

**Please see below the proposed trial rules:**

**Technical Rules For Sportrap (6-person squad trial only)**

25.1 Except as detailed below all the above rules and regulations for English Sporting are fully applicable to the CPSA discipline of 'SPORTRAP'.

**LAYOUTS**

25.2 A 'Sportrap' layout will consist of 5 stands within safety enclosures set side by side in a straight line and numbered 1 to 5 starting from the left when viewed from behind the stands. Shooting stands shall be clearly defined squares of 0.91 m (35.8 in) sides.

25.3 To allow for wheelchairs, safety enclosures will measure 1200mm x 1200mm (47.24in x 47.24in) +/- 50mm (2in).

25.4 Stands will be set at 3m (3.3yd) to 3.3m (3.6yd) centres.

25.5 Entry to and exit from all stands will be from the rear of the enclosure only and all enclosures will be fitted with a removable restraining bar at the front at a height of 600mm (23.6in) + 100mm (3.9in). This bar may only be removed at the request of a wheelchair user and at all other times at the discretion of the Referee.

25.6 Five traps clearly identified and labelled A, B, C, D, E on the layout from left to right when viewed from behind the shooting stands, set to throw targets specified in rules 24.6, 24.7, 24.8, 24.9 & 24.10.

Each trap position must be clearly indicated by its own letter in the vicinity of the trap and must be visible from all stands.

Traps can be placed anywhere the shoot organisers decides, behind or in front of the shooters line of fire. Target trajectories are determined by the preference of the shoot Organiser and by the geographical area, clearly identified sequentially (left to right or clockwise) as follows: -

- Trap A must always be to the furthest left side of the shooting layout;
- Traps B, C, D must be placed in a left to right alphabetical sequence;
- Trap E must always be to the furthest right side of the shooting layout.

**25.7 'Menu' boards in front of each stand, measuring a minimum of A4 size, 300mm (11.8in) x 210mm (8.27in), will list the traps in the order in which they are placed in each layout as per rule 25.6**

25.8 When two or more layouts are installed in adjacent positions, there should be a minimum distance of 35m (38.2yd) between stand no. 5 on one layout and stand no. 1 on the next.

25.9 A minimum exclusion zone of 275m (300yd) in every direction in which shooting is likely to occur must be provided in front of every layout and in full accordance with standard CPSA safety regulations.

25.10 If any traps are placed near the competitors or spectators, or will send a target into those same areas, consideration must be given to ensure the safety of all concerned.

## CONDUCT OF EVENTS

25.11 Squads will consist of up to a maximum of **six** competitors and only one competitor shall shoot at any one time. The shooting sequence will start from stand 1 on each layout. Competitor 1 will start in stand 1 on layout 1, and then competitors will rotate in sequence by 1 stand per layout thereafter.

25.12 The competitors comprising the squad shall stand within the designated shooting cages marked 1 to 5, and the **6<sup>th</sup> person at the designated waiting point at the rear of stand 1 (in the same order in which their names appear on the official score card on the starting layout)**. All guns at this stage must be open and empty.

25.13 A "Round" will comprise of twenty-five targets as detailed below. Competitions may be made up of a multiple number of rounds on the same layout or different layouts.

25.14 At each stand, each competitor will shoot a single target (full use of the gun) plus one pair on report (O/R) or following (FOL), plus one simultaneous pair (SIM). A total of five targets per stand.

25.15 Any squad that has not had a chance to view the flight of the targets may request the Referee to show one individual target from each trap in alphabetical order.

25.16 If the squad is **comprised** of less than five competitors, then the competitors should be given the opportunity, once per round of 25 targets, to view one sim pair before moving into a vacant shooting position.

## SHOOTING SINGLES

25.17 When all is ready and correct the Referee shall call "Line Ready". At that point, competitors in stands marked 1-5 may load two cartridges, but their guns must remain open.

25.18 The competitor in the first stand shall then close their gun and, when ready, call for the target. The first target on the menu board shall then be released. The competitors will then fire at this target at any point within the designated area with either one or two shots. The resulting score (1 or 0), as determined by the Referee will then be recorded.

25.19 After the result of the previous shot has been established, **the competitor in stand 2** will then follow the same procedure, followed in turn by the **competitors in stands 3, 4 and 5.**

## **SHOOTING DOUBLES**

25.20 After **the competitor in stand 5** has shot the single target, **the competitor in stand 1** shall again call for a target which will be a double as per the menu board in front of the stand.

25.21 Shooting will then continue in the same format as in 25.19 until all competitors have shot at all their five targets in that stand.

25.22 **After each competitor finishes their 5 targets they open and empty their gun and move to the next waiting position, and then stand, whilst not disturbing the next shooter.**

25.23 **All guns must be opened and empty when moving between stands or waiting.**

25.24 When all members of the squad have shot at all the targets in every stand, the round will be finished and the Referee shall call loudly “Unload and check your scores”. At this point, all guns shall be opened and emptied before the shooters turn to leave their stands.

## **MALFUNCTIONS**

25.25 Shooters will be allowed up to two gun or ammunition malfunctions, not attributable to them, in each round without being penalised. The third or subsequent malfunction in the same round shall be counted as lost or pair lost.

## **INDIVIDUAL TIE-BREAK**

25.26 In the event of a tie, whenever practicable and in accordance with the Jury’s instructions, a tie-break will decide the winner(s). Failing which, the ‘count back’ system can be used (see rule 1.10).

25.27 Ties will be broken by shooting stands 1 and 5 (ten targets) from a standard round (twenty-five targets), on a layout (with targets not used at any other stage of the event) decided by the Jury or Organiser.

25.28 Two shooters will shoot sequentially (one in each stand based on the official score card determined with count back), with experienced and competent ‘filler shooters’ used if there should be an odd number (which may include referees and ground staff). Each shooter will shoot a total of 5 targets per stand in an alternating sequence starting with singles, then on-report/following pairs, and then simultaneous pairs e.g. stand 1 single, stand 5 single, stand 1 on-report pair, stand 5 on-report pair,

stand 1 simultaneous pair, and stand 5 simultaneous pair. Once the sequence is complete, both shooters will swap stands to shoot the remaining 5 targets.

25.29 If a tie still exists, the remaining tied competitors will go into a “sudden death” shoot-off. All tied shooters tied must have shot the ten-target sequence before those remaining as tied can proceed to the “sudden death” tie-break together.

25.30 The “sudden death” tie-break will consist of the remainder of the tied competitors each shooting from stand 3, simultaneous pairs until a winner is determined. At all times competitors must shoot at an equal number of targets.