

TECHNICAL RULES
For
AUTOMATIC BALL TRAP

Adopted for use by the International Clay Target Shooting Council

SHOOTING POSITIONS

7.00 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

7.01 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

7.02 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.

7.03 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) 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

7.04 A single, multi-oscillating (vertical and horizontal directions), electrically operated trap. It may be either manually or automatically loaded. Targets must be released by button or 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

7.05 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 - 5m (5.46yd)) if measured over level ground.

7.06 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 1m (1.09yd) and not exceed 4m (4.37yd).

7.07 The targets shall be thrown within an area bounded by angles of not less than 30° or more than 45° 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.

7.08 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

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

7.10 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

7.11 After the Competitor has called for a target, it shall be released immediately. When targets are released acoustically, a delay factor of 0.2 seconds shall be built into the system to more closely simulate the human reaction time when targets are released manually.

7.12 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

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

7.14 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.

7.15 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.

7.16 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 of the Referee, with the Jury's agreement, may halt the shooting temporarily.

REGULAR TARGET

7.17 Any target thrown on the Competitor's call according to Rule 7.05 – 7.08, is deemed a regular target.

IRREGULAR TARGET

7.18 Any target, which deviates from the specifications of Rule 7.05 – 7.08 as to angle and elevation and distance, shall be deemed to be irregular.

SCORED

7.19 A target is scored, 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

A target is declared lost when:

7.20 It is not hit during its flight.

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

7.22 The Competitor does not fire at a regular target that has been called for.

7.23 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.

7.24 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.

7.25 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.

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

NO TARGET

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

7.28 If the target is thrown before the Competitor has called for it.

7.29 If the target is not thrown immediately after a call and the Competitor lowers their gun.

7.30 If the target is irregular.

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

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

7.33 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).

7.34 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:

7.35 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.

7.36 Another Competitor has fired at their target.

7.37 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:

7.38 A Competitor shoots out of turn.

7.39 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

7.40 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.

7.41 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.

7.42 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.

7.43 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.

7.44 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.

7.45 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.

7.46 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.

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

REFEREEING

7.48 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.

7.49 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.

7.50 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

7.51 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

7.52 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.

7.53 If after these two tie-break rounds shooters are still tied, they will enter into a "sudden death", 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

7.54 If two or more teams obtain the same scores, the Captain of each team shall nominate three members of their team to take part in the tie-break. The Captain may include themselves as one of the three.

All nominated team members must be present at the start of the tie-break. Incomplete teams will be disqualified.

The team order shall be decided by the tossing of a coin and each team member will shoot at a 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.