

Booklet No. 7

Clay Pigeon Shooting Association



**General - Technical Rules for
DTL – ESK – ESP - ABT
& 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.

REGISTERED EVENTS

THE FOLLOWING REGULATIONS HAVE BEEN DESIGNED FOR THE PROPER CONDUCT AND ADMINISTRATION OF CPSA REGISTERED EVENTS AND ARE BINDING BOTH ON COMPETITORS AND SHOOT ORGANISERS. THEY ARE A PRIMARY CONDITION OF INDIVIDUAL MEMBERSHIP OR CLUB REGISTRATION.

DEFINITION

- A.** CPSA Registered events can be held in all the official disciplines listed in the CPSA's Classification Book and must comply with the following conditions:
- B.** Have been registered in advance with the CPSA by the organising club within the time limit required to achieve their inclusion in the Association's list of Registered events that appears in the official section of PULL! Magazine or have been detailed in the clubs fixtures section of the CPSA website for a minimum of two weeks prior to the date of the event.
- C.** Are held at a CPSA Registered club that has been approved to hold events in that discipline and are shot over layouts previously inspected and Registered by the CPSA or its authorised representative(s), or at certain grounds outside England as authorised by the CPSA.
- D.** Consist of a minimum of 25 targets, and re-entry and/or practice is not permitted. County Championship shoots must be held over a minimum of 50 targets and Regional and National Championships over a minimum of 100 targets in all disciplines except Double Rise where 40 and 80 pairs respectively will be permitted.
- E.** Are run in strict accordance with these rules and with the current technical rules regulating the discipline as issued from time to time by the CPSA, the ISSF or FITASC and no deviation from these rules will be permitted unless previously sanctioned by the CPSA and published in

advance. No special conditions regarding cartridge types can be imposed at any CPSA National, or Regional Championship shoot (i.e. fibre wads only, steel shot, etc.).

F. All National, Regional and County Championships in all disciplines are, by definition, Registered events.

ELIGIBILITY

G. Registered events are open exclusively to current CPSA members or members of other national clay shooting associations recognised by the CPSA, provided that:

H. A current CPSA membership card (or proof of membership of another recognised national clay shooting association) is produced at the time of entry or registration. For certain types of membership (i.e. Clubman) venue restrictions apply. Shooters may join, or renew their CPSA membership via the organising club when entering a Registered shoot. New members' scores should be marked "N/ M" in the box provided within the "Shoot" software.

I. They enter and pay the required fee by the published entry closing time, or

J. They enter in strict accordance with other alternative pre-published entry conditions (i.e. by telephone, pre-paid or postal entries, etc.).

K. They fully comply with all the provisions contained herein and in the current rulebook for the discipline concerned and/or any additional conditions approved by the CPSA and published in advance.

L. Winners of trophies, titles or badges at County and Regional Championships must be members of the English CPSA and resident in the relevant County or Region, as stated on their membership card.

GENERAL RULES

1.00 Referees during competition will apply the following General Rules across the disciplines of DTL-ESK-ESP-ABT and their derivatives.

COMPETITOR

1.01 It is the responsibility of all members of any association recognised by the CPSA to adhere to any unique requirements of their shooting association, as well as ensuring that they are conversant with the rules contained herein.

1.02 Every competitor is obligated to acquaint themselves with the rules insofar as they apply to shooters. By entering the competition competitors thereby agree to submit to any penalty that may be incurred through failure to comply with the rules or with the Referee's decisions.

DULY NOTIFIED

1.03 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 will not be allowed to join the squad during that round. See Penalties, Declared Absent (rule 1.05) and Technical Rules for Sporting.

PENALTIES

1.04 Competitors shall be at the firing mark when DULY NOTIFIED, and take sufficient cartridges to complete each stage. Any competitor failing to take enough cartridges to complete the round/stand will incur a one-target penalty on each occasion.

DECLARED ABSENT

1.05 If a competitor is declared absent they will be fined two targets [6 points in DTL] by the jury and given the opportunity to shoot the remainder of the targets in/on that round/stand at the jury's discretion.

TIME LIMITS

1.06 All competitors must call for their target within 10 seconds of the Referee acknowledging that shooting may commence. Competitors failing to call within 10 seconds will be warned on the first occasion and a one-target penalty for each subsequent occurrence shall be imposed. **See Technical rules in all disciplines for further clarification.**

1.07 A competitor who is not present when their name is called in accordance with " **Duly Notified**" for a "**Shoot Off**" shall be "Declared Absent" and lose by default.

CODES of CONDUCT

1.08 All competitors will conform to the Dress and Disciplinary Codes of Conduct of the CPSA.

SHOOTING STATION

1.09 Competitors must shoot only from the designated firing mark with both feet entirely within the boundary of the shooting station, at the designated clay target(s) in flight, and will not shoot at or "sight" any birds, beasts, other objects, or other competitors' clay targets. The gun position is optional prior to firing, but at the point of firing the gun must be seen to be in the shoulder. [See rule 1.42 for penalty]

FOOT FAULT

1.10 Competitors must stand with both feet entirely within the boundary of the shooting station whilst calling for and shooting at any

target[s]. Failure to do so will incur a warning by the referee in the first instance and a deduction of one target [three points DTL] for the second and any subsequent offences.

1.11 In the case of squadded disciplines shall remain on the final firing mark or range until **all** the competitors in the squad have completed the final stage.

SCORECARDS

1.12 All shooters are obliged to take good care of their score card, be it individual or squad, if handed to them at the time of entry.

1.13 Competitors must return all/any cards to the organisers whether they have completed the course (English Sporting) or not and regardless of their scores.

1.14 Each shooter is entitled (and advised) to inspect the completed scorecard before it is taken for posting to the main scoreboard. No claim for an error on the scorecard can be made beyond this point.

COACHING

1.15 Once a Registered event has commenced no coaching or tuition from any quarter will be permitted while the competitor is actually on the shooting mark or in the process of completing a round [Penalties 2.19-2.24].

SAFETY

1.16 It is the responsibility of the user of any shotgun to behave in a safe and sportsman like manner at all times.

1.17 Competitors must always treat every gun as if it is loaded.

1.18 Guns must be kept open and unloaded at all times, except when on the shooting mark and permission has been given to load by the Referee.

1.19 Semi-automatics and pump action guns are to be carried with the breech open and the muzzle either pointing at the ground or straight up in the air. Always check that the barrels are clear before commencing shooting.

1.20 Guns are only to be loaded when a competitor is on the shooting mark, and then only with the barrels pointing out over the shooting range.

1.21 Before turning from the firing mark at the cessation of shooting, competitors must remove any cartridge case or unfired cartridge from the gun, those using semi-automatic and pump action shotguns should take particular care (see DTL & ABT technical rules relating to walking from stand 5 to stand 1).

1.22 Any violation of rule 1.18/1.19 will in the first instance incur a warning, any further repetition will mean immediate disqualification from the event.

1.23 In the event of a malfunction or misfire, a competitor must keep the gun pointing out over the shooting range until the Referee gives permission to do otherwise.

1.24 Competitors should only use guns that are in proof, and in a safe and sound condition.

1.25 Nobody should carry cartridges of different gauges together in their shooting vests.

1.26 It is forbidden to shoot at anything other than clay targets, any violation (Referee's opinion) of this will result in a request to the Jury for immediate disqualification and the offender(s) will be reported to their Governing Body.

BANNED SUBSTANCES

1.27 No alcohol, drugs or performance enhancing substances in any form (other than those that have been prescribed) may be consumed by anybody who intends to use a shotgun, either before or during the shooting of any targets for that day.

GUNS

1.28 All types of guns, including semi-automatics, 12 gauge and smaller may be used for shooting. No handicap will be given to competitors using guns of a calibre smaller than 12 gauge. Semi-Auto's shall be so adjusted that their operation does not inconvenience other competitors.

1.29 It is not permitted to use guns with straps or slings (In the case of handicapped persons Referee's permission may be sought.)

1.30 Changing of guns (or properly functioning parts) between stations within a round/stand is not permitted unless the Referee has accepted a gun malfunction, which cannot be quickly repaired.

1.31 If a gun fails to function and the Referee on inspection finds that it is not quickly repairable and that it has not been caused by the shooter, options 1.32 and 1.33 are open to the shooter.

1.32 Use another gun providing one can be secured without delay (time allowance 3 minutes).

1.33 Drop out of the shooting rota (with the Referee's permission) and complete the sequence of targets left on that round/stand at a later time when a vacancy occurs and the Referee gives permission.

1.34 Should the gun be repaired before the end of the round, the shooter may be permitted to rejoin the squad providing the Referee gives permission.

1.35 In other cases of malfunction of either guns or ammunition which result in the shot not leaving the gun at the time of discharge, (provided this is not the 3rd or subsequent malfunction) the target will be declared "No Bird" and another target thrown.

1.36 If requested, the Referee may allow competitors to clear their guns (test fire) out over the shooting range providing it is done in a safe manner. This will only be allowed immediately prior to the individual commencement of the competition (or each day of the competition.)

1.37 No person other than a Referee or Jury member may handle another competitors gun, and only then in that person's presence and with their full knowledge.

1.38 If a shooter is using a gun with any form of release trigger it is mandatory to notify the referee on every stand or round prior to shooting.

PORTED BARRELS

1.39 For the disciplines of English Skeet, Skeet Doubles, English Sporting and Sportrap the use of guns with ported barrels, ventilated or otherwise, choke attachments and recoil reducers in any form are allowed.

1.40 For the disciplines of Down The Line, Single Barrel, Double Rise, Handicap by Distance and Automatic Ball Trap, stock recoil reducers and **Ported Barrels are allowed** but **ventilated barrel attachments are not.**

GUN POSITION

1.41 Gun position in relation to the shoulder shall be optional when the shooter calls for the target, providing the competitor complies with "shooting position" in that discipline.

PENALTY

1.42 At the point of firing the gun must be seen to be "in the shoulder". Anyone firing the gun from anywhere but the shoulder will be warned in the first instance and a request by the Referee to the Jury will be made for disqualification for any subsequent offence.

DOUBLE DISCHARGE

1.43 If in the course of shooting at singles or doubles, both shots are discharged simultaneously the following rules will be applied.

1.44 The Referee will try and ascertain the reason for the malfunction and make a decision on whether to allow the competitor to continue using that gun on the grounds of safety.

1.45 Following the Referee's decision on the continued use of the gun the target(s) will be declared "No Bird" and a new target[s] will be called for and shot at again with the result[s] being scored. [See Malfunctions]

MALFUNCTIONS

1.46 Competitors are allowed a maximum of two malfunctions (gun or ammunition) in any one round or stand (sporting), whether or not they have changed their gun or ammunition. Any regular target on which any additional malfunction of either gun or ammunition occurs will be declared lost. In all cases when malfunctions/warnings/faults occur, a mark should be made against the competitor's name on the score sheet for later reference.

1.47 **See Technical Rules for Procedure for Second Barrel Malfunction in the discipline concerned.**

AMMUNITION

1.48 The length of the cartridge, before being fired, is not to exceed 70mm (except for .410 cartridges). Cartridges must be of normal loading with no internal changes, and shall not exceed 28 grams of shot. [For ISSF and FITASC disciplines different rules apply, see current rulebook.]

1.49 The shot shall be spherical shot of normal production and no larger than 2.6mm in diameter (English size 6); plated shot may be used.

1.50 Home load, black powder and tracer cartridges may not be used. The Referee may at any time take unfired cartridge(s) out of a shooter's gun for examination and analysis. Any competitor found using prohibited cartridge[s] would render that competitor liable to disqualification.

PROTESTS

1.51 A fee to be set by the Jury shall accompany protests submitted to a member of the Jury in writing. If the Jury upholds the protest then the fee shall be returned. A Referee shall not be interfered with or interrupted unnecessarily.

1.52 If a competitor disagrees with the Referee's decision regarding a shot, protest should be made immediately by raising the arm and saying, "protest" or "appeal".

1.53 The Referee shall then interrupt the shooting and make a decision.

1.54 It is not allowed to pick up a target from the field in order to find out whether it has been hit or not.

1.55 If the Jury finds the protest justified, it can give the Referee direction for future decisions or appoint a new Referee. The jury may alter the decision, **PROVIDING THIS DOES NOT CONCERN A DECISION**

ON "SCORED OR LOST TARGETS" AND "NO BIRDS". On these points the Referee's decision is final.

1.56 If the shooter is of the opinion that the score read aloud when the round is finished is incorrect, they should protest verbally to the Referee immediately. The Referee shall then, as soon as possible, examine the score sheet, and announce the decision.

1.57 If the person protesting is not satisfied with the decision, a short written protest accompanied by the fee (determined and posted by the Jury) shall be made to the Jury. The individual[s] concerned will then be advised of the decision arrived at by the Jury. No further complaints regarding scores will be entertained after this point.

1.58 If a competitor, or official, observes anything that does not conform to these rules, they must not interfere with the shooting, but shall report their finding to the Referee or a member of the Jury. Action shall then be taken.

1.59 IT WOULD BE VERY MUCH APPRECIATED IF ALL QUERIES AND PROTESTS COULD BE MADE IN A QUIET AND ORDERLY MANNER.

JURY

1.60 A Jury consisting of no less than five persons shall be appointed by the organiser, the protest fee will be set and a notice displayed at the entry desk giving this information before shooting starts at all Registered events.

1.61 The role of the Jury is that of overseeing the running of the event. They must check at the beginning of a competition and when they feel necessary reset the targets as per the Technical Rules of that discipline. **[Target distances angles & trajectories for all disciplines shall be set in calm conditions when ever possible.]** Carry out the duties and responsibilities allocated to them as per the rulebook for the

discipline concerned and to make all decisions directly relating to the fairness of the competition.

1.62 Whenever possible the appointed persons shall be highly experienced in the roles of juries and have deep knowledge of all technical aspects and rules of the “disciplines” being shot.

1.63 The Jury must include the shoot organiser (or a representative), a senior representative of those shooters shooting on that particular day, and if possible a qualified Referee and/or the most experienced of the persons available.

1.64 A minimum quorum of 3 Jury members will be required for all decisions. All Registered events must always comply with all rules and regulations in every respect.

1.65 Only the Jury may disqualify a competitor or deduct targets from a competitor's final score as a result of a penalty decision being upheld.

1.66 Any competitor could be called upon at any registered event to serve on a Jury, and must be willing to fulfil the duties of a Juror if so requested.

HEARING/EYE PROTECTION

1.67 The wearing of a recognised and purpose made hearing protection product is compulsory and must be worn on or in both ears by all persons taking part in registered events while in the act of shooting, Refereeing, scoring, trapping, officiating in any capacity, or spectating near the shooting stands.

1.68 The appropriate wearing of adequate and effective visible eye protection by shooters, trappers, officials and spectators at or around any shooting position at all registered events is mandatory. It is recommended that this protection be to a minimum standard of BS EN 166 F.

1.69 Referees and Jury members have the power and the responsibility to stop anyone stepping on to a shooting stand or standing by, or officiating in an event, unless they are seen to be appropriately wearing some standard form of proprietary hearing and eye protection

1.70 Ground owners/managers/organisers must comply with everything required by the Health & Safety at Work Act and may request those who refuse to comply to leave the ground.

SHOOT OFF

1.71 The winner of any shoot off will be entitled to all articles, category and/or trophy prizes relating to that position in the event. Also where trophies or badges are to be shot off for, any cash prizes relating to that position in a competition will go with the trophy or badge.

1.72 Unless there are any titles or trophies at stake in which case a shoot-off will determine **all** the prizes, any further cash prizes shall be awarded on an 'add and divide' basis.

UNFINISHED COMPETITION

1.73 Should any competition fail to be completed due to extreme bad weather, darkness or major equipment failure then the competition may be curtailed or suspended.

1.74 If curtailed, the award of prizes should be decided at some point in the competition equitable with fair play. It is recommended that a proportional refund should be made to each competitor.

1.75 If suspended and at that point, the date, time and the terms under which the competition shall continue shall be announced publicly. Any such date should not be more than four weeks from the date of the original competition.

- 1.76 Any competitor who fails to attend on the new date set for the postponed competition shall forfeit all rights and standing in the competition. Consideration by the organisers should be given to refunding a proportion of the entry fee to any such competitor.

REFEREE

DEFINITION

2.00 A person authorised and competent to adjudicate at any competition in accordance with technical and general rules of that discipline. Whenever possible CPSA qualified Referees should be used at registered events.

DUTIES

2.01 Shall ensure that the competitors comply and shoot according to all rules.

2.02 When the Referee is satisfied that a variation in target trajectory is such that the equity of the competition cannot be maintained, a request may be made [only by the referee] to the Jury to reset the targets.

2.03 Shall "DULY NOTIFY" a competitor when it is their turn to shoot by calling out the name(s) on the scorecard/squad sheet for each stand/round.

2.04 If a competitor is absent after being called, the Referee will call the name on the card loudly three times, equally spaced within one minute. If the competitor is still not present within that time, they will be "**Declared Absent**" by the Referee, after which they will not be allowed to join the squad.

2.05 This will be noted onto the score sheet and the Jury will then fine the competitor according to the Technical Rules of the Discipline and they shall be given the opportunity to shoot that round (if possible) at a time to be decided by the Jury.

2.06 Will make a decision on whether a target is hit, lost or a no-bird [**on these matters the Referee's decision is final**] and shall indicate on the squad card/score sheet the result.

2.07 In all cases where a target has not been hit the Referee must give a verbal indication to the competitor (after the second shot at doubles).

2.08 It is at the discretion of the Referee whether they call out the result of all shots, **but it is mandatory to call out losses or in the case of DTL, losses and second barrel hits (two).**

TARGET DEFINITION "SCORED"

A regular target that **in the opinion of the Referee only:**

2.09 Has had a visible piece broken from it, is completely destroyed or, in the case of targets that are presented whole and during flight holes are seen to appear which have been caused by the competitors shot.

2.10 A target, which has some "dust" removed from it, by the shot, but remains otherwise "intact", is **not** a scored target

TARGET DEFINITION "LOST"

A target shall be declared "LOST" when **in the opinion of the Referee only:**

2.11 A regular target remains unbroken after being fired at and is not a "Scored Target" in accordance with the above rules.

2.12 The competitor after an apparent malfunction or misfire opens the gun or moves the safety catch before handing the gun to the Referee.

2.13 A competitor suffers a 3rd or subsequent malfunction or misfire in the same stage.

2.14 The competitor fails to fire for any reason due to personal fault or negligence.

NO BIRD

2.15 After a target has been declared a “No Bird” it is no longer part of the competition. On no account when a Referee has declared a target “No Bird” must it be shot at.

2.16 Please refer to Technical Rules for specific discipline clarification on “No Birds”

DISQUALIFICATION

2.17 Disqualification entails the forfeiture by the individual of all entrance money and rights in the competition to which it relates.

COACHING

2.18 Referees must ensure once a Registered event has commenced that no coaching or tuition from any quarter will be permitted while the competitor is actually at the shooting mark or in the process of completing a round.

PENALTIES RE COACHING

2.19 If a Referee is satisfied that the person shooting is receiving coaching from someone outside the shooting stand they will in the first instance warn the person[s] involved not to continue. Failure to do so will result in one of the following:

2.20 A one-target penalty (from the score achieved on that stand) to be deducted from the score of the person shooting.

2.21 If the shooter does not score on that stand, a zero is marked in the first free spot of any stand that has not been shot. The Referee will indicate this with the word penalty on the scorecard.

2.22 If all stands have been completed then the Referee will keep the scorecard and hand it to a Jury member so that a target may be removed from the overall score.

If those involved continue:

2.23 The cards of those involved will be confiscated and a request by the Referee will be made to the Jury to disqualify the offending competitors.

2.24 **The Referee will make all deductions at the time of any incident and the decision will be confirmed or otherwise by the Jury at a later time.**

BALK

2.25 The referee will make any judgment on a claim for a "Balk" from any competitor.

DEFINITION

2.26 A "BALK" is any occurrence, which in the opinion of the Referee materially handicaps the competitor after the call of "Pull" or any other verbal remark, but then only if it deters the competitor from shooting or distracts at the moment of shooting.

2.27 Only the competitor directly concerned may claim a "Balk".

2.28 Any claim must be made immediately after the incident in question. Later claims, however presented will **not** be permitted.

2.29 A claim for a "Balk" which is upheld constitutes a "No Bird" and will entitle the competitor to a repeat target(s).

2.30 A claim for "Balk" which is not upheld will be scored accordingly.

TECHNICAL RULES
for
DOWN THE LINE

SHOOTING ORDER

3.00 With the trap and targets set as detailed in 3.39 - 3.50 the shooters 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

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

PROCEDURE

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

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

3.04 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.

3.05 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 a target at this time.

3.06 No claim of an alleged "quick" or "slow pull", unless the Referee has distinctly called "No Bird" 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". Otherwise if the shooter fires, the result shall be scored.

3.07 The shooter on peg 1 may shoot at this target in flight with one or two shots. (See rules 3.18/3.20.)

SECOND & SUBSEQUENT SHOOTERS

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

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

3.10 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

3.11 After the required amount of 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!"

3.12 Each shooter (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 shooter **must ensure** that the gun is open. In the case of semi-automatics, the breech must be open and empty.

3.13 The shooter leaving No.5 firing mark to take up position No.1 firing mark must move to that position by walking behind the line of shooters with the 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

3.14 When all is in order and **all** the shooters are again in proper position and ready to shoot, the Referee shall call "Line Ready" and shall do so after each change and before the commencement of shooting.

3.15 No.1 shooter 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 shooter also commences the third and remaining rounds finishing at No.5 firing mark.

END OF STAGE

3.16 Once all members of 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" whereupon all guns shall be opened and emptied of any cartridges or cases.

TIME LIMITS

3.17 All competitors must call for their target within ten seconds of the previous shot unless change has been called. Shooter No. 1 will 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.

SCORING & SCORER

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

3.19 **3 POINTS FOR A 1ST BARREL HIT**

3.20 **2 POINTS FOR A 2ND BARREL HIT**

3.21 **0 POINTS FOR A TARGET NOT HIT BY EITHER SHOT**

The Scorer shall:-

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

3.23 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.

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

3.25 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.

3.26 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 BIRD

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

3.28 The competitor shoots out of turn.

3.29 More than one person shoots at the same target.

3.30 A shooter shoots from the wrong firing mark.

- 3.31 A broken target is thrown, (whether shot at or not).
- 3.32 An allowable simultaneous discharge occurs.
- 3.33 A clay target of an entirely different colour to those used elsewhere in the competition is suddenly thrown, (whether shot at or not).
- 3.34 An irregular whole target appears and is not shot at.
- 3.35 In the opinion of the Referee, some occurrence takes place that may materially affect the equity of the competition.
- 3.36 There is a permissible MISFIRE or MALFUNCTION

SECOND BARREL MALFUNCTION

3.37 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 shooter 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 BIRD"

3.38 When a Referee does not declare a "No Bird" and the competitor in question considers that an award of "No Bird" should be given, the competitor must consult with the Referee immediately 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]]

3.39 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.

3.40 Distances, where given, are all measured from the centre of the pivot point of the trap when it is set to throw a target straight away. Care should be taken that traps are set whenever possible, in still weather, slight adjustments may be necessary in certain wind conditions.

TARGET HEIGHT

3.41 At a distance of 9.14m from the trap, a regular target shall attain a height of 2.44m to 3.05m. To ensure the correct elevation, procure a 2.44m pole with a hoop 61cm diameter attached to the top end. Place the pole upright at 9.14m in front of the trap. The trap should then be set to throw the target through the hoop centre.

3.42 Care must be taken to ensure that the correct measuring height is attained 9.14 m from the trap.

TARGET DISTANCE

3.43 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 to 50.3m. A suitable post shall be set at this distance.

ANGLES

3.44 Targets shall be thrown randomly, within an area bounded by an angle of 22° each side of an imaginary straight line, drawn through the centre of firing mark No.3, and projected past the centre of the pivot point of the trap set to throw a straight away target.

3.45 The trap shall be set at this angle to the left and to the right of this straight line for all registered events.

Note: These angles can be visibly checked, by noting that with the trap set to throw an extreme left hand target, this would appear as a straight away bird when viewed from firing mark No.5. For an extreme right hand target as a straightaway bird when viewed from firing mark No.1.

WIDELY DIFFERENT ANGLE

3.46 To allow for unfavourable wind conditions, an additional tolerance of 10° either side of the 22° angles left and right shall be considered as the boundary defining a **WIDELY DIFFERENT ANGLE**, and two posts set at these further angles may be placed about 30m 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 is an irregular target.

RECOMMENDATION

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

3.48 Height (at rear) $0.76 \pm 0.1\text{m}$

3.49 Width $2.44 \pm 0.16\text{m}$

3.50 Length $2.44 \pm 0.16\text{m}$

SHOOT OFF

3.51 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 shoot off, shooter number one shall start on stand two]. If after the initial round a tie still exists, those shooters involved will shoot a further full round under the same conditions to reach a decision.

3.52 If after these two shoot off rounds shooters are still tied, they will enter into a sudden death, one bird shoot off 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

3.53 If two or more teams obtain the same scores the captain of each team will nominate three members of the team to shoot in a sudden death shoot off. The captain may include himself/herself as one of the three. The selected team members will be numbered one, two and three. To start the shoot-off all of the selected team members numbered one will shoot at a single target from Peg 3, in turn, in a team order to be decided by the tossing of a coin. Should a tie still exist after they have shot the selected team members numbered two shall then shoot at a single target in turn. Should a tie still exist after they have shot the selected team members numbered three will then each shoot at a single target in turn. Should a tie still exist after all three members of each team have shot then the same procedure will be carried out until the tie is broken. Team members may only fire one cartridge at each target with nothing loaded into the remaining barrel.

DOUBLE-RISE RULES

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

SCORING

3.55 In this type of shooting two targets are released simultaneously and the shooter fires only one shot at each target. Scoring five points for hitting both targets, two points for hitting one target or 0 points for failing to hit either.

TARGET ANGLES

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

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

SINGLE BARREL RULES

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

AMMUNITION

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

3.73 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

3.74 All targets that conform to "Scored Target" description shall be awarded one point.

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

SHOOT OFF

3.76 Procedure as for DTL.

HANDICAP-BY-DISTANCE

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

Class	AA	-	21 metres (23 yards) behind the trap.
Class	A	-	19.2 metres (21 yards) behind the trap.
Class	B	-	17.4 metres (19 yards) behind the trap.
Class	C	-	15.5 metres (17 yards) behind the trap.

UNCLASSIFIED SHOOTERS

3.78 Unclassified shooters shoot the first half of the competition from 21 yards. (The 'A' class mark.) They are then re-classified, re-squadded and complete the competition at the appropriate distances.

SQUADDING

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

SCORING

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

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

SHOOT OFF

3.82 Rules as for DTL.

