each competitor to shoot from five lanes, squad system. Cartridges shall be the prescribed maximum 28-grams (1 ounce) lead shot load as for all Championship series.

(b) Team Selection – whether conducted in Australia or New Zealand shall be the five top scorers from Single Barrel, Double Barrel, Australia/New Zealand (Points Score) and Mackintosh Team event will comprise the Australian team.

(c) The match is to be hosted alternatively by arrangement, in Australia during the odd numbered years.

4.10.12 COMMONWEALTH EVENTS (Day or Night)

(a) The Double Barrel Championship shall be shot as a graded event at a minimum of 50 targets from 18 metres.

(b) The Single Barrel Championship shall be shot as a graded event at a minimum of 50 targets from 18 metres.

(c) The Points Score Championship shall be shot as a graded event at a minimum of 50 targets from 18 metres.

(d) The Mixed Target Championship shall be shot as a graded event at 10 targets Double Barrel, 10 targets Single Barrel, 10 targets Points Score and 10 pairs Double Rise off 18 metres – total 70 points.
(e) The Champion of Champions shall be shot as a 75 target graded event comprising 25 targets Double Barrel, 25 targets Single Barrel and 25 targets Points Score from 18 metres.
(f) The Handicap shall be shot at a minimum of 50 targets from the shooter's official ACTA handicap mark.
(g) The Walk-Up Championship shall be shot as a graded event at 25 targets.
(h) The Double Rise Championship shall be shot as a graded event at 25 pairs of targets from 18 metres.
(i) The Deauville Doubles Championship shall be shot at 20 pairs of targets from 24 metres. Conditions: The Management shall provide four trophies – two for first and two for second.
(j) The Tower Championships shall be shot as a graded event at 40 targets. Double Rise to be shot at 20 pairs of targets (novelty only event).
(k) The Continental Double Barrel, Single Barrel, and Points Score Championships shall be each be shot at a minimum of 50 targets from 18 metres.
(l) The Ball Trap Championship shall be shot as a graded event of 50 targets (minimum), 75 targets or 100 targets (maximum) from 15 metres.

4.10.13 STATE EVENTS (Day or Night)

(a) The Double Barrel Championship shall be shot as a graded event at a minimum of 50 targets from 15 metres.
(b) The Single Barrel Championship shall be shot as a graded event at a minimum of 50 targets from 15 metres.
(c) The Points Score Championship shall be shot as a graded event at a minimum of 50 targets from 15 metres.
(d) The Champion of Champions shall be shot as a 75 target graded event, comprising 25 targets Double Barrel, 25 targets Single Barrel, 25 targets Points Score from 18 metres.
(e) The Mixed Target Championship shall be shot as a graded event at 10 targets Double Barrel, 10 targets Single Barrel, 10 targets Points Score and 5 pairs Double Rise from 15 metres – total 60 points.
(f) The Handicap shall be shot at a minimum of 50 targets from the shooter's official ACTA handicap mark.
(g) The Walk-Up Championship shall be shot as a graded event at 20 targets. (novelty only event).
(h) The Double Rise Championship shall be shot as a graded event at 25 pairs of targets from 15 metres.
(i) The Deauville Doubles Championship shall be shot at 20 pairs of targets from 22 metres. Conditions: The Management shall provide four trophies – two for 1st and two for 2nd.
(j) The Tower Championship shall be shot as a 25 targets graded event. Double Rise to be shot as a graded event 15 pairs of targets (novelty only event).

(k) The Continental Double Barrel, Single Barrel, and Points Score Championships shall be each be shot at a minimum of 50 targets from 15 metres.
(l) The Ball Trap Championship shall be shot at 50 targets (minimum), 75 targets or 100 (maximum) as a graded event.

4.10.14 ZONE EVENTS (Day or Night)

(a) The Double Barrel Championship shall be shot as a graded event of 25 targets from 15 metres, up to a maximum of 100 targets (shot in brackets of 25).
(b) The Single Barrel Championship shall be shot as a graded event of 25 targets from 15 metres, up to a maximum of 100 targets (shot in brackets of 25).
(c) The Points Score Championship shall be shot as a graded event of 25 targets from 15 metres, up to a maximum of 100 targets (shot in brackets of 25).
(d) The Mixed Target Championship shall be shot as a graded event 10 Double Barrel, 10 Single Barrel, 10 Points Score and 5 pairs Double Rise targets – total 60 points from 15 metres.
(e) The Champion of Champions shall be shot as a graded event 75 targets, comprising 25 targets Double Barrel, 25 targets Single Barrel, and 25 targets Points Score from 18 metres.
(f) The Handicap shall be shot 25 or 50 targets from the shooters official ACTA handicap mark.
(g) The Walk-Up Championship shall be shot as a graded event at 20 targets.

(h) The Double Rise Championship shall be shot as a graded event of 15 pairs of targets from 15 metres, up to a maximum of 25 pair.
(i) The Deauville Doubles Championship shall be shot 20 pairs of targets from 20 metres.
(j) The Tower Championship shall be shot as a graded event 25 targets.
(k) The Continental Double Barrel, Single Barrel, and Points Score Championships shall be each be shot at 25 or 50 targets from 15 metres.
(l) The Ball Trap Championship shall be shot as a graded event at 50 targets (minimum), 75 targets or 100 targets (maximum).

4.10.15 DISTRICT/CLUB EVENTS (Day or Night)

(a) The Double Barrel Championship should be shot in brackets of 25 targets from 15 metres.
(b) The Single Barrel Championship should be shot in brackets of 25 targets from 15 metres.
(c) The Points Score Championship should be shot in brackets of 25 targets from 15 metres.
(d) The Mixed Target Championship shall be shot at 5 Double Barrel, 5 Single Barrel, 5 Points Score and 5 pairs Double Rise – total 35 points from 15 metres.
(e) The Champion of Champions shall be shot as a 75 target event, comprising 25 targets Double Barrel, 25 targets Single Barrel, and 25 Points Score from 18 metres.
(f) The Handicap should be shot in brackets of 25 targets from the shooters official ACTA handicap mark.
(g) The Walk-Up Championship shall be shot at 20 targets (novelty event only).

(h) The Double Rise Championship shall be shot as a minimum of 10 pairs of targets from 15 metres.
(i) The Deauville Doubles Championship shall be shot at 20 pairs of targets from 20 metres.
(j) The Tower Championship shall be shot at 25 targets.
(k) The Continental Double Barrel, Single Barrel, and Points Score Championships should be shot in brackets of 25 targets from 15 metres.

4.10.16 INTERSTATE POSTAL TEAM MATCHES – TRAP

(a) Team 15 members, 10 highest scores to count. 50 targets per member from 15 metres, Double Barrel points scoring, shot squad system in two visits of 25 targets. In the event of a tie for High Gun to be shot off squad system, points scoring first miss out. Standard load shells 28 grams lead shot, size no larger than 2.5mm (No.6).
(b) Women, Juniors & Veterans to comprise 6 shooters to shoot at 25 targets, Double Barrel points scoring from 15 metres, shot squad system with 5 scores to count.
(c) Qualifications: each team member shall have registered in the State that they represent and may only represent one State in any one calendar year. In the event of a tie, to be shot off in the order of qualification, squad system at full rounds of 5 targets double barrel, 5 targets single barrel, 5 targets points score.
(d) State Associations shall select their team on the results of an elimination shoot or series.
(e) Shooters who qualify to represent more than one team, e.g. open and juniors may only compete in one team.
(f) An appropriate High Gun trophy shall be provided and a souvenir badge shall be given to each of the 15 State Team members. The program and venue of the Interstate Teams' Match shall be advertised in the ACTA *Clay Target* prior to the event.
(g) Only official ACTA Referees to officiate, Scorer and Check Scorer to be provided. Score sheets to be signed by Scorers and Referees.
(h) No other major shoot is permitted in the particular State on the day or days when elimination and State Teams Shoot is held.
(i) The competition, must be completed by December 31. The results, including the score sheets signed by both the Referee and Principal Scorer, must be lodged with the ACTA by December 31. A check Scorer should be used at each set of tracks. The final result of the Interstate Team matches will be declared in the first available ACTA *Clay Target*.
(j) Should a tie occur between competing teams, then the score sheets shall be checked, points scoring, with a countback for the 10 members of each team (or the 5 women, 5 juniors & 5 veterans) to break the tie.
(k) In the event of the competition being suspended, for whatever reason, all targets shot shall count and competition completed as soon as possible, commencing from where the competition was suspended.

4.10.17 EVENT TIES – TRAP

(a) All double barrel, single barrel, points score and handicap events shall be shot off squad system, first miss out. When more than one squad participates in a shoot off, they may commence shooting on different traps providing management deems

that the situation is equitable, otherwise all competitors will commence on the same trap. Competitors shall close up when commencing at each trap or at the recommencement of shooting after a break for ammunition where the shoot-off is being solely conducted on one trap. Shoot-off competitors shall carry enough shells for a complete run over multiple traps or for at least 25 targets where the shoot-off is being conducted over one trap. Failure to comply "lost target".

(b) Competitors shall be re-squadded at the commencement of each run over a line of traps or immediately there is only one survivor of a run over a particular trap (ie., no competitor shall be required to commence a run over a trap on their own unless they are the last competitor in the shoot-off).

(c) Deauville Doubles: First miss & out shot as per Rule 4.8.6(a).

(d) Double Rise: In the event of a tie to be shot off squad system, 5 pairs, total 10 points until finality.

(e) Walk Up: To be shot from centre lane, best of five targets until finality.

(f) Mixed Targets: To be shot in any order from No. 3 lane, 2 double barrel, 2 single barrel, 2 points score, 1 pair double rise. Total 12 points until finality.

(g) Tower: Double barrel, single barrel and points scoring shoot-offs to be shot squad system, first miss out.

(h) Champion of Champions: To be shot 5 targets double barrel, 5 targets single barrel, 5 targets points score, squad system, across the tracks.

(i) In all shoot-offs, competitors shall shoot in the order in which they qualified.

(j) At the discretion of Club Management, shoot-offs may be conducted in conjunction with the following event providing it is the same type of event.

(k) At the completion of qualification in a Double Barrel event Club Management have the right to decide on the method for finalisation of the event.

4.10.18 HIGH GUN – TRAP

(a) High Gun shoot-offs at National Championships shall comprise of 5 target handicap, 5 target double barrel (15 metres), 5 target single barrel (15 metres), 5 target points score (15 metres), 5 target double barrel (18 metres), 5 target single barrel (18 metres), 5 target points score (18 metres), 5 pair double rise (15 metres) continuing until such time as the winner is determined.

(b) The High Gun for a shoot shall be over the advertised program comprising a minimum of two events, or such as the club, at its discretion has advertised. In the event of a tie for High Gun, where such program included varied types of events, the shoot-offs shall consist of a minimum of two of each type of targets on the High Gun program, all to be shot from the centre lane with the highest over the full round or rounds to be the winner. Points Score events must count as points to determine the High Gun. High Gun shoot-off procedures can be determined by Club Management.

(c) At National and State Events, Section High Guns will be awarded to the highest scoring shooter in that section.

(d) When ISSF Trap is included in a mixed discipline program, any two targets shall be shot double barrel from pad 3 on the ISSF Layout, as part of the High Gun shoot off.

(e) When graded High Guns are awarded over a program, each competitor will remain in the grade first nominated in. Refer Rule 1.15(d).

(f) When multi-disciplines High Guns are shot. Refer Rule 1.15(d).

4.10.19 STATE SHOULDER TO SHOULDER TEAM MATCHES – TRAP

(a) Teams shall comprise – Open 5 persons, Ladies 3, Juniors 3 and Veterans 3.

(b) All teams will shoot at 25 targets from 15 metres, shot squad system. Scoring will be Double Barrel with Points Scoring used to break Double Barrel ties.

(c) Qualifications: each team member shall have registered in the State that they represent and may only represent one State in any one calendar year.

(d) State Associations shall select their team on the results of an elimination shoot or series (State Carnivals).

(e) Shooters who qualify to represent more than one team, e.g. open and juniors may only compete in one team.

5.00 ACTA RULES – ISSF INDEX

ISSF SHOOTING RULES are to be read in conjunction with the ISSF Official Statutes & Regulations

NOTE: These rules may be subject to change when ammended Internationally

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ISSF TECHNICAL RULES

5.1 GUIDELINES FOR OFFICIALS

Rules for ISSF shooting competition are governed internationally by the International Shooting Sports Federation (ISSF). In Australia ISSF competition is commonly referred to as Olympic discipline or trench in the case of ISSF trap. To avoid confusion ISSF is applied throughout these rules and where the terms trap or skeet occur they are to be read as ISSF trap or ISSF skeet.

The rules published in this ACTA rule book are those rules that should be understood by all ACTA referees holding an ACTA ISSF Referees badge. They are rules from the ISSF Official rules that will allow an individual to referee and adjudicate at any ACTA domestic ISSF competition that is not endorsed by Shooting Australia (SA). They should be read and understood as part of the ACTA general rules on safety and protocols for all ACTA disciplines.

The ISSF establishes specific standards for competition, and equipment that athletes must follow in ISSF Championships. Enforcement of those standards is there to safeguard the principles of fair and equal competition so that no athlete can gain an unfair advantage over other athletes.

Those events conducted as SA endorsed events, will fully comply with the international standards including equipment control, ammunition, and finals format. SA endorsed events must be under the control of ISSF officials who hold internationally accredited status.

Competitors at all ACTA ISSF championships will be expected to adhere to the ACTA Dress Code.

The ACTA recommends that an ACTA ISSF Referees badge be obtained, as the first step on the pathway to becoming an internationally accredited official.

5.2 SAFETY *should be read in conjunction with rule (1.1)*

5.2.1 AIMING

(a) Aiming exercises are permitted only on designated shooting stations with the permission of the Referee, or in designated dry firing areas.
(b) Aiming or shooting at another athletes targets or deliberately aiming or shooting at live birds or animals is prohibited.
(c) Aiming in any area other than in designated dry firing areas is prohibited.

5.2.2 SHOOTING AND TEST FIRING

(a) Shots may be fired only when it is the athlete's turn and the target has been thrown.
(b) By permission of the Referee, test firing of shotguns (a maximum of two (2) shots) is permitted for each athlete on each day of competition immediately prior to the start of his first round of the day.
(c) Test firing of shotguns is also permitted for each athlete prior to the start of a Final or any shoot-offs before a final.
(d) Test shots must not be fired into the ground within shooting areas.

5.2.3 "STOP" COMMAND

(a) When the command or the signal "STOP" is given, shooting must stop immediately and all athletes must unload their shotguns and make them safe.
(b) No shotgun may then be closed until the command to continue ("START") has been given.
(c) Shooting may only be resumed at the appropriate command ("START") or signal.
(d) Any athlete who handles a closed gun after the "STOP" command has been given, without the permission of the Referee, may be disqualified.

5.2.4 COMMANDS

(a) All range commands must be given In the English language.
(b) The Referee or other appropriate range officials are responsible for giving the commands "START", "STOP" and other necessary commands.
(c) The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.

5.2.5 EYE AND EAR PROTECTION

(a) All athletes and other persons in the vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar adequate ear protection.
(b) Hearing protection incorporating any type of sound-enhancing or receiving devices may not be worn by athletes or coaches on the field of play (FOP). Hearing impaired athletes may wear sound-enhancing devices with the approval of the Jury.
(c) All athletes, Referees and officials are urged to wear shatterproof shooting glasses or similar eye protection.

5.3 EQUIPMENT AND AMMUNITION

5.3.1 EQUIPMENT RESTRICTIONS

Any gun, device, equipment, accessory or other item that may give an athlete an unfair advantage over others and that is not specifically mentioned in these Rules, or that is contrary to the spirit of these Rules, including accessories or devices used to facilitate the counting of targets or the use of shotshells with coloured wads is prohibited.

5.3.2 RELEASE TRIGGERS

Guns with any type of "release" trigger mechanisms are prohibited.

5.3.3 CHANGING GUNS

The changing of properly functioning guns or parts of guns, including interchangeable chokes, is not permitted in the same round.

5.3.4 COMPENSATORS

The addition of compensators and similar devices fitted to gun barrels is prohibited, except that ported interchangeable chokes are permitted.

5.3.5 PORTED BARRELS AND PORTED INTERCHANGEABLE CHOKES

(with or without porting)

(i) Ported barrels are permitted, provided they do not extend back further than 20 cm as measured from the end of the muzzle, or as measured from the muzzle end of any interchangeable fitted choke; and

(ii) Interchangeable chokes (with or without porting) fitted to the end of the muzzle are permitted. In the case of ported interchangeable chokes, their porting (plus any barrel porting) shall not extend back further than 20 cm as measured from the muzzle end of the interchangeable fitted choke.

5.3.6 OPTICAL SIGHTS

All devices fitted to the gun that have magnifying, light emitting, forward lead displacement properties, or that give visual enhancement of the target, are prohibited.

5.3.7 CARTRIDGE SPECIFICATIONS

24g Cartridges are permitted in ISSF competitions

5.4 COMPETITION RULES FOR ISSF TRAP

5.4.1 CONDUCT OF A ROUND OF TRAP

Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard. The sixth athlete must stand in the marked area (Station 6) behind Station 1 ready to move to Station 1 as soon as the first athlete has shot at a regular target and the result is known. The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistants Referees, viewing of targets, test firing etc.) give the command "START."

5.4.2 METHOD

(a) When the first athlete is ready to fire, he must raise the gun to the shoulder and call clearly for the target, after which the target must be thrown at once;

(b) When the result of the shot(s) is known the second athlete must do likewise, followed by the third athlete and so on;

(c) When the athlete has called for the target it must be released immediately, allowing only for human reaction time to press a button if the release is manual;

(d) Two (2) shots may be fired at each target except that in Finals and any shoot- offs before or during Finals only one (1) shot may be fired. If an athlete fires two (2) shots, the target will be declare "LOST" whether it was hit or not by either of the shots;

(e) After athlete No.1 has fired at a regular target, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular target; the other athletes in the squad must, on their stations, do likewise in rotation from left to right;

(f) This whole sequence must continue until all athletes have each shot at 25 targets (2 left, 2 right and 1 center from each of the five stations);

(g) Once the round has started an athlete may close the gun only after the previous athlete has completed his turn;

(h) An athlete having shot must not leave the station before the athlete on the right has fired at a regular target and a result is registered, except when the athlete has completed shooting on Station 5; in this case he must proceed immediately to Station 6, being careful not to disturb the athletes who are on the line as he passes by;
(i) All shotguns must be carried OPEN and UNLOADED when moving between any stations;
(j) Any athlete who loads his/her shotgun on a fired station before leaving it, or carries his/her shotgun loaded between any stations must be given an initial Warning (Yellow Card); any further occurrences until the end of the Qualification process will result in Disqualification (Red Card).

5.4.3 PREPARATION TIME LIMIT

(a) An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the gun and the result is registered, or after the Referee has given the command "START;"
(b) Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1.

5.4.4 IRREGULAR TRAJECTORY

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

5.4.5 REFUSED TARGET

An athlete may refuse a target if:
(a) A target is not released immediately after the athlete's call;
(b) The Referee agrees that the athlete, after calling for the target, was visibly disturbed by some external cause; or
(c) The Referee agrees that the target was irregular.
Procedure by Athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

5.4.6 "NO TARGET"

A "NO TARGET" target is one that is not thrown according to these Rules:
(a) A "NO TARGET" decision is always the Referee's responsibility;
(b) A target declared a "NO TARGET" by the Referee must always be repeated from the same trap (whether hit or not). However the athlete may not refuse it even if he considers that it was thrown from another machine in the same group; and
(c) A Referee should attempt to call "NO TARGET" before the athlete fires. However, if the Referee calls "NO TARGET" as, or immediately after the athlete has fired, the Referee's decision must stand and the target must be repeated regardless of whether the target was "HIT" or not.
(d) A "NO TARGET" target must be declared even if the athlete has fired when:
    (i) A broken or irregular target emerges;
    (ii) A target of a distinctly different color from that of the others being used in the Competition or Pre-Event Training is thrown;

(iii) Two (2) targets are thrown;
(iv) The target is thrown from a machine in another group;
(v) An athlete shoots out of turn;
(vi) Another athlete fires at the same target;
(vii) The Referee is satisfied that the athlete, after calling for the target, was visibly disturbed by some external cause;
(viii) The Referee detects an initial violation of the athlete's foot position in a round;
(ix) The Referee detects an initial violation of the time limit;
(x) The Referee, for any reason, cannot decide whether the target was "HIT" or not, (in such cases the Referee must always consult the Assistant Referees before announcing the decision);
(xi) The shot is discharged involuntarily before the athlete has called for the target. However, if the athlete then fires at the target with the second shot, the result must be scored. Also, the athlete must be warned and if the same situation occurs a second or subsequent time in a round, the target(s) shall be declared "LOST"; or
(xii) The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the target must be repeated and must be missed with the first shot and hit only with the second shot. If the target is hit with the first shot, it must be declared "LOST."

(e) A "NO TARGET" target must be declared provided that the Athlete has NOT fired when:
(i) A target is thrown before the athlete's call;
(ii) A target is not released immediately after the athlete's call (see Note);
(iii) A target's trajectory is irregular (see Note);
(iv) There is an allowable malfunction of gun or cartridge; or
(v) The athlete's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot; If the second shot was fired, the result of that shot must be scored.

Note: Unless the Referee calls "NO TARGET" before or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull" or an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result must be recorded.

5.4.7 LOST TARGET

A target must be declared "LOST" when:
(a) It is not hit during its flight;
(b) It is only dusted and no visible piece is broken from it;
(c) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
(d) After a malfunction of gun or cartridge, an athlete opens the gun or moves the safety catch before the Referee has inspected the gun;
(e) An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round;

(f) The first shot is a miss and the athlete fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot;
(g) The athlete is not able to fire his gun because he has not released the safety or has forgotten to load;
(h) The time limit is violated and the athlete has been warned once already (Yellow Card) in the same round; or
(i) The athlete's foot position is violated and the athlete has been warned once already (Yellow Card) in the same round

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5.5 COMPETITION RULES FOR ISSF SKEET
CONDUCT OF A ROUND OF SKEET

5.5.1 METHOD

After the command "START" is given:

(a) The first athlete must move onto Station 1, load the gun with one (1) cartridge only, adopt the READY position and call for the target, after which a regular target from the high house must be thrown within an indefinite period varying randomly from zero (0) to a maximum of three (3) seconds;

Note: If an electronic-microphone system is used, it must be constructed so as to randomly insert a delay varying from 0.2 to 3.0 seconds.

(b) When the result of the shot is known, the first athlete shall remain on the station, load with two (2) cartridges, adopt the READY position, and call and fire at a regular double;
(c) When the results of both shots are known the first athlete must leave the station;
(d) The second athlete must then do likewise, followed by the third athlete and so on until all the members of the squad have each shot the required sequence on Station 1;
(e) The first athlete must then move onto Station 2 and shoot the required number of targets in the required sequence and time, followed in turn by each member of the squad;
(f) This rotation will continue until all the required stations have been shot by all members of the squad;
(g) No athlete in the squad may advance to the station before his shooting turn, before the Referee's order to shoot or before the previous athlete has completed his shooting and has left the station; and
(h) No athlete having shot on one (1) station may proceed towards the next station until all the members of the squad have completed their shooting on the station or in such a way as to interfere with another athlete or impede the duties of the match officials.

5.5.2 COMPETITION PROCEDURES

Preparation Time Limits. Athletes must call for and fire at their targets according to the following time limits:

(a) After the Referee has given the signal to "START" or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds;

(b) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the READY position and call for the target(s) in the required sequence for the station;
(c) The athlete must then call for the next single or double to be fired at from that station within the shortest time possible;
(d) The maximum total time allowed to call for the required sequence for that station is thirty (30) seconds in both Qualification Rounds and Finals after the athlete has occupied the station;

5.5.3 TARGET SHOOTING SEQUENCE FOR QUALIFICATION ROUNDS

Only one (1) shot may be fired at each target.

STATION	TARGET	ORDER
1	Single	High
	Double	High – Low
2	Single	High
	Double	High – Low
3	Single	High
	Double	High – Low
4	Single	High
	Single	Low
5	Single	Low
	Double	Low – High
6	Single	Low
	Double	Low – High
7	Double	Low - High
4	Double	High – Low
	Double	Low – High
8	Single	High
	Single	Low

Special Procedures for Station 8:
When the squad advances to Station 8, they must stand in their shooting order behind the Referee who should be positioned approximately five (5) meters from Station 8 on an imaginary line drawn between the centers of Station 8 and Station 4.
After the Referee has declared "START" each athlete in turn must:
(a) Take position for the high house target;
(b) Load the gun with one (1) cartridge only;
(c) Adopt the READY position;
(d) Call for the target; and
(e) Shoot at the high house target.
Then turn clockwise (to the right, in the direction of the target crossing post):
(f) Take position for the low house target;
(g) Load the gun with one (1) cartridge only;

(h) Adopt the READY position;
(i) Call for the target;
(j) Shoot at the low house target; and
(k) When the result of this last shot is known, the athlete must leave the station and move to the rear of the line of the athletes who have still to shoot. Each athlete must do the same in succession.

5.5.4 CARTRIDGE LOADING SEQUENCE

(a) On Station 8 for both the high and low house targets, the gun must be loaded with one (1) cartridge only;
(b) On Station 4 where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target;
(c) In case an athlete forgets to load the second barrel in singles on Station 4 where two (2) single targets are to be shot, and after calling for or shooting at the first target remembers and either opens his gun to load or he raises his hand to ask permission of the Referee to load his gun, the target will be declared "LOST;"
(d) When shooting is interrupted, the gun must be opened and be made empty; and
(e) No athlete may turn from the shooting station before his gun is open and empty.

5.5.5 TRIAL TARGETS

A regular target from each of the high and low houses may be seen by the squad:
(a) From Station 1 immediately prior to the start of their first round on each day of competition;

5.5.6 SIGHTING ON THE RANGES

Aiming and sighting exercises:
(a) May be conducted after the Referee has ordered "START" only on Station 1. The athlete is permitted (within the allowable time limit) after loading and before shooting to raise the gun to the shoulder and sight for a few seconds for both the single target and the double;
(b) The athlete must then adopt the READY position before calling for the target(s); and
(c) Prior to the start of the round an athlete is not permitted to make any aiming or sighting exercises with or without the gun on any other station, but during the round, athletes who are not shooting may, without disturbing the other athletes or the Referee, use their hand to track targets while another athlete is shooting.

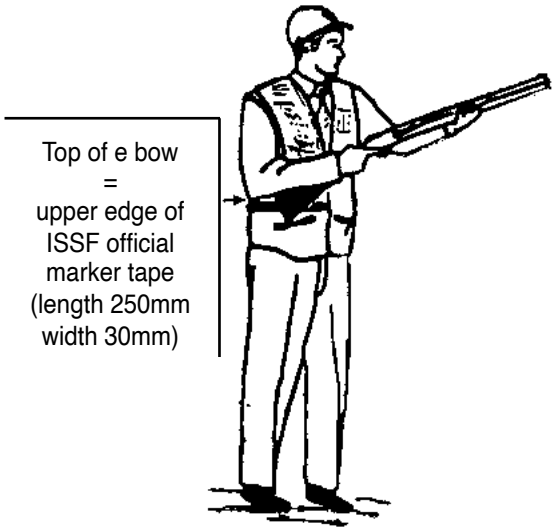
5.5.7 IRREGULAR TRAJECTORY

Any target flying along a path other than specified in angle, elevation or distance must be considered irregular.

5.5.8 READY POSITION

At the moment the athlete calls and until the target (s) appears, the athlete must stand in the READY position with:

(a) Both feet entirely within the shooting station boundaries;
(b) Holding the gun with both hands;
(c) The gun stock in contact with body; and
(d) The toe of the stock on or below the ISSF official marker tape and clearly visible to the Referee standing in the correct position.



5.5.9 REFUSED TARGET

An athlete may refuse a target if:

(a) A target is not released within the proper time;
(b) In a "Double" the targets are not released simultaneously;
(c) The Referee agrees that the athlete, after calling for the target(s), was visibly disturbed by some external cause; or
(d) The Referee agrees that a target was irregular because of a faulty trajectory.

Procedure by the athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

5.5.10 "NO TARGET"

(a) A "NO TARGET" target is a target that is not thrown according to these Rules;
(b) The "NO TARGET" decision is always the Referee's responsibility;
(c) A target declared "NO TARGET" by the Referee must always be repeated whether hit or not; and
(d) The Referee should attempt to call "NO TARGET" before the athlete fires. However, if the Referee calls "NO TARGET" as or immediately after the athlete fires, the Referee's decision must stand and the target(s) must be repeated regardless of whether they were "HIT" or not.
(e) A "NO TARGET" or "NO TARGETS" must be declared even if the athlete has fired when:
    (i) A broken target emerges;
    (ii) A target of distinctly different external color from that of the others being used in the competition or Pre-Event Training is thrown;
    (iii) Two (2) targets are thrown in singles;
    (iv) A target is thrown from the wrong trap house;
    (v) The athlete's READY position is incorrect and the athlete has not received a previous warning in that round;
    (vi) The Referee detects an initial violation of the time limit;
    (vii) The Referee detects an initial violation of the athlete's foot position in a round;
    (viii) The Referee is satisfied that the athlete was visibly disturbed by some external cause, after calling for the target(s);

(ix) The Referee for some reason, cannot decide whether the target was "HIT," "LOST" or "NO TARGET." In this case the Referee must always consult the Assistant Referee before making a final decision;
(x) An athlete has an allowable malfunction of gun or cartridge; or
(xi) A shot is discharged involuntarily before the athlete calls, the Referee must warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, the target(s) shall be declared "LOST."

(f) A "NO TARGET" must be declared provided the athlete has NOT fired when:
(i) A target is thrown before the athlete's call;
(ii) A target is thrown after a period exceeding three (3) seconds;
(iii) A target's trajectory is irregular; or
(iv) There is an allowable malfunction of gun or cartridge.

(g) Additional "NO TARGET" Rules applying to Doubles
Both targets must be declared "NO TARGET" and a repeat Double thrown, to determine the result of both shots when:
(i) Either target is irregular (see note);
(ii) 'A single target is thrown in doubles;
(iii) The first shot breaks both targets (an athlete is permitted only two (2) attempts on any one station, if the same situation occurs for the third time the first target must be declared a "HIT" and the second "LOST");
(iv) Fragments from the first target break the second target;
(v) The targets collide;
(vi) The athlete suffers an allowable malfunction of gun or cartridge and is unable to fire the first shot; or
(vii) Both shots are fired simultaneously.

Note: Unless the Referee calls "NO TARGET(s)" before or immediately after the athlete fires, no claim for an irregular target or targets must be permitted if either target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull," an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result(s) must be recorded.

5.5.11 LOST TARGET

A target(s) must also be declared "LOST" when:
(a) It is not "HIT;"
)b) It is "HIT" outside the boundaries;
(c) It is only "dusted" and no visible piece is broken from it;
(d) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
(e) The athlete is unable to fire his gun because he has not released the safety or has forgotten to load;
(f) After a malfunction of gun or cartridge, an athlete opens the gun or touches the safety catch before the Referee has inspected the gun;
(g) An athlete suffers a third or subsequent malfunction in the same round;
(h) Additional "LOST" Target Rule Applying to Doubles
In addition the following must also apply in the case of doubles:

(i) When an athlete for no permitted reason fails to fire at the first target of a regular double for which he has called the targets must be declared "LOST" and "LOST;"

(ii) When an athlete for no permitted reason fails to fire at the second target of a regular double for which he has called the first target must be recorded according to the result and the second target must be declared "LOST;"

(iii) An athlete misses the first target of the double and accidentally hits the second target with the same shot; the first target shall be declared "LOST" and the double repeated to determine the result of the second shot only. The athlete must always shoot at both targets in the repeated double(s);

(iv) A shot is discharged involuntarily after the athlete has called, but before the targets appear, the first target must be declared "LOST" and the double must be repeated to determine the result of the second shot only. The athlete must shoot at both targets in the repeated double;

(v) For a second or subsequent involuntary discharge in the same round the targets must be declared "LOST" and "LOST" and the Referee must issue a Warning (Yellow Card);

(vi) If an athlete misses the first target in a double and has an allowable malfunction on the second shot, the first target must be declared "LOST" and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double;

(vii) If the athlete breaks the first target in a double and has an allowable malfunction on the second shot, the first shot must be declared "HIT" and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double; or

(viii) If the targets of a regular double are shot in reverse order, both of them must be declared "LOST.

5.5.12 MALFUNCTIONS

(a) Malfunction Definition

Failure of a properly loaded gun to fire when the trigger is pulled (mechanical failure or misfire), or a defective cartridge that does not deliver its full load when the primer was struck, or when a single pull of the trigger or the involuntary operation of both triggers on a double trigger gun produces a simultaneous discharge, must be recorded as a malfunction.

(b) Number of Malfunctions Permitted

The athlete is permitted a maximum of two (2) malfunctions per round, whether or not he has changed his gun or ammunition.

(i) All regular target(s) on which any additional malfunction of gun or ammunition occurs in the same round will be declared "LOST" whether or not the athlete attempted to fire; and

(ii) If after a malfunction, the Referee agrees with the athlete that the gun is in need of repair, then action may be taken in accordance with the Rules for Disabled Shotguns.

(c) Barrel Selection

Where an athlete is using a double-barreled shotgun, it will be assumed that the athlete is firing the bottom barrel first (or right hand barrel, in the case of a side–by–side), unless the athlete indicates to the Referee before each of his rounds that he intends otherwise.

(d) Procedure in the Event of a Malfunction

Decisions on malfunctions of either gun or cartridge must be made by the Referee.

(e) In the event of misfire due to any reason, the athlete must:

(i) Keep the gun pointed at the target flight area;
(ii) Not open the gun;
(iii) Not touch the safety catch;
(iv) Hand the gun safely to the Referee for examination if asked; and
(v) Answer any questions from the Referee.

Note: The athlete is responsible for checking the gun after it is returned by the Referee.

(f) The following are not considered malfunctions:

(i) Faulty manipulation of the mechanism by the athlete;
(i) Failure to place a cartridge in the correct chamber of the gun; or
(ii) Any fault attributable to the athlete.

(g) Ammunition Malfunctions (Misfires)

Decisions on ammunition malfunctions must be made by the Referee. The following are considered ammunition malfunctions when the firing pin indentation is clearly noticeable and:

(i) The powder charge is not ignited;
(ii) Only the primer fires;
(iii) The powder charge is omitted; or
(iv) Some components of the load remain in the barrel.

Cartridges of the wrong size must not be considered as defective ammunition. (Placing a 20 or 16 gauge cartridge into a 12 gauge gun is dangerous and may also subject the individual to penalties for unsafe gun handling).

(h) Actions after Malfunctions are declared

(i) If the Referee decides that the disabled gun or that the malfunctioning of the gun or ammunition is not the fault of the athlete, and that the gun is not repairable quickly enough, the athlete may use another gun if it can be obtained within three (3) minutes after the gun has been declared "DISABLED." OR
(ii) The athlete may after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round at a time to be determined by the Chief of Referees.

(i) Disabled Shotguns

Decisions on disabled shotguns must be made by the Referee. A shotgun may be considered disabled if:

(i) It cannot be fired;
(ii) The athlete having already suffered two (2) malfunctions of either gun or ammunition in a round obtains permission from the Referee to change it;
(iii) It fails to eject due to mechanical defect; or
(iv) For any other reason that renders the gun unusable.

5.5.13 TRAP SHOOT OFFS

(a) Before the Shoot-Off starts a left and right hand target will be thrown from each of the five (5) stations. All tied athletes must then line up behind Station 1 in the order decided by their interim Qualification ranking (highest ranking athlete to shoot first). Starting on Station 1 they must shoot at regular targets until the tie(s) are broken according to the following sequence: Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on;

(b) The first athlete must on command move onto the station, load and call for the target as shown in a) above;

(c) Only one (1) shot is permitted at each target; the gun must be loaded with one (1) cartridge only; the second barrel must not be loaded with any empty, dummy or loaded cartridge.

(d) After shooting, the athlete must move to the rear of the athlete(s) who have yet to shoot;

(e) Each athlete in the tie must in turn do likewise;

(f) If after all athlete(s) have shot on Station 1 and a tie remains, all athletes in the tie must move to Station 2 and repeat the procedure; and

(g) This system of shooting station by station must continue as long as a tie remains.

5.5.14 SKEET SHOOT OFFS

(a) Before the shoot-off starts, the first athlete must stand immediately behind Station 4 and be permitted to see one (1) regular double;

b) All tied athletes will then shoot in turn on Station 4 in the order decided by their interim Qualification ranking (highest ranking athlete to shoot first);

(c) After the Referee declares "START," the first athlete must move on to the station, load and shoot at a regular double (high/low). He must then leave the station and go to the rear of the athletes who have yet to shoot;

(d) All athletes in the tie must in turn do likewise;

(e) The athlete(s) who miss the highest number of targets after each double are the losers and must retire;

(f) All those who are still tied must remain, and the first athlete must then move on to the station, load and shoot at a reverse double (low/high). He must then leave the station and go to the rear of the athletes who have yet to shoot;

g) All athletes still in the tie must in turn do likewise; and
If any ties remain unbroken, this procedure of shooting at a regular double and a reverse double must continue until all results are determined.

5.5.15 FINALS IN ISSF SHOTGUN EVENTS

ISSF Trap and Skeet Finals shall be shot as ISSF International Rules for all endorsed events.

For Club events Management has the option of determining the Finals system they choose.

5.6 ACTA GRADING TRAP AND SKEET

(a) Shall be in addition to ISSF rules in the Official Statutes and Regulations. All ACTA ISSF events may be graded and include sections such as Para, Veteran and Juniors. The results of all grades and sections will be determined after the last qualifying round.

(b) Shooters shall be graded into four classes as per the MCMS system.

5.7 TEAM COMPETITION CONDITIONS

(a) ISSF POSTAL TEAM MATCHES

(i) Trap and Skeet - the qualifying event shall be conducted over 50 targets. There is one single postal team that will consist of three men, two women, two juniors, and two veterans. Junior and veteran team members may be either female or male.

(ii) No team members are to represent more than one section.

(iii) The team score will be the aggregate of the nine scores, shot 50 targets per team member.

(b) ISSF TEAM MATCHES – ISSF NATIONAL CHAMPIONSHIPS

(i) Interstate Shoulder to Shoulder team matches will be conducted over the 125 target ACTA ISSF National Championships for men, women, veterans and junior teams in trap and skeet.

(ii) The Team events shall be as follows: Men, Women, Veteran and Junior Trap/ Skeet Teams are to shoot 125 targets in conjunction with the respective National ISSF Championship. Mens Team three (3) members, Womens Team three (3) members, Veterans Team two (2) members, Junior Teams two (2) members.

(iii) The age for Veterans is 65 years of age on the 1st day of competition. The age for juniors is under18 on the first day of competition.

(iv) Veteran and junior team members may be either female or male.

(c) TEAM QUALIFICATIONS

(i) Each team member shall have registered in the State that they represent.

(ii) State Associations shall select their teams on the results of an elimination shoot or series.

(iii) In the event of a tie for placings it may be decided by the State Association concerned.

(iv) An appropriate High Gun shall be provided, and a souvenir badge shall be given to each member of the State team.

5.8 CHAMPIONSHIPS – TRAP & SKEET

(a) National, Commonwealth, State, Zone and Club Championships must be conducted as per the rules determined under the ACTA ISSF rules, (see Guidelines). Cartridge specifications for ISSF events restrict shot load to a maximum of 24 grams of shot size not larger than 2.6mm. The conditions of entry for State Championships shall be the same conditions as apply for National Championships.

(i) Club Championships may be any number of targets, but must be a minimum of 25 shot in brackets of 25 targets.
(ii) Zone Championships to be a minimum of 50 targets, shot in brackets of 25 targets.
(iii) State ISSF Championships are to be a minimum of 100 targets but must be 125 targets plus finals if the State wishes the event to be officially endorsed, shot in brackets of 25 targets.
(iv) Commonwealth & National ISSF Championships are to be of 125 targets shot in brackets of 25 targets, plus finals.

(b) All ISSF events may be run as graded events, with trophies provided for each grade. Section and grade ties to be shot off at the completion of the qualifying rounds.
(i) All grade and section shoot-offs will be shot as per shoot-off rules trap or skeet.

5.9 GLENN SHIELD – CALROSSIE/MCKENZIE TROPHY

AUSTRALIA VS NEW ZEALAND 125 TARGETS UNDER 21 YEARS

Shot in conjunction with the National ISSF Trap Championship.

(a) In the event of a tie, the winning team will be determined by count back, as per ISSF rules.
(b) Three members are selected from the Junior High Gun results over 250 targets to represent the Australia Team in ISSF Trap.
(c) In the event of a tie, the top 3 places in the team shall be decided by count back.
(d) Should there be a tie for team scores they will also be determined by count back.
(e) Shot in Australia Odd Years, New Zealand Even Years.

6.0 TECHNICAL RULES - SKEET

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6.1 PROCEDURE

(a) A competitor must be at the firing point within two minutes of being called, with sufficient ammunition to complete the bracket. Failing this they may be disqualified, penalised with loss of targets, or be re-squadded at the discretion of the club.

(b) View targets as described in Mandatory Rule 1.21 (5) SKEET.

(c) When at the firing point ready for competition, the competitor shall distinctly give the command "pull" or a similar command to the Referee and thereafter the competitor is in the competition.

(d) (i) Where a shooter has registered in a event, but does not show up to start the event with their squad, they will not be permitted to shoot up after the first shooter in the squad has fired a shot at Station 2. They may join the squad for all later rounds, but the round missed because of lateness must be shot on the proper field in the first vacancy, or after all other contestants have finished. In the interest of conserving time the shoot Management may modify this rule to meet special conditions, if it so desires

(ii) Under normal conditions, a squad should complete a round of skeet in 20 minutes. Unusually slow shooting squads who are disrupting the normal sequence cannot object to being transferred to a substitute or practice field

(iii) Any shooter who, after completing their event, shoots for targets only is deemed ineligible for any recognition in the event or High Gun program

(iv) It shall be considered a time infringement if a shooter deliberately delays more than 10 seconds for each shot on a station and the Referee shall warn them once each round without penalty. Subsequent occurrences per round will be penalised one target each.

(e) For Skeet, the shooter must stand with any part of both feet within the boundaries of the designated shooting station.

(f) Provided they are standing on the shooting station and it is their turn to shoot, a competitor may place cartridges into the breech.

(g) Shooters must not close or attempt to mount the gun to the shoulder until they are standing on the shooting station.

(h) Empty shells on the ground must not be collected whilst shooters are on the field. Only those people directly associated with the competition will be on the field whilst the shoot is in progress.

(i) No competitor shall make, negotiate or discuss any bet (either on their own shooting or that of any competitor) whilst they are on the shooting station. If any competitor infringes this rule, they may be disqualified by the Referee.

(j) All members in a squad must remain as a squad until the last competitor has shot.

(k) The officiating referee or the Management must have the trap adjusted immediately if it is not throwing legal targets. Immediately following such alteration a target must be thrown and the competition continued. See also Rule 1.25(f).

(l) All competitors are required to dress in a clean, neat and tidy manner. For safety reasons competitors are not permitted to shoot in thongs, scuffs or bare feet. Footwear worn must have a restraining strap or support at the heel.

6.2 ROUND PROCEDURE

(a) A squad shall start shooting at Station 1 in the order in which the names appear on the score sheet. The first shot scored lost in the round shall be repeated immediately as the optional shot and recorded in the 25th column on the score sheet. If the first target of a double is the first lost target, and a proof double is required for any reason to determine the result of the second target, then the proof double procedure shall be completed and then the first target shall be repeated as a single and scored as the 25th shot.

(b) The first shooter shall start shooting singles at Station 1, shooting the high house target first and the low house target second. Then, loading two shells, they shall proceed to shoot doubles, shooting the first shot at the target from the high house and the second shot at the target from the low house, before leaving the station. The second shooter shall then proceed likewise, followed by the other members of the squad in their turn.

(c) Then the squad shall proceed to Station 2 and repeat the same sequence as on Station 1.

(d) The squad shall then proceed to Station 3 where each shooter will shoot at a high house single target first and a low house single target second before leaving the shooting station.

(e) The same procedure shall be followed at Station 4 and 5.

(f) Upon advancing to Station 6 the leadoff shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, they shall shoot doubles by shooting the low house target first and the high house target second before leaving the station. The other shooters will follow in their turn.

(g) The same procedure will be followed at Station 7.

(h) The squad will advance to Station 8 where each shooter shall shoot at a target from the high house before any member of the squad shoots at a target from the low house.

(i) The squad shall then turn to Station 8 low house and the leadoff shooter will shoot at the low house target.

(j) The shooter shall repeat the low house target for their optional shot before leaving the station, provided they are still straight (no lost targets in the round). The other shooters will follow in turn.

(k) At this time the shooter should verify their own score.

(l) During the shooting of single targets a shooter may load 2 shells except at Station 8 high house, or for the last single target on any station, or unless prohibited by club rules.

6.3 RULES AND PROCEDURE FOR DOUBLES EVENTS

(a) Open Double Championships shall be shot at 25 pairs or multiples of 25 pairs.

(b) Uneven numbered rounds i.e. Rounds 1 and 3: Commencing on Station 1 and proceeding through Station 4, a double is to be shot from each station, taking the high house first. On Stations 5, 6 and 7 a double is to be shot taking the low house first. Reversing back through Stations 6, 5 and 4 a double is to be shot taking the low house first. On Stations 3 and 2, a double is to be shot taking the high house first. Total number of targets = 24. Even numbered rounds i.e. Rounds 2 and 4: To be shot as in uneven numbered rounds but finishing on Station 1. Total number of targets = 26.

(c) The rules for double in a Doubles event are the same as the rules for doubles in a regular round of Skeet.

(d) Clubs have the option of conducting a 25 target event. This event will be the same as an uneven numbered round with the addition of a single high house target immediately following the concluding double from Station 2.

6.4 SQUADS

(a) A normal skeet squad is composed of five shooters. Any five shooters may designate themselves as a squad. All shooters shall be formed into squads of five shooters each, as nearly as possible. Less than five shooters is permitted for expedience, but more than six should not be squadded for safety reasons, except in shoot-offs, see Rule 6.12.13(a).

(b) The officiating Referee MUST have a trap checked and if required adjusted immediately, if in the opinion of the majority of the competitors in the squad, it is not throwing legal targets. Immediately following such alteration, a target must be thrown and the competition continued. Unauthorised shooters are not to interfere with or attempt to interfere with the setting of the trap. Violation of this rule may be grounds for disqualification from the event.

(c) The competitor whose turn it is to shoot may observe a legal target from a traphouse where the trap has been adjusted or repaired, or where an illegal target has been released.

(d) No competitor shall unduly delay a squad without good and sufficient reason in the judgement of the Referee in charge of the squad. A shooter who persists in deliberately causing inexcusable delays after receiving a first warning from the Referee shall be subject to disqualification from the event.

(e) At the beginning of each round the SQUAD shall be entitled to observe one (1) high house, one (1) low house and one (1) pair of double targets.

(f) No member of a squad having shot from one station shall proceed toward the next station in such a way as to interfere with another shooter. The penalty for wilful interference in this manner shall be disqualification from the event. However, when in the opinion of the Referee it is done unobtrusively, the first competitor in a squad should be allowed to move across and stand at least three metres behind the next station from Station 2 to 6 inclusive.

(g) The Referee shall ensure that the target is released "instantly" see Rule 3.4(a) in response to the competitor's acceptable call. If a shooter fires at what is considered to be an illegal target, due to the timing of the release, they must abide by the result. The Referee shall have an uninterrupted view of the competitors at the firing points.

(h) While shooters may request to be squadded in the same wave as other shooters, under no circumstances will shooters be allowed to nominate a particular squad number or skeet layout. Shooters may be squadded in order of nomination.

6.5 BROKEN TARGETS

A broken target is one which has a visible piece broken from it, whilst in the air, by the shot from the competitor's gun.

6.6 DUSTED TARGETS

A "dusted target" is one from which dust is detached by the competitor's shot, but which shows no visible piece broken from it. A dusted target is not a broken target and is a "lost target".

6.7 NO TARGETS

After "no target" has been called by the Referee under any of the following conditions it thereafter plays no part in the competition and is irrelevant to it.

(a) No target shall be called when a target is refused for the following reasons:
   - (i) A target is released without the competitor's call and the target has not been fired at
   - (ii) A time interval occurs before or after the competitor's call unless the target is fired at
   - (iii) A target does not conform to the definition of a legal target and the target has not been fired at.

Note: If in the opinion of the Management, an excess of refusals is recorded, the Management has the right to check the shooter, Referee and equipment. If in the opinion of the Referee, legal targets are being refused, the Referee may call "lost target". All refusals must be recorded on the score sheet as "R".
See also Rule 1.21.17.

(b) "No target" shall be called when:
   - (i) A broken target is released
   - (ii) In singles, if by error or for mechanical reasons doubles are thrown and the shooter shoots and breaks or misses the correct target, it shall be scored as in singles. It shall be the shooter's prerogative to elect to shoot or withhold their shot when doubles are thrown in the calling of singles
   - (iii) The Referee may grant a shooter permission to shoot out of turn where it is justified in the interest of saving time
   - (iv) A malfunction occurs in either barrel caused by the competitors gun or misfire of a cartridge due to no neglect on the competitor's part
   - (v) A simultaneous or near simultaneous discharge occurs, i.e., from any cause both barrels are discharged together or nearly together. Simultaneous discharges shall be recorded as a malfunction
   - (vi) A different coloured target than being used for the event is thrown and not fired at. Firing at the target shall cause it to be considered a legal target with the result to stand
   - (vii) No target shall be allowed for the first target of any visit to a trap if a safety catch is engaged.

(c) The following are considered malfunctions of ammunition:
   - (i) Failure to fire when firing pin indentation is clearly visible
   - (ii) When only the primer fires – or is missing
   - (iii) When the powder charge has been omitted
   - (iv) When the powder charge is not ignited
   - (v) Components of the load remain in the barrel
   - (vi) All misfires and malfunctions must be marked on the score sheet as "M".

6.8 NO TARGET – DOUBLES / PROOF DOUBLES

(a) If the first target emerges broken, the doubles shall, in all cases, be declared no targets (both) and a proof double shall be thrown to determine the result of both shots.

(b) If a double is thrown but the targets collide, they shall be declared no targets and the result of a proof double shall determine the score of both shots.

Note: This change is to bring consistency with a recent NSSA rule change. The reasoning is; "If two whole targets collide before or after being legally fired at, the referee is prevented from seeing the first target to the ground. Therefore it cannot be scored ONE or LOST. The shooter is given the benefit of the doubt and a proof double is required for a result on both targets".

(c) If the first target of a double is thrown irregularly as to deviate from the prescribed line of flight and is not shot at, a proof double shall determine the score for both shots, whether the second target is fired upon or not. The Referee shall be the sole judge of irregularity.

(d) If the first target of a double is thrown irregularly as to deviate from the prescribed line of flight, and is shot at, the result shall be scored for the first shot, and if the shooter is deprived of a normal second shot for any of the reasons in Rule 6.8(e), the second target only shall be declared no target and a proof double shall be thrown to determine the result of the second shot.

(e) If the shooter is deprived of a normal second shot for any of the following reasons, the result of the first shot shall be scored, and the second target only shall be declared no target and a proof double shall be fired to determine the result of the second shot.

- (i) The second target is thrown broken
- (ii) The second target is thrown irregular as to deviation from the prescribed line of flight and is not shot at
- (iii) The second target is not thrown at all
- (iv) The second target is not thrown simultaneously
- (v) Both targets are broken with the first shot
- (vi) The wrong target is broken with the first shot
- (vii) The result of the first shot is determined, and interference occurs before the second shot is fired.

(f) There shall be no penalty for withholding the first shot when either target of a double is irregular. A proof double shall determine the score of both shots thereafter.

(g) If a double is thrown and an allowable malfunction occurs on the first shot, it shall be declared no target, and the result of a proof double shall determine the score of both shots. If such malfunction is excessive (not allowable) the proof double shall be thrown to determine the result of the second shot only.

(h) In shooting a proof double after the first target (of a double) is lost, if the shooter fires at or breaks the wrong target first, said proof double shall be scored as both targets lost. If in such a proof double after the first target (of a double) is broken, the shooter fires at, or breaks, the wrong target first, it shall be scored as first target broken and second target lost.

6.9 LOST TARGET

Lost target shall be called when:

(a) A competitor fails to break a legal target.

(b) The competitor fails to shoot because their gun is unloaded, or because the safety was incorrectly set or jarred back, whether from their oversight or not, or because of any other cause chargeable to their oversight or neglect (no target shall be allowed for the first target of any visit to a trap if a safety catch is engaged). Should this happen in doubles, the first target only should be declared lost and a proof pair shall be thrown to determine the result of the second shot only. However, a shot shall be fired at each target in the proof pair.

(c) The competitor has an apparent malfunction and attempts to open the gun before the Referee examines it. The competitor must not turn around and must keep their gun pointed in a safe direction until the Referee has given their decision. If a competitor's gun breaks down and it is necessary to seek a replacement the competitor is allowed five (5) minutes to do so. If this is not possible the competitor may leave the squad and finish the remaining targets of the round at a time decided by the Management. Should a gun malfunction occur during a shoot-off, the competitor has 10 minutes to repair or replace the gun. Failure to comply "Lost target".

(d) A foot position violation occurs. The shooter must stand with any part of both feet within the boundaries of the designated shooting station.

(e) The fourth and subsequent malfunction in any one event occurs. However, at the end of each 100 targets in any one event, the malfunctions that have occurred shall be cancelled, and the count shall recommence from zero.

(f) A target is dusted.

(g) A whole target was fired upon and missed.

(h) An illegal target was fired upon and missed.

(i) When the competitor breaks a target outside the skeet range shooting bounds.

(j) Targets shot at are broken after they pass the centre from No.8 Station are lost targets.

(k) Doubles shot in reverse order shall result in the loss of the first target and a proof double required to determine the result of the second target.

(l) One shot only shall be allowed at each target. If a shooter hits the target with their first shot, it shall be scored as "ONE". If the shooter misses the target with the first shot it shall be scored as "LOST". Intentionally firing twice at the same target shall incur a warning that a second instance of firing twice at the same target will result in a penalty of automatic disqualification from the event. Firing at chips is not allowed.

6.10 HANDICAP EVENTS

Each competitor will commence the shoot-off with a handicap allowance equivalent to the surplus of their ACTA handicap remaining after qualifying for the shoot-off and will continue in the shoot-off until they have lost one target in excess of the handicap allowance irrespective of the length of the shoot-off.

Examples:

(a) 25 target event. A competitor whose ACTA handicap is 5 shoots 22-2 They will commence the shoot-off with a handicap allowance of 2 and will be eliminated

immediately they lose one target in excess of the allowance. Should they shoot 23-25 in the first round of the shoot-off they will commence the second round with an allowance of 0 targets.

(b) 50 target event. A competitor whose ACTA handicap is 5 shoots 42-50. They will commence the shoot-off with a handicap allowance of 2 and will continue in the shoot-off as in (a) above.

6.11 SWEEPSTAKES ON HANDICAP EVENTS

The normal method in a Skeet Handicap is to divide the sweepstakes amongst those shooters attaining twenty-five broken targets, with handicaps included:

Example:

Smith 25-25, handicap 3 total = 25-25
Jones 22-25, handicap 3 total = 25-25
Brown 20-25, handicap 5 total = 25-25

Refer Rule 1.18.

6.12 COMPETITION

6.12.1 ENTRANCE FEES

Entrance fees and trophies for all National Championships to be determined each year by the ACTA Board.

6.12.2 AUSTRALIAN 12 GAUGE SKEET CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

6.12.3 AUSTRALIAN SKEET DOUBLES CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

6.12.4 AUSTRALIAN SKEET HANDICAP

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

6.12.5 AUSTRALIAN SUB GAUGE SKEET CHAMPIONSHIPS

(a) AUSTRALIAN 20 GAUGE.
(b) AUSTRALIAN 28 GAUGE.
(c) AUSTRALIAN 410 Bore.

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

6.12.6 AUSTRALIAN SKEET CHAMPION OF CHAMPIONS

To be an event which for the time being shall be shot under conditions as determined by the ACTA Board.

6.12.7 AUSTRALIAN/NEW ZEALAND SKEET TEAMS MATCH (GLENN TROPHY)

(a) Selection of the Australian team to compete in New Zealand or Australia will comprise the top 5 scores of the combined Handicap, Commonwealth and National Skeet events comprising 250 targets.
(b) Both teams will shoot at two rounds of 25 targets per shooter. In the event of tied scores all members of each team shall shoot doubles on each of stations 3, 4, 5, 4, 3, 4, 5 (recurring), with the scores being compared after each station. The team with the fewest "LOST" targets after any station shall be declared the winner.
(c) Cartridges shall be the prescribed maximum 28 gram (1 ounce) lead shot load as for all Championship series.

6.12.8 COMMONWEALTH EVENTS (Day or Night)

The Skeet Championships shall be shot as graded events at 100 targets.

6.12.9 STATE EVENTS (Day or Night)

The Skeet Championships shall be shot as graded events at 50 or 100 targets.

6.12.10 ZONE EVENTS (Day or Night)

The Skeet Championships shall be shot as graded events at 50 or 100 targets.

6.12.11 CLUB/DISTRICT EVENTS (Day or Night)

(a) The Skeet Championships shall be shot at 25 or 50 targets.
(b) The Skeet Doubles Championship shall be shot at 25 pairs.

6.12.12 INTERSTATE POSTAL TEAM MATCHES – SKEET

(a) Team 15 members. Best 10 scores to count, 50 targets per member, to be shot in two rounds of 25 targets as a separate event. In the event of tie for High Gun, to be shot off squad system, first miss out. Standard load shells not to exceed 28 grams (1 ounce) lead shot, size no larger than 2.31mm (No.7.5). Women, Junior & Veteran teams to be 6 members with 5 best scores to count, 25 targets per member.
(b) Qualifications: each team member shall have registered in the State which they represent and may only represent one State in any one calendar year. In the event of a tie, to be shoot off squad system, first miss and out.
(c) State Associations shall select their team on the results of an elimination shoot or series.
(d) Shooters who qualify to represent more than one team, e.g. open and juniors may only compete in one team.
(e) An appropriate High Gun trophy shall be provided and a souvenir badge shall be given to each of the 15 State Team Members. The program and venue of the Interstate Skeet Teams' Match shall be advertised in the ACTA *Clay Target* prior to the event. The competition to be completed in each State not later than December 31st of each year.
(f) Only official ACTA Referees to officiate, Scorer and check Scorer to be provided. Score sheets to be signed by Scorers and Referees.
(g) No other major shoot is permitted in the particular State on the day or days when elimination and State Teams' Shoot is held.
(h) The competition, must be completed by December 31. The results, including the score sheets signed by both the Referee and Principal Scorer, must be lodged with the ACTA by December 31. A check Scorer should be used at each set of tracks. The final result of the Interstate Team matches will be declared in the first available ACTA *Clay Target*.
(i) Should a tie occur between any of the respective State Skeet Team scores, then the count back system is to be applied to achieve a decision.
(j) In the event of the competition being suspended, for whatever reason, all targets shot shall count and competition completed as soon as possible, commencing from where the competition was suspended.

6.12.13 EVENT TIES

(a) All ties shot in championships must be shot off to determine placings. Shoot-offs by regular skeet rounds as per round procedure re: Rule 6.2 shall be miss and out by target. After a miss the shooter shall unload and retire from the station and allow following competitors the opportunity to shoot and break the tie. The hierarchy

for advancement to the next station is: 1-1, then 1-0, then 0-1, and last 0-0. If all following shooters miss the same target then the first shooter is recalled to shoot the option shot and complete the station if necessary. Doubles shoot-offs shall be miss and out by station. The hierarchy for advancement is: 1-1, then 1-0 or 0-1 (these are equal), and last 0-0. Any number of shooters that Management deems practical may be squadded together for a shoot-off. However when more than one squad participates in a shoot-off, they may commence shooting together on different fields providing Management deems that situation equitable. Pacer for lone participant on a field in a shoot-off shall not be permitted.

(b) At the discretion of Club Management, shoot-offs may be conducted in conjunction with following events or as doubles from Stations 1 to 7, or as doubles from Stations 3, 4 and 5, or any other format that is mutually agreed to between shoot Management and all shooters involved, however Management must make the final decision.

(c) Shoot-off competitors shall carry enough shells for a complete run over a layout. Failure to comply may be grounds for disqualification.

(d) Competitors are allowed five (5) minutes to replenish ammunition between rounds of shoot-off. Failure to comply "lost target".

(e) Doubles shoot-offs shall be conducted from doubles stations 3-4-5, miss and out by station. This means that a shooter must break both targets on a station in order to beat a shooter who only broke one target (i e., if one shooter breaks the first target and another shooter breaks the second target, they are still tied).

(f) Should a gun malfunction occur during a shoot-off, the competitor has ten (10) minutes to repair or replace the gun. Failure to comply means "lost target".

(g) If shooters involved in a shoot-off offer Management a mutually agreed upon method of determining the places, Management may accept. If Management does not accept, shoot-offs must continue and any shooter who refuses to continue forfeits.

6.12.14 HIGH GUN

(a) High Gun Shoot-offs at Nationals will be shot off with the smallest gauge in program and shall comprise of targets from 2, 4 & 6 (normal skeet, consisting of 10 targets in all), and one pair of doubles from stations 3 & 5, totalling 14 targets in all. The targets shall be shot on the stations in normal numerical sequence and the result shall be determined by total score to count, continuing until a result is achieved.

(b) When Skeet or ISSF Skeet is included in a high gun over a trap shooting program, the High Gun Shoot-Off shall include a high and low target from station four. When Skeet Doubles are included over a program, the High Gun Shoot-off shall include a double from station four with shooting continuing in brackets of two targets from each type of event until a result is achieved.

(c) At National and State Events, Section High Guns will be awarded to the highest scoring shooter in that section.

(d) When graded High Guns are awarded over a program, each competitor will remain in the grade first nominated in, refer Rule 1.15.

(e) When multi-disciplines High Guns are shot, refer Rule 1.15

6.12.15 STATE SHOULDER TO SHOULDER TEAM MATCHES – SKEET

(a) Teams shall comprise – Open 5 persons, Ladies 3, Juniors 3 and Veterans 3.

(b) Open teams will shoot at 2 rounds (50 targets), Women, Junior and Veteran teams will shoot 1 round (25 targets).

(c) Qualifications: each team member shall have registered in the State the member represents and may only represent one State in any one calendar year.

(d) State Associations shall select their team on the results of an elimination shoot or series (State Carnivals).

(e) Shooters who qualify to represent more than one team, e.g. open and juniors may only compete in one team.

LEFT BLANK INTENTIONALLY TO ALLOW FOR ANY RULE EXPANSIONS

7.0 FITASC COMPAK

INTERNATIONAL REGULATIONS FOR COMPAK® SPORTING

I. THE DEFINITION OF COMPAK SPORTING

II. THE ORGANISATION OF COMPETITIONS

III. THE RUNNING OF COMPETITIONS

IV. THE REFEREEING OF COMPETITIONS

01/01/2025

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I. THE DEFINITION OF COMPAK SPORTING

Chapter 1. General Information

Compak Sporting is a clay target sports shooting discipline.

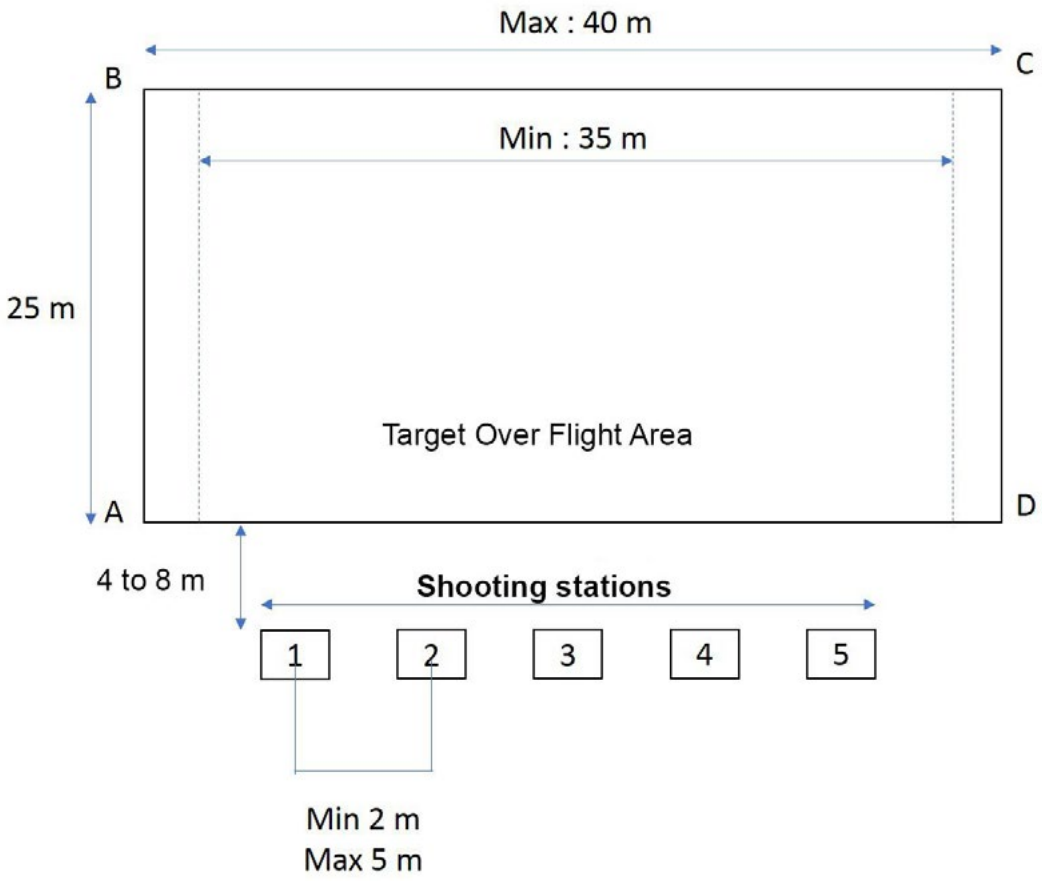
“Compak Sporting” is a trade mark and sports regulations that are protected and registered by FITASC.

Chapter 2. Shooting Installations

2.1 Terrain

The terrain is delimited by an obligatory rectangular fly over zone for the targets, of 35m minimum and 40m maximum in width, and 25m depth (see diagram below).

This zone is identified on the ground by four stakes roughly 50cm high, holding a flag or any other type of visible marker, in order to facilitate the work of laying out the trajectories and the shooters’ control. The sides, starting from the left and moving in a clockwise direction are: AB-BC-CD-DA.



2.2 Shooting positions

The five shooting positions are made as 1m squares, aligned with a distance of 2 to 5 meters between their centres.

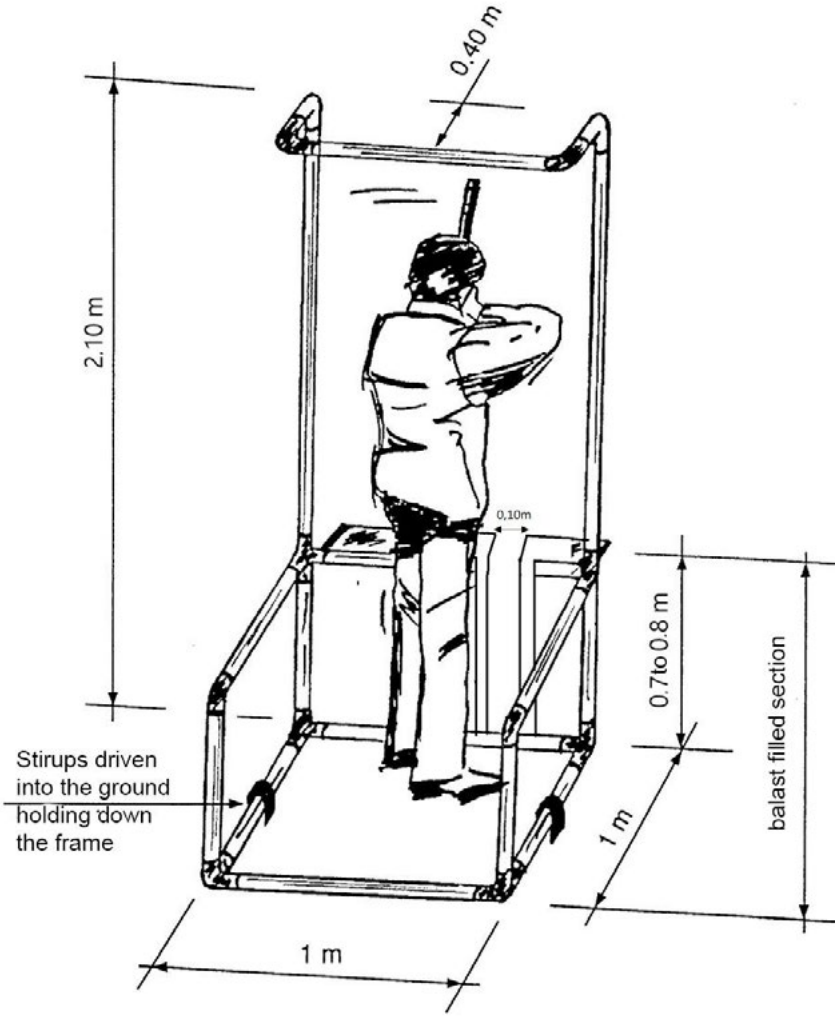
The line joining the front of the five shooting positions must be situated between 4 and 8 meters back from and parallel to the line AD of the rectangle.

Station N°3 must be centred on the base of the AD rectangle.

Firing Angle Limiters (F.A.L.) must be erected at each shooting position, to guarantee general safety.

These F.A.L. are of this advised model (see below), they must:

- Efficiently limit the shooting angle to the sides,
- Efficiently limit the vertical shooting angle,
- Prevent shooters from advancing their body ahead of the shooting position.



Shooting position in coloured 50mm diameter PVC tubes
Straight tubes + interlocking elbows.
All of the lower part to be filled with water
or sand or fixed to the ground.

2.3 Triggering systems

The traps can be operated either manually, by remote control, or with a sonopull type system.

In the case of a manual operation, the target must be thrown immediately after the shooter's call within a maximum time lapse of 0 to 3 seconds.

When operating with sonopull, the electronic box must automatically regulate the delay of throwing the targets in 0.5 seconds, with no possibility for modification.

On the same Compak it is recommended to only use machines with the same time delay.

For Compak in line, the international competitions will only use sonopull systems, electronic refereeing and score management approved by FITASC

2.4 Traps

A Compak Sporting uses six traps.

These traps can be manual, semi-automatic or automatic.

They will be called. A, B, C, D, E, F from left to right and a panel with its corresponding number clearly indicating its position.

The placing of the traps is free provided that the thrown targets are of no danger to the shooters, referee, personnel or spectators, even in the case of a NO BIRD.

In the situation where the trap is placed behind the shooting positions, it must be raised up by a minimum of 4m in relation to the height of the shooting positions (tower).

It is mandatory that all the targets must, in a calm wind, fly over the ABCD rectangle as part of their trajectory.

There are 5 shooting stations (see art.2.2).

Chapter 3. Targets and Trajectories

3.1 Trajectories (see the installation plan)

They should be the most varied possible:

Rising, falling, receding, approaching, lofted, rabbit…

Each single target must be able to have two shots at each of the five shooting positions, and with safety for the shooters, the referees, the personnel and the spectators.

Two types of trajectories make up a Compak Sporting

3.1.1 3 compulsory trajectories:

1. A trajectory from left to right crossing the AB and the CD sides.
2. A trajectory from right to left crossing the CD and the AB sides.
3. A receding trajectory crossing side BC. The trap installations can be:
   - Either a trap from a trench installation or on the ground in front of the shooting positions,
   - or a raised trap behind the shooting positions (Tower).

3.1.2 Free trajectories:

These are determined by the preference of the organiser, and the functioning of the site. The trajectories of a Compak Sporting are short, so as not to impinge on the adjacent Compak.

3.2 Targets

All types of targets can be used, whether standards or specials (battue, 60mm, 90mm, rabbit, rocket, etc.).

The colour of the targets must be selected to ensure that they are as clearly visible as possible, depending on the environmental context.

The use of bicolour clay targets is not advised.

It is advised not to use the “battue” target on very short trajectories.

3.3 Definition of doubles

3.3.1 Double on report:

Two targets thrown from one or two different traps, the first is triggered by the shooter, and the second is triggered by the shot fired at the first target and is throw within a time-lapse conform with article 2.3.

3.3.2 Simultaneous double:

Two targets thrown at the same time triggered by the shooter’s call, and thrown from two different traps.

3.3.3 In the doubles, only one cartridge must be fired per target. It is prohibited to double the first target.

In a double on report, if the 2 targets are broken with only one cartridge, the result of the shot on the first target is recorded, and that of the second target is NO BIRD. The double is repeated.

In a simultaneous double, the target shooting order is free. If the 2 targets are broken with only one cartridge, the double is declared NO BIRD, no score is obtained and the double is to be reshot.

The second time when the 2 targets are broken with only one cartridge, the double is declared NO BIRD, no score is obtained, and the double is re-shot.

The third time when the 2 targets are broken with only one cartridge, the score will be recorded Zero Zero.

II – THE ORGANISATION OF COMPETITIONS

Chapter 4. Jury

4.1 Constitution of the Jury

International events are run by a jury composed of:

1. The members present from the technical commission.
2. The representative of each country presenting a man national team.
3. The members present at the FITASC executive committee, with the exception of those who are members of the appeal Jury.

It is chaired by the President or the representative of the organising federation.

Each member of the jury wears a badge so that they can be recognised by everyone.

There must always be at least two members of the Jury present at the event.

Jury members who have observed an irregularity, cannot intervene directly with the referee, but they must make a report on what they have observed to the jury who will rule on which decision to take.

4.2 Role of the jury

1. The jury in conjunction with the competition secretariat, sets the shooting times and supervises the drawing of lots for the shooting order of the participants.
2. The jury must oversee that the regulations are observed during the shooting, to check the guns, the ammunition and the targets by means of technical tests.
3. The jury processes complaints.

   Under no circumstances can a complaint be concerning whether or not a target has been hit or missed, nor whether the target thrown was defective or off the planned trajectory. In these cases, no appeals can be made against the referee's decision.

   The shooters can contest all other decisions of a referee.

   The complaint is to be made in writing to the jury, adjoined by a deposit of the amount in effect on the day of the competition.

   To be accepted, a complaint must only concern an incident that happened on the same day. It can in no way be concerning events of the previous days. If the jury judges that the complaint is acceptable then the deposit will be refunded.

   If the jury finds that the complaint is justified, they can give instruction to a referee towards future judgements, or name a new referee.
4. The jury take the necessary decisions regarding technical failures, if they haven't been taken by the referee responsible.
5. The jury decides on sanctions that need to be made when it concerns a shooter who hasn't observed the regulations or who has behaved in a non-sporting manner.
6. In the case of an emergency (e.g.: a risk of the shoot stopping), two members of the jury appointed by the President, can take an exceptional decision with the agreement of the Head Referee but with the reserve that the jury ratifies this decision.
7. The jury can only validly deliberate in the presence of their President or the President's representative, and when accompanied by a quarter of the jury members.
8. If a member of the jury observes something that is not conform with the regulations, they must warn the jury who must immediately take appropriate measures.

The decisions are taken with a majority of members present. In the case of a tied vote, the President's vote prevails.

4.3 Jury of appeal

An appeal jury is set up.

The appeal jury is created at the same time as the jury at each international competition.

The appeal will consist of:

1. The President of the FITASC or their representative,
2. The Chairman of the Technical Committee or their representative,
3. The Chairman of the organizing federation or their representative.

A member of the jury cannot, by any means, be a member of the jury of appeal.

In the event that a decision of the jury is contested by the shooters or by FITASC, the jury of appeal can be called on.

Everything concerning disciplinary problems is brought before the FITASC disciplinary committee.

Chapter 5. Layouts

An international competition will be shot on:

a. 3 Compak with 3 single targets and a double on report,
b. 1 Compak with 3 single targets and a simultaneous double,
c. 3 Compak with 1 single target and two doubles on report,
d. 1 Compak with 1 single target and two simultaneous doubles.

Before the start of the competition and in the presence of the person in charge of the grounds, the layouts are established:

- Either by the choice of the jury or the person marking the pre-established trajectory setting tables (see annex 3), checked and if necessary modified (for safety, variety, balance of trajectories) by the members of the FITASC technical committee present.
- Or else by the person in charge of the layouts, checked and if necessary modified (for safety, variety, balance of trajectories) by the members of the FITASC technical committee present.

In both cases, if there is no member of the Technical Committee present, it is the jury who take on the responsibility of this task.

The trajectories and/or the traps and/or the menus and/or the distance between shooting positions and/or between shooting positions and the theoretic line, can be changed after each complete round (50 targets if there are 2 installations, 100 targets if there are 4 installations) Once all the shooters have shot the same round of targets.

During a Compak Sporting continental or world championship, and in order to ensure sporting fairness for all competitors, the following rules apply:

- The usual machines of the organizing club must not be used;
- It is compulsory to use 48 new machines which will be installed and adjusted for the championship only.

Chapter 6. Practice

Practice can take place on the trajectories used during the competition. However, these trajectories could have some modifications during the tour of the members of the Commission or during the implementation of the trajectory setting tables.

The trajectory setting tables used during practice must be different from those of the competition.

During a Compak Sporting continental or world championship, and in order to ensure sporting fairness for all competitors, official training will be open on the Saturday preceding the championship.

Before this date, no training can take place on the championship machines and trajectories.

Chapter 7. Dress code

7.1 Dress code

The shooter is obliged to show up at the shooting position dressed in an appropriate and practical manner for a public event.

Short shorts are prohibited, only long shorts (such as Bermuda shorts arriving no higher than 5cm above the knee) are allowed.

Shirts must at least have short sleeves, with or without a collar, but at least up to the neck (tee-shirt).

It is prohibited to be bare chested under the shooting jacket.

Wearing sandals is forbidden in training and during the competition for safety reasons.

At the opening ceremony, during the parade of the national teams, their members must wear either their national team's outfit, or smart trousers with a blazer type jacket.

At the closing ceremony, all the winning shooters must show up to the prize giving, wearing either their national team's outfit, or with smart trousers and a blazer type jacket.

7.2 Competition numbers

A shooter's competition number must be fixed on their back between the shoulders and the waist, and must be visible in its entirety.

Any breach of this rule will first be sanctioned by a "WARNING" from the referee. Failure to rectify their outfit will result in supplementary sanctions that can go as far as exclusion from the competition by decision of the jury.

Chapter 8. Shooting Times

The shooters are informed of the shooting times by notices and/or by the distribution of a leaflet with the times.

The shooters are responsible for respecting this schedule.

They must arrive sufficiently early behind the Compak that they must shoot, so as to:

- Compulsory: Present themselves to the referee and to confirm their presence.
- Be certain not to be late.

- Be prepared to shoot their round without delay.
- Look at the layouts.

During the competition, the shooters must stay informed of delays or advances of shooting times in the competition, so as to be able to take measures to be available to shoot their round.

Chapter 9. Lateness of a Shooter

At their round/turn, the competitor must be ready to shoot immediately and to have with them the equipment and ammunition for a full round.

For a squad: if a shooter is late and the first shooter of their squad has already called for their first target, then the score for the late shooter is 25 zeros.

For in line shooting, if the competition number of the late shooter had already been cancelled in the computer system, and the following shooter is at station 1, then the score of the late shooter will be 25 zeros.

In both these situations it is not the referee's responsibility to search for or call the missing shooter.

If the shooter feels that they have a valid reason for their lateness, they MUST:

1. Appeal to the jury in writing, the same day, with the accompanying sum designated for an appeal.
2. Comply with the decision of the jury.
3. If the jury considers that the reason given is valid it can authorise them to shot a round with another group, without penalty (the sum given will be reimbursed).
4. If the jury judged that the reason given isn't valid, the shooter will have 25 zeros corresponding with the 25 targets not shot, (the sum given will not be reimbursed).

Chapter 10. Compak in line / Absence of a shooter

A shooter who is absent on the first day of the competition is removed from the list of shooters from the second day of the competition and on the following days.

If they show up on the second day or on subsequent days to shoot, they must, appeal to the jury according to the terms laid out in chapter 9.

Chapter 11. Testing Guns

Before taking part in a Compak Sporting event, if they wish the shooter can test the functioning of their shotgun, on a stand specially designed and set up for that purpose, not far from the gun room.

Under no circumstances may guns be tested on the shooting stand before the start of the round.

Chapter 12. Borrowing a Shotgun

It is exceptionally allowed, but only when a gun is malfunctioning, that a shooter can borrow the shotgun of another shooter who isn't part of their group/squad, to finish their round, with the agreement of the other shooter and the referee.

Chapter 13. The Use of a Shotgun by Several Shooters

The use of the same shotgun by several shooters in the same group is forbidden.

Chapter 14. Shoot-offs

The Compak Sporting stands where there are shoot-offs, and also the Layouts, are chosen by the members of the FITASC Technical Commission present.

If no members of the Technical Commission are present, it is the Jury who are given this responsibility.

The shoot-offs are shot on a Compak comprising one single and two simultaneous doubles.

The shoot-offs for the first three places of the open ranking and for the different categories are done in a round of 25 targets. In case of a draw after this round, the shoot-off is done on a 2nd round by "FIRST ELIMINATING ZERO" following sudden death (see ANNEX 5), the same number of targets for each of the play-off shooters at the same stand.

In the case where the competitors in the shoot-off for the open ranking are in the same category the results of the shoot-off also count towards their open ranking.

Shoot-offs are held according to the current regulations, the empty places in the squad however are not filled.

When the shoot-off doesn't take place at a time established in advance, the competitors involved must remain in contact with the jury, so as to be ready to shoot in "LESS THAN 15 MINUTES AFTER THE CALL".

Shooters absent at the moment of the shoot-off are considered to have withdrawn.

The jury can decide that the shoot-off is put off till the next day for exceptional reasons. Absent shooters, in this situation will be considered withdrawn.

Below the third place in the individual ranking, the tied shooters will be ranked as equals and presented in the ranking in order of their scores by counting them back from the 8th compak to the 1st.

The tiebreaking of national teams that have drawn, is resolved by the accumulative score of the members of the teams on the 8th Compak, and if they are still tied going back to the 7th, 6th, 5th, 4th, 3rd, 2nd, 1st Compak

Chapter 15. Score Sheet

For shooting by squad, the score sheet, (an example is included in ANNEX 1), is kept by the referee.

For in line shooting, when it is marked manually, the score sheet, (an example included in ANNEX 2), is kept by the referee.

For in line managed by an electronic system, the results are displayed on a screen.

The ZEROS will be announced by the referee in a loud and clear voice or with a sound signal audible to the shooters allowing them to protest immediately when they disagree with the referee's decision.

The "MISSED" targets will be marked with an "O" and the "ONE" targets by an "X" on the marking sheets.

In all cases the shooter is required to sign the score sheet at the end of shooting a round. If this is refused no complaints will be admissible.

Chapter 16. Glossary

RANGE:	All of the sporting installations.
COMPAK SPORTING :	The shooting installation for this discipline.
SQUAD : (Compak by squad).	Group of maximum 6 shooters shooting the same round at the same time on the same installations.
GROUP (In line)	A group is made up of the total number of shooters in the competition divided by the number of Compak. All the shooters start at the shooting station N°1 and finish the round with the shooting station n°5. Link to the animation illustrating Compak Sporting in line
ROUND :	A round consists of 25 targets shot on the same Compak Sporting.
TRAP :	Machine or equipment used to throw the target.
SONOPULL :	Acoustic equipment that triggers the tap at the sound of the shooters voice.
SHOT :	Corresponds to the firing of one cartridge
TARGET :	Clay pigeon.
TRAJECTORIES :	The path followed through the air by a target.

III – THE RUNNING OF COMPETITIONS

Chapter 17. Execution of a Round

17.1 Shooting rounds

A shooting round is made up of 25 targets, that is 5 different targets per shooting position in the following combinations:

- Five (5) Single targets,
- Three (3) Single targets and one (1) Double (either simultaneous, or on report),
- One (1) Single targets and two (2) Double (either simultaneous, or on report),

It is recommended to use different trajectory setting tables from one Compak Sporting to another. But on the same Compak, the type of double must be the same on all 5 stands. (either simultaneous, or on report)

17.2 Menu or order of shooting targets

The firing menus are posted at each station, written in a way that is legible to the shooter.

The single targets from the menu can be chosen in a random order of machines.

The first target of each double must be the last target shot at the previous stand.

If the squad has less than six shooters, the last target of the empty stand must be presented to the next shooter in the competition.

Pre-established trajectory settings are available in annex 3, It is advised that they are used during competitions.

Menu example : settings n°10 (3 singles and 1 double) :

Station1	Station2	Station 3	Station 4	Station 5	
B	D	A	F	C	Single
E	B	D	A	F	Single
C	E	B	D	A	Single
A-F	F-C	C-E	E-B	B-D	Double

This is just an example but any combination is possible, as long as it respects the previously stated rules.

17.3 Squads and groups of shooters

Squad Compak Sporting: a squad is made up of maximum 6 shooters.

In line Compak Sporting: the number in a group is established by dividing the total number of shooters by the number of Compaks used.

17.4 Shooting sequence for Compak by Squad (see annex 4)

The shooters in the squad go to the shooting positions in the order established by the score sheet.

Only the single targets from A to F and the simultaneous doubles are shown once in the morning to the first squad as follows:

1. Shooter in position 1 calls all the single targets A to F (maximum of 2 targets);
2. The referee will then show all the simultaneous doubles for positions 1 to 5.

The referee then calls “start” or “competition” to the first shooter in the squad.

In the case of a lengthy interruption of shooting longer than 10 minutes, the referee will

demonstrate 6 single targets.

The waiting shooter behind the N°1 shooting position, is ready to take the place of the current shooter, as soon as the shooter on Station N°5 has finished shooting the targets on his menu.

The position of the gun at the moment of calling is free (gun shouldered or not).

All targets must be shot gun shouldered.

In turn, the shooters shoot each single and double target in the order on their menu.

A maximum time lapse of 10 seconds is given to the shooter to call their targets after the target of the previous stand has been shot.

The referee must indicate to the shooter on Station N°1 when it is their turn to shoot.

When the shooter at station N°5 has finished shooting the targets from his menu:

- They position themselves waiting behind station N°1
- The other shooters move to the station directly to their right.
- The shooter who was previously waiting takes their place on station n°1.

After having shot their position, the competitor waits until the following shooter has finished shooting theirs, before taking their place, while taking care not to disturb the shooter in action.

It is always the shooter at Station N°1 who starts the series of five targets.

The station change over must be done with the gun “OPEN AND UNLOADED”.

17.5 Shooting sequence for Compak in line

17.5.1 Compak Report Double

Shooter 1 enters position 1, shooter 2 on wait position, referee to the left of position 1 without hindering the shooter.

1. Referee shows the single targets from A to F maximum of 2 times on request from shooter 1.

Referee calls “start” or “competition”.

Shooter 1 calls and shoots all single targets in menu order.

2. The referee then shows the first target of the report double (till a shooter is in position 5) then the shooter shoots the double. Repeat if there is a second double.
3. The Paragraph 2 is repeated until all positions are full i.e. Showing the first target of the double(s) to the next shooter in position one.

17.5.2 Compak Simultaneous Double

1. As shown in 1 above, the Referee shows to the first shooter the single targets from A to F, the simultaneous double(s) of position 1, and all doubles of each position until position 5.

Referee calls “start” or “competition”.

2. From the second shooter, the referee will show the first target of the simultaneous double to the shooter in position 1, till a shooter is in position 5. Repeat if there is a second double. Same measure for the last shooter

   However, in case of an interruption of shooting of more than 10 minutes, the referee will show the 6 single targets again.

17.5.3 Closing the line for all situations.

When the last shooter of the line moves into position 2, the referee moves into position 1. After all the single targets have been shot, the referee shows the first target of their double in menu order to the shooter in position 2, before the shooter attempts their double(s).

This is repeated at each position until the last shooter completes the round.

Chapter 18. Shooting Equipment

18.1 Gun

All smooth barrelled hunting guns with a calibre that is no greater than calibre 12 and whose length is not less than 66cm (26 inches), are admissible, except pump action shotguns and drilling which are prohibited.

Shooters using semi-automatic shotguns must equip them with a device that prevents their spent cartridges from disturbing the shooter beside them.

They must be charged with the maximum of two cartridges.

Straps and slings are prohibited on all guns.

The use of micro cameras mounted on shotguns or any artificial aiming device is forbidden.

Changing a gun, fully or partially, “mobile choke” or barrel is prohibited within the same round. It is authorised between rounds.

18.2 Release trigger mandatory marking

Any owner of a shotgun with a release trigger will affix, on the outer side of the buttstock, a sticker that sports a big “R” on a fluorescent background, as a warning.

If the law of the host country of an international competition prohibits the release trigger, this should be included in the competition program.

18.3 Ammunition

The cartridge shot load is limited to 28 grams of lead, with a +2% tolerance.

The lead must be spherical and of a regular diameter between 2 and 2.5 mm, with a

+/-0.1 mm tolerance.

The use of reloaded ammunition is prohibited:

- The use of dispersers or all other loading devices is strictly prohibited, as is the use of reloaded cartridges.
- The mixing of dimensions and/or different qualities of lead is strictly prohibited.

- The use of black powder, as well as tracer cartridges is prohibited.

When a shooting position is provided with a waste bin or a container for empty cartridges, the shooter is obliged to use it to dispose of theirs. The shooters using a semi-automatic shotgun are obliged, on leaving the stand, to gather their empty cartridges, and to dispose of them in the waste bin.

Not observing this rule will result in the usual penalties (yellow card / red card).

18.4 Hearing protection

The competitors, the referees, the personnel, and the public who find themselves in the proximity of a Compak Sporting event are required to wear obligatory hearing protection.

Competitors present without hearing protection at the shooting position are considered absent and don’t have the right to shoot.

18.5 Protective eyewear

The competitors, referees and the personnel must wear protective eyewear.

The competitors who come to the shooting position without protective eyewear are considered absent and don’t have the right to shot.

IV - REFEREEING

Chapter 19. Referees

The referees taking part in an international competition pledge on their honour:

1. To respect and enforce the regulations.
2. To show proof integrity and independence in their judgements.
3. To not take into consideration their own nationality and home federation, during international competitions.
4. To stay in a position, which allows them to judge in the best possible conditions and respect the regulations.
5. To announce their decisions in a clear and loud enough manner for the shooter to hear.
6. To receive appeals from shooters in a respectful manner, without allowing themselves to be influenced.
7. To have with them the up-to-date sports regulations of Compak Sporting, at least in the FITASC official languages.

The referees must be approved by the jury before the competition.

Each referee must hold a valid refereeing card issued by their own national federation.

In the situation where a referee doesn't have sufficient international references, they must be checked by the international referees.

The Head Referee must hold an international refereeing card and qualify as a Head Referee with the FITASC.

The referee must ensure order and propriety at the shooting position.

The referee must judge the results of a shot.

They must declare all zeros with a sound signal.

They take their decisions alone.

If the shooter disagrees with the referee's decision, the objection must be made immediately and before the next shooter calls their target or targets, on the shooting position by raising their arm and saying "PROTEST" or "APPEAL".

The shooter must express the reason for their objection.

The referee must then interrupt the shooting and announce their final decision immediately.

If the referee, in good consciousness, is certain of their judgement, they immediately confirm their decision, which must be binding, with no option for appeal.

If the referee has any doubt on their decision, they can consult with the following (to be informed) before making it conclusive:

1. Another referee present at the scene,
2. The trapper,
3. The shooters belonging to the squad,
4. The shooters holding the score sheet.

The referee is not obliged to follow the opinions that they have been given.

Following this consultation, the referee lets their definitive decision be known. This cannot be contested and it is therefore is imposed on the shooter (see the article "refusal to comply")

Under no circumstances will the shooter be authorised to pick up the target to verify if it has been hit or not.

Only a referee can judge whether a target has been hit or missed, if it is defective or off the trajectory. Their decision is final.

The Head Referee can exceptionally interrupt the shoot if there is a sudden heavy down pour of rain or a violent storm which seems brief, however they must inform the jury if there is a risk of this interruption lasting.

Chapter 20. Judging targets

20.1 The target is declared "ONE"

When it has been thrown and the shooter has shot according to the rules, and at least one visible piece comes away or it is pulverised totally or in part.

This is also valid for flash targets.

20.2 The target is declared "ZERO"

If it isn't hit, and when no visible piece comes away or if only particles of dust are visible. (smoking or dusty targets)

20.3 Case of "NO BIRD"

20.3.1 Due to guns or ammunition

The table below applies when it is a first incident during a given round of 25 targets of a Compak Sporting event. The first incident gets a first warning (yellow card).

For a second incident of the same type, all targets NOT shot at will be scored as "ZERO" (red card).

1st incident	Default	Action
Both shots fired at the same time	On a single target	**NO BIRD another target thrown**
	On the first target of a double on report	**NO BIRD Another double thrown**
	On a simultaneous double	**NO BIRD Another double thrown**
Failure of the first cartridge	On a single target	**NO BIRD another target thrown**
	On the first target of a double on report	**NO BIRD Another double thrown**
	On a simultaneous double	**NO BIRD Another double thrown**
Failure of the second cartridge	On a single target	**NO BIRD another target thrown. It can only be broken by the second shot.**
	On a double on report	**NO BIRD Another double thrown Result of the first target acquired**
	On a simultaneous double	**NO BIRD Another double thrown**

20.3.2 Due to targets

The table below is applied in the following situations:

1. A target is broken leaving the machine,
2. A target is thrown by another machine.
3. A target is a different colour,
4. A target is judged off the course of its trajectory by the referee,
5. The target is thrown more than 3 seconds after the call of the shooter.
6. The shooter didn't call the target.
7. The referee judges that the shooter is visibly disturbed or distracted.
8. The referee is unable to judge the target.
9. When a target is thrown by error from a machine of the same Compak, during the shoot of a single or a double.

Problem	Action
The case of a single target	**NO BIRD another target thrown**
When a rabbit breaks after being missed by the first shot and before the second shot	**NO BIRD rabbit thrown again** **It can only be broken by the second shot**
The first target of a double on report	**NO BIRD another double thrown**
The case in which the first target (or pieces of it) break the second in a double on report, before the shooter fires his second shot	**NO BIRD Another double thrown** **Result du first plateau acquired**
The second target of a double on report	**NO BIRD Another double thrown** **Result du first plateau acquired**
A target of the simultaneous double	**NO BIRD Another double thrown**

* There is no "no bird" when the target or pieces of a target from another compak are visible to the shooter.

20.3.3 Bad weather

There are no "no bird" calls due to bad weather.

Otherwise, all targets broken count as "ONE" and all missed targets count as "ZERO".

Chapter 21. Refereeing, rules of conduct and penalties

21.1 Firing time

A time lapse of maximum 10 seconds is given to a shooter to call their target after the shot of the target at the previous stand.

If the shooter doesn't observe this rule, after having received a warning (noted by the referee on the score sheet), on the same round, the targets will be counted as defined in article 21.5.

21.2 Refusal of a target

The shooter doesn't have the right to refuse a target, except when they didn't call for it.

If the shooter refuses to shoot a target judged regular by the referee, the shooter will be penalised as defined in the article 21.5.

21.3 Shooting a target declared “NO BIRD”

Under no pretext, following a referee’s clearly announced “NO BIRD”, can this target be shot at. Warning, the shooter will be penalised, as defined in article 21.5.

21.4 Malfunctioning gun or cartridge

When a gun or ammunition malfunctions, after the first incident or if the shooter opens the shotgun or touches the safety catch before the referee had inspected the gun the shooter shall be penalised as defined in article 21.5

The shooter then had two minutes to repair or replace the shotgun.

On the decision of the referee, the shooter has the right to continue with their group, on the condition of getting hold of another shotgun. Otherwise the targets not shot will be counted as “zero”.

21.5 Penalties

After the first warning, for all other breaches on the same compak, the referee will show a red card and the following targets will be counted:

<table>
<tr><th colspan="2">Article</th><th>Single target</th><th>Double Report</th><th>Simultaneous double</th></tr>
<tr><td>21.1</td><td>Firing time</td><td rowspan="3">ZERO</td><td rowspan="3">ZERO / NO BIRD</td><td rowspan="3">ZERO / ZERO</td></tr>
<tr><td>21.2</td><td>Refusal of a target</td></tr>
<tr><td>21.3</td><td>Shooting a No bird</td></tr>
<tr><td rowspan="3">21.4</td><td>Malfunction</td><td>ZERO</td><td></td><td></td></tr>
<tr><td>Malfunction on the first target of a double</td><td></td><td>ZERO / NO BIRD</td><td>ZERO/ZERO</td></tr>
<tr><td>Malfunction on the second target of a double</td><td></td><td>1ST ACQUIRED & 2ND ZERO</td><td>1ST ACQUIRED & 2ND ZERO</td></tr>
</table>

21.6 Rules of conduct, safety

If a shooter, by their attitude or behaviour, shows that they are losing control of themselves (if they throw their shotgun, if they are violent towards a referee or other competitors, etc.) the referee is obliged to alert the jury as soon as possible.

A shooter only has the right to shoot when it is their round and only once a target has been thrown.

It is forbidden to aim at other’s targets.

Equally it is forbidden to deliberately aim or shoot at living animals.

The shooter must only load their shotgun at the shooting position where they are set up, the shotgun oriented in the direction of the firing range and only once the referee has given them the authorisation to start shooting.

Semi-automatic shotguns must not be charged with any more than the maximum of two cartridges.

The shooter must not turn around on the shooting range before having opened their shotgun and removed the cartridges from their chambers, if they have been shot or not.

During the presentation of the targets or in an interruption of the shooting, the shooter is obliged to have the shotgun open and not charged. They must not close it again until the referee gives the authorisation.

In the event of failure or malfunction of the shotgun or the cartridge, the shooter must stay in place, the shotgun aimed in the direction of the firing range, without opening or touching the safety catch before the referee has controlled the shotgun.

Coaching during competition of a competitor is not permissible. If the referee judges coaching is taking place, the competitor will be awarded a Yellow card. For repeat offences of the same nature, penalties/sanctions will apply (Chapter 23).

The individual attempting to coach will be excluded from the shooting arena by the referee.

21.7 Refusal to comply

On the referee pronouncing the definitive decision, the shooter must start the shoot again in a maximum delay of 10 seconds.

Failing this their attitude will be considered a refusal to comply and by that, possibly be subject to sanctions targeted in chapter 23.

If a referee realises that the competitor intentionally is delaying the shoot, or that they are behaving in an obviously unfair manner, their attitude could be regarded as a refusal to comply.

Chapter 22. Attempts to influence

There is an attempt to influence when:

1. A shooter, despite the resumption of shooting, continues to challenge the definitive decision of the referee, either in words or actions.
2. A shooter ostensibly argues the referee's decision.
3. The shooters or the public in attendance ostensibly show their opinion or criticism of a decision, without having been authorised by the referee.

Chapter 23. Sanctions

All shooters participating in a competition accept the FITASC regulations in their totality and declare knowledge of the current Compak Sporting regulations. In taking part in competitions, they accept to submit to sanctions and other consequences resultant from the violation of regulations or the refusal of orders or decisions of the referee.

The violation of an article in the regulations first gives rise to a warning signalled by the referee by means of a yellow card.

In the event of reoffending or attempting to influence, the jury can condemn the shooter to

1. The loss of a target
2. The loss of a round of 25 targets
3. The exclusion from the competition

On the referral of the referee, the jury can immediately exclude the from the competition a shooter or shooters, who lost their self-control, or who are guilty of attempting to influence or of shooting at live animals.

All exclusions will be signalled to the home federation of the shooter and to the FITASC headquarters who will keep it on record for five years.

A second exclusion, in a lapse of time of three years can result in the exclusive decision of the FITASC executive committee, of a definitive exclusion of the offender from all competitions organised under the aegis of FITASC.

The exclusion of a shooter from a competition can in no-way result in a reimbursement or financial compensation.

If the shooter uses guns or ammunition which do not comply with current regulations, all shots fired with such guns or ammunition before the inspection will be considered as zero.

If the jury judge that the shooter didn't have the possibility of knowing that they had transgressed the regulations, and that this didn't give them an advantage, they can decide to accept the result, on the condition that the fault is rectified as soon as it is recognised.

Chapter 24. Safety rules

All shotguns, even unloaded, must be manipulated with the greatest precaution.

The shotguns must be carried open (un-cocked and not loaded)

The breech of semi-automatic shotguns must be open and the shotgun carried with the muzzle directed straight up or down.

When a shooter is not using their shotgun, they must place them vertically in a shotgun rack or in a storage space planned for that purpose.

It is forbidden to touch another competitor's shotgun without their authorisation.

It is forbidden to aim at or deliberately shoot living animals.

No simulated shooting is authorised outside the shooting positions.

No simulated shooting is authorised while a shooter in the squad shoots their targets.

The shooter must not in any circumstances enter the shooting position, before the preceding shooter has left.

Once they are in place on their shooting position the shooter can charge/load their gun, on the condition of keeping it open (or the breech open for semi-automatics), with the release off, and the barrel directed toward the shooting range and inside the firing angle limiter. The shooter can close their shotgun (or breech) only when it is their turn to shoot.

When there is failure or malfunction of a shotgun or a cartridge, the shooter must stay in place until the referee has inspected the shotgun.

If the shooter, in the case of failure or malfunction of a shotgun or a cartridge, opens their shotgun or touches the safety catch before the referee has inspected the shotgun, they target(s) will be counted ZERO.

The shooter must not leave the shooting position, before having opened their shotgun and removed the cartridges from the chamber(s)/magazine, whether they are spent or not.

During the presentation of the target, or during an interruption in the shoot, the shooter must have their shotgun open and not charged.

Chapter 25. Release trigger

25.1 System with 1st release trigger and 2nd pull trigger (release–pull trigger)

25.1.1 First shot – no bird

At first shot, in case of a “no-bird” target (announced by the referee), or for any other reason preventing the shooter from shooting, he/she must:

- Either keep the trigger pulled and call for a new target;
- or keep the trigger pulled and push the opening lever to the side in order to open the gun; for semi-automatic shotguns, apply the safety catch and pull the cocking handle to the rear twice to empty the chamber and magazine.
- or notify the referee, and fire the 1st shot in a safe direction indicated by the referee.

25.1.2 Second shot – no bird

After the shooter has fired his/her first shot and if the second target is “no bird”:

The shotgun can be opened.

25.2 System with double release trigger

25.2.1 First shot – no bird

Same process as at 25.1.1

25.2.2 Second shot – no bird

Same process as at 25.1.1

ANNEX 1: SCORE SHEET – BY SQUAD

FEDERATION INTERNATIONALE DE TIR

AUX ARMES SPORTIVES DE CHASSE

World Championship

SQUAD N°: 1 ROUND N°: 1 REFEREE: _____

Numb.	Surname/Name	Cat.	Targets																												Total	Signature
			Station1					Station2					Station 3					Station 4					Station 5					Wait						
			1	2	3	4	5	6	7	9	9	10	11	12	13	14	15	16	17	19	19	20	21	22	23	24	25						
			Station2					Station 3					Station 4					Station 5					Wait					Station1						
			1	2	3	4	5	6	7	9	9	10	11	12	13	14	15	16	17	19	19	20						21	22	23	24	25		
			Station 3					Station 4					Station 5					Wait					Station1					Station2						
			1	2	3	4	5	6	7	9	9	10	11	12	13	14	15						16	17	19	19	20	21	22	23	24	25		
			Station 4					Station 5					Wait					Station1					Station2					Station 3						
			1	2	3	4	5	6	7	9	9	10						11	12	13	14	15	16	17	19	19	20	21	22	23	24	25		
			Station 5					Wait					Station1					Station2					Station 3					Station 4						
			1	2	3	4	5						6	7	9	9	10	11	12	13	14	15	16	17	19	19	20	21	22	23	24	25		
			Wait					Station1					Station2					Station 3					Station 4					Station 5						
								1	2	3	4	5	6	7	9	9	10	11	12	13	14	15	16	17	19	19	20	21	22	23	24	25		

ANNEX 2: SCORE SHEET – ON LINE - REFEREEING MANUAL

FEDERATION INTERNATIONALE DE TIR AUX ARMES SPORTIVES DE CHASSE
World Compak Sporting Championship XX/XX – XX/XX 200X A XXXXXXXXXXXX
Du shooter N°: XX Round N°: 1 Referee: 1 _____ 2 _____ 3 _____ 4
Au shooter N : XX

Numb.	Surname/Name	Cat.	Targets																									Total

ANNEX 2 : TRAJECTORY SETTINGS – ON LINE - ELECTRONIC REFEREEING

FEDERATION INTERNATIONALE DE TIR AUX ARMES SPORTIVES DE CHASSE

EUROPEAN / WORLD CHAMPIONSHIP COMPAK SPORTING

Range: 1 - CAMPO 1 - 18/09/2014

Page 1 of 1

Bib	NOC	Cat	✓	1° Penalty	2° Penalty	Results	Name	Signature
1	AUT	VET					FELIX, Tobias	
2	EST	JUN					ANDRIS, Janis	
3	ZAF	SVT					MASI, Robert	
4	ESP	LAD					ALONSO MARTINEZ, Catalina	
5	USA	JUN					BROW, Robert	
6	CYP	SEN					ANTONISIS, Antoniades	
7	FRA	LAD					CHEVALIER, Pauline	
8	GBR	SEN					TIFFANY, Robert	
9	ITA	SEN					MORI, Marco	
10	POR	SVT					ROSSAO, Franco	
11	BEL	VET					VAN MARTEN, Frank	
12	RUS	LAD					ANTONIN, Ioanna	

ANNEX 3 :
COMPAK SPORTING – SHOOTING POSITIONS FOR A ROUND

5 singles per shooting position

TRAJECTORY SETTING TABLE N°1.

A	B	C	D	E
E	F	A	B	C
C	D	E	F	A
F	A	B	C	D
D	E	F	A	B

TRAJECTORY SETTING TABLE N°2.

B	C	D	E	F
F	A	B	C	D
D	E	F	A	B
A	B	C	D	E
E	F	A	B	C

TRAJECTORY SETTING TABLE N°3.

C	D	E	F	A
A	B	C	D	E
E	F	A	B	C
B	C	D	E	F
F	A	B	C	D

TRAJECTORY SETTING TABLE N°4.

D	E	F	A	B
B	C	D	E	F
F	A	B	C	D
C	D	E	F	A
A	B	C	D	E

TRAJECTORY SETTING TABLE N°5.

E	F	A	B	C
C	D	E	F	A
A	B	C	D	E
D	E	F	A	B
B	C	D	E	F

TRAJECTORY SETTING TABLE N°6.

F	A	B	C	D
D	E	F	A	B
B	C	D	E	F
E	F	A	B	C
C	D	E	F	A

TRAJECTORY SETTING TABLE N°7.

A	C	E	B	D
F	A	C	D	E
B	D	F	A	C
E	B	D	F	A
C	E	B	C	F

TRAJECTORY SETTING TABLE N°8.

D	B	E	C	F
F	A	D	B	E
C	F	A	D	B
E	C	F	A	D
B	E	C	F	A

Per Stand : 3 Singles and 1 Double on Report

TRAJECTORY SETTING TABLE N°9.

D	B	C	F	E
C	D	B	A	F
A	E	F	D	B
Double CF B-F	Double CF F-A	Double CF A-E	Double CF E-C	Double CF C-D

TRAJECTORY SETTING TABLE N°10.

B	D	A	F	C
E	B	D	A	F
C	E	B	D	A
Double CF A-F	Double CF F-C	Double CF C-E	Double CF E-B	Double CF B-D

TRAJECTORY SETTING TABLE N°11.

C	E	D	A	F
B	C	E	D	A
F	B	C	E	D
Double CF D-A	Double CF A-F	Double CF F-B	Double CF B-C	Double CF C-E

TRAJECTORY SETTING TABLE N°12.

B	D	C	A	E
E	B	F	C	A
D	E	B	F	C
Double CF C-F	Double CF F-A	Double CF A-E	Double CF E-D	Double CF D-B

TRAJECTORY SETTING TABLE N°13.

E	B	F	C	A
D	E	B	F	C
A	D	E	B	F
Double CF F-C	Double CF C-A	Double CF A-D	Double CF D-E	Double CF E-B

TRAJECTORY SETTING TABLE N°14.

F	C	E	B	D
A	F	B	E	C
C	B	D	A	E
Double CF E-D	Double CF D-A	Double CF A-C	Double CF C-F	Double CF F-B

TRAJECTORY SETTING TABLE N°15.

B	C	F	E	A
F	E	C	D	B
D	B	A	C	E
Double CF E-A	Double CF A-D	Double CF D-B	Double CF B-F	Double CF F-C

TRAJECTORY SETTING TABLE N°16.

B	E	C	A	F
D	A	B	E	C
F	D	A	C	E
Double CF E-C	Double CF C-F	Double CF F-D	Double CF D-B	Double CF B-A

Per Stand : 3 Singles and 1 Simultaneous Double

TRAJECTORY SETTING TABLE N°17.

F	E	C	B	A
D	B	F	E	C
A	D	E	A	B
Double simultaneous B-C	Double simultaneous C-A	Double simultaneous A-D	Double simultaneous D-F	Double simultaneous F-E

TRAJECTORY SETTING TABLE N°18.

A	F	E	B	C
D	E	B	F	A
F	A	D	C	E
Double simultaneous E-B	Double simultaneous B-C	Double simultaneous C-A	Double simultaneous A-D	Double simultaneous D-F

TRAJECTORY SETTING TABLE N°19.

A	E	D	B	F
C	D	A	E	B
F	A	E	C	D
Double simultaneous D-B	Double simultaneous B-C	Double simultaneous C-F	Double simultaneous F-A	Double simultaneous A-E

TRAJECTORY SETTING TABLE N°20.

D	B	A	F	C
E	F	C	B	D
A	E	B	C	F
Double simultaneous F-C	Double simultaneous C-D	Double simultaneous D-E	Double simultaneous E-A	Double simultaneous A-B

TRAJECTORY SETTING TABLE N°21.

C	A	B	E	F
D	B	A	C	E
B	D	C	F	A
Double simultaneous A-E	Double simultaneous E-F	Double simultaneous F-D	Double simultaneous D-B	Double simultaneous B-C

TRAJECTORY SETTING TABLE N°22.

C	E	B	F	A
D	F	A	C	B
F	B	D	B	E
Double simultaneous E-A	Double simultaneous A-C	Double simultaneous C-E	Double simultaneous E-D	Double simultaneous D-F

TRAJECTORY SETTING TABLE N°23.

C	A	F	D	B
E	F	C	A	D
B	E	D	F	A
Double simultaneous A-D	Double simultaneous D-B	Double simultaneous B-E	Double simultaneous E-C	Double simultaneous C-F

TRAJECTORY SETTING TABLE N°24.

D	F	A	C	E
B	A	D	F	C
F	B	C	E	A
Double simultaneous A-C	Double simultaneous C-E	Double simultaneous E-B	Double simultaneous B-D	Double simultaneous D-F

Per Stand : 1 Single and 2 Doubles on Report

TRAJECTORY SETTING TABLE N°25.

C	E	A	F	D
Double CF D-B	Double CF B-F	Double CF F-C	Double CF C-A	Double CF A-F
Double CF F-A	Double CF A-D	Double CF D-E	Double CF E-B	Double CF B-C

TRAJECTORY SETTING TABLE N°26.

D	F	B	C	E
Double CF E-A	Double CF A-C	Double CF C-E	Double CF E-D	Double CF D-F
Double CF F-B	Double CF B-D	Double CF D-A	Double CF A-B	Double CF B-C

TRAJECTORY SETTING TABLE N°27.

A	B	C	D	E
Double CF E-F	Double CF F-D	Double CF D-E	Double CF E-A	Double CF A-B
Double CF B-C	Double CF C-A	Double CF A-F	Double CF F-C	Double CF C-D

TRAJECTORY SETTING TABLE N°28.

B	D	F	A	C
Double CF C-E	Double CF E-A	Double CF A-C	Double CF C-F	Double CF F-A
Double CF A-F	Double CF F-B	Double CF B-E	Double CF E-D	Double CF D-B

TRAJECTORY SETTING TABLE N°29.

E	A	D	B	C
Double CF C-D	Double CF D-F	Double CF F-A	Double CF A-D	Double CF D-A
Double CF A-B	Double CF B-C	Double CF C-E	Double CF E-F	Double CF F-B

TRAJECTORY SETTING TABLE N°30.

F	C	E	B	D
Double CF D-A	Double CF A-F	Double CF F-D	Double CF D-C	Double CF C-B
Double CF B-E	Double CF E-B	Double CF B-A	Double CF A-E	Double CF E-F

TRAJECTORY SETTING TABLE N°31.

A	F	D	B	C
Double CF C-D	Double CF D-E	Double CF E-C	Double CF C-A	Double CF A-E
Double CF E-B	Double CF B-A	Double CF A-F	Double CF F-D	Double CF D-B

TRAJECTORY SETTING TABLE N°32.

F	A	C	D	B
Double CF B-D	Double CF D-F	Double CF F-A	Double CF A-C	Double CF C-E
Double CF E-C	Double CF C-B	Double CF B-E	Double CF E-F	Double CF F-D

Per Stand : 1 Single and 2 simultaneous doubles

TRAJECTORY SETTING TABLE N°33.

D	C	F	A	B
Double simultaneous B-F	Double simultaneous F-A	Double simultaneous A-B	Double simultaneous B-E	Double simultaneous E-C
Double simultaneous C-E	Double simultaneous E-D	Double simultaneous D-C	Double simultaneous C-F	Double simultaneous F-D

TRAJECTORY SETTING TABLE N°34.

E	D	C	F	A
Double simultaneous A-C	Double simultaneous C-F	Double simultaneous F-A	Double simultaneous A-B	Double simultaneous B-F
Double simultaneous F-B	Double simultaneous B-E	Double simultaneous E-D	Double simultaneous D-C	Double simultaneous C-E

TRAJECTORY SETTING TABLE N°35.

B	F	A	E	D
Double simultaneous D-C	Double simultaneous C-E	Double simultaneous E-D	Double simultaneous D-A	Double simultaneous A-F
Double simultaneous F-A	Double simultaneous A-B	Double simultaneous B-F	Double simultaneous F-C	Double simultaneous C-E

TRAJECTORY SETTING TABLE N°36.

C	A	E	B	F
Double simultaneous F-E	Double simultaneous E-B	Double simultaneous B-F	Double simultaneous F-D	Double simultaneous D-B
Double simultaneous B-D	Double simultaneous D-C	Double simultaneous C-A	Double simultaneous A-E	Double simultaneous E-C

TRAJECTORY SETTING TABLE N°37.

F	E	D	B	A
Double simultaneous A-D	Double simultaneous D-B	Double simultaneous B-C	Double simultaneous C-F	D.Simultané F-E
Double simultaneous E-C	Double simultaneous C-A	Double simultaneous A-E	Double simultaneous E-D	Double simultaneous D-B

TRAJECTORY SETTING TABLE N°38.

B	E	D	F	C
Double simultaneous C-D	Double simultaneous D-F	Double simultaneous F-C	Double simultaneous C-A	Double simultaneous A-F
Double simultaneous F-A	Double simultaneous A-B	Double simultaneous B-E	Double simultaneous E-D	Double simultaneous D-B

TRAJECTORY SETTING TABLE N°39.

C	B	E	A	D
Double simultaneous D-E	Double simultaneous E-A	Double simultaneous A-D	Double simultaneous D-F	Double simultaneous F-B
Double simultaneous B-F	Double simultaneous F-C	Double simultaneous C-B	Double simultaneous B-E	Double simultaneous E-C

TRAJECTORY SETTING TABLE N°40.

F	D	B	E	C
Double simultaneous C-A	Double simultaneous A-E	Double simultaneous E-C	Double simultaneous C-F	Double simultaneous F-D
Double simultaneous D-B	Double simultaneous B-F	Double simultaneous F-D	Double simultaneous D-A	Double simultaneous A-B

ANNEX 4: OLD SYSTEM POSITION THE SHOOTER FOR THE PROGRESSION OF A ROUND

6 Shooters	**1st round**	Station1 **Shooter N° 1**	Station2 **Shooter N° 2**	Station 3 **Shooter N° 3**	Station 4 **Shooter N° 4**	Station 5 **Shooter N° 5**
		WAIT **Shooter N° 6**				
	2nd round	Station1 **Shooter N° 6**	Station2 **Shooter N° 1**	Station 3 **Shooter N° 2**	Station 4 **Shooter N° 3**	Station 5 **Shooter N° 4**
		WAIT **Shooter N° 5**				
	3eme round	Station1 **Shooter N° 5**	Station2 **Shooter N° 6**	Station 3 **Shooter N° 1**	Station 4 **Shooter N° 2**	Station 5 **Shooter N° 3**
		WAIT **Shooter N° 4**				
	4th round	Station1 **Shooter N° 4**	Station2 **Shooter N° 5**	Station 3 **Shooter N° 6**	Station 4 **Shooter N° 1**	Station 5 **Shooter N° 2**
		WAIT **Shooter N° 3**				
	5th round	Station1 **Shooter N° 3**	Station2 **Shooter N° 4**	Station 3 **Shooter N° 5**	Station 4 **Shooter N° 6**	Station 5 **Shooter N° 1**
		WAIT **Shooter N° 2**				
	6th round	Station1 **Shooter N° 2**	Station2 **Shooter N° 3**	Station 3 **Shooter N° 4**	Station 4 **Shooter N° 5**	Station 5 **Shooter N° 6**

5 Shooters	**1st round**	Station1 **Shooter N° 1**	Station2 **Shooter N° 2**	Station 3 **Shooter N° 3**	Station 4 **Shooter N° 4**	Station 5 **Shooter N° 5**
	2nd round	Station1 Empty	Station2 **Shooter N° 1**	Station 3 **Shooter N° 2**	Station 4 **Shooter N° 3**	Station 5 **Shooter N° 4**
		WAIT **Shooter N° 5**				
	3eme round	Station1 **Shooter N° 5**	Station2 Empty	Station 3 **Shooter N° 1**	Station 4 **Shooter N° 2**	Station 5 **Shooter N° 3**
		WAIT **Shooter N° 4**				
	4th round	Station1 **Shooter N° 4**	Station2 **Shooter N° 5**	Station 3 Empty	Station 4 **Shooter N° 1**	Station 5 **Shooter N° 2**
		WAIT **Shooter N° 3**				
	5th round	Station1 **Shooter N° 3**	Station2 **Shooter N° 4**	Station 3 **Shooter N° 5**	Station 4 Empty	Station 5 **Shooter N° 1**
		WAIT **Shooter N° 2**				
	6th round	Station1 **Shooter N° 2**	Station2 **Shooter N° 3**	Station 3 **Shooter N° 4**	Station 4 **Shooter N° 5**	Station 5 Empty

4 Shooters	**1st round**	Station1 **Shooter N° 1**	Station2 **Shooter N° 2**	Station 3 **Shooter N° 3**	Station 4 **Shooter N° 4**	Station 5 Empty
	2nd round	Station1 Empty	Station2 **Shooter N° 1**	Station 3 **Shooter N° 2**	Station 4 **Shooter N° 3**	Station 5 **Shooter N° 4**
	3eme round	Station1 Empty	Station2 Empty	Station 3 **Shooter N° 1**	Station 4 **Shooter N° 2**	Station 5 **Shooter N° 3**
		WAIT **Shooter N° 4**				
	4th round	Station1 **Shooter N° 4**	Station2 Empty	Station 3 Empty	Station 4 **Shooter N° 1**	Station 5 **Shooter N° 2**
		WAIT **Shooter N° 3**				
	5th round	Station1 **Shooter N° 3**	Station2 **Shooter N° 4**	Station 3 Empty	Station 4 Empty	Station 5 **Shooter N° 1**
		WAIT **Shooter N° 2**				
	6th round	Station1 **Shooter N° 2**	Station2 **Shooter N° 3**	Station 3 **Shooter N° 4**	Station 4 Empty	Station 5 Empty

3 Shooters	**1st round**	Station1 **Shooter N° 1**	Station2 **Shooter N° 2**	Station 3 **Shooter N° 3**	Station 4 Empty	Station 5 Empty
	2nd round	Station1 Empty	Station2 **Shooter N° 1**	Station 3 **Shooter N° 2**	Station 4 **Shooter N° 3**	Station 5 Empty
	3eme round	Station1 Empty	Station2 Empty	Station 3 **Shooter N° 1**	Station 4 **Shooter N° 2**	Station 5 **Shooter N° 3**
	4th round	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 **Shooter N° 1**	Station 5 **Shooter N° 2**
		WAIT **Shooter N° 3**				
	5th round	Station1 **Shooter N° 3**	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 **Shooter N° 1**
		WAIT **Shooter N° 2**				
	6th round	Station1 **Shooter N° 2**	Station2 **Shooter N° 3**	Station 3 Empty	Station 4 Empty	Station 5 Empty

2 Shooters	**1st round**	Station1 **Shooter N° 1**	Station2 **Shooter N° 2**	Station 3 Empty	Station 4 Empty	Station 5 Empty
	2nd round	Station1 Empty	Station2 **Shooter N° 1**	Station 3 **Shooter N° 2**	Station 4 Empty	Station 5 Empty
	3eme round	Station1 Empty	Station2 Empty	Station 3 **Shooter N° 1**	Station 4 **Shooter N° 2**	Station 5 Empty
	4th round	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 **Shooter N° 1**	Station 5 **Shooter N° 2**
	5th round	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 **Shooter N° 1**
		WAIT **Shooter N° 2**				
	6th round	Station1 **Shooter N° 2**	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 Empty

ANNEX 5 :
RUNNING A SUDDEN DEATH SHOOT OFF

The Compak shoot off must be a trajectory setting TABLE of one single and two simultaneous doubles.

1. After drawing lots, between 2 (two) shooters :
   - The shooter N°1 takes position on Station1, shoots the first target, the result is recorded.
   - The shooter N°2 takes position on Station1, shoots the first target, the result is recorded.

If they equalise :
- The shooter N°2 shoots the first Double of Station1, the result is recorded.
- The shooter N°1 comes back to Station1 and shoots the first Double, the result is recorded.

If they equalise again :
- The shooter N°1 shoots the second Double of Station1, the result is recorded.
- The shooter N°2 shoots the second Double of Station1, the result is recorded.

If they equalise again :
- The shooter N°2 moves to Station2 et shoots the first target of Station2, the result is recorded.
- The shooter N° 1 shoots the first target of Station2, the result is recorded.

If they equalise :
- The shooter N°1 shoots the first Double of Station2, the result is recorded.
- The shooter N°2 comes back to Station2 and shoots the first Double, the result is recorded.

If they equalise again :
- The shooter N°2 shoots the second Double of Station2, the result is recorded.
- The shooter N°1 shoots the second Double of Station2, the result is recorded.

If they equalise again :
- The shooter N°1 moves to Station 3 and shoots the first target of Station 3, the result is recorded.

And so on, up until the first ELIMINATORY ZERO with an equal number of targets shot.

2. After drawing lots, between 3 (three) shooters :

- The shooter N°1 takes position on Station1, shoots the first target, the result is recorded.
- The shooter N°2 takes position on Station1, shoots the first target, the result is recorded.
- The shooter N°3 takes position on Station1, shoots the first target, the result is recorded.

If they equalise:
- The shooter N°2 shoots the first Double of Station1, the result is recorded.
- The shooter N°3 comes back to Station1 and shoots the first Double, the result is recorded.
- The shooter N°1 comes back to Station1 and shoots the first Double, the result is recorded.

If they equalise again :

- The shooter N°3 shoots the second Double of Station1, the result is recorded.
- The shooter N°1 shoots the second Double of Station1, the result is recorded.
- The shooter N°2 shoots the second Double of Station1, the result is recorded.

If they equalise again :

- The shooter N°2 moves au Station2 et shoots the first target du Station2, the result is recorded.
- The shooter N°3 takes position at Station2, shoots the first target, the result is recorded.
- The shooter N°1 takes position at Station2, shoots the first target, the result is recorded.

If they equalise :

- The shooter N°3 shoots the first Double of Station2, the result is recorded.
- The shooter N°1 comes back to Station2 and shoots the first Double, the result is recorded.
- The shooter N°2 comes back to Station2 and shoots the first Double, the result is recorded.

If they equalise again :

- The shooter N°1 shoots the second Double of Station2, the result is recorded.
- The shooter N°2 shoots the second Double of Station2, the result is recorded.
- The shooter N°3 shoots the second Double of Station2, the result is recorded.

If they equalise again :

- The shooter N°3 moves to Station 3 et shoots the first target du Station 3, the result is recorded.

And so on, up until the first ELIMINATORY ZERO with an equal number of targets shot.

RULES ACCREDITED BY THE ORDINARY GENERAL ASSEMBLY DATED JULY 18th, 2024

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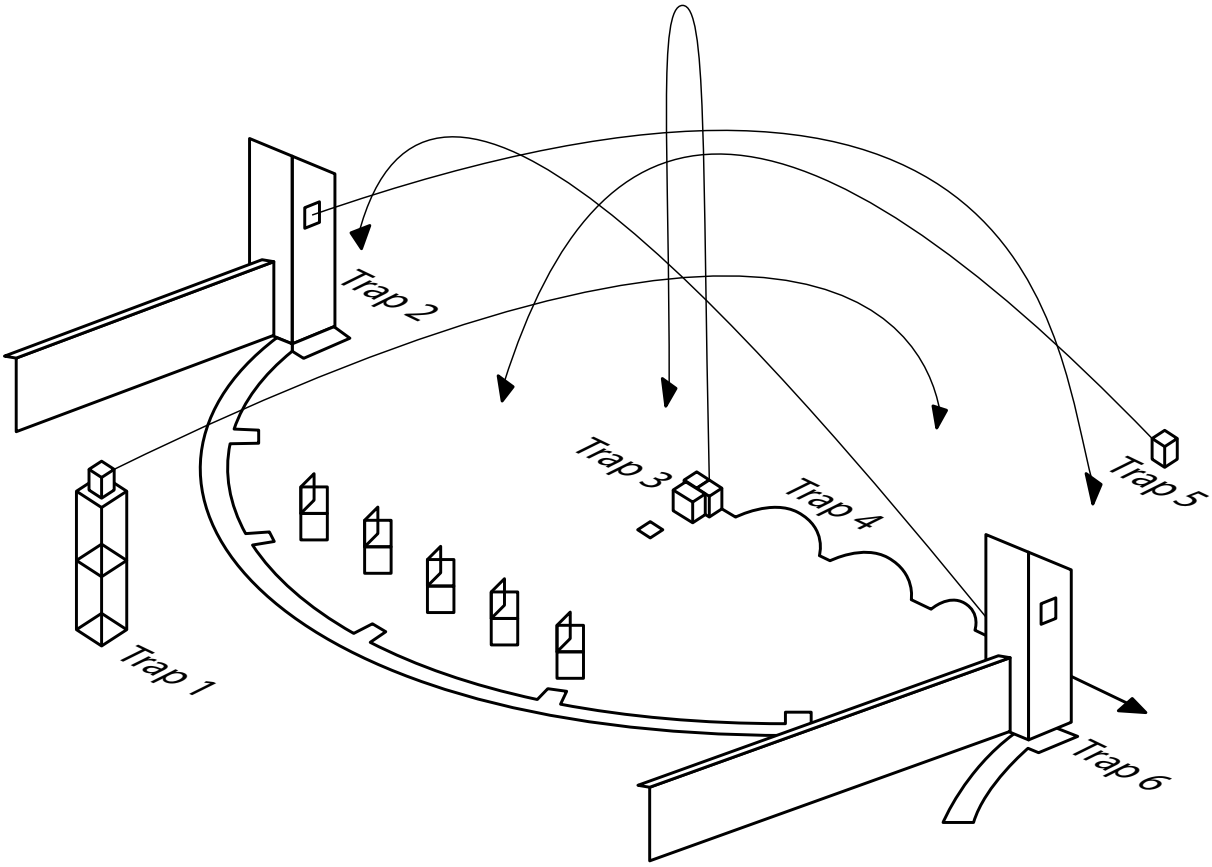
Example of
FITASC COMPAK LAYOUT IMPOSED OVER TRAP AND SKEET GROUND



See COMPAK layout diagram in Chapter 2, 2.1 in FITASC Compak Rules

8.0 TECHNICAL RULES - ACTA ENGLISH SPORTING

INDEX

8.1 Viewing Point
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8.1 VIEWING POINT

Any competitor who has not had an opportunity to see targets on any stand, i.e. at the commencement of the competition each day, shall have the right to see one target from each trap for that stand from a position outside the stand. All competitors should avail themselves of the opportunity to view targets whilst waiting their turn to shoot.

8.2 SEQUENCE

(a) Targets may be thrown as singles, report pairs, following pairs or simultaneous pairs. No alteration is to be made to either the target or sequence of targets on any stand once a competition has begun.

(b) Targets will be thrown by non-verbal and non-visible instruction by the Referee after the competitor has called for the target.

8.3 TARGETS

FITASC targets (Mini, Midi, Battue, Rocket, Helice and Rabbit targets) may be used, as well as Standard or 'Flash' ISSF targets. The total amount of FITASC targets shall not exceed 40% of the total number of targets in the competition. Targets may be of any colour.

8.4 SINGLE TARGET

A single target launched from any trap.

8.5 REPORT PAIR

Is a pair where the second target is launched at the sound of the gun firing at the first target.

8.6 FOLLOWING PAIR

Is a pair where the second target is launched from the same trap as soon as it is safely possible after the first target.

8.7 SIMULTANEOUS PAIR

Is a pair where both targets are launched simultaneously from either one or two traps.

8.8 TRAJECTORIES

At each stand, the trajectories shall be the same for each competitor in height, distance and speed. It must be possible for all the targets to be hit within the effective range of a 12-bore shotgun. Before a competition management will establish a scheme for the trajectories of targets: These trajectories, established and calculated in calm weather, may be altered by wind, but if so altered, will remain regular targets.

8.9 SHOOTING POSITIONS

(a) The competitor must remain positioned within the area of the shooting stand and is only allowed to load cartridges into the gun within the confines of the stand. The gun will at all times be kept pointing down the range and targets will only be called for after the Referee has given the signal to start. In no case may a Competitor move to the stand before the preceding competitor has left the stand and it is their turn to shoot.

(b) Shooting stands shall be clearly defined squares no smaller than 0.91 metres and must be within an enclosure. Enclosures must be a minimum height of 2 metres, to prevent any safety problems when addressing or firing at any targets presented. The sides of any enclosure should not prevent the Referee from having a clear view of the competitor.
The recommended dimensions of the enclosure follow the standard Sportrap enclosure size of: 1200mm x 1200mm area with a removable front bar at 600mm height (to allow disabled competitors access and position) with enclosure sides to 2 metres and a padded top bar centrally above the pad. Front entry and variations on the size of the recommended enclosure will remain acceptable provided the arc of fire is contained within the exclusion zone.

8.10 DULY NOTIFIED

A competitor is "Duly Notified" to compete when their name is called out by a Referee, Scorer or other person authorised to do so. If a competitor is absent after being called, the Referee shall call the name on the score sheet loudly three times equally spaced within one minute. If the competitor is still not present, they will be "Declared Absent" and their score sheet will be marked accordingly with a two target loss.

8.11 PENALTY

If a competitor is declared absent, they will be penalised two targets by the Management and given the opportunity to shoot the remainder of the targets on that stand at the Management's discretion.

8.12 NUMBER/ORDER OF SHOTS AT TARGETS

Two cartridges may be fired at a single target, but the Competitor will not be allowed to load more than two cartridges for firing at each pair.

8.13 PROCEDURE FOR MALFUNCTION ON SINGLE TARGET

If after firing the first shot at a single target, a gun or cartridge malfunction occurs (providing it is not the third or subsequent malfunction on that stand) and the target has not been hit, the Referee shall instruct the competitor to reload their gun with two cartridges. The competitor will then be instructed to call for a new target but to miss with the first shot and attempt to hit the target with the second shot. If the new target is hit with the first shot it will be declared lost.

Note: This is a variance to other disciplines.

8.14 SCORING PAIRS

(a) In simultaneous pairs the competitor has the right to shoot either of the targets first. Should the Competitor hit both targets together with either the first or second shot; the result will be scored pair scored.

(b) In any regular pair the competitor having missed the first target may fire their second cartridge at the same target, the result being scored on the first target, the second target being counted as lost unless the shot breaks both targets.

8.15 NO TARGET

A "No Target" will be called and a new target will be launched, the shooter having fired or not providing:

(a) The target is broken.
(b) The target is launched from the wrong trap.
(c) Two targets are launched simultaneously when a single should have been thrown.
(d) The target is definitely of another colour than the targets used for the competition on at that stand.
(e) The first or second target of a pair is irregular.
(f) The targets are launched simultaneously for a report pair or a following pair (i.e. two or more targets released).
(g) The target is launched before the competitor has called for it.
(h) The target is launched after a delay of more than three seconds.
(i) The target zigzags, or its initial speed is insufficient or if its trajectory is irregular.
(j) The competitor shoots at the first target and this target collides with the second before the competitor has fired their second shot.
(k) In the case of a "No Target" in simultaneous or following pairs the competitor will be asked to fire at a second pair to determine the scores of the two shots.
(l) This will also apply in the case of a malfunction of gun or ammunition not attributable to the competitor, provided that it is not the third time on that stand.
(m) The Referee may also order the launching of a new target when:
    (i) The competitor has been baulked, i.e. any extraneous occurrence, which in the opinion of the Referee materially interferes with the equity of the competitor after they call for their target constitutes a baulk
    (ii) Another competitor fires at the same target
    (iii) The Referee cannot decide for any reason if the target has been hit or lost.
(n) The Referee cannot in any case give a "No Target" if the competitor has missed for any reason other than those stated in the "No Target" rules.

8.16 REPORT PAIRS

When a second target of a report pair is declared "No Target" the result of the shot at the first target will stand and the competitor will be asked to repeat the pair to determine the result of the second target.

(a) When re-shooting the pair, the competitor must make a reasonable attempt to hit the first target before attempting to shoot at the second target.
(b) Referees must ensure that competitors adhere strictly to Rule 8.6. If a violation of rule 8.6 takes place, the Referee shall ask the competitor to repeat the pair (1st target established). If the competitor violates rule 8.6 on three occasions, then at the third occasion the second target will be declared "lost".

8.17 INDIVIDUAL TIE-BREAK

(a) In the event of a tie, whenever practicable and in accordance with the Management's instructions, a tie-break will decide the winner. The 'count back' system shall not be used at ACTA Registered events.

(b) Ties will be broken by shooting initially at five pairs from a stand(s) decided by the Management. Scoring will be one point per target, making a total of ten.
(c) If a tie still exists following the above, five pairs from a different stand will be shot at. Scoring will again be out of ten.
(d) If a tie still exists, a "sudden death" tie-break on pairs will follow (scoring out of two) until the tie is broken. All competitors must shoot at an equal number of pairs.

8.18 TEAM TIES

If two or more teams obtain the same scores, the Captain of each team shall nominate three members of their team to take part in the tie-break. The Captain may include themselves as one of the three.

All nominated team members must be present at the start of the tie-break. Incomplete teams will be disqualified.

The team order shall be decided by the tossing of a coin and each team member will shoot at a pair of targets from a new stand (not used at any other stage of the event). The first member of each team will shoot. They will be followed by the remaining team members in rotation, until all have shot and the total score for each team is determined. Should a tie still exist then the procedure will be repeated until the tie is broken.

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