

TECHNICAL RULES  
For  
DOWN THE LINE

**Adopted for use by the International Clay Target Shooting Council**

SHOOTING ORDER

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

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 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 an instant target at this time.

3.06 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 rules 2.26 to 2.30)

3.07 The Competitor 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 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.

3.09 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.

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 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

3.12 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.

3.13 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

3.14 When all is in order and all the Competitors are again 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.

3.15 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

3.16 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

3.17 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.

#### 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 TARGET

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

3.28 The Competitor shoots out of turn.

3.29 More than one Competitor shoots at the same target.

3.30 A Competitor 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 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 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"

3.38 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 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 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 house level with the pivot point of the trap. 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 (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.

3.42 Care must be taken at all times to ensure that the correct measuring height is attained 9.14m (10yd) 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 (49.97yd) to 50.3m (55yd). A suitable post shall be set at this distance.

#### ANGLES

3.45 To determine and demonstrate the 22° target angles, the height pole is re-positioned at two further points located at right-angles to and 3.69m (4.03yd) from the 9.14m (10yd) height position projected past the centre of the trap to the distance marker. For all registered events, the trap should be set to throw the target at this angle of 22° to the left and right of this centre line and through the centre of the hoops

## WIDELY DIFFERENT ANGLE

3.46 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

3.47 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.

3.48 Height (at rear) 0.76m ± 0.1m (0.83yd ± 0.10yd)

3.49 Width 2.44m ± 0.16m (2.66yd ± 0.175yd)

3.50 Length 2.44m ± 0.16m (2.66yd ± 0.175yd)

## INDIVIDUAL TIE-BREAK

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 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.

3.52 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

3.53 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.

The maximum team numbers 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.