



Booklet Number 7

Technical Rules

for Down the Line, English Skeet,
English Sporting and Automatic Ball Trap
and their derivatives



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Booklet Number Seven Updated 19th of April 2013
Technical Rules for Down the Line, English Skeet, English Sporting,
Automatic Ball Trap and their derivatives

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FOREWORD

THE CLAY PIGEON SHOOTING ASSOCIATION

Is the Governing Body of Clay Pigeon Shooting in England.

Its primary function is to organise, regulate and promote the development of the sport of Clay Pigeon Shooting within England.

These rules have been formulated by the CPSA for all disciplines and events controlled by them.

With the exception of hearing and eye protection where CPSA rules will be adhered to, any National ISSF or FITASC events held by the CPSA will be run under the current rules issued by the governing body of that particular discipline.

This book will be provided to each ground capable of running CPSA Registered Events. It is the official Reference Book and is to be used for any query or dispute.

The most up to date version will be available to download from the CPSA website or by request from CPSA Head Office.

Adopted by the CPSA, ICPSA, ICTSC, ICTSF, SCTA, UCPSA and WCTSA for international competition.



1. TECHNICAL RULES FOR DOWN THE LINE

SHOOTING ORDER

1.00 With the trap and targets set as detailed in 1.39 - 1.49 the competitors comprising the squad shall stand at the designated firing marks from 1 to 5 (from left to right facing the trap) in the order in which their names appear on the scorecard. ALL GUNS SHALL BE OPEN AND EMPTY.

VIEWING TARGETS

1.01 When the squad is ready and the referee has indicated competitor number one shall call to view a single target, this procedure will be permitted on all layouts shot by each squad.

PROCEDURE

1.02 When all is ready and correct the Referee shall call "Line Ready". At this point all competitors may insert 2 cartridges into their barrels but guns must remain open.

1.03 Note: Those using semi-automatics must keep the bolt to the chamber open, but a cartridge may be loaded into the magazine.

1.04 The first competitor, standing on firing mark 1 (subsequently referred to as peg 1) may then close their gun and adopt a shooting stance and call "Pull" or some other word of command when they are ready.

1.05 Upon this command, the Puller, who shall be positioned behind the line of shooters, will immediately release a target. Should an acoustic system be in use this will activate and release an instant target at this time.

1.06 Where a Referee does not call a "No Target", no claim of a quick or slow pull will be allowed if the Competitor fires at a target. If the competitor considers either has taken place they should claim a balk. (see Balk in Booklet 5 General Rules)

1.07 The competitor on Peg 1 may shoot at this target in flight with full use of the gun.

SECOND & SUBSEQUENT SHOOTERS

1.08 Provided that a "No Target" has not been called and the Referee has announced the result of the shot from the previous competitor, the competitor on the second firing mark may then follow the same procedure, followed afterwards by the third competitor and repeated for competitor Nos.4 and 5.

1.09 After competitor No.5 has shot, competitor No.1 shall again call for a target and all the shooters in the squad will follow this sequence until the required number of targets has been shot at.

1.10 Each competitor shall shoot at an equal amount of targets from each stand (five) during any round of 25 targets. (Excluding shoot offs)

CHANGING STANDS

1.11 After five targets have been shot at from each stand, an indication to cease shooting and change stands shall be given by the Referee/Scorer calling "change please!" Should any additional targets be shot at from a stand they will not be considered as being part of the competition.

1.12 Each competitor (except No.5) then moves to the firing mark (Peg) next on the right and No.5 takes the place of No.1. NOTE: when competitors walk between firing marks (Pegs) each competitor must ensure that their gun is open. In the case of Semi-automatics, the breech must be open and empty.

1.13 The competitor leaving No.5 firing mark to take up position No.1 firing mark must move to that position by walking behind the line of competitors with their gun open and empty of cartridges or cases. Particular care must be taken to ensure that Semi-automatic magazines and chambers are completely empty.

RE-STARTING AFTER CHANGING

1.14 When all is in order and all the competitors are in their correct positions and ready to shoot, the Referee shall call "Line Ready" and continue to do so after each change and before the commencement of shooting.

1.15 No.1 competitor of the squad (after the first move and standing at Peg No.2) commences the second round, at the end of which the squad again moves to the right, the No.1 competitor also commences the third and remaining rounds, finishing at No.5 firing mark.

END OF STAGE

1.16 Once all competitors in the squad have shot at the required number of targets from each firing mark, this will conclude the shooting of this particular stage. At this point the Referee shall call "unload and check your scores" and all guns must be opened and emptied of any cartridges or cases.

TIME LIMITS

1.17 All competitors must call for their target within ten seconds of the previous shot unless "change" has been called by the Referee. Competitor No. 1 must then call within ten seconds of the Referee calling "line ready". Competitors failing to call within ten seconds will be warned on the first occasion and a one-target penalty for each subsequent occurrence shall be imposed.

1.18 An exception will be made in the event of a shoot-off or incomplete squad: where competitors must position themselves, load their gun and call for their target within 15 seconds after the competitor to their left has fired at a regular target, or after the referee has given the signal to commence firing in the event of any delay.

SCORING & SCORER

1.19 Competitions (unless otherwise stated) shall be scored using the following "Points" system:

1.20 3 POINTS FOR A 1ST BARREL HIT

1.21 2 POINTS FOR A 2ND BARREL HIT

1.22 0 POINTS FOR A TARGET NOT HIT BY EITHER SHOT

The Scorer shall:-

1.23 Keep an accurate record of the result of shots at each target.

1.24 Mark the scorecard clearly and consistently to indicate a first barrel hit, but always with a "2" for a second barrel hit and "0" for a lost target as the Referee so calls.

1.25 Shall give an opinion as to whether a target is hit or not but only when asked by the Referee.

1.26 Mark the scorecard appropriately to record malfunctions (MAL), foot faults (FF), safety warnings (SW), conduct warning (CW) or interruptions (INT) as the Referee so directs.

1.27 Total the numbers of hits and points accurately at the completion of the required number of targets and announce the final scores aloud of each Competitor after they complete their final stage.

NO TARGET

1.28 The Referee shall declare a "NO TARGET" and another target shall be allowed only if:-

1.29 The competitor shoots out of turn.

1.30 More than one Competitor shoots at the same target.

1.31 A competitor shoots from the wrong firing mark.

- 1.32 A broken target is thrown, (whether shot at or not).
- 1.33 Simultaneous discharge occurs.
- 1.34 A clay target of an entirely different colour to those used elsewhere in the competition is thrown, (whether shot at or not).
- 1.35 An irregular whole target appears and is not shot at.
- 1.36 In the opinion of the Referee, some occurrence takes place that may materially affect the equity of the competition.
- 1.37 There is a permissible MISFIRE or MALFUNCTION.

SECOND BARREL MALFUNCTION

1.38 If the first shot is a miss and the competitor's second shot misfires, a new target must be thrown. The first shot at the new target must miss the target and the competitor must attempt to hit the target with their second shot. If the target is hit with the first shot it is scored "LOST".

CLAIMS FOR A "NO TARGET"

1.39 When a Referee does not declare a "No target" and the competitor in question considers that an award of "No Target" should be given, the Competitor must consult with the Referee immediately (by raising a hand) after the shot or target in question. IF THIS IS NOT DONE, ANY SUBSEQUENT CLAIMS WILL NOT BE ENTERTAINED.

SETTING THE TRAP (Datum or Reference Point)

1.40 All measurements are taken with reference to the top surface of firing mark No.3 (the datum point). Adjustments must be made where the ground is at a different level to the datum. Height measurements are taken as the 'plate' at a height of 18 inches.

1.41 Distances, where given, are all measured from an imaginary line drawn between the centre of firing mark No.3 and the centre of the hoop positioned 9.14m (10yd) in front of the trap level with the centre of the pin and exit point of the clay (trap offset). Care should be taken that traps are set whenever possible, in still weather, slight adjustments may be necessary in certain wind conditions.

TARGET HEIGHT

1.42 At a distance of 9.14m (10yd) from the trap, a regular target shall attain a height of 2.44m (2.66yd) to 3.05m (3.33yd). To ensure the correct elevation, a 2.44m (2.66yd) pole with a hoop 61cm (24in) diameter attached to the top must be used. Place the pole upright at 9.14m (10yd) in front of the trap. The trap should then be set to throw the target through the hoop centre.

1.43 Care must be taken at all times to ensure that the correct measuring height is attained 9.14m (10yd) from the trap.

TARGET DISTANCE

1.44 With the trap set to throw a target straight away when viewed from firing mark No.3 a regular target shall travel a distance of 45.7m (49.97yd) to 50.3m (55yd). A suitable post shall be set at this distance.

ANGLES

1.45 The trap should be set to throw the target between horizontal angles of 22° to the left and right of the imaginary centre line of the trap house as measured from the front edge of the trap house.

WIDELY DIFFERENT ANGLE

1.46 To allow for unfavourable wind conditions an additional tolerance of 10° may be added onto, but not deducted from, either of the 22° angles to create what shall be considered as the boundary defining a WIDELY DIFFERENT ANGLE and two posts set at these further angles may be placed at 30m (32.8yd) from the trap. Targets thrown within this area shall be considered to be within bounds and therefore a regular target. If however, a target travels outside the prescribed extreme limits it shall be considered as being an irregular target.

RECOMMENDATION

1.47 The trap should be set so that the tip of the throwing arm, in the released position, is a minimum of 50cm (19.68in) above ground level. Ideally the arm should be as near as possible to the underside of the trap house roof.

1.48	Height (at rear)	0.76m ± 0.1m (0.83yd ± 0.10yd)
1.49	Width	2.44m ± 0.16m (2.66yd ± 0.175yd)
1.50	Length	2.44m ± 0.16m (2.66yd ± 0.175yd)

INDIVIDUAL TIE-BREAK

1.51 All those involved in a tie break will shoot a standard full round, with normal scoring to establish final positions [if there are less than five people involved in a tie-break, Competitor Number One shall start on stand two]. If after the initial round a tie still exists, those competitors remaining will shoot a further full round, single barrel only, under the same conditions to reach a decision.

1.52 If, after these two tie-break rounds competitors are still tied, they will enter into a "sudden death", single barrel, tie-break until the tie is broken. The competitors will shoot at a single target in turn from the same peg, starting at peg three, and all competitors involved must shoot at the same number of targets. Should a tie still exist after all have shot at Peg 3 then all remaining competitors shall move to Peg 4, and so on until the tie is settled. No cartridge may be loaded into the second barrel.

TEAM TIES

1.53 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 (the above three) 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 single target from Peg 3, with no cartridge loaded into the second barrel. The first member of each team will shoot and they will be followed by the second member of each team and then the third 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.

2. DOUBLE-RISE RULES

2.00 All rules, including range and trap house construction, are as for DTL with the exceptions listed below.

SCORING

2.01 In Double Rise, two targets are released simultaneously and the Competitor must fire one shot at each target. One point shall be awarded for each target hit and zero points awarded for any target missed.

TARGET ANGLES

2.02 The trap angle does not alter but is fixed almost centrally to give the required flight and angles as shown on layout drawing.

2.03 The trap should be set to throw the targets as near as possible to be equally angled, one to the left and one to the right of the centre line as per the layout drawing.

NO TARGETS

2.04 The Referee shall declare the pair "No Target" when:-

2.05 1 target only is thrown.

2.06 2 targets are hit with one shot.

2.07 Either or both targets are thrown broken.

2.08 Targets are not thrown simultaneously.

2.09 An allowable MISFIRE or MALFUNCTION occurs on either target.

2.10 The flight of either target appears irregular and the competitor has not fired a shot.

2.11 The competitor, having shot at and hit the first target then refuses the second target, which appears irregular.

2.12 IN ALL SUCH CASES A REPEAT PAIR WILL BE THROWN TO DETERMINE THE RESULTS OF BOTH SHOTS.

2.13 If the competitor, having shot at the first target and missed then refuses the second target, shall repeat the pair to determine the result of the second shot only, the result of the first target being scored LOST.

2.14 If a competitor misses the 1st target with the first shot and hits the same target with the second shot the Referee shall declare both targets LOST.

INDIVIDUAL TIE-BREAK

2.15 All competitors involved in a tie-break will shoot a standard full round with normal scoring, to establish the final positions [if there are less than five people involved in a tie-break, competitor number one shall start on peg two]. If, after the initial round a tie still exists, those competitors remaining will shoot a further full round under the same conditions, to reach a result.

If, after these two tie-break rounds competitors are still tied, they will enter into a "sudden death", single pair tie-break until the tie is broken. Competitors must shoot at the same number of targets.

3. SINGLE BARREL RULES

3.00 All rules, including range and trap house construction, are as for DTL with the exceptions listed below.

AMMUNITION

3.01 Only one cartridge may be loaded into the gun at anytime. It is forbidden to load anything in the second barrel.

3.02 Should, in any instance, a target be fired at with a second barrel, the target will be scored "lost" regardless of whether the target is hit with the first barrel and the competitor disqualified from the competition by the Jury.

SCORING

3.03 All targets that conform to "Hit Target" description shall be awarded one point.

3.04 All targets that are called "Lost" shall be given no points.

SHOOT OFF

3.05 Procedure as for DTL.

4. HANDICAP-BY-DISTANCE

4.00 For "Handicap-by-Distance" competitions, competitors will be allotted yardage handicaps according to their DTL classification, as follows:

AA Class - 21.0m (23yd) behind the datum point

A Class - 19.2m (21yd) behind the datum point

B Class - 17.4m (19yd) behind the datum point

C Class - 15.5m (17yd) behind the datum point

The Datum Point is refereed to in Paras 1.39 and 1.40.

UNCLASSIFIED SHOOTERS

4.01 Unclassified competitors will shoot the first half of the competition from 21yd (19.2m). (The 'A' class mark.) They are then re-classified re-squadded and will complete the competition at the appropriate distances.

SQUADDING

4.02 Squads must only be made up of competitors of the same class. No mixing of classes within a squad will be permitted on safety grounds.

SCORING

4.03 Targets are shot and scored exactly as in DTL, except that the different firing points are used.

4.04 The classification of the competitor determines the firing point only, and plays no further part in the competition. Prizes are awarded in ranking order, based solely on points scored.

INDIVIDUAL TIE-BREAK

4.05 Rules as for DTL.

5. TECHNICAL RULES FOR ENGLISH SKEET

SQUADDING

5.00 Shooting should normally be conducted in squads of five competitors. If it becomes necessary, squads of less than five members may be formed but squads of more than six must be avoided for control and safety reasons.

SHOOTING ORDER

5.01 Competitors will shoot in the order their names appear on the score sheet, and shoot each of the seven stations in turn, according to the sequence below.

SEQUENCE

5.02 25 Targets will be shot at in the following sequence:-

- | | | |
|----|-----------|---|
| a) | Station 1 | Two singles and a double |
| b) | Station 2 | Two singles and a double |
| c) | Station 3 | Two singles |
| d) | Station 4 | Two singles and a double (the shooter must nominate the first target of the double to be shot at) |
| e) | Station 5 | Two singles |
| f) | Station 6 | Two singles and a double |
| g) | Station 7 | Two singles and a double |

5.03 The first target to be shot at in singles on stations 1 through 6 will be the target from the High House but, on station 7, it must be the Low House target.

5.04 The first target to be shot at in Doubles on stations 1 and 2 will be the High House, and on stations 6 and 7 will be the Low House.

5.05 Each Competitor must complete their shooting on each stand before leaving that stand, and not move to the next stand before the remainder of the squad has completed the sequence on that stand.

OPTION

5.06 To complete the round of 25 targets, the first missed target will be repeated and the result will be recorded as the twenty-fifth shot. However, should the competitor hit twenty-four targets in the required sequence on stations one through seven, they shall have the "option" to shoot the twenty-fifth as either a High or Low House target from station seven.

LOADING OF CARTRIDGES

5.07 During the shooting of singles it is compulsory to load two cartridges. Refer to rule 5.68 also on this point.

REPEAT TARGET

5.08 The Referee will call for a "Repeat Target" to be taken after the competitor has either missed their first target during a round, or after a "No Target". The competitor must reload the gun with another cartridge before taking the repeat target.

VIEWING TARGETS

5.09 At the beginning of each round when the squad is assembled at station 1, they shall be entitled to observe one regular target from each trap house. A competitor may also ask to have one regular target thrown after each irregular target or trap breakdown.

SCORING

5.10 One point shall be given for each target hit and zero for a target that has not been hit.

TARGET DISTANCES & TRAJECTORIES

5.11 Both traps shall be set in calm conditions (when possible) so that a single target shall emerge and follow that which is described below.

HIGH HOUSE

5.12 At a point 91cm (35.82in) beyond the station marker 1 (measured along the base chord extended), and 3.05m (3.33yd) above the level of station 1.

LOW HOUSE

5.13 At a point 91cm (35.82in) beyond station marker 7 (measured along the base chord extended), and 76cm (29.92 in) from the base chord extended (measured on the side of the target crossing point), and 1.07m (1.17yd) above the level of station 7.

5.14 The targets shall fly a distance of 50m (54.68yd) to 52m (56.86yd) and pass within 45cm (17.71in) of a point 4.57m (4.99yd) above the ground known as the Target Crossing Point (see Layout).

5.15 Where the Referee is satisfied that a variation in target trajectory, due to wind or some other unavoidable condition, is such that the equity of the competition cannot be maintained, a request may be made by the Referee to the Jury to reset the targets.

REGULAR TARGET

5.16 Is one, which having been set as in the rules above appears instantly the competitor calls for it.

IRREGULAR TARGET

5.17 An unbroken target which has not conformed to the definition of a regular target.

5.18 Two targets thrown simultaneously in singles.

5.19 Targets thrown broken: Under no circumstances shall the result of firing upon a broken target be counted.

REGULAR DOUBLES

5.20 A regular target thrown from each trap house simultaneously.

SHOOTING RULES

5.21 One shot only may be fired at each target during its flight.

SHOOTING POSITION

5.22 Competitors must stand with both feet entirely within the boundary of the shooting station (See Foot Fault in Booklet 5 General Rules). The gun position is optional prior to firing but at the point of firing, the gun must be seen to be in the shoulder.

5.23 When the Competitor is ready to shoot they must call loudly "pull" or some other verbal command at which point the target shall be thrown instantly.

NO TARGET

5.24 Whether or not the competitor has fired, under the following circumstances "No Target" shall be declared and another target thrown:

5.25 If the target breaks on throwing.

5.26 If the target is thrown from the wrong trap house.

5.27 If two targets are thrown simultaneously in singles.

5.28 If the target is of a colour manifestly different from that of the others used in the competition.

5.29 In the following circumstances and only if the competitor has not fired, will a "No Target" be declared and another target thrown:

5.30 When the target is thrown before the shooter has called.

5.31 At the referee's discretion only. When the target flutters, has insufficient velocity or takes an irregular course on leaving the trap for any reason. This may also apply to the second target of a double if the competitor has fired at the first target.

5.32 When the shooter does not conform to the "Shooting Position" and has not been warned in the round.

5.33 No claim will be entertained of an alleged "quick" or "slow pull" unless the Referee has distinctly called "No Target" prior to the firing of the shot in the event of the "quick pull" or prior to the emergence of the target in the event of the "slow pull". If the competitor fires the result shall be scored.

5.34 In the case of a misfire or other allowable malfunction of gun or ammunition through no fault of the competitor, "No Target" shall be declared and another target[s] thrown.

5.35 The Referee may also permit a new target to be thrown if:

5.36 The competitor has been visibly distracted (See Balk in Booklet 5 General Rules).

5.37 Another shooter fires at the same target.

5.38 The Referee cannot for some reason decide whether the target was hit or missed.

5.39 The Referee will not declare a "No Target" if the competitor misses a target for reasons other than those covered by the rules regarding "No Target".

5.40 The foregoing Rules also apply to "Doubles" and will be interpreted as follows:

5.41 REPEAT DOUBLES:

A repeat double will be thrown to establish the results of both targets if:

5.42 The first target leaves the trap broken.

- 5.43 The targets collide before the shooter fires at the first target.
- 5.44 The shooter does not fire due to either target being an irregular target. In this case, the referee will be the sole judge of whether a target is an irregular target.
- 5.45 A gun malfunction occurs when taking the first shot. On the third malfunction in a round, the target will be scored lost.
- 5.46 Both targets are broken with the first shot. On the third repeated occurrence, the first target will be scored "hit" and the second target "lost".
- The result of the first shot is established and a repeat double taken to determine the result of the second shot only when:
- 5.47 The second target emerges broken.
- 5.48 The flight of the second target is irregular and is not shot at.
- 5.49 A gun malfunction occurs when taking the second shot. On the third malfunction in a round the target will be scored lost.
- 5.50 The second target is not thrown.
- 5.51 It is not a simultaneous pair.
- 5.52 The first target is missed (scored "lost") and the second broken with the first shot.
- 5.53 The first target is missed (scored "lost") and the targets then collide.
- 5.54 Pieces from the first target properly shot break the second target before it can be shot.
- 5.55 When the first target of a regular double is scored "lost" and for whatever reason a repeat double is then required, if the shooter fires at or breaks the wrong target first, the result of the repeat double will be scored as "pair lost".
- 5.56 If the first target of a regular double is scored "hit" and for whatever reason a repeat double is required, if the shooter fires at or breaks the wrong target first, the result of the repeat double will be scored as first target "hit", second target "lost".
- 5.57 For Station Four, any repeat double must be shot in the same nominated order as the first regular double.

5.58 The Referee prevents the competitor from shooting their second shot because of a violation of Booklet 5 2.09 and 2.10 (Foot Fault). If the competitor has already been warned of the same violation during the same round, the result of the first shot will be recorded and the second target will be declared "Lost".

TARGETS WILL BE DECLARED "LOST" when:

- 5.59 The competitor, without legitimate reason does not fire at a regular double, both targets will be declared "Lost".
- 5.60 The Competitor (without legitimate reason) does not fire at the second target of a regular double, the result of the first target will be recorded and the second target declared "Lost".
- 5.61 In the course of shooting at doubles, both shots are discharged simultaneously; it should be treated as a Gun Malfunction with the double declared "No Target" and repeated as a regular double to determine the results of both shots. (See Malfunctions in Booklet 5 General Rules.)

The competitor is allowed two attempts on one station. On the third attempt if the same situation occurs, the double will be scored "Lost and Lost".

5.62 A regular double is shot in inverse order; both targets will be scored "Lost".

5.63 The target is not broken by shot or is not hit whilst in flight.

TARGETS SHOT AT WILL NOT BE SCORED IF:

5.64 The competitor fires out of turn.

5.65 The shot is discharged involuntarily before the competitor has called for their target. Accidental discharges that are caused by the competitor may be reason for penalty or elimination from a competition for having an unsafe gun or gun handling.

RULES OF CONDUCT

5.66 No competitor shall advance to the shooting mark until it is their turn to shoot and the previous Competitor has left the shooting mark.

5.67 No competitor having shot one station shall proceed towards the next station in such a way as to interfere with another competitor.

DISABLED SHOOTERS

5.68 The Referee at their discretion and for the safe conduct of the competition, shall at all times be able to override the "two cartridge" rule to allow wheelchair/severely handicapped shooters to load only one cartridge for singles.

SLOW OR FAST PULL

5.69 If the target is not thrown instantly, the competitor is to indicate that they refuse the target by remaining in the "Ready" position and inform the Referee of the reason for the refusal. The Referee shall be the sole judge of determining a slow or fast pull.

5.70 After a shot has been fired or after a regular target has been thrown without the shot being fired, the competitor must not turn away from the target flight area before opening their gun. When an irregular target (no target) is thrown or the shooting interrupted, the gun shall be opened. It is not to be closed again until permission is given by the referee for shooting to continue.

5.71 In the case of a misfire or other malfunction of gun or ammunition the competitor shall remain standing with the gun pointed to the flight area without opening the gun or touching the safety catch until the Referee has either inspected the gun or ascertained the cause of the problem.

5.72 The shooting shall be carried out without interruption. Competitors shall indicate that they are ready and call for their targets, or indicate a protest if necessary. The Competitor shall answer any of the Referee's questions.

5.73 The Referee, under the supervision of the Jury, shall see that these regulations and safety precautions are adhered to.

PENALTIES, ETC.

5.74 If, whilst shooting at singles, a competitor opens the gun after shooting at the first target, the Referee will, in the first instance, give a warning. On the second and subsequent occasions within a round of twenty-five targets, the Referee will declare the next target lost, and it will not be shot at. However, if it is the first target declared lost in that round, a repeat target will be called for and shot at.

5.75 If when shooting at singles a competitor deliberately shoots at the same target twice, the result of both shots will be declared lost regardless of whether the target was hit or not. If this is the first target lost in a round a repeat target will be called for. The referee will warn the competitor that any further repetition of that action will result in them being disqualified from the event by the Jury.

INDIVIDUAL TIES

5.76 If two or more competitors obtain equal scores, precedence for the first three places in championships (and in other competitions where this has been announced in the program) is decided by tie-breaks.

5.77 If after one round (i.e. twenty-five targets) a tie still exists, the remaining tied competitors will go into a "sudden death" shoot-off.

5.78 The competitors involved will go into a "sudden-death" shoot-off on Station 4. This will consist of shooting two doubles at a time (four targets) taking the High House target first on the first double and the Low House target first on the second double. All competitors must shoot at the same number of targets until a winner has been decided.

5.79 The Tie-break shall be shot according to the above rules. However, it is allowable for squads to consist of less than five competitors. Unless the tie-shoot is to be held at a pre-arranged time, the competitors involved shall keep in touch with the Shoot Organiser, so that the tie-shoot can take place within thirty minutes of the main competition finishing.

TEAM TIES

5.80 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 (the above three) 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 two pairs of targets from Station 4 (High/Low, Low/High). 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.

6. TECHNICAL RULES FOR SKEET DOUBLES

These rules replace their equivalent numbers in the preceding rules for English Skeet when shooting the discipline of Skeet Doubles. All other rules are common to both disciplines.

6.00 The competition will be shot in rounds of fifty targets in the following sequence:

First part of the round (24 targets)

Station 1	One (1) double	high house first
Station 2	One (1) double	"
Station 3	One (1) double	"
Station 4	One (1) double	"
Station 5	One (1) double	low house first
Station 6	One (1) double	"
Station 7	One (1) double	"
Station 6	One (1) double	"
Station 5	One (1) double	"
Station 4	One (1) double	"
Station 3	One (1) double	high house first
Station 2	One (1) double	"

Second part of the round (26 targets)

Station 1	One (1) double	high house first
Station 2	One (1) double	"
Station 3	One (1) double	"
Station 4	One (1) double	"
Station 5	One (1) double	low house first
Station 6	One (1) double	"
Station 7	One (1) double	"
Station 6	One (1) double	"
Station 5	One (1) double	"
Station 4	One (1) double	"
Station 3	One (1) double	high house first
Station 2	One (1) double	"
Station 1	One (1) double	"

6.01 These two "part rounds" may be shot on different layouts in the above order.

6.02 There are no optional targets in Skeet Doubles.

6.03 Competitions will be shot in multiples of fifty targets, as per the sequence described above.

6.04 On every layout when the squad is assembled at station 1, they shall be entitled to observe one regular double. A competitor may also ask to have one regular double thrown after each irregular double.

6.05 If a breakdown occurs to a trap during the competition, the Referee will decide if the shooting will be continued on another layout or on the same layout after the breakdown has been repaired. The squad shall be entitled to observe one regular double, before shooting continues.

The target shall be declared "Lost" if:

6.06 The third or subsequent malfunction of gun or ammunition occurs to a shooter in a 50 target round.

INDIVIDUAL TIES

6.07 If two or more competitors of equal scores, precedence for the first three places in championships (and in other competitions where this has been announced in the program) is decided by tie-breaks.

6.08 The competitors involved will go into a "sudden-death" shoot-off on Station 4. This will consist of shooting two doubles at a time (four targets) taking the High House target first on the first double and the Low House target on the second double. All competitors must shoot at the same number of targets until a winner has been decided.

6.09 The Tie-break shall be shot according to the above rules. However, it is allowable for squads to consist of less than five competitors. Unless the tie-shoot is to be held at a pre-arranged time, the competitors involved shall keep in touch with the Shoot Organiser, so that the tie-shoot can take place within thirty minutes of the main competition finishing.

7. TECHNICAL RULES FOR ENGLISH SPORTING

VIEWING POINT

7.00 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. For simultaneous pairs, a maximum of 2 pairs can be viewed. All competitors should avail themselves of the opportunity to view targets whilst waiting their turn to shoot.

SEQUENCE

7.01 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.

7.02 Targets will be thrown by non-verbal and non-visible instruction by the Referee after the competitor has called for the target.

TARGETS

7.03 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.

SINGLE TARGET

7.04 A single target launched from any trap.

REPORT PAIR

7.05 Is a pair where the second target is launched at the sound of the gun firing at the first target.

FOLLOWING PAIR

7.06 Is a pair where the second target is launched from the same trap as soon as it is safely possible after the first target.

SIMULTANEOUS PAIR

7.07 Is a pair where both targets are launched simultaneously from either one or two traps.

TRAJECTORIES

7.08 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 organisers 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.

SHOOTING POSITION

7.09 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.

7.10 Shooting stands shall be clearly defined squares no smaller than 0.91m (1 yard) and must be within an enclosure. Enclosures must be a minimum height of 2m (2.18yd), 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 (47.2in x 47.2in) area with a removable front bar at 600mm (23.62in) height (to allow disabled competitors access and position) with enclosure sides to 2m (2.18yd) 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.

DULY NOTIFIED

7.11 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 card loudly three times equally spaced within one minute. If the competitor is still not present, they will be "Declared Absent" and their card will be marked accordingly with a two target loss.

PENALTY

7.12 If a competitor is declared absent, they will be penalised two targets by the Jury and given the opportunity to shoot the remainder of the targets on that stand at the Jury's discretion.

NUMBER/ORDER OF SHOTS AT TARGETS

7.13 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.

PROCEDURE FOR MALFUNCTION ON SINGLE TARGET

7.14 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.

SCORING RE PAIRS

7.15 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.

7.16 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.

NO TARGET

7.17 A "No Target" will be called and a new target will be launched, the shooter having fired or not providing:

- 7.17.1 The target is broken at the start.
- 7.17.2 The target is launched from the wrong trap.
- 7.17.3 Two targets are launched simultaneously when a single should have been thrown.
- 7.17.4 The target is definitely of another colour than the targets used for the competition on at that stand.
- 7.17.5 The first or second target of a pair is irregular.
- 7.17.6 The targets are launched simultaneously for a report pair or a following pair (i.e. two or more targets released).
- 7.17.7 The target is launched before the Competitor has called for it.
- 7.17.8 The target is launched after a delay of more than three seconds.
- 7.17.9 The target zigzags, or its initial speed is insufficient or if its trajectory is irregular.
- 7.17.10 The Competitor shoots at the first target and this target collides with the second before the Competitor has fired their second shot.
- 7.17.11 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.
- 7.17.12 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.
- 7.17.13 The Referee may also order the launching of a new target when:
- 7.17.14 The competitor has been materially disturbed.
- 7.17.15 Another competitor fires at the same target.
- 7.17.16 The Referee cannot decide for any reason if the target has been hit or lost.
- 7.17.17 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.

REPORT PAIRS

7.18 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.

7.19 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.

7.20 Referees must ensure that competitors adhere strictly to rule 7.19. If a violation of rule 7.19 takes place, the Referee shall ask the competitor to repeat the pair (1st target established). If the Competitor violates rule 7.19 on three occasions, then at the third occasion the second target will be declared "lost".

INDIVIDUAL TIE-BREAK

7.21 In the event of a tie, whenever practicable and in accordance with the Jury's instructions, a tie-break will decide the winner(s).

7.22 The 'count back' system shall not be used.

7.23 Ties will be broken by shooting five pairs from a new stand (not used at any other stage of the event) decided by the Jury or Organiser. Scoring will be one point per target, making a total of ten.

7.24 If a tie still exists, a "sudden death" tie-break on pairs, from a new stand (not used at any other stage of the event) decided by the Jury or Organiser, will follow (scoring out of two) until the tie is broken. All competitors must shoot at an equal number of pairs.

TEAM TIES

7.25 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 (the above three) 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.

8. TECHNICAL RULES FOR SPORTRAP

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

LAYOUTS

8.01 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.

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

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

8.04 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.

8.05 Five traps clearly identified and labelled A to E starting from the left when viewed from behind the stands, to be placed anywhere the Organiser decides, set to throw targets specified in rules 7.04, 7.05, 7.06 & 7.07. Each trap position must be clearly indicated by its own letter in the vicinity of the trap that must be visible from all stands.

8.06 '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 will be released at that stand.

8.07 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.

8.08 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.

8.09 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

8.10 Squads will consist of up to a maximum of five competitors and only one competitor shall shoot at any one time.

8.11 The competitors comprising the squad shall stand within the designated shooting cages marked 1 to 5, in the same order in which their names appear on the official score card. All guns at this stage must be open and empty.

8.12 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.

8.13 At each stand, each competitor will shoot at 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.

8.14 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.

SHOOTING SINGLES

8.15 When all is ready and correct the Referee shall call "line ready". At that point, all competitors may load two cartridges, but their guns must remain open.

8.16 Competitor No. 1 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.

8.17 After the result of the previous shot has been established, competitor no. 2 will then follow the same procedure, followed in turn by competitors nos. 3, 4 and 5.

SHOOTING DOUBLES

8.18 After competitor No. 5 has shot the single target, competitor No. 1 shall again call for a target which will be a double as per the menu board in front of the stand.

8.19 Shooting will then continue in the same format as in 8.18 until all competitors have shot at all their five targets in that stand.

8.20 At this point, the Referee shall call loudly and clearly "UNLOAD and Change" competitors Nos.1 to 4 will then move to the next stand on their right whilst competitor No. 5 will walk behind and to the left to Stand No.1. All guns must be opened and empty when moving between stands.

8.21 When all competitors are ready, the Referee shall call "Line Ready". competitor No.1, who will be standing at Stand 2, will then re-commence the round and the procedure detailed above in 8.16 through 8.20 will start all over again.

8.22 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

8.23 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

8.24 In the event of a tie, whenever practicable and in accordance with the Jury's instructions, a tie-break will decide the winner(s).

8.25 Ties will be broken by shooting a standard round (twenty-five targets) from a layout decided by the Jury or Organiser.

8.26 If after one standard round a tie still exists, the remaining tied competitors will go into a "sudden death" shoot-off.

8.27 The "sudden death" tie-break will consist of the remainder of the tied competitors shooting from stand 3, one single target, followed by a report pair and a simultaneous pair. Should a tie still exist, the same variety of targets will be shot at from stand 4, and then stand 5. Should a tie still exist after stand 5 has been shot, then tied competitors shall start again at stand 3 and continue the same rotation until a winner is determined. At all times competitors must shoot at an equal number of targets.

9. TECHNICAL RULES FOR AUTOMATIC BALL TRAP

SHOOTING POSITIONS

9.00 The competitor shall stand with both feet entirely within the boundaries of the station and may not move from this position until the competitor to their right has shot at a regular target, except when the competitor has fired at their own regular target on station 5. When a competitor has completed their shooting on station 5, they must immediately proceed to station 1, walking behind the shooting line and being careful not to disturb the competitors who are on the other shooting stands.

TRAP HOUSING

9.01 A trap house will be constructed, the top of the roof of which will be on the same elevation as the surface of the shooting stations. Interior measurements of the trap house should be approximately 4m (4.37yd) from side to side, 2m (2.18yd) from front to rear and 2m (2.18yd) from the floor to the inside of the roof. These dimensions will allow freedom of movement of working personnel and sufficient storage space for competition targets.

SHOOTING STATIONS

9.02 The 5 shooting stations will be arranged on a straight line measured and drawn at 15m (16.4yd) behind the trap house, measured from the front edge and centre of the roof. Station No. 6 to be situated to the left and rear of station No. 1.

9.03 Station No. 3 will be centred on an imaginary line drawn through the centre of the trap house to the rear and perpendicular to the front of the house. Stations 1, 2, 4 and 5 will be located on points measured 3m (3.28yd) to 3.3m (3.60yd) and 6m (6.56yd) to the left and right of the centre-line, respectively. All shooting stations must be level and to measure 1m x 1m (1.09yd x 1.09yd) exactly.

THE TRAP

9.04 A single, multi-oscillating (vertical and horizontal directions), electrically operated trap. It may be either manually or automatically loaded. Targets must be released acoustically. The trap will be constructed and positioned that it will throw a regular target at random and continuously changing angles and elevations, within the vertical and horizontal limits stated in these rules. The trap shall be fitted with an interrupting device to make it impossible to predict the trajectory of the targets.

TARGET DISTANCES, ANGLES and ELEVATIONS

9.05 The trap shall be adjusted that, in calm weather whenever possible, and with a throwing elevation of 2m (2.18yd) at 10m (10.93yd) forward of the pit, a regular target will carry 75m (82.02yd) (+ or - 1m (1.09yd)) if measured over level ground.

9.06 The height of the target's path above the level of the trap house roof and 10m (10.93yd) forward of the trap shall be at least 1.5m (1.64yd) and not exceed 3.5m (3.83yd).

9.07 The targets shall be thrown within an area bounded by angles of 32.5° (+/- 2.5°) right and left of the imaginary centre-line drawn through the centre of the trap house and station 3. The horizontal angles will be measured from the front edge of the trap house.

9.08 The traps must be adjusted and examined by the Jury each day before the shooting begin. One trial target shall be thrown on each separate layout for every squad before the first competitor begins.

TIME LIMITS

9.09 It is the competitor's responsibility to be on the designated layout at the appointed time with sufficient ammunition and necessary equipment.

9.10 competitors must position themselves, load their gun and call for their target within 10 seconds after the competitor to their left has fired at a regular target, or after the Field Referee has given the signal to commence firing in the event of any delay.

9.11 An exception will be made in the event of a shoot-off or incomplete squad: where competitors must position themselves, load their gun and call for their target within 15 seconds after the competitor to their left has fired at a regular target, or after the referee has given the signal to commence firing in the event of any delay.

9.12 After the competitor has called for a target, it shall be released immediately.

9.13 If shooting is interrupted within a series for more than 5 minutes, the squad is allowed to view one regular target before commencing the competition again.

SQUADDING

9.14 A squad normally consists of 6 competitors, drawn at random from the entry list. Draws are made separately for each day, at a time announced in advance. In the interest of expediency the Jury may complete the draw without reference to the competitors. Attendance by the competitors at the draw is optional. The Squadding List shall be posted by 6pm each day prior to the day of the event.

9.15 At the beginning of each series, the first five competitors in each squad will take positions on stations 1 to 5, the sixth shooter will remain behind No. 1 peg, ready to move onto it as soon as the competitor on No. 2 peg has fired, and so on. When the competitor on No. 5 peg has fired, they must immediately move around the rear of the firing line and return to peg No. 1, continuing the rotation until each competitor has fired at 25 targets. No member of a squad, having shot on one peg, shall proceed toward the next peg station in such a way as to interfere with another Competitor or the match personnel.

9.16 Targets will be thrown on a completely random basis with each competitor required to fire at every regular target that is released on their call.

9.17 Once shooting has been started it shall continue without interruption, except for mechanical breakdown or other emergencies determined by the Referee and the Jury. In the event of bad weather the Referee, with the Jury's agreement, may halt the shooting temporarily.

REGULAR TARGET

9.18 Any target thrown on the competitor's call according to Rule 9.05 – 9.08, is deemed a regular target.

IRREGULAR TARGET

9.19 Any target, which deviates from the specifications of Rule 9.05 – 9.08 as to angle and elevation and distance, shall be deemed to be irregular.

SCORED

9.20 A target is hit, and the score sheet marked accordingly, when it is thrown and shot at according to the rules and at least one visible piece is broken from it by the shot.

LOST

9.21 A target is declared lost when:

9.21.1 It is not hit during its flight.

9.21.2 It is only "dusted" (no visible piece falls off).

9.21.3 The competitor does not fire at a regular target that has been called for.

9.21.4 The competitor is not able to fire their gun because they have not released the safety catch, forgotten to load cartridges, or failed to cock their gun.

9.21.5 The first shot is a miss and the competitor fails to fire their second shot because they forgot to place a second cartridge in the gun or to release the stop on the magazine of an automatic shotgun, or because the safety catch had moved to the "safe" position from the recoil of the first shot.

9.21.6 A malfunction of the gun or the ammunition occurs and the shooter opens the gun or touches the safety before the Referee has examined the gun.

9.21.7 It is the 3rd or subsequent malfunction of the gun or the ammunition by the same shooter in a 25 target round.

NO TARGET

9.22 A "NO TARGET" is to be declared and another target allowed, PROVIDED THE COMPETITOR HAS NOT FIRED:

9.22.1 If the target is thrown before the competitor has called for it.

9.22.2 If the target is not thrown immediately after a call and the competitor lowers their gun.

9.22.3 If the target is irregular.

9.22.4 In these cases, if the competitor fires at the target, the result shall be scored, subject to the Referees ruling.

9.22.5 In the following cases of malfunction or misfire not caused by the competitor, another target shall be allowed:

9.22.6 If the competitor's first shot misfires and they do not fire the second shot. (If the second shot is fired, the result is scored).

9.22.7 If the first shot is a miss and the competitor's second shot misfires. In this case, the first shot at the new target must miss the target and the competitor must attempt to hit the target with their second shot only. If the target is hit with the first shot it is scored "LOST".

The Referee will declare a "NO TARGET" and allow another target if:

9.22.8 The competitor has been materially disturbed. (See Balk in general rules) If the competitor fires at a regular target they may not claim interference or disturbance.

9.22.9 Another competitor has fired at their target.

9.22.10 If both shots are discharged simultaneously, providing it is not the third or subsequent occasion in a round. (See malfunctions in general rules).

A "No Target" is called if:

9.22.11 A competitor shoots out of turn.

9.22.12 A shot is discharged before the competitor has called for their target. However if the target is thrown and the competitor fires their second shot, the result must be scored. (Note: If the Competitor has a malfunction on the first shot and fires their second shot, the result shall be scored).

RULES OF CONDUCT

9.23 All guns must be carried open when moving between stations 1, 2, 3, 4 and 5 on the firing line. When moving from station 5 to station 1 the gun must be carried OPEN AND COMPLETELY UNLOADED.

9.24 Shooting and sighting practice may be done only on the shooting stations numbered one to five and before the Referee has given the order to commence. It is expressly prohibited to place a gun to the shoulder and practice swinging behind the firing lines. Shots may be fired only when it is the Competitor's turn and after their target has been thrown. It is forbidden to 'sight' at another Competitor's target.

9.25 Guns must not be loaded with more than two cartridges. A competitor is not allowed to close their gun before it is their turn to shoot.

9.26 If the target is not thrown immediately after the competitor has called, the competitor is to indicate that they refuse the target by quickly lowering the gun from their shoulder.

9.27 The competitor is not allowed to turn from the shooting station before their gun is opened. When a broken target is thrown or the shooting is interrupted, the gun must be opened. No gun shall be closed until the order to continue has been given.

9.28 In the event of misfire or other malfunction, the competitor shall remain standing with their gun pointed to the target flight area, without opening the gun or touching the safety catch until the Referee has inspected the gun.

9.29 Shooting shall be carried out without interruption according to the program. Competitors shall restrict their conversation to calling for their targets, report "ready" when asked or signify a protest if necessary and answer questions from the Referee.

9.30 The Referee and Assistants under the supervision of the Jury, are responsible to see that the safety precautions are adhered to, unauthorised persons are expelled from the range and the Puller and Assistant Referees have an unobstructed view of all the shooting stations and the area in front of the trap pit.

9.31 The competitor when ready to fire must raise the gun to their shoulder and call.

REFEREEING

9.32 The Referee shall be aided by two Assistant (Side) Referees. Assistant Referees are usually appointed in rotation from among the competitors, preferably from those who have shot in the preceding squad. All competitors are obligated, upon request, to function as assistant referees. Referees may accept substitutes at their discretion. The primary function of the Assistant Referee is to give, immediately after a shot, a signal by raising their hand or small flag, if they consider a target "lost". The Assistant Referee closest to the large field-scoreboard is responsible for checking the entry of scores during the shooting.

9.33 The Referee is responsible for making immediate and accurate decisions regarding "no-target", repeat targets, "lost" targets, irregular targets or any other conditions. Whenever possible, the Referee shall call or signal a "no-target" before the competitor has fired their first shot.

9.34 The Referee shall make all decisions. If any of the Assistant Referees is in disagreement, it is their duty to signal and advise the Referee of this. The Referee may then make a final decision.

SCORING

9.35 Scoring is done officially on each layout for each round of 25 targets, based on the decision of the Referee. Scores will be kept on each field by two separate persons, one of whom will mark them on permanent cards. The second person will maintain a larger board for the benefit of the competitors and Spectators. Scorers will mark their card or board independently. At the conclusion of each round the results should be identical. If there is any discrepancy in the scoring records, then the large public board will be the deciding one. It is the duty of the Assistant Referee nearest the large board to ensure that the Scorer is posting the Referees decisions correctly.

INDIVIDUAL TIES

9.36 All those involved in a tie-break will shoot a standard full round, with normal scoring, to establish final positions. Each of the tied competitors will occupy a separate shooting station in an order decided by the Jury through the drawing of lots. If, after the initial round, a tie still exists, those competitors involved will shoot a further full round under the same conditions to reach a decision.

9.37 If after these two tie-break rounds shooters are still tied, they will enter into a "sudden death", (single barrel) one target tie-break until the tie is broken. Competitors must shoot at the same number of targets and may only fire one cartridge at each target. Nothing may be loaded into the remaining barrel.

TEAM TIES

9.38 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 (the above three) 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 single target from Peg 3. 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.

10. DOWN THE LINE LAYOUT

Including Single Barrel, Double Rise and Handicap by Distance

Dimensions:

Firing marks - 0.91m (3') square
spaced 2.74m (9') apart

A = Trap pivot point
(trap house centre point)

B = Distance marker

AB = Distance target thrown
45.7m to 50.3m (50 - 55yds)

BC = 17.4m (57' 3")

CD = 7.96m (26' 2")

E = Front centre of Firing Mark No3

AE = 14.63m (16yds)

AF = 15.54m (17yds)

AG = 17.37m (19yds)

AH = 19.20m (21yds)

AI = 21.0m (23yds)

CAC = Normal target distribution area

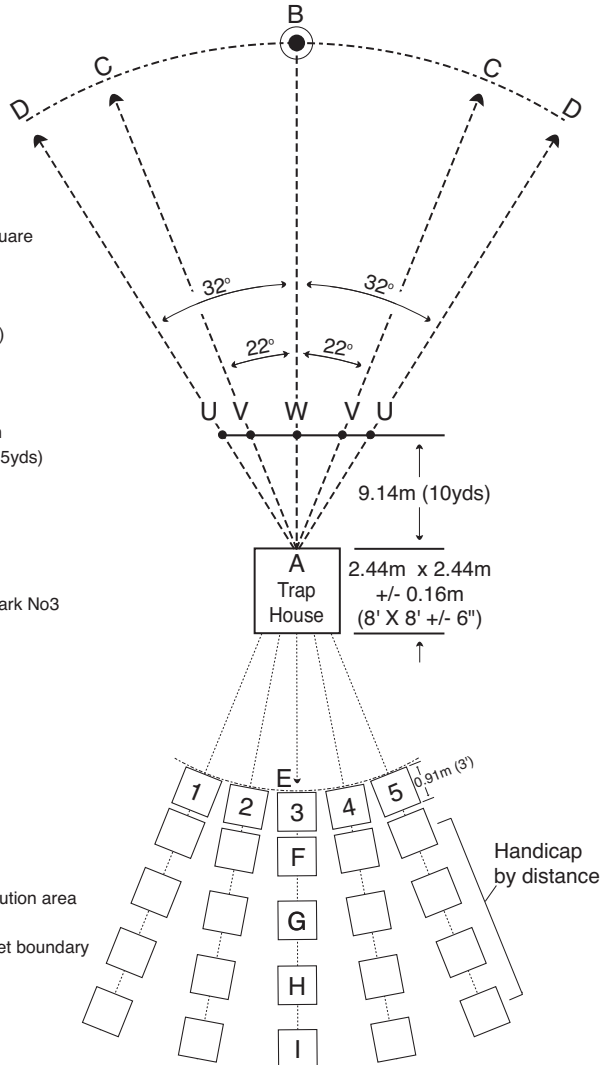
DAD = Widely different target boundary

UV = 2.03m (6' 8")

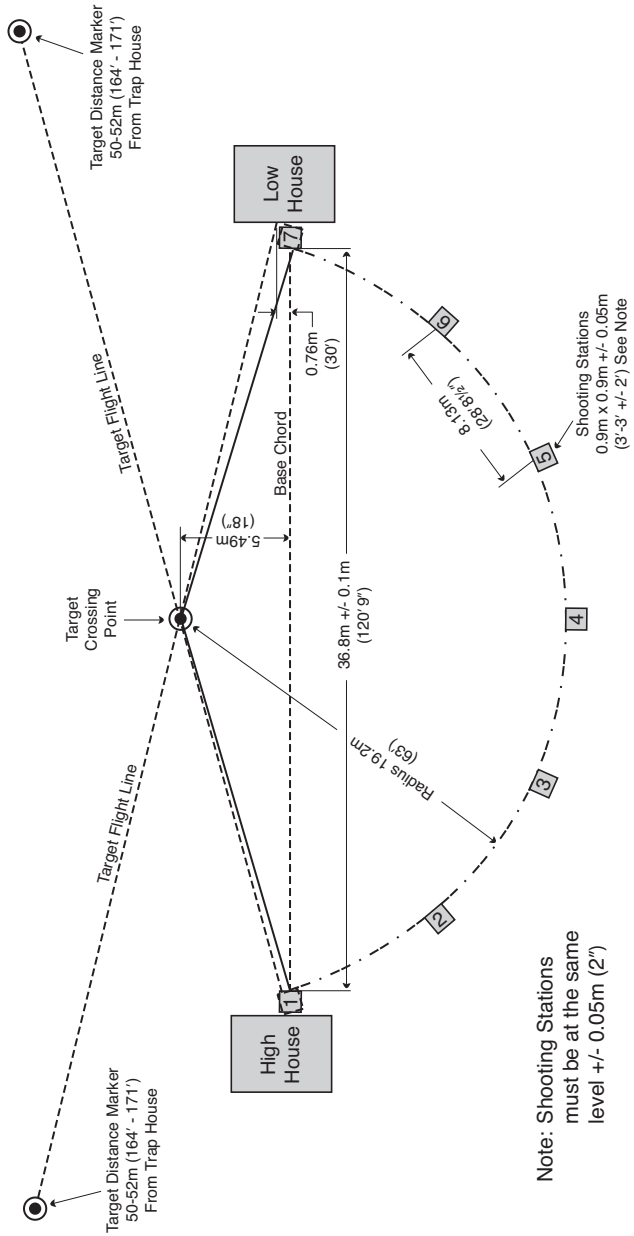
VW = 3.68m (12' 1")

Height of target at 9.14m (10yds) forward
of A: 2.44m (8') to 3.05m (10')
above the level of Firing Mark No3

Targets are thrown randomly
within the boundaries given



ENGLISH SKEET LAYOUT



The diagram shows a trap house layout with the following dimensions and features:

- Trap House:** A rectangular structure with a width of 4.0m (Approx).
- Vertical Dimensions:**
 - 10.0m: Distance from the top of the trap house to the level of points V, W, and the dashed line B.
 - 2.0m (Approx): Distance from the top of the trap house to a horizontal line below the 10.0m section.
 - 15.0m: Total vertical distance from the bottom of the trap house to the level of points V, W, and the dashed line B.
 - 1.0m: Distance from the bottom of the trap house to the bottom of the diagram.
- Angles:** Two angles of 32.5° are indicated, each between the vertical dashed line B and the dashed lines connecting to points C.
- Points:**
 - B:** A point at the top center, marked with a bullseye symbol.
 - C:** Two points at the top corners, connected by a dashed arc.
 - V, W:** Points on a horizontal line below the 10.0m section.
 - A:** A point at the top center of the trap house.
- Dimensions at the Bottom:**
 - 1, 2, 3, 4, 5: Five rectangular blocks arranged horizontally.
 - 6: A rectangular block on the far left.
 - 3.0 - 3.3m: A dimension spanning the width of blocks 4 and 5.

Firing marks - 1.0m square,
spaced 3.0m - 3.3m apart

$L = 32.5^\circ (+/- 2.5^\circ)^{**}$

A = Front centre of Trap House*

B = Distance marker

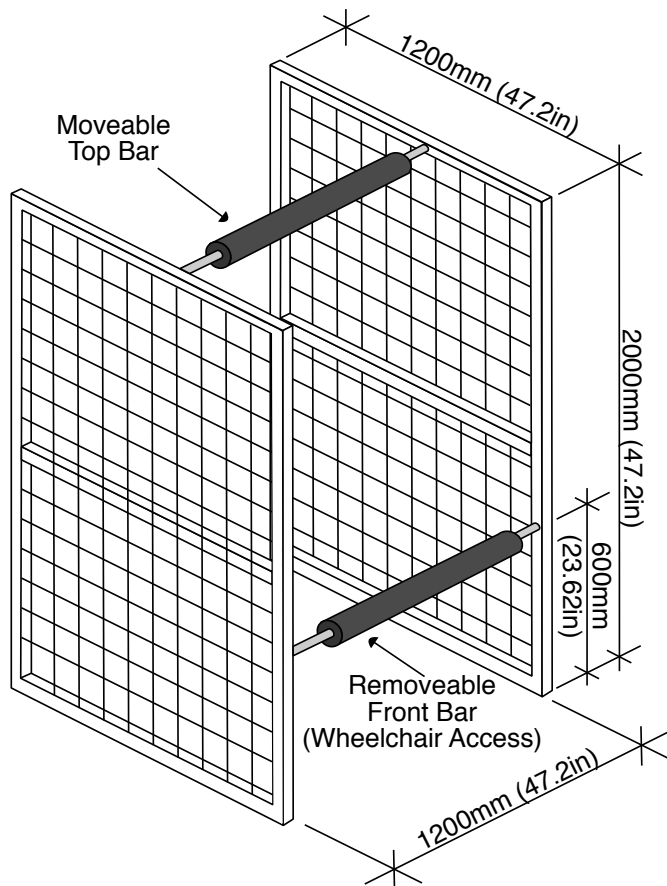
AB = Target distance 75.0m +/- 1m
with target height set at 2m above the
level of the Trap House roof, 10.0m
forward of Trap House front.

BC = 42.54m

Targets are thrown randomly within the horizontal boundaries given and vertically 1.5m - 3.5m +/- 0.1m above the level of the Trap House roof, 10m forward of the Trap House front.

* The pivot point of the throwing arm should be set back from A by 0.5m +/- 0.1m and 0.5m below the front of the Trap House roof which shall be level with the the Firing Marks

ENGLISH SPORTING AND SPORTRAP SAFETY ENCLOSURE LAYOUT



11. TECHNICAL DATA SHEET FOR GUN & CARTRIDGE USE IN CLAY SHOOTING

Discipline	CPSA No./Abbr	Max. Lead Shot Size*	Min. Shot Size	Max. Shot Load	Max. Case Length	Gun / Barrel Restrictions	Governing Body
Down The Line	10 DTL	2.6 mm	Unspecified	28 gr	Unspecified	No barrels with attached ventilated recoil eliminators. Magazines limited to 2 shells.	CPSA
Single Barrel	11 S/B	"	"	"	"	"	"
Double Rise	12 D/R	"	"	"	"	"	"
Handicap by Distance	13 H/D	"	"	"	"	"	"
English Skeet	20 ESK	"	"	"	70 mm	Magazines limited to 2 shells.	"
Skeet Doubles	21 SKD	"	"	"	"	"	"
English Sporting	30 ESP	"	2.0 mm	"	Unspecified	No straps allowed. Magazines limited to 2 shells.	"
Sportrap	31 STR	"	"	"	"	"	"
Automatic Ball Trap	40 ABT	2.5 mm + 0.1	Unspecified	"	70 mm	No added barrel compensators. No straps/slugs. Magazine limited to 1 shell	"
All Round	50 A/R	As per individual discipline					"
Olympic Trap	60 OTR	2.5 mm + 0.1	Unspecified	24 gr + 0.5	70 mm	No added barrel compensators. No straps/slugs. Magazine limited to 1 shell	ISSF
Olympic Skeet	70 OSK	"	"	"	"	No straps/slugs. Magazine limited to 1 shell	"
Double Trap	80 D/T	"	"	"	"	No added barrel compensators. No straps/slugs. Magazine limited to 1 shell	"
Universal Trench	90 UTR	2.5 mm	"	28 gr	"	No compensators or similar devices	FITASC
FITASC Sporting	100 FSP	"	2.0 mm	28 gr	Unspecified	Min. barrel length 66cm. No straps or slugs	"
Compak Sporting	101 CSP	"	Unspecified	28 gr + 0.5	"	"	"
Helice (ZZ)	110 HEL	2.7 mm	2.2 mm	28 gr	"	None	"

NOTES:

Cartridges must be of standard factory loading with no internal changes.

All shot shall be spherical and of normal production. Plated shot may be used. Home loads, black powder, tracer and incendiary cartridges are prohibited.

*Steel shot size may be up to 2 sizes larger (3.1mm) than lead shot.

All types of shotgun may be used providing their calibre does not exceed 12 bore. Shotguns must never be loaded with more than 2 cartridges.

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