

TECHNICAL RULES  
For  
ENGLISH SPORTING

VIEWING POINT

5.00 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. All Competitors should avail themselves of the opportunity to view targets whilst waiting their turn to shoot.

SEQUENCE

5.01 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.

5.02 Targets will be thrown by non-verbal and non-visible instruction by the Referee after the Competitor has called for the target

TARGETS

5.03 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

5.04 A single target launched from any trap.

REPORT PAIR

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

FOLLOWING PAIR

5.06 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

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

TRAJECTORIES

5.08 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

5.09 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.

5.10 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

5.11 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.

#### PENALTY

5.12 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"

5.13 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

5.14 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

5.15 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.

5.16 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

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

5.18 The target is broken at the start.

5.19 The target is launched from the wrong trap.

5.20 Two targets are launched simultaneously when a single should have been thrown.

5.21 The target is definitely of another colour than the targets used for the competition on at that stand.

5.22 The first or second target of a pair is irregular.

5.23 Two targets are launched simultaneously for a report pair or a following pair.

5.24 The target is launched before the Competitor has called for it

5.25 The target is launched after a delay of more than three seconds.

- 5.26 The target zigzags, or its initial speed is insufficient or if its trajectory is irregular.
- 5.27 The Competitor shoots at the first target and this target collides with the second before the Competitor has fired their second shot.
- 5.28 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.
- 5.29 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.
- 5.30 The Referee may also order the launching of a new target when:
- 5.31 The Competitor has been materially disturbed.
- 5.32 Another Competitor fires at the same target.
- 5.33 The Referee cannot decide for any reason if the target has been hit or lost.
- 5.34 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

- 5.35 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.
- 5.36 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.
- 5.37 Referees must ensure that Competitors adhere strictly to rule 5.36. If a violation of rule 5.36 takes place, the Referee shall ask the Competitor to repeat the pair (1<sup>st</sup> target established). If the Competitor violates rule 5.36 on three occasions, then at the third occasion the second target will be declared "lost".

#### INDIVIDUAL TIE-BREAK

- 5.38 In the event of a tie, whenever practicable and in accordance with the Jury's instructions, a tie-break will decide the Winner. The 'count back' system shall not be used at CPSA Registered events.
- 5.39 Ties will be broken by shooting initially at five pairs from a stand(s) decided by the Jury or Organiser. Scoring will be one point per target, making a total of ten.
- 5.40 If a tie still exists following the above, five pairs from a different stand will be shot at. Scoring will again be out of ten.
- 5.41 If a tie still exists, a "sudden death" tie-break on pairs will follow (scoring out of two) until the tie is broken. All Competitors must shoot at an equal number of pairs.

#### TEAM TIES

- 5.42 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 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.