

Skeet Rules – all rules from 4.20 onwards have been re-worded in some way, particularly Repeat Doubles - Para 4.41 onwards

Skeet Rules – Individual and Team Ties – Paras 4.76 – 4.80 – Pages 49 and 50

TECHNICAL RULES
For
ENGLISH SKEET

SQUADDING

4.00 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

4.01 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

4.02 25 Targets will be shot at in the following sequence:-

- Station 1 Two singles and a double
- Station 2 Two singles and a double
- Station 3 Two singles
- Station 4 Two singles and a double (the shooter must nominate the first target of the double to be shot at)
- Station 5 Two singles
- Station 6 Two singles and a double
- Station 7 Two singles and a double

4.03 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.

4.04 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.

4.05 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

4.06 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

4.07 During the shooting of singles it is compulsory to load two cartridges. Refer to rule 4.63 also on this point.

REPEAT TARGET

4.08 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

4.09 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

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

TARGET DISTANCES & TRAJECTORIES

4.11 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

4.12 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

4.13 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.

4.14 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 Plan figure 4).

4.15 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

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

IRREGULAR TARGET

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

4.18 Two targets thrown simultaneously in singles.

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

REGULAR DOUBLES

4.20 A regular target thrown from each trap house simultaneously.

SHOOTING RULES

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

SHOOTING POSITION

4.22 Competitors must stand with both feet entirely within the boundary of the shooting station. (Rule 1.10) The gun position is optional prior to firing, but at the point of firing the gun must be seen to be in the shoulder.

4.23 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

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

4.25 If the target breaks on throwing.

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

4.27 If two targets are thrown simultaneously in singles.

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

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

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

4.31 When the target flutters, has insufficient velocity or takes an irregular course on leaving the trap. (Referees opinion only)

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

4.33 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.

4.34 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.

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

4.36 The Competitor has been visibly distracted. (See Balk in General Rules)

4.37 Another shooter fires at the same target.

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

4.39 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".

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

4.41 REPEAT DOUBLES:

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

4.42 The first target leaves the trap broken

4.43 The targets collide before the shooter fires at the first target

4.44 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

- 4.45 A gun malfunction occurs when taking the first shot. On the third malfunction in a round, the target will be scored lost
- 4.46 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:
- 4.47 The second target emerges broken
- 4.48 The flight of the second first target is irregular and is not shot at.
- 4.49 A gun malfunction occurs when taking the second shot. On the third malfunction in a round the target will be scored lost
- 4.50 The second target is not thrown
- 4.51 It is not a simultaneous pair
- 4.52 The first target is missed (scored "lost") and the second broken with the first shot
- 4.53 The first target is missed (scored "lost") and the targets then collide
- 4.54 Pieces from the first target, properly shot, break the second target before it can be shot
- 4.55 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"
- 4.56 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"
- 4.57 For Station Four, any repeat double must be shot in the same nominated order as the first regular double
- 4.58 The Referee prevents the Competitor from shooting their second shot because of a violation of General Rules 1.10 and 1.11 (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:

- 4.59 The Competitor, without legitimate reason does not fire at a regular double both targets will be declared "Lost".
- 4.60 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".
- 4.61 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 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".
- 4.62 A regular double is shot in inverse order; both targets will be scored "Lost".
- 4.63 The target is not broken by shot or is not hit whilst in flight

TARGETS SHOT AT WILL NOT BE SCORED IF:

- 4.64 The Competitor fires out of turn.
- 4.65 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

- 4.66 No Competitor shall advance to the shooting mark until it is their turn to shoot and the previous Competitor has left the shooting mark.
- 4.67 No Competitor having shot one station shall proceed towards the next station in such a way as to interfere with another Competitor.

DISABLED SHOOTERS

- 4.68 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

- 4.69 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.
- 4.70 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.
- 4.71 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.
- 4.72 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.
- 4.73 The Referee, under the supervision of the Jury, shall see that these regulations and safety precautions are adhered to.

PENALTIES, ETC.

- 4.74 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.
- 4.75 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

- 4.76 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.
- 4.77 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.

4.78 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.

4.79 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

4.80 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 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.