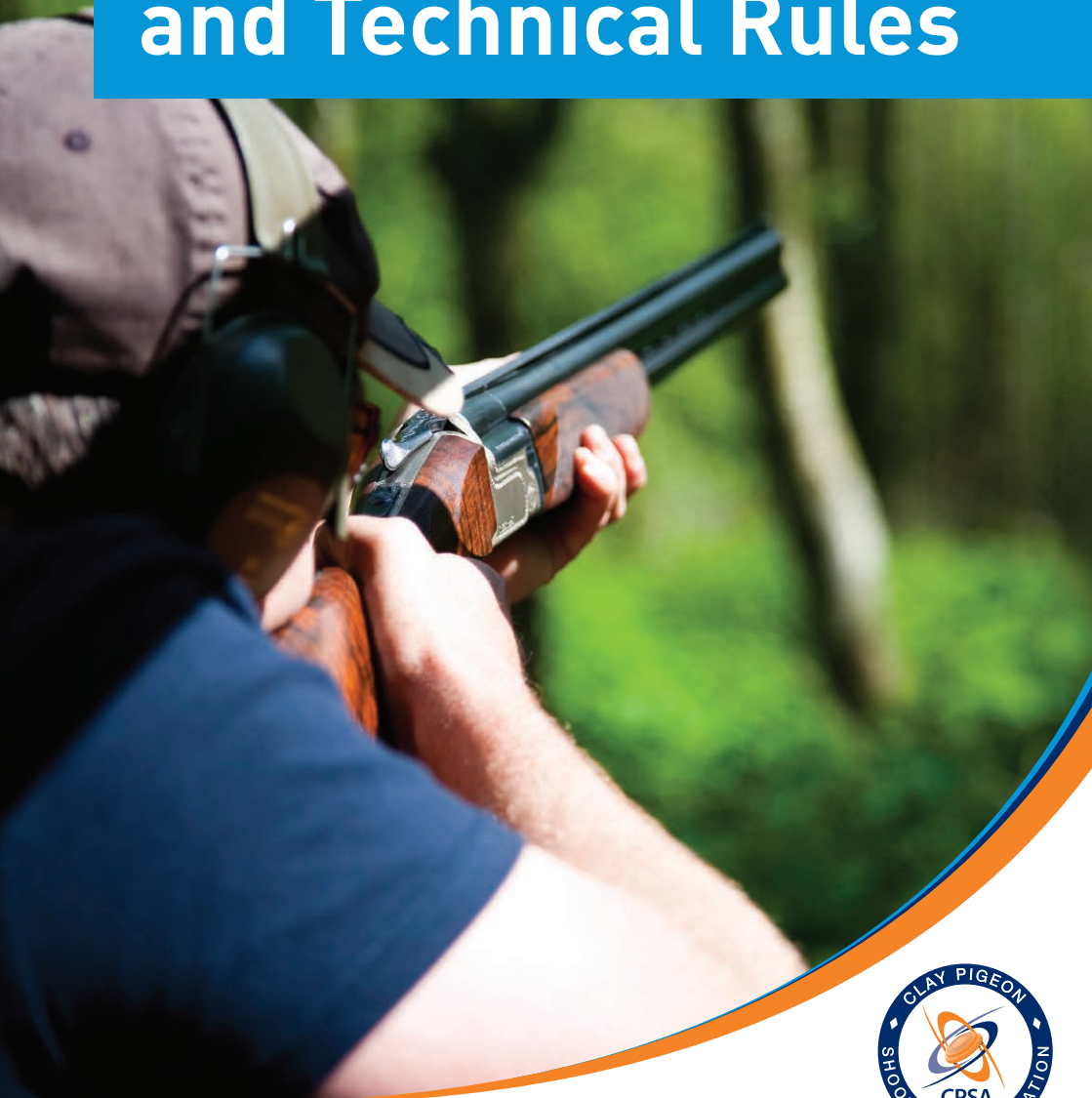


Booklet Number 1

CPSA General and Technical Rules



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CPSA General and Technical Rules

CPSA/B1/2015/01
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FOREWORD

The Clay Pigeon Shooting Association Ltd

Is the Governing Body of Clay Target 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.

This book will be provided to each ground capable of running CPSA Registered Events. It is the official Reference Book and is to be used for any query or dispute.

The most up to date version will be available to download from the CPSA website or by request from CPSA Head Office.

1. REGULATIONS FOR CPSA 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.

1.1 DEFINITION

CPSA registered events can only be held in the disciplines listed by the CPSA. A complete list is available from CPSA HQ and is also available on the CPSA's Shoot Program sent to all registered grounds. These events may only be held providing they comply with the following conditions:

- a) The event must 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 fixtures section of PULL! Magazine or have been detailed in the clubs fixtures section of the CPSA website prior to the date of the event.
- b) Are held at a CPSA registered club or ground 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.
- c) Consist of a minimum of 25 targets with no re-entry or practice permitted. County Championship shoots must be held over a minimum of 50 targets, Regional and National Championships over a minimum of 100 targets in all disciplines except Double Rise where 50 pairs will be permitted.
- d) 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. 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 e.g. fibre wads only etc, however, this does not apply to County Championships. An exception is made where a ground has carried out the necessary assessments and as a result restricted types of shot for reasons of Health & Safety or adverse environmental impact e.g. Sites of Special Scientific Interest. Such restrictions will not preclude said ground from hosting CPSA Championships at any level.

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

1.2 ELIGIBILITY

Registered events are open exclusively to current CPSA members, members of other national clay shooting associations recognised by the CPSA or members of the public visiting the ground who have purchased a CPSA Day Pass provided that:

- a) A current CPSA membership card (or proof of membership of another recognised national clay shooting association) is produced at the time of entry, or a CPSA Day Pass has been purchased. For Clubman members entry restrictions apply (see paragraph g below). Shooters may join or renew their CPSA membership at the organising club when entering a registered event. New members' scores must be marked with "NM" and their name on the electronic file produced by the CPSA Shoot program.

Adopted by the CPSA, ICPSA, ICTSC, ICTSF, SCTA, UCPSA and WCTSA for international competition.



- b) They enter and pay the required fee by the published entry closing time.
- c) They enter in strict accordance with other alternative pre-published entry conditions (i.e. by telephone, pre-paid or postal entries, etc).
- d) They fully comply with all the provisions contained within this rulebook and in the current rulebook for the discipline concerned and/or any additional conditions approved by the CPSA and published in advance.
- e) Winners of trophies, titles or badges at County and Regional Championships must be Full Competition Members of the CPSA and resident in the relevant County or Region, as stated on their membership card.
- f) A CPSA Day Pass may only be used at the ground from which it was issued and the shooter can only take part in the registered event on a "have a go" basis. The score obtained will not count towards any CPSA classification, competition or prize.
- g) Clubman membership only permits the shooting of registered events at a ground nominated by the member at the time of joining/renewal and on a "have a go" basis. Clubman members may take part in registered events at other grounds by using a Day Pass.

1.3 RETURN OF SCORES

For Competition Members all scores of 25 targets or more obtained at registered events (including "Targets-Only" but not tie breakers), will be used for the compilation of national averages and classifications. Scores shot in a tie-break or at Handicap-by-Distance events, will not be counted.

All clubs running registered events must return all scores to CPSA Head Office within 7 days of the date of the event. Only scores returned in the electronic format created by the Shoot program will be accepted. If any participant should retire from the event after having started it, their score and the actual number of targets shot at will also be submitted (eg 54 hits ex 68 targets).

1.4 ENTRY FEES & PRIZES

At all registered events organisers must, prior to the commencement of the event, display the following information:

- a) The 'Prize' entry fee which must include the full amount to be paid back in prizes.
- b) The "Targets-Only" entry fee which must exclude the prize money stated above.
- c) The amount to be returned to 'Prize' entrants only, which must be the exact difference between a) and b) above and...
- d) The amount of 'Specified Sponsored Cash', if any, to be paid to any winner.

Please note that at all County, Regional and National Championships not organised by CPSA Head Office, the same entry fee will apply to all participants. Grounds are not permitted to charge 'green fees' to non club members, nor to give their own members any discount. Any levies applied by official County or Regional Committees must be charged to all entrants.

1.5 TARGET ONLY ENTRIES

"Targets-Only" entries will be permitted at all registered events, with the exception of certain events defined by the Directors of the CPSA. "Targets-Only" competitors at all registered events, will enjoy the same rights and privileges as 'Prize' shooters, except that they will not receive 'Prize' entry money, but are eligible to win any trophies, titles or donated prizes (including 'specific sponsored cash'), either as overall winners or in their class or category.

1.6 PRACTICE SHOOTING

With the exception of the Sporting disciplines, practice shooting on the layouts and targets used for a Registered event is permitted on the day(s) prior to the individual shooter's first day of competition. Competitors are not permitted to practice on competition layouts prior to tie-breaks taking place. Any competitor found doing so will be automatically disqualified from the competition. No practice is permitted on competition layouts until the prize-giving has been completed. (See also paragraph 1.16(n)).

1.7 COACHING

Once a registered event has commenced, no coaching or tuition will be permitted while the competitor is actually at the shooting stand and in the process of completing a round.

1.8 CANCELLATION

Once a registered event has commenced it cannot be cancelled. The appointed Jury, however, is allowed to reduce the total number of targets if extraordinary circumstances dictate.

1.9 CATEGORIES

At all CPSA Championships competitors will shoot within their lettered class. In addition, for prizes in categories the winner will be determined by the highest score in that category. Colts can be placed within the Juniors category, providing there is no Colts category at the event in question.

It is the responsibility of all members to check, prior to shooting, that their official category is correct.

The definition of these categories is as follows: (also see section 15).
(For the disciplines of DTL, Skeet, Sporting, Sportrap and ABT)

- a) Colts must be under the age of 16, at the time of shooting the event, including shoot-offs or finals.
- b) Juniors must be under the age of 21, at the time of shooting the event, including shoot-offs or finals.
- c) Seniors must have reached the age of 21 and be under the age of 60 at the time of shooting the event, including shoot-offs or finals.
- d) Veterans must have reached the age of 60 at the time of shooting the event, including shoot-offs or finals.
- e) Ladies must be of female gender at birth, or be a male to female transsexual (see paragraph 15.02).
- f) Men must be of male gender at birth, or be a female to male transsexual (see paragraph 15.02).
- g) At Home International matches the definition of these categories will be as follows:

Junior: Members wishing to compete in the junior category must be under the age of 21 on the 1st of January in the year on competition.

Veteran: Members wishing to compete in the Veterans category must have reached the age of 55 on or before 1st January in the year of competition

Super Veteran: Members wishing to compete in the Super Veterans category must have reached the age of 65 on or before 1st January in the year of competition.

In certain CPSA events held under the jurisdiction of the ICTSC, BICTSF and ISSF, the CPSA will allow the Veterans category to commence at the age of 55 where the member has reached this age prior to, or on, the day of the event.

Super Veterans category of 65+ will be used at all Home County International Tournaments, the World English Sporting and World DTL Championships. The existing veteran's age band at these events will be altered to include entrants aged 55 and over but under the age of 65 years at the time of shooting the event, including shoot-offs or finals.

1.10 TIE BREAKERS

In the event of a tie, whenever required and in accordance with the Jury's instructions, a shoot-off will decide the individual High Gun and the winners of all article and/or trophy, medal or badge prizes. In the event of two or more shooters tied for a title, who are not present for a Shoot-Off, the winner will be decided by Count-Back. All cash-only prizes shall be awarded on an 'add and divide' basis unless there are any titles and/or trophy, medal or badge prizes at stake in which case a shoot-off will determine all the prizes (article, trophy, medal, badge and/or cash), after which any additional cash-only prizes shall be awarded on an 'add and divide' basis.

At all registered events the shoot-off procedure defined in the current discipline Technical Rules shall be applied where necessary.

In the event of a shoot off in any registered, County, Regional or National Championship shoot if one or more competitors are not present at the time of being called for the shoot off then they automatically forfeit their chance of winning. Any shoot off must take place immediately after the main competition has finished.

In the event of failing light or extreme weather the jury will decide when the shoot off will take place.

For an All Round competition one of the four disciplines (see rule 27) will be drawn at random by the Jury and then the appropriate discipline shoot-off procedure applied.

1.11 TEAM TIES

In general the same procedures apply for the settling of team ties within domestic disciplines. See the Technical Rules for each discipline to find out the individual nuances of each one.

1.12 TEAM EVENTS

In order to be eligible for selection to a County or Regional team, apart from fulfilling the necessary residential qualifications, shooters must be current full members of the CPSA. Membership of any other association whether recognised by the CPSA or not, will not entitle them to be part of any English County or Regional team.

The size and composition of official County teams will be determined by the respective Regional Committees, whilst County team selection including the number of teams or official reserves, is the responsibility of the County Committee.

National Inter Counties Teams are defined by the Directors of the CPSA and consist of the following:

Senior Teams	6 members (5 best scores to count)
Junior Teams	3 members (2 best scores to count)
Ladies Teams	3 members (2 best scores to count)
Veterans Teams	3 members (2 best scores to count)

County team selection for National Inter Counties is the responsibility of the County Committee and County Secretaries must submit their complete lists of team members to the ground prior to commencement of the competition. These may include two nominated reserves if desired.

Regional teams are defined by the Directors of the CPSA and consist of the following:

Senior Teams	10 Members (5 best scores to count)
Junior Teams	3 Members (2 best scores to count)
Ladies Teams	3 Members (2 best scores to count)
Veteran Teams	3 Members (2 best scores to count)

These Regional teams are required to compete at the English Open DTL, British Open Skeet, British Open Sporting and English Open ABT.

Regional team selection is the responsibility of the Regional Committee and Regional Secretaries must submit their complete lists of team members to CPSA Head Office and the ground prior to commencement of the competition. These may include two nominated reserves if desired.

Any changes or substitutions will not be permitted after the commencement of the event.

At Championship events a competitor may only enter and compete in a maximum of one team per event.

1.13 COMPUTERISATION

It is a condition of registration that all clubs running registered events use the Shoot program to do so. The program must be used at the event for:

- a) the entering of competitors prior to their commencement of shooting.
- b) the entering of scores.
- c) the calculation of results.
- d) all aspects of administration including the return of scores by electronic file, to Head Office.

1.14 RULES TO BE APPLIED BY CLUB OFFICIALS

The following rules which must always be implemented, are the responsibility of club officials and constitute the primary conditions upon which continuing registration depends.

- a) All registered events must always comply with all the foregoing and following rules and regulations in every respect.
- b) Only the classification shown on the CPSA's current Shoot program database shall be used.
- c) Any member not listed on the current issue of the Shoot program database and not able to produce an official CPSA certificate shall be classified on the day as per the procedure in rule 4.2.
- d) Scores must be submitted to CPSA Head Office electronically using the 'Output Results' facility provided on the Shoot program. These should include all "Targets-Only" scores. Scores submitted in writing will not be accepted and shall be returned to the ground for conversion to the Shoot program (except in exceptional circumstances and in agreement with CPSA Head Office).
- e) If a shooter withdraws before the completion of the event, their actual score and the number of the targets shot at must always be returned. e.g. 52 ex 75.
- f) The electronic file created by the Shoot program must be submitted to the CPSA within 7 days of the date of all Registered events. CPSA Head Office must also be advised of any cancelled events, not less than 7 days prior to the event.
- g) All participants in registered events must have their scores submitted for classification as per f) above. Clubs must not offer any 'opting out' alternatives. Failure to comply may render the club liable to de-registration.
- h) The scores of all competitors must be displayed by shoot organisers at all registered events regardless of whether they are 'Prize' or "Targets-Only" entries.
- i) Shoot organisers must always satisfy themselves as to the eligibility of competitors by demanding to see their current CPSA membership cards or proof of membership of another recognised Clay Target Shooting Association.
- j) All registered events must have been previously notified to the CPSA by the host club within the time limits specified by the Association. They cannot be 'de-registered' once the event has started (see paragraph 1.8).
- k) A current rulebook for the discipline concerned must always be made available by the organising club for the benefit of the Jury and competitors alike. Equally, a copy of the current issue of the members' Classification database on the Shoot program, whether in printed copy or electronic version, must also be available.
- l) Club officials' attention is drawn to paragraph 1.4 regarding payouts.

- m) When more than 1 layout for the discipline concerned is used at a registered event, organisers must ensure the fairness of the competition by arranging for all shooters to shoot at an equal number of targets on each layout used. Otherwise, competitors must move through the layouts in a pre-determined order, one round at a time until the competition is completed. The number of layouts used must not exceed the number of stages or rounds needed to complete the event, except at very special events and with the prior approval of the CPSA. In the event of a terminal breakdown of one or more layouts the Jury will determine how the event shall be completed.
- n) Shoot organisers must not run non-registered events or practice, concurrently with a registered event in the same discipline on the same layouts/stands used for this. Shoot organisers must also ensure entries are only accepted from those listed in paragraph 1.2 (Eligibility).
- o) Re-entry is not permitted at any registered event.
- p) Clubs and shooting grounds that are not in possession of a Section 11.6 exemption certificate issued by their local Chief Officer of Police must demand to see every shooter's Shotgun Certificate before allowing them to use a shotgun on their premises.

1.15 SCORECARDS

a) For all disciplines, with the exception of English Sporting, scorecards must be kept for a minimum of 6 months.

b) In English Sporting a master sheet of scores obtained by each shooter at each stand should be kept by the organisers for a period of 6 months for checking purposes and to obtain the total score should a card be mislaid.

In cases of discrepancies with the cards, the scores recorded on the master score sheet will take precedence and will be used by the club for calculating the total score to be returned to the CPSA for classification and/ or for prize awarding purposes.

NOTE: At all National Selection shoots Minor and Major Championships, the use of waterproof score cards and master score sheets is compulsory.

1.16 PENALTIES

Penalties as detailed below will be imposed on all members and grounds who do not comply with the following rules:

- a) Allowing non-members of the CPSA to participate in registered events without completing a Day-Pass.
- b) The non-enforcement of Hearing and Eye Protection rules.
- c) Misplacing (not returning) score cards.

For offences a & b above the penalties shall be:

1st Offence: A listing on the CPSA website and in Pull! Magazine for a period of three months.

2nd Offence: Suspension from the CPSA for a period of three months.

3rd Offence: A ban from CPSA membership for a period of 12 months after which a re-application for membership will be required.

For offence c above the penalties shall be:

1st Offence: A letter will be sent reminding the member/ground of the requirement to submit score cards.

2nd Offence: A listing on the CPSA website for a period of 3 months.

3rd Offence: Continued abuse of this rule may result in further disciplinary action being taken.

2. GENERAL RULES

COMPETITOR

During competitions the following General Rules apply across the disciplines of DTL, ESK, ESP, ABT and their derivatives.

2.1 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.

2.2 Every competitor is required to acquaint themselves with the rules insofar as they apply to competitors. 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

2.3 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 2.5) and Technical Rules for Sporting.

PENALTIES

2.4 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 (three points in DTL) on each occasion.

DECLARED ABSENT

2.5 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

2.6 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.

2.7 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

2.8 All competitors will conform to the Dress and Disciplinary Codes of Conduct of the CPSA where applicable.

SHOOTING STATION

2.9 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 2.42 for penalty)

FOOT FAULT

2.10 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 within each stage or stand.

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

SCORECARDS

2.12 All competitors are obliged to take good care of their individual or squad score cards, if handed to them at the time of entry.

2.13 Competitors must return all/any cards to the organisers whether they have completed the course (English Sporting) or not.

Penalties for non-return of scorecards by individuals are as follows:

a) 1st Offence: A letter will be sent reminding the member/ground of the requirement to submit score cards.

b) 2nd Offence: A listing on the CPSA website and in Pull! magazine for a period of 3 months.

c) 3rd Offence: Continued abuse of this rule may result in further disciplinary action being taken.

Shooting Grounds that are complicit in allowing this conduct to occur will also be penalised as follows:

a) 1st Offence: A letter will be sent reminding the member/ground of the requirement to submit score cards.

b) 2nd Offence: A listing on the CPSA website and in Pull! magazine for a period of 3 months.

c) 3rd Offence: Continued abuse of this rule may result in further disciplinary action being taken.

2.14 Each competitor 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

2.15 Once an 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 3.20-3.25).

SAFETY

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

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

2.18 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.

2.19 Semi-automatics and Pump-action guns are to be carried with the breech open, or flagged, and the muzzle pointing straight up in the air. Always check that the barrels are clear before commencing shooting.

2.20 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.

2.21 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).

2.22 Any violation of rule 2.18/2.19 will in the first instance incur a warning; any further repetition will mean immediate disqualification from the event.

2.23 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.

2.24 Competitors must only use guns that are in proof, and in a safe and sound condition.

2.25 It is recommended that no individual should carry cartridges of different gauges together in their shooting vests or bags.

2.26 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

2.27 No alcohol, drugs (as defined by the World Anti-Doping Agency (WADA), specified in the World Anti-Doping Code substances on the WADA prohibited list.) 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

2.28 All types of guns, including "Semi-automatics", "Pump-action", 12bore and smaller may be used for shooting. No handicap will be given to competitors using guns of a calibre smaller than 12bore.

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

2.30 It is not permitted to use guns with devices fitted which have magnifying, light emitting, forward lead displacement properties, or give visual enhancement of the target.

2.31 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. It is not permitted to use guns with devices fitted which have magnifying, light emitting, forward lead displacement properties, or give visual enhancement of the target.

2.32 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 2.33 and 2.34 are open to the shooter.

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

2.34 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.

2.35 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.

2.36 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 within any one round or stand (sporting)) the target will be declared "No Target" and another target thrown. In the event of such a malfunction the competitor should be instructed to remain in the stand and treat it as a misfire, only opening the gun after the appropriate time delay and checking the bore(s) for obstruction before proceeding to repeat the target.

2.37 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).

2.38 No person other than a Referee or Jury member may handle another competitor's gun and, only then in that person's presence and with their full knowledge. An exception may be made where a competitor's own gun has broken and cannot be repaired within three minutes.

2.39 If a shooter is using a gun with any form of release trigger it is mandatory to notify the Shoot Organiser when booking into a competition that he/she is doing so. The Shoot Organiser must then mark all appropriate scorecards with this fact. The competitor must also notify the referee on every stand or round prior to shooting. Failure to comply on each occasion will result in the loss of one target (3 points DTL).

PORTED BARRELS

2.40 For all CPSA Home disciplines (English Skeet, Skeet Doubles, English Sporting, Sportrap, Down The Line, Single Barrel, Double Rise, Handicap By Distance and Automatic Ball Trap) the use of guns with ported barrels, ventilated or otherwise, choke attachments and recoil reducers in any form are allowed.

GUN POSITION

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

PENALTY

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

DOUBLE DISCHARGE

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

2.44 The Referee will try to 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.

2.45 Following the Referee's decision on the continued use of the gun the target(s) will be declared "No Target" and a new target(s) will be called for and shot at again with the result(s) being scored. (See Malfunctions 2.46)

MALFUNCTIONS

2.46 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.

2.47 See Discipline Concerned for Procedure for Second Barrel Malfunction.

AMMUNITION

2.48 The length of the cartridge, before being fired, is not to exceed the maximum length specified for the discipline being shot. 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 rulebooks.)

2.49 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.

2.50 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) will be liable to disqualification.

PROTESTS

2.51 A fee of £20 must accompany protests submitted in writing to a member of the Jury. If the Jury upholds the protest then the fee shall be returned. A Referee shall not be interfered with or interrupted unnecessarily.

2.52 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".

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

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

2.55 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 "HIT OR LOST TARGETS" AND "NO TARGETS". On these points, the Referee's decision is final.

2.56 If the competitor 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.

2.57 If the competitor 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 Competitor(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.

2.58 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. Appropriate action shall then be taken.

2.59 ALL QUERIES AND PROTESTS SHOULD BE MADE IN A QUIET AND ORDERLY MANNER.

JURY

2.60 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.

2.61 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.) To 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.

2.62 Whenever possible the appointed persons shall be experienced in the roles of CPSA Juries and have a thorough knowledge of all technical aspects and rules of the discipline being shot.

2.63 The Jury must include the shoot organiser or their representative, a senior representative of the shooters and, if possible, a qualified referee and/or the most experienced person available.

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

2.65 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.

2.66 Any Competitor (except day pass holders) can 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

2.67 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.

2.68 The appropriate wearing of adequate and effective visible eye protection by competitors, scorers, 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 166:2002.

2.69 In the event of a shooter not wearing protective glasses/ear defenders they will be given three minutes to obtain a pair. If they fail to obtain glasses/ear defenders within three minutes they will be stood down from the round, or stand, and allowed to shoot later, with glasses/ear defenders, but with a penalty of three targets deducted.

2.70 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.

2.71 Ground Owners/Managers/Organisers must comply with everything required by the Health & Safety at Work Act and must instruct those who refuse to comply to leave the ground.

TIE-BREAK

2.72 The winner of any tie-break will be entitled to all articles, category and/or trophy prizes relating to that position in the event. Where there is a tie-break for trophies or badges, any cash prizes relating to that position in a competition will go with the trophy or badge.

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

TEAM-TIES

Team Ties vary dependent on discipline. Refer to the discipline rules for more information.

UNFINISHED COMPETITION

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

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

2.76 If suspended, the date, time and the terms under which the competition shall continue must be announced immediately the competition is suspended. Any future date must not be more than four weeks from the date of the original competition.

2.77 Any competitor who fails to attend on the new date set for the postponed competition will forfeit all rights and standing in the competition. The organisers should consider giving a refund of a proportion of the entry fee to any such competitor.

COMMENCEMENT AFTER TRAP BREAKDOWNS

2.78 On all occasions after a trap breakdown has occurred the competition shall re-commence from the point at which this happened. Under no circumstance shall competitors be allowed to shoot the stage, in total, again. Competitors, however, have the right to see a target(s), prior to re-commencement.

2.79 Competitors may ask for a trap to be cleared after a minimum of two concurrent trap malfunctions have resulted in the declaration of a 'No Target'.

BROKEN TARGET

2.80 A "Broken Target" is a target that has been broken by any means other than having been hit by shot.

STEEL SHOT

2.81 The International Clay Target Shooting Council has agreed that where steel shot is being used there shall be a maximum shot size of 4 (as against lead shot size 6) when used at a Registered or Home International event.

3. GENERAL RULES

REFEREE

3.1 A referee is 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 and must be used at CPSA Major and Minor Championship events.

DUTIES

3.2 Referees shall ensure that the competitors comply with and compete according to all rules; and ensure that the equity of the competition is maintained at all times.

3.3 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 to the Jury by the Referee for the targets to be re-set.

3.4 Referees 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.

3.5 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.

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

3.7 The Referee will make a decision on whether a target is "HIT", "LOST" or a "NO-TARGET" (on these matters the Referee's decision is final) and shall mark the result on the squad card/score sheet.

3.8 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).

3.9 It is at the Referee's discretion whether they call out the result of all shots, but it is mandatory to call out losses or in the case of Down The Line, losses and second barrel hits (two).

TARGET DEFINITION "HIT"

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

3.10 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 Competitor's shot.

TARGET DEFINITION "LOST"

3.11 A target, which has some "dust" removed from it, by the shot, but remains otherwise "intact", is not a hit target.

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

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

3.13 The competitor after an apparent malfunction or misfire opens the gun or moves the safety catch.

- 3.14 A competitor suffers a 3rd or subsequent malfunction or misfire in the same stage.
- 3.15 The competitor fails to fire for any reason due to personal error, fault or negligence.

NO TARGET

3.16 After a target has been declared a "No Target" it is no longer part of the competition. When a Referee has declared a target a "No Target", on NO ACCOUNT must it be shot at. When a No-target is deliberately or intentionally shot at, the Referee will warn the Competitor and mark the scorecard accordingly. Should there be a subsequent occurrence within the same stage/stand the Referee will report the matter to the jury for a decision in relation to loss of target.

- 3.17 Please refer to Technical Rules for specific discipline clarification on "No Targets".

DISQUALIFICATION

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

COACHING

3.19 Referees must ensure that no coaching or tuition is permitted from any quarter once an event has commenced and whilst the competitor is actually at the shooting mark or in the process of completing a round.

PENALTIES RE COACHING

3.20 If a Referee is satisfied that the competitor 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:

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

3.22 If the competitor 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.

3.23 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:

3.24 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.

3.25 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

3.26 The Referee will make any judgment on a claim for a "Balk" from any competitor.

3.27 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.

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

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

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

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

4. CPSA CLASSIFICATION SYSTEM

4.1 GENERAL INFORMATION

The CPSA Classification System provides each shooter with a classification to enable them to compete against other shooters of similar ability. Each shooting discipline, generally, has four ability bands or "classes" as shown below:

The disciplines below use the following letters to denote the classes: AAA (ESP & STR at National Championships only).

DTL	(Down-The-Line)
S/B	(Single Barrel)
D/R	(Double Rise)
ESK	(English Skeet)
SKD	(Skeet Doubles)
ESP	(English Sporting)
STR	(Sportrap)
A/R	(All Round)

The disciplines below use the following letters to denote the classes A; b; C; D:

ABT	(Automatic Ball Trap)
OTR	(Olympic Trap)
OSK	(Olympic Skeet)
D/T	(Double Trap)
UTR	(Universal Trench)
FSP	(FITASC Sporting)

Classifications are calculated every six months with implementation on 1st June and 1st December each year.

These classifications are calculated using scores submitted from the previous 12-month rolling shooting periods that end on 30th April and 31st October respectively. The percentage cut-off points for the classes in the various disciplines will be altered at each six monthly interval with details printed both in PULL! and the Shoot program classification database.. As an example, classifications that commence on 1st December will be calculated using scores shot between 1st November and 31st October.

All registered scores from the above shooting periods and received at CPSA HQ by 7th May and 7th November respectively, will be used towards classifications in the next period. Members who have an official classification in a given discipline will shoot in that class whenever they enter a Registered event in that discipline. Members who are "unclassified" will be given a temporary classification for that day and event only, in accordance with paragraph 4.2.

To become a "classified" shooter, a member must shoot a minimum of 100 Registered targets in any specific discipline during the 12 months prior to 30th April or 31st October.

New members will be entitled, within the first twelve months of their Competition membership, to a temporary classification certificate. This will be issued, on request, provided the member has shot at a minimum of 300 Registered targets in a given discipline. This temporary certificate will come into effect immediately. The temporary certificate will become redundant once the normal CPSA Classification procedure comes into effect.

Once a member has obtained a classification in any discipline, they will not become "unclassified", even if they do not shoot at all in the following year(s). Members who have not shot in registered events during any 12 month classification scores period who have previously obtained a classification in any discipline, will find that their classes are still shown in the Classification database of the Shoot program.

4.2 SHOOTERS' CLASSIFICATION

Shooters can only be classified as shown in the current issue of the CPSA's Shoot program.

If a shooter is a member of more than one National Governing Body and has more than one classification shown in any official electronic or printed publication in any given discipline, he/she will be given the higher of these classifications at a registered event.

It is the responsibility of all members to check, prior to shooting, that their official class in any given discipline is correct.

Any current member whose name does not appear in the current copy of the CPSA Shoot program, in the discipline being shot, will be classified on the day, for that event only, according to the following procedure, unless he/she can produce an official CPSA certificate on the day duly completed, signed and stamped:

- a) All disciplines except English Sporting:
 1. 25-target shoots - the percentage score will be used to obtain a classification according to the official cut-off points shown in the Classification CD. i.e. take the total score out of 25, multiply it by 4 and measure the result against the cut-off points to classify the shooter.
 2. 50-target shoots - the percentage score of the first 25 targets will be used as above.
 3. 75-target shoots - the percentage score of the first 50 targets will be used as follows: take the total score out of the first 50 targets shot, multiply it by 2 and measure the result against the cut-off points to classify the shooter.
 4. 100 to less than 200 target shoots - the percentage score of 50 out of the first 75 targets, drawn by stages at random, will be used for classification, i.e. take the total score out of 50 (from the two rounds drawn at random out of the first three), multiply it by 2 and measure the result against the cut-off points.
 5. 200 or more target shoots - the percentage score of 100 out of the first 150 targets, drawn by stages at random, will be used thus: draw 4 rounds at random out of the first 6 and use the total score from these 100 targets to classify the shooter.

NOTES:

In DTL competitions, points rather than targets are used to classify shooters. Use the same formulae as above but remember to divide totals by 3 before measuring against cut-off points.

In Double Trap, Double Rise and Skeet Doubles, the number of targets quoted above must be doubled in order to maintain the same proportions.

In All-Round competitions, 2 disciplines out of the 4 shall be drawn at random and their aggregate score multiplied by 2 shall be measured against the cut-off points for this discipline to obtain a classification.

In all instances of drawing rounds at random, only one draw must be made and the result used to classify all unclassified shooters on the day.

- b) English Sporting:

In all competitions the total score from 50% of the stands drawn at random (or the nearest rounded-up number) will be used to obtain a % score and a classification calculated according to the cut-off points shown in the CPSA shoot program.

4.3 CLASSIFICATION CALCULATIONS

Members' official classifications are calculated in the following way:

- a) All Registered scores received are averaged against the number of targets shot at. ('Raw' average).
- b) In all disciplines, any individual scores that are more than 10% below the 'Raw' average are discarded, except in DTL and ESK where the figure of 5% is used.
- c) Once these particular scores have been removed, the remaining scores are re-calculated to give each shooter an 'Adjusted average'.

For example:- A member shoots 5 x 100 targets in a 12 month period scoring: 75, 65, 89, 76 and 83. Their Raw average would be 77.6%. By removing scores that are 10% below this average (dependent on the discipline) the result would be: 77.6 minus 7.76 which equals 69.84. Any score of 69 and below will be automatically discarded (in this case the 65). The remaining scores then show an adjusted average of 80.75%, which is a truer reflection of their ability. This member will then appear in the classification database on the Shoot program with an average of 80.7% achieved from 400 targets

Once all adjusted averages have been calculated, the 'cut-off points' for the various classes are calculated as follows:

- d) In each of the major disciplines (DTL, ESK, ESP, STR, ABT, OTR, UTR and FSP), all shooters who have a minimum of 500 targets counting towards their adjusted averages are listed in descending order of averages. The same procedure is followed in the remaining disciplines but minimum target numbers are as follows: OSK – 300; D/T – 300; A/R - 200 and D/R - 180.
- e) These lists are divided into 4 (or 5) groups as below:
 - i. In ESP and STR only, the top 5% of shooters in the list will determine the cut-off point for AAA class and the next 10% for AA.

In all other disciplines, the top 15% of shooters in each list will determine the cut-off point for AA class (or A according to the discipline).
 - ii. The next 30% of shooters in descending order will determine the cut-off point for A (or B) class.
 - iii. The next 30% will determine B (or C) class.
 - iv. The remaining 25%, in C (or D) class.

Once these cut-off points are established in every discipline, all members who have shot the minimum required number of targets in a classification period will be listed in the classification database on the Shoot program with their relevant classification(s).

NOTE: As AAA class is only used at National Championships and not at any other Registered events it is not shown in the current edition of the Classification database on the Shoot program.

4.4 OPERATION OF THE SYSTEM

Once a member has been classified in one or more disciplines, class alterations can only be achieved in subsequent periods by the following mechanism:

- a) Members will be moved UP one or more classes according to their new adjusted average, provided they have shot a minimum of 100 registered targets during the relevant 'classification period' per discipline.
- b) A member may only go DOWN a class provided they have a minimum of 300 targets counting towards their new Adjusted average in any shooting period. Downward movement will be restricted to only ONE class per 12 month period.
- c) Once a classification has been obtained, it can only be altered as per the above but never lost. Even if a member allows their CPSA membership to lapse, details of their classification will remain on file and the member's name will still appear in the Shoot program clearly marked as a LAPSED member.

IMPORTANT NOTE:

A lapsed warning against a member's name in the Shoot program indicates that CPSA membership was LAPSED at the time of the classification database preparation.

5. REGION AND COUNTY CODES

REGION	CODE	NO	COUNTY	CODE
1 NORTH	(N)	1	NORTHUMBERLAND	(NOR)
		3	DURHAM	(DUR)
		4	CUMBRIA	(CUM)
		7	LANCASHIRE	(LAN)
		8	YORKSHIRE	(YOR)
2 WEST MIDLANDS	(WM)	12	MERSEYSIDE	(MER)
		16	CHESHIRE	(CHE)
		17	DERBYSHIRE	(DER)
		18	SHROPSHIRE	(SHR)
		19	STAFFORDSHIRE	(STA)
		21	WARWICKSHIRE	(WAR)
		22	HEREFORD & WORCESTER	(H/W)
3 EAST MIDLANDS	(EM)	23	GLOUCESTERSHIRE	(GLO)
		31	NOTTINGHAMSHIRE	(NOT)
		32	LINCOLNSHIRE	(LIN)
		33	LEICESTERSHIRE	(LEI)
		34	CAMBRIDGESHIRE	(CAM)
		35	NORFOLK	(NFK)
		36	NORTHAMPTONSHIRE	(NTN)
		37	SUFFOLK	(SUF)
		38	BEDFORDSHIRE	(BED)
4 SOUTH WEST	(SW)	46	CORNWALL	(COR)
		47	DEVON	(DEV)
		48	SOMERSET	(SOM)
		49	AVON	(AVN)
		50	WILTSHIRE	(WIL)
		52	HAMPSHIRE	(HAM)
		53	DORSET	(DOR)
		54	ISLE OF WIGHT	(IOW)
5 SOUTH EAST	(SE)	51	BERKSHIRE	(BER)
		61	OXFORDSHIRE	(OXO)
		62	BUCKINGHAMSHIRE	(BUC)
		63	HERTFORDSHIRE	(HER)
		64	ESSEX	(ESX)
		65	GREATER LONDON	(GLN)
		66	SURREY	(SUR)
		67	KENT	(KEN)
6 NON ENGLAND	(NE)	68	SUSSEX	(SUX)
		76	CHANNEL ISLANDS	(C/I)
		77	WALES	(WAL)
		78	ISLE OF MAN	(IOM)
		79	SCOTLAND	(SCO)
7 OVERSEAS	(O)	80	NORTHERN IRELAND	(N/I)
		81	EIRE	(EIR)
			REST OF WORLD	(ROW)

6. ENGLAND TEAM ELIGIBILITY RULES

For International Events held under the jurisdiction of the International Clay Target Shooting Council For Great Britain And Ireland. (Adopted January 1995).

- Must be a fully paid-up, current competition member of the English CPISA.
- Must comply with at least one of the following criteria:
 - Having been born in England.
 - For a parent or grandparent to be, or have been, an English national.
 - To be married to an English national.
 - Having been officially resident in England for a minimum continual period of two years prior to qualification.
- If a shooter has already represented another Country/Team in any discipline, he/she must fully comply with the following procedures, in addition to the above, before being eligible to shoot for England:
 - A minimum period of two calendar years would have to elapse in which the member has not shot for any Country.
 - The shooter would have to obtain for this change, full agreement, in writing, from the English CPISA and the other country's National Association.
 - The International Clay Target Shooting Council (ICTSC) must approve the changeover in advance.
 - The International Clay Target Federation (ICTSF) must approve the changeover in advance.

7. ENGLAND TEAM BENEFITS

Where appropriate England team members are given financial assistance for achieving their place at all Home International events which will be decided and reviewed by the CPISA Board periodically. Full details will be published with the relevant selection application forms. These benefits apply to events in England, Scotland, Wales, Northern Ireland, Ireland and the Channel Islands. Additionally, all shooters will have their entry fee to the event and the cost of their banquet dinner ticket paid by the CPISA.

Financial assistance will also be given to England team members competing in the World English Sporting championship in America and the ICTSF World Championships (ESP and DTL).

First time England team members will additionally be given an England wire blazer badge, a metal England Team pin badge and an England tie / cravat.

8. ENGLAND TEAM SELECTION PROCEDURES

For Home International team matches only under the jurisdiction of the ICTSC.

England Selection shoot scores must be obtained at CPSA member shooting grounds only (as of 1st August 2015).

8.1 DOWN THE LINE

Applicants wishing to be considered for selection must, in the first instance, submit on the forms available from Head Office, or downloadable from the CPSA website, their best four scores ex 100 registered targets, from a minimum of any three grounds, obtained on any weekend or Bank Holiday or Major Championship from the period between August of the previous year and April of the year of the event. The top 100 Seniors, 20 Ladies, 20 Juniors (under 21 on the 1st of January in the year of competition), 20 Veterans (55 or over on the 1st of January in the year), and 20 Super Veterans (65 or over on the 1st January in the year of the competition) plus ties, will then be offered a place at the 200 target selection shoot at a venue and date to be arranged. The score from this 200-target shoot, plus those achieved at the Dougall Memorial and English Open DTL championships, will be totalled to give a score ex 400 targets. The top 20 Seniors, 5 Ladies, 5 Juniors, 5 Veterans and 5 Super Veterans will then be invited to represent England at the Home International that year. It should be noted that members who shoot under the Colts category are entitled to be chosen for the Juniors' team.

8.2 ENGLISH SKEET

Applicants wishing to be considered for selection must, in the first instance, submit on the forms available from Head Office, or downloadable from the CPSA website, their best four scores ex 100 registered targets from a minimum of any three grounds obtained on any weekend or Bank Holiday or Major Championship from the period between August of the previous year and April of the year of the event. The top 100 Seniors, 20 Ladies, 20 Juniors (under 21 on the 1st of January in the year of competition), 20 Veterans (55 or over on the 1st of January in the year of competition), and 20 Super Veterans (65 or over on the 1st January in the year of the competition) plus ties, will then be offered a place at the two x 200 target selection shoots on dates & venues to be arranged. The scores from both 200 target shoots will be combined to give a score ex 400 targets. The top 10 Seniors, 3 Ladies, 3 Juniors, 3 Veterans and 3 Super Veterans will then be invited to represent England at the Home International that year. It should be noted that members who shoot under the Colts category are entitled to be chosen for the Juniors' team.

8.3 ENGLISH SPORTING

Applicants wishing to be considered for selection must, in the first instance, submit on the forms available from Head Office or downloadable from the CPSA website, their four lowest point scores from the six 100 target selection shoots, dates and venues to be advised. Points are calculated from the High Gun of the event; with one point being incurred for every target less than the winning score overall. The top 15 Seniors, 3 Ladies, 3 Juniors (under 21 on the 1st of January in the year of competition), 3 Veterans (55 or over on the 1st of January in the year of competition) and 3 Super Veterans (65 or over on the 1st of January in the year of competition) will then be invited to represent England at the Home International that year. It should be noted that members who shoot under the Colts category are entitled to be chosen for the Juniors' team.

8.4 AUTOMATIC BALL TRAP

Applicants wishing to be considered for selection must in the first instance, submit on the forms available from Head Office or downloadable from the CPSA website, their point scores from the selection shoots indicated on the forms. Points are calculated from the High Gun of the event, with one point being incurred for every target less than the winning score overall. The top 12 Seniors, 3 Ladies, 3 Juniors (under 21 on the 1st of January in the year of competition), 3 Veterans (55 or over on the 1st of January in the year of competition) and 3 Super Veterans (65 or over on the 1st of January in the year of competition) will then be invited to represent England at the Home International that year. It should be noted that members who shoot under the Colts category are entitled to be chosen for the Juniors' team.

8.5 OLYMPIC TRAP

Applicants wishing to be considered for selection must, in the first instance, submit on the forms available from Head Office or downloadable from the CPSA website, their point scores from the selection shoots indicated on the forms. Points are calculated from the High Gun of the event, one point incurred for every target less than the winning score overall. The top 9 Seniors, 2 Ladies, 2 Juniors (under 21 on the 1st of January in the year of competition), 2 Veterans (55 or over on the 1st of January in the year of competition) and 2 Super Veterans (65 or over on the 1st of January in the year of competition) will then be invited to represent England at the Home International that year.

8.6 OLYMPIC SKEET

Applicants wishing to be considered for selection must in the first instance, submit on the forms available from Head Office or downloadable from the CPSA website, their point scores from the selection shoots indicated on the forms. Points are calculated from the High Gun of the event, one point incurred for every target less than the winning score overall. The top 9 Seniors, 2 Ladies, 2 Juniors (under 21 on the 1st of January in the year of competition), 2 Veterans (55 or over on the 1st of January in the year of competition) and 2 Super Veterans (65 or over on the 1st of January in the year of competition) will then be invited to represent England at the Home International that year.

8.7 FITASC SPORTING

Applicants wishing to be considered for selection must, in the first instance, submit on the forms available from Head Office or downloadable from the CPSA website, their point scores from the selection shoots indicated on the forms. Points are calculated from the High Gun of the event, one point incurred for every target less than the winning score overall. The top 9 Seniors, 2 Ladies, 2 Juniors (under 21 on the 1st of January in the year of competition), 2 Veterans (55 or over on the 1st of January in the year of competition) and 2 Super Veterans (65 or over on the 1st of January in the year of competition) will then be invited to represent England at the Home International that year. It should be noted that members who shoot under the Colts category are entitled to be chosen for the Juniors' team.

Note: For international competitions outside the jurisdiction of the ICTSC members will be notified of these events and relevant selection procedures with forms made available from Head Office or downloadable from the CPSA website.

9. ENGLAND TEAM CAPTAINCY

All official England teams will have an overall team Captain selected from the team members. The member with the most number of appearances (caps) in the specific event's team, irrespective of category (except in the case of DTL as below) will be invited to act as England Team Captain for that event. If any team member has already been Captain at any time in the past, their appearances will be counted from the year following their last captaincy.

In the event of two or more members having the same number of caps, the member with the earliest first team appearance will become Captain. If there is still a tie, the lowest ORIGINAL CPSA number will determine the captaincy for that year. At a team's inception, the member with the lowest qualifying total points score will take the captaincy, if there is a tie, the lowest ORIGINAL CPSA number will determine the captaincy for that year.

For the Down-The-Line Home International only, Seniors, Ladies, Juniors and Veterans category Captains, are required in order to allow England Team Members to compete for the Seniors, Ladies, Juniors and Veterans Captain's Cups. The Seniors' Captain will act as overall Team Captain and all others will be selected under the above criteria.

10. ENGLAND TEAM MANAGERS

Team Managers are appointed for all Home International Team Matches in the following disciplines: DTL, ESK, ESP, ABT, OT, OSK, UT, and FITASC. Applications for these posts must be made in writing to the CPSA Board of Directors who will make the appointment. The appointment is normally for a period of 3 years. If the board feels the incumbent is not fulfilling the role appropriately then immediate notice of termination may be given following the Home International event that year. The position of Team Manager will automatically preclude the post holder from becoming a shooting member of the team and from shooting as an individual at the International event, except in special circumstances where prior consent from the CPSA has been obtained.

For any other events, in any discipline, in which an official England Team participates, the above rules may not necessarily apply and Team Managers will be appointed at the discretion of the CPSA's Board or its Chief Executive by delegation.

11. ENGLAND TEAM UNIFORM

For any member gaining an England Team place it is mandatory to acquire as a minimum, the official England Team uniforms described below:

- a) The official tracksuit (top as a minimum).
- b) Shooting vest (must be purchased through the CPSA).

A pack containing all details of CPSA requirements for International events will be given to members gaining team places when the results of the selection shoots are known. All necessary badges, pins, pennants, etc. associated with the England Team are only available from CPSA Head Office.

11.1 SHOOTING UNIFORM

- a) Official England Shooting Vest (ordered via the CPSA).
- b) Official England Tracksuit (ordered via the CPSA).

[This garment need not be worn whilst actually shooting but it is requested that it should be worn whilst on and around the ground, during the competition, for informal Team photographs, at medal/award ceremonies and during collective Team travel].

All other garments must comply fully with the official CPSA dress code (see Section 17). No garment can be worn over the shooting uniform when in the act of shooting.

11.2 DRESS UNIFORM

The England Team dress uniform, in which official team photographs are to be taken and which must be worn by all team members when requested by the Manager, is made up as follows:

Men: Navy blue blazer displaying official England Team Blazer Badge (wire) supplied by the CPSA, on the breast pocket, mid-grey flannel trousers, white shirt with collar, CPSA England tie, grey socks and black shoes.

Ladies: Navy blue blazer displaying England Team Blazer Badge (wire) supplied by the CPSA on the breast pocket, knee length mid-grey skirt or trousers, white blouse with collar, CPSA England tie or scarf and black or navy blue shoes.

Without exception the relevant uniforms as described above must be worn at the appropriate times whilst representing England at all Home Internationals. At other International events the instructions issued by the CPSA appointed Team Manager shall be followed by all Team members. Failure to wear the correct uniform as instructed will exclude any member from taking part in the event and will subsequently result in disciplinary action being taken by the CPSA against the member(s) concerned.

12. ENGLAND TEAM ACCESSORIES

England Team badges, England Team tracksuits or shooting vests, England Team ties, etc. are only to be worn by members of an official team in any officially sanctioned International event. There may have been certain official England badges or accessories awarded in the past and the recipients of these continue to be entitled to wear their England accessories. However, as from 1994 a ruling came into effect that only 'shooting' team members themselves would be entitled to England Team accessories. Each official England Team consists of the shooters who actually participate in the event and the CPSA appointed Team Manager only (referees, button pushers, etc., are not part of the official England Team). Team Reserves no longer shoot at Internationals and are therefore no longer selected nor entitled to England accessories including 'England Team Reserve' badges, which are no longer issued.

Any defacing or unauthorised modification of England badges or insignia will be considered an actionable breach of CPSA rules and will attract an appropriate penalty.

13. CPSA MAJOR CHAMPIONSHIPS & EVENTS

Events in this category currently comprise all National Championships in the main shooting disciplines under the jurisdiction of the CPSA and include the following:

Dougall Memorial, English Open DTL, British Open English Skeet, English Open English Skeet, British Open English Sporting, English Open English Sporting, British Open Sportrap and English Open ABT.

Additionally, World and European events in these disciplines, along with the British Open DTL and British Open ABT when held under the auspices of the CPSA will be regarded as Major events.

It is mandatory that instant release acoustic systems be used at all Major CPSA National DTL Championships and England DTL Team Selection Shoots.

BADGES and TROPHIES

13.1 At these events competitors achieving High Gun, Runner-Up and Third overall places, regardless of class or category, will usually have their own trophies, badges and prize money allocated to them and will therefore not be eligible for the "lettered" class prizes. "Lettered" class badges, trophies and prize money (up to a pre-determined position) will then be awarded to the rest of the competitors regardless of category (see section 13). Category winners (i.e. Ladies, Juniors, Veterans, Colts (where applicable) will additionally be awarded their own badges, trophies and titles, regardless of any other prizes they may also have won in their own "lettered" class or as overall High Gun, Runner-Up or Third.

14. CPSA MINOR CHAMPIONSHIPS and EVENTS

Minor Championships and events include the following:

British Open Double Rise, English Open Double Rise, British Open Single Barrel, English Open Single Barrel, British Open Handicap by Distance, English Open Handicap by Distance, British Open All Round, English Open All Round, English Open Skeet Doubles, English Open Olympic Skeet, English Grand Prix Olympic Skeet, National Inter-Counties DTL, National Inter-Counties English Skeet, National Inter-Counties English Sporting, National Inter-Counties ABT, English Open Olympic Trap**, English Open Double Trap**, English Open Universal Trench**, English Open Fitasc Sporting**, English Open Helice ** (not a registered event)

(** denotes events currently organised by the BICTSF by delegation from CPSA).

BADGES and TROPHIES

14.1 At these events badges and trophies are always provided for the High Gun, regardless of class or category and who will then not be eligible for the "lettered" class prizes. Badges and Trophies will also be provided for the four 'lettered' class winners, again regardless of category. Competitors who finish in the Runner-Up or Third overall places, as well as the winners in the Ladies, Juniors, Veterans and Colts categories will also be awarded any existing trophies and/or badges for those positions regardless of what other prizes they may have won in their own "lettered" class.

Members of winning County Teams at National Inter-Counties events will be awarded a medal and badge, along with a shared trophy, over and above any individual prizes they may win.

Prize money at these events is only paid to the High Gun of the event and to the winners and other placings within the respective "lettered" classes.

15. SHOOTING CLASSES AND CATEGORIES

There is a significant difference between CLASS and CATEGORY as described below:

15.1 CLASS relates exclusively to proven shooting ability regardless of any other factors.

15.2 CATEGORY is defined solely by age or gender and is not related to an individual's shooting ability.

To qualify for the Ladies category a person must be of female gender at birth, or be a male to female transsexual. Similarly, to qualify for the Men's category a person must be of male gender at birth, or be a female to male transsexual.

Individuals who have undergone gender reassignment after puberty are eligible for participation in their acquired gender providing that they have lived fully in the acquired gender for at least two years. The individual will be required to provide original documentation or certified copies to be held by the CPSA of the following:

- a.) Written confirmation from the individual's GP that all required surgical anatomical changes have been completed two years prior to the application and that hormonal therapy has been administered for a sufficient length of time to minimize any gender related advantages whilst clay target shooting
- b.) The Gender Recognition Certificate.
- c.) The revised Birth Certificate if available.

The above requirements are in accordance with the policy on transsexual competitors issued by the International Olympic Committee and also conform with the recommendations set out in the UK Sport guidance booklet "Transsexual People and Sport" published by the Department for Culture, Media and Sport.

Every member of the CPSA, who shoots the minimum required number of registered targets, will have only ONE Class for any discipline in which he/she participates. At the same time every member will fall into at least one Category (regardless of whether they shoot registered targets or not) and possibly two or three. For example:

A 36-year-old male will be in the 'SENIORS' category. A 17-year-old girl will be in at least two categories: 'LADIES' and 'JUNIORS'. A 14-year-old girl however, will be classed as being in 'COLTS' and 'LADIES', but not 'JUNIORS', (providing a colts category is included in the competition).

Additional categories such as 'PARENT & CHILD', 'GRANDPARENT', etc. are in operation at some Championships and everyone eligible should ask to be entered into every Category for which they qualify regardless of what their shooting Class may be. Therefore, any shooter regardless of age, gender, marital status, etc. will be in only one Class (AA, A, B, C, or D according to discipline) but may be in more than one Category (L, J, C, V, etc). Shooting Classes are determined only by the Classification System outlined in section 4 of this booklet.

The definition of Junior, Colt and Veteran categories can be found in section 1 of this booklet (paragraph 1.11).

Entries to the Parent & Child category must consist of a parent and either his/her son or daughter under the age of 21.

The Grandparent category is open to any member who has at least one grandchild.

At all English and British Championships, prize money is paid out in Lettered Classes only and not within the categories.

16. CPSA DISCIPLINARY CODE OF CONDUCT

Please see www.cpsa.co.uk for current information.

17. OFFICIAL DRESS CODE FOR CPSA EVENTS

GENERAL

17.1 The purpose of this Dress Code is to create a positive image and perception of the sport of clay target shooting by requiring participants to present an appropriate appearance whilst taking part in the sport.

The CPSA will not tolerate any breach of the code that compromises the image of our sport.

APPLICATION OF THE CODE

17.2 This Code will be applied at all Registered shoots including National Championships and Selection events. CPSA Officials, Shoot Organisers, Referees and Jury members will have the powers and the responsibility to interpret fairly the spirit of this Code and to implement all the provisions contained therein.

DRESS STANDARDS

17.3 At all CPSA events described above, competitors' clothing will be expected to be in a tidy and clean condition and should not contain any messages, images or slogans that may reasonably cause offence to others. Offensive messages or images of a sexual or racial nature are specifically forbidden, as well as any that break accepted standards of decency and good taste.

The byword for the standard to be achieved will be: **'smart/casual'**.

Listed below are specific examples of personal appearance or garments that will be considered unacceptable under this Code:

- a) Nakedness of the trunk or limbs other than lower arms or legs.
- b) Wearing of shooting vests over naked flesh.
- c) Shirts or tops that have sleeves that when measured from the armpit seam are less than 10cm long (other than shooting vests).
- d) Cut-off jeans or trousers or any type of shorts other than tailored *shorts.
- e) Torn, slashed or shredded shirts, jeans, trousers or skirts.
- f) Military or camouflaged wear, balaclava helmets or camouflage paint.
- g) Any excessively worn, dirty or dishevelled clothing or footwear.
- h) Any footwear that exposes the foot, for example sandals and flip flops
- i) Any other garments or personal appearances that go against the spirit of this Code or that seek to exploit any possible loophole within it, at the discretion of the persons named in paragraph 17.2 above.

PENALTIES

17.4 At any event at which this Code is in operation, any participant found to be in breach of any of the provisions contained herein shall be told to rectify their appearance without delay. Failure to comply with such an instruction will disqualify the offender from further participation in the event, without the right to a refund and may additionally render them liable to disciplinary action under the CPSA Disciplinary Code of Conduct.

*Acceptable shorts must be no more than 6 inches (15 cm) above the knee.

18. TECHNICAL RULES FOR DOWN THE LINE

SHOOTING ORDER

18.1 With the trap and targets set as detailed in 18.24 - 18.31 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

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

PROCEDURE

18.3 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.

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

18.5 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.

18.6 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.

18.7 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 Balk 3.26 - 3.31)

18.8 The competitor on Peg 1 may shoot at this target in flight with full use of the gun.

SECOND & SUBSEQUENT SHOOTERS

18.9 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 competitors Nos to No. 4 and 5.

18.10 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.

18.11 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

18.12 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.

18.13 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.

18.14 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

18.15 When all is in order and all the competitors are 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.

18.16 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

18.17 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

18.18 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.

18.19 An exception will be made in the event of a shoot-off or incomplete squad: where competitors must position themselves, load their gun and call for their target within 15 seconds after the competitor to their left has fired at a regular target, or after the referee has given the signal to commence firing in the event of any delay.

SCORING & SCORER

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

- a) 3 POINTS FOR A 1ST BARREL HIT
- b) 2 POINTS FOR A 2ND BARREL HIT
- c) 0 POINTS FOR A TARGET NOT HIT BY EITHER SHOT

The Scorer shall:-

- d) Keep an accurate record of the result of shots at each target.
- e) 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.
- f) Shall give an opinion as to whether a target is hit or not but only when asked by the Referee.
- g) Mark the scorecard appropriately to record malfunctions (MAL), foot faults (FF), safety warnings (SW), conduct warning (CWJ) or interruptions (INT) as the Referee so directs.
- h) 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

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

- a) The competitor shoots out of turn.
- b) More than one Competitor shoots at the same target.

- c) A competitor shoots from the wrong firing mark.
- d) A broken target is thrown, (whether shot at or not).
- e) Simultaneous discharge occurs.
- f) A clay target of an entirely different colour to those used elsewhere in the competition is thrown, (whether shot at or not).
- g) An irregular whole target appears and is not shot at.
- h) In the opinion of the Referee, some occurrence takes place that may materially affect the equity of the competition.
- i) There is a permissible MISFIRE or MALFUNCTION.

SECOND BARREL MALFUNCTION

18.22 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"

18.23 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 (by raising a hand) 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)

18.24 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 point. Height measurements are taken as the 'plate' at a height of 18 inches.

18.25 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 level with the centre of the pin and exit point of the clay (trap offset). Care should be taken that traps are set whenever possible, in still weather, slight adjustments may be necessary in certain wind conditions.

TARGET HEIGHT

18.26 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.

18.27 Care must be taken at all times to ensure that the correct measuring height is attained 9.14m (10yd) from the trap.

TARGET DISTANCE

18.28 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.

19. DOUBLE-RISE RULES

ANGLES

18.29 The trap should be set to throw the target between horizontal angles of 22° to the left and right of the imaginary centre line of the trap house as measured from the front edge of the trap house.

WIDELY DIFFERENT ANGLE

18.30 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

18.31 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.

- | | | |
|----|------------------|----------------------------------|
| a) | Height (at rear) | 0.76m ± 0.1m (0.83yd ± 0.10yd) |
| b) | Width | 2.44m ± 0.16m (2.66yd ± 0.175yd) |
| c) | Length | 2.44m ± 0.16m (2.66yd ± 0.175yd) |

INDIVIDUAL TIE-BREAK

18.32 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.

18.33 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

18.34 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 (the above three) 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, 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.

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

SCORING

19.2 In Double Rise, two targets are released simultaneously and the Competitor must fire one shot at each target. One point shall be awarded for each target hit and zero points awarded for any target missed.

TARGET ANGLES

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

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

NO TARGETS

19.5 The Referee shall declare the pair "No Target" when:-

- 1 target only is thrown.
- 2 targets are hit with one shot.
- Either or both targets are thrown broken.
- Targets are not thrown simultaneously.
- An allowable MISFIRE or MALFUNCTION occurs on either target.
- The flight of either target appears irregular and the competitor has not fired a shot.
- The competitor, having shot at and hit the first target then refuses the second target, which appears irregular.

19.6 IN ALL SUCH CASES A REPEAT PAIR WILL BE THROWN TO DETERMINE THE RESULTS OF BOTH SHOTS.

19.7 If the competitor, having shot at the first target and misses then refuses the second target, they shall repeat the pair to determine the result of the second shot only, the result of the first target being scored LOST.

19.8 If a competitor misses the 1st target with the first shot and hits the same target with the second shot the Referee shall declare both targets LOST.

INDIVIDUAL TIE-BREAK

19.9 All competitors involved in a tie-break will shoot a standard full round with normal scoring, to establish the final positions [if there are less than five people involved in a tie-break, competitor number one shall start on peg two]. If, after the initial round a tie still exists, those competitors remaining will shoot a further full round under the same conditions, to reach a result.

If, after these two tie-break rounds competitors are still tied, they will enter into a "sudden death", single pair tie-break until the tie is broken. Competitors must shoot at the same number of targets.

20. SINGLE BARREL RULES

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

AMMUNITION

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

20.3 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

20.4 All targets that conform to "Hit Target" description shall be awarded one point.

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

SHOOT OFF

20.6 Procedure as for DTL.

21. HANDICAP-BY-DISTANCE

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

AA Class - 21.0m (23yd) behind the datum point
A Class - 19.2m (21yd) behind the datum point
B Class - 17.4m (19yd) behind the datum point
C Class - 15.5m (17yd) behind the datum point

The Datum Point is refereed to in Paras 18.41 and 18.42.

UNCLASSIFIED SHOOTERS

21.2 Unclassified competitors will shoot the first half of the competition from 21yd (19.2m). (The 'A' class mark.) They are then re-classified, re-squadded and will complete the competition at the appropriate distances.

SQUADDING

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

SCORING

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

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

INDIVIDUAL TIE-BREAK

21.6 Rules as for DTL.

22. TECHNICAL RULES FOR ENGLISH SKEET

SQUADDING

22.1 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

22.2 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

22.3 25 Targets will be shot at in the following sequence:-

a)	Station 1	Two singles and a double
b)	Station 2	Two singles and a double
c)	Station 3	Two singles
d)	Station 4	Two singles and a double (the shooter must nominate the first target of the double to be shot at)
e)	Station 5	Two singles
f)	Station 6	Two singles and a double
g)	Station 7	Two singles and a double

22.4 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.

22.5 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.

22.6 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

22.7 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

22.8 During the shooting of singles it is compulsory to load two cartridges. Refer to rule 22.45 also on this point.

REPEAT TARGET

22.9 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

22.10 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

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

TARGET DISTANCES & TRAJECTORIES

22.12 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

22.13 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

22.14 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.

22.15 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).

22.16 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

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

IRREGULAR TARGET

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

22.19 Two targets thrown simultaneously in singles.

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

REGULAR DOUBLES

22.21 A regular target thrown from each trap house simultaneously.

SHOOTING RULES

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

SHOOTING POSITION

22.23 Competitors must stand with both feet entirely within the boundary of the shooting station (See Foot fault 2.10 - 2.11). The gun position is optional prior to firing but at the point of firing, the gun must be seen to be in the shoulder.

22.24 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

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

- a) If the target breaks on throwing.
- b) If the target is thrown from the wrong trap house.
- c) If two targets are thrown simultaneously in singles.
- d) If the target is of a colour manifestly different from that of the others used in the competition.

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

- a) When the target is thrown before the shooter has called.
- b) At the referee's discretion only. When the target flutters, has insufficient velocity or takes an irregular course on leaving the trap for any reason. This may also apply to the second target of a double if the competitor has fired at the first target.
- c) When the shooter does not conform to the "Shooting Position" and has not been warned in the round.
- d) 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.
- e) 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.

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

- a) The competitor has been visibly distracted (See Balk).
- b) Another shooter fires at the same target.
- c) The Referee cannot for some reason decide whether the target was hit or missed.

22.28 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".

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

22.30 REPEAT DOUBLES:

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

- a) The first target leaves the trap broken.

- 22.31 The targets collide before the shooter fires at the first target.
- 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.
 - A gun malfunction occurs when taking the first shot. On the third malfunction in a round, the target will be scored lost.
 - 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".
- 22.32 The result of the first shot is established and a repeat double taken to determine the result of the second shot only when:
- The second target emerges broken.
 - The flight of the second target is irregular and is not shot at.
 - A gun malfunction occurs when taking the second shot. On the third malfunction in a round the target will be scored lost.
 - The second target is not thrown.
 - It is not a simultaneous pair.
 - The first target is missed (scored "lost") and the second broken with the first shot.
 - The first target is missed (scored "lost") and the targets then collide.
 - Pieces from the first target properly shot break the second target before it can be shot.

22.33 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".

22.34 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".

22.35 For Station Four, any repeat double must be shot in the same nominated order as the first regular double.

22.36 The Referee prevents the competitor from shooting their second shot because of a violation of Rule 2.10 and 2.11 (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:

22.37 The competitor, without legitimate reason, does not fire at a regular double. Both targets will be declared "Lost".

22.38 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".

22.39 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 2.46).

22.40 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".

- A regular double is shot in inverse order; both targets will be scored "Lost".
- The target is not broken by shot or is not hit whilst in flight.

TARGETS SHOT AT WILL NOT BE SCORED IF:

22.41 The competitor fires out of turn.

22.42 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

22.43 No competitor shall advance to the shooting mark until it is their turn to shoot and the previous Competitor has left the shooting mark.

22.44 No competitor having shot one station shall proceed towards the next station in such a way as to interfere with another competitor.

DISABLED SHOOTERS

22.45 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 disabled shooters to load only one cartridge for singles.

SLOW OR FAST PULL

22.46 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.

22.47 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.

22.48 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.

22.49 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.

22.50 The Referee, under the supervision of the Jury, shall see that these regulations and safety precautions are adhered to.

TIME LIMIT

22.51 Competitors must call for and fire at their targets according to the following time limits:

- a) After the referee has given the signal to 'start' or after the previous competitor has left the station, the next competitor must occupy the station within 10 seconds
- b) The competitor must stand with both feet entirely within the station boundaries, take position, load the gun, adopt the ready position and call for the target in the required sequence for the station
- c) The competitor must then call for the next Single or Double to be fired at from that station within the shortest time possible
- d) The maximum total time allowed to call for and fire at the required sequence for that station is 30 seconds

PENALTIES, ETC.

22.52 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.

22.53 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

22.54 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.

22.55 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.

22.56 The competitors involved will go into a "sudden-death" shoot-off on Station 4. This will consist of shooting two doubles (four targets) at a time in the following sequence: first double (two simultaneous targets - shooting high house first and then low house) immediately followed by the second double (two simultaneous targets - shooting the low house first and then high house). All competitors must shoot at the same number of targets until a winner has been decided, repeating the same sequence if necessary.

22.57 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

22.58 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 (the above three) 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.

23. TECHNICAL RULES FOR SKEET DOUBLES

These rules replace their equivalent numbers in the preceding rules for English Skeet when shooting the discipline of Skeet Doubles. All other rules are common to both disciplines.

23.1 The competition will be shot in rounds of fifty targets in the following sequence:

First part of the round (24 targets)

Station 1	One (1) double	high house first
Station 2	One (1) double	"
Station 3	One (1) double	"
Station 4	One (1) double	"
Station 5	One (1) double	low house first
Station 6	One (1) double	"
Station 7	One (1) double	"
Station 6	One (1) double	"
Station 5	One (1) double	"
Station 4	One (1) double	"
Station 3	One (1) double	high house first
Station 2	One (1) double	"

Second part of the round (26 targets)

Station 1	One (1) double	high house first
Station 2	One (1) double	"
Station 3	One (1) double	"
Station 4	One (1) double	"
Station 5	One (1) double	low house first
Station 6	One (1) double	"
Station 7	One (1) double	"
Station 6	One (1) double	"
Station 5	One (1) double	"
Station 4	One (1) double	"
Station 3	One (1) double	high house first
Station 2	One (1) double	"
Station 1	One (1) double	"

23.2 These two "part rounds" may be shot on different layouts in the above order.

23.3 There are no optional targets in Skeet Doubles.

23.4 Competitions will be shot in multiples of fifty targets, as per the sequence described above.

23.5 On every layout when the squad is assembled at station 1, they shall be entitled to observe one regular double. A competitor may also ask to have one regular double thrown after each irregular double.

23.6 If a breakdown occurs to a trap during the competition, the Referee will decide if the shooting will be continued on another layout or on the same layout after the breakdown has been repaired. The squad shall be entitled to observe one regular double, before shooting continues.

The target shall be declared "Lost" if:

23.7 The third or subsequent malfunction of gun or ammunition occurs to a shooter in a 50 target round.

INDIVIDUAL TIES

23.8 If two or more competitors of 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.

23.9 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.

23.10 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.

24. TECHNICAL RULES FOR ENGLISH SPORTING

24.1 The minimum number of stands required to operate simultaneously at a Registered shoot is as follows:

25-target shoot	-	3 stands	75-target shoot	-	8 stands
50-target shoot	-	5 stands	100-target shoot	-	10 stands*

(* At all National Championships and Selection shoots a minimum of 12 stands will be used)

A maximum of 10 targets is permitted at any one stand.

All shooters are obliged to take good care of the score card handed to them at the time of entry and must return it to the organisers by the required time whether they have completed the course or not and regardless of their scores. Failure to return the card will result in disciplinary action being taken against the offender (see paragraph 1.16).

VIEWING POINT

24.2 The first shooter of a squad or group, who has not had an opportunity to see the targets, will have the right to view one pair of targets if on report or two pairs of targets if simultaneous, from the shooting position. All competitors should avail themselves of the opportunity to view the targets from behind the stand whilst waiting their turn to shoot.

SEQUENCE

24.3 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.

24.4 Targets will be thrown by non-verbal and non-visible instruction by the Referee after the competitor has called for the target.

TARGETS

24.5 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

24.6 A single target launched from any trap.

REPORT PAIR

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

FOLLOWING PAIR

24.8 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

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

TRAJECTORIES

24.10 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

24.11 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.

24.12 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

24.13 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 with a two target loss.

PENALTY

24.14 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

24.15 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

24.16 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

24.17 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.

24.18 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

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

- a) The target is broken at the start.
- b) The target is launched from the wrong trap.
- c) Two targets are launched simultaneously when a single should have been thrown.
- d) The target is definitely of another colour than the targets used for the competition on at that stand.
- e) The first or second target of a pair is irregular.
- f) The targets are launched simultaneously for a report pair or a following pair (i.e. two or more targets released).
- g) The target is launched before the Competitor has called for it.
- h) The target is launched after a delay of more than three seconds.
- i) The target zigzags, or its initial speed is insufficient or if its trajectory is irregular.
- j) The Competitor shoots at the first target and this target collides with the second before the Competitor has fired their second shot.
- k) 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.
- l) 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.

24.20 The Referee may also order the launching of a new target when:

- a) The competitor has been materially disturbed.
- b) Another competitor fires at the same target.
- c) The Referee cannot decide for any reason if the target has been hit or lost.
- d) 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

24.21 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.

24.22 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.

24.23 Referees must ensure that competitors adhere strictly to rule 24.22. If a violation of rule takes place, the Referee shall ask the competitor to repeat the pair (1st target established). If the Competitor violates rule 24.22 on three occasions, then at the third occasion the second target will be declared "lost".

INDIVIDUAL TIE-BREAK

24.23 In the event of a tie, whenever practicable and in accordance with the Jury's instructions, a tie-break will decide the winner(s).

24.24 The 'count back' system can be used (see rule 1.10).

24.25 Ties will be broken by shooting five pairs from a new stand (not used at any other stage of the event) decided by the Jury or Organiser. Scoring will be one point per target, making a total of ten.

24.26 If a tie still exists, a "sudden death" tie-break on pairs, from a new stand (not used at any other stage of the event) decided by the Jury or Organiser, will follow (scoring out of two) until the tie is broken. All competitors must shoot at an equal number of pairs.

TEAM TIES

24.27 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 (the above three) 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.

25. TECHNICAL RULES FOR SPORTRAP

25.1 Except as detailed below all the above rules and regulations for English Sporting are fully applicable to the CPSA discipline of 'SPORTRAP'.

LAYOUTS

25.2 A 'Sportrap' layout will consist of 5 stands within safety enclosures set side by side in a straight line and numbered 1 to 5 starting from the left when viewed from behind the stands. Shooting stands shall be clearly defined squares of 0.91 m (35.8 in) sides.

25.3 To allow for wheelchairs, safety enclosures will measure 1250mm x 1250mm (47.24in x 47.24in) +/- 50mm (2in).

25.4 Stands will be set at 3m (3.3yd) to 3.3m (3.6yd) centres.

25.5 Entry to and exit from all stands will be from the rear of the enclosure only and all enclosures will be fitted with a removable restraining bar at the front at a height of 600mm (23.6in) + 100mm (3.9in). This bar may only be removed at the request of a wheelchair user and at all other times at the discretion of the Referee.

25.6 Five traps clearly identified and labelled A to E starting from the left when viewed from behind the stands, to be placed anywhere the Organiser decides, set to throw targets specified in rules 24.5, 24.6, 24.7 & 24.8. Each trap position must be clearly indicated by its own letter in the vicinity of the trap that must be visible from all stands.

25.7 'Menu' boards in front of each stand, measuring a minimum of A4 size, 300mm (11.8in) x 210mm (8.27in), will list the traps in the order in which they will be released at that stand.

25.8 When two or more layouts are installed in adjacent positions, there should be a minimum distance of 35m (38.2yd) between stand no. 5 on one layout and stand no. 1 on the next.

25.9 A minimum exclusion zone of 275m (300yd) in every direction in which shooting is likely to occur must be provided in front of every layout and in full accordance with standard CPSA safety regulations.

25.10 If any traps are placed near the competitors or spectators, or will send a target into those same areas, consideration must be given to ensure the safety of all concerned.

CONDUCT OF EVENTS

25.11 Squads will consist of up to a maximum of five competitors and only one competitor shall shoot at any one time.

25.12 The competitors comprising the squad shall stand within the designated shooting cages marked 1 to 5, in the same order in which their names appear on the official score card. All guns at this stage must be open and empty.

25.13 A "Round" will comprise of twenty-five targets as detailed below. Competitions may be made up of a multiple number of rounds on the same layout or different layouts.

25.14 At each stand, each competitor will shoot a single target (full use of the gun) plus one pair on report (O/R) or following (FOL), plus one simultaneous pair (SIM). A total of five targets per stand.

25.15 Any squad that has not had a chance to view the flight of the targets may request the Referee to show one individual target from each trap in alphabetical order.

SHOOTING SINGLES

25.16 When all is ready and correct the Referee shall call "line ready". At that point, all competitors may load two cartridges, but their guns must remain open.

25.17 Competitor No. 1 shall then close their gun and, when ready, call for the target. The first target on the menu board shall then be released. The competitors will then fire at this target at any point within the designated area with either one or two shots. The resulting score (1 or 0), as determined by the Referee will then be recorded.

25.18 After the result of the previous shot has been established, competitor no. 2 will then follow the same procedure, followed in turn by competitors nos. 3, 4 and 5.

SHOOTING DOUBLES

25.19 After competitor No. 5 has shot the single target, competitor No. 1 shall again call for a target which will be a double as per the menu board in front of the stand.

25.20 Shooting will then continue in the same format as in 25.19 until all competitors have shot at all their five targets in that stand.

25.21 At this point, the Referee shall call loudly and clearly "UNLOAD and Change" competitors Nos.1 to 4 will then move to the next stand on their right whilst competitor No. 5 will walk behind and to the left to Stand No.1. All guns must be opened and empty when moving between stands.

25.22 When all competitors are ready, the Referee shall call "Line Ready". competitor No.1, who will be standing at Stand 2, will then re-commence the round and the procedure detailed above in 25.17 through 25.21 will start all over again.

25.23 When all members of the squad have shot at all the targets in every stand, the round will be finished and the Referee shall call loudly "Unload and check your scores". At this point, all guns shall be opened and emptied before the shooters turn to leave their stands.

MALFUNCTIONS

25.24 Shooters will be allowed up to two gun or ammunition malfunctions, not attributable to them, in each round without being penalised. The third or subsequent malfunction in the same round shall be counted as lost or pair lost.

INDIVIDUAL TIE-BREAK

25.25 In the event of a tie, whenever practicable and in accordance with the Jury's instructions, a tie-break will decide the winner(s).

25.26 Ties will be broken by shooting a standard round (twenty-five targets) from a layout decided by the Jury or Organiser.

25.27 If after one standard round a tie still exists, the remaining tied competitors will go into a "sudden death" shoot-off.

25.28 The "sudden death" tie-break will consist of the remainder of the tied competitors shooting from stand 3, one single target, followed by a report pair and a simultaneous pair. Should a tie still exist, the same variety of targets will be shot at from stand 4, and then stand 5. Should a tie still exist after stand 5 has been shot, then tied competitors shall start again at stand 3 and continue the same rotation until a winner is determined. At all times competitors must shoot at an equal number of targets.

26. TECHNICAL RULES FOR AUTOMATIC BALL TRAP

SHOOTING POSITIONS

26.1 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

26.2 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

26.3 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.

26.4 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) to 3.3m (3.60yd) 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

26.5 A single, multi-oscillating (vertical and horizontal directions), electrically operated trap. It may be either manually or automatically loaded. Targets must be released acoustically. The trap will be constructed and positioned so 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

26.6 The trap shall be adjusted so 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 - 1m (1.09yd)) if measured over level ground.

26.7 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 1.5m (1.64yd) and not exceed 3.5m (3.83yd).

26.8 The targets shall be thrown within an area bounded by angles of 32.5° (+/- 2.5°) 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.

26.9 The traps must be adjusted and examined by the Jury each day before the shooting begins. One trial target shall be thrown on each separate layout for every squad before the first competitor begins.

TIME LIMITS

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

26.11 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 Referee has given the signal to commence firing in the event of any delay.

26.12 An exception will be made in the event of a shoot-off or incomplete squad: where competitors must position themselves, load their gun and call for their target within 15 seconds after the competitor to their left has fired at a regular target, or after the referee has given the signal to commence firing in the event of any delay.

26.13 After the competitor has called for a target, it shall be released immediately.

26.14 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

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

26.16 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.

26.17 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.

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

REGULAR TARGET

26.19 Any target thrown on the competitor's call according to Rule 26.06 – 26.09, is deemed a regular target.

IRREGULAR TARGET

26.20 Any target, which deviates from the specifications of Rule 26.06 – 26.09 as to angle and elevation and distance, shall be deemed to be irregular.

SCORED

26.21 A target is hit, 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

26.22 A target is declared lost when:

- a) It is not hit during its flight.
- b) It is only "dusted" (no visible piece falls off).
- c) The competitor does not fire at a regular target that has been called for.
- d) 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.
- e) 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.
- f) 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.
- g) It is the 3rd or subsequent malfunction of the gun or the ammunition by the same shooter in a 25 target round.

NO TARGET

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

- a) If the target is thrown before the competitor has called for it.
- b) If the target is not thrown immediately after a call and the competitor lowers their gun.
- c) If the target is irregular.
- d) In these cases, if the competitor fires at the target, the result shall be scored, subject to the Referees ruling.

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

- a) 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).
- b) 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".

26.25 The Referee will declare a "NO TARGET" and allow another target if:

- a) The competitor has been materially disturbed. (See Balk 3.26 - 3.31) If the competitor fires at a regular target they may not claim interference or disturbance.
- b) Another competitor has fired at their target.
- c) If both shots are discharged simultaneously, providing it is not the third or subsequent occasion in a round. (See malfunctions).

A “No Target” is called if:

- d) A competitor shoots out of turn.
- e) 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

26.26 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.

26.27 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.

26.28 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.

26.29 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.

26.30 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.

26.31 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.

26.32 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.

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

26.34 The competitor when ready to fire must raise the gun to their shoulder and call.

REFEREEING

26.35 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.

26.36 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.

26.37 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

26.38 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

26.39 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.

26.40 If after these two tie-break rounds shooters are still tied, they will enter into a “sudden death” from peg 3, (single barrel) 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

26.41 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 (the above three) 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.

27. ALL ROUND

27.1 All Registered All Round competitions must consist of 100 targets and be shot in sequence as follows:

25 Single Barrel DTL
25 ABT
25 English Skeet
25 English Sporting

No deviation from the above will be permitted and all four disciplines must be shot in strict accordance with their own technical rules and regulations and shot from approved and registered layouts in each case.

There must be a maximum of 5 shooters in a squad as per technical rules for DTL and English Skeet. Each shooter must start in the same position for each round (e.g. if in position one for Single Barrell DTL then the shooter will commence on position one on ABT, English Skeet and English Sporting)

28. DOWN THE LINE LAYOUT

Including Single Barrel, Double Rise and Handicap by Distance

Dimensions:

Firing marks - 0.91m (3') square
spaced 2.74m (9') apart

A = Trap pivot point
(trap house centre point)

B = Distance marker

AB = Distance target thrown
45.7m to 50.3m (50 - 55yds)

BC = 17.4m (57' 3")

CD = 7.96m (26' 2")

E = Front centre of Firing Mark No3

AE = 14.63m (16yds)

AF = 15.54m (17yds)

AG = 17.37m (19yds)

AH = 19.20m (21yds)

AI = 21.0m (23yds)

CAC = Normal target distribution area

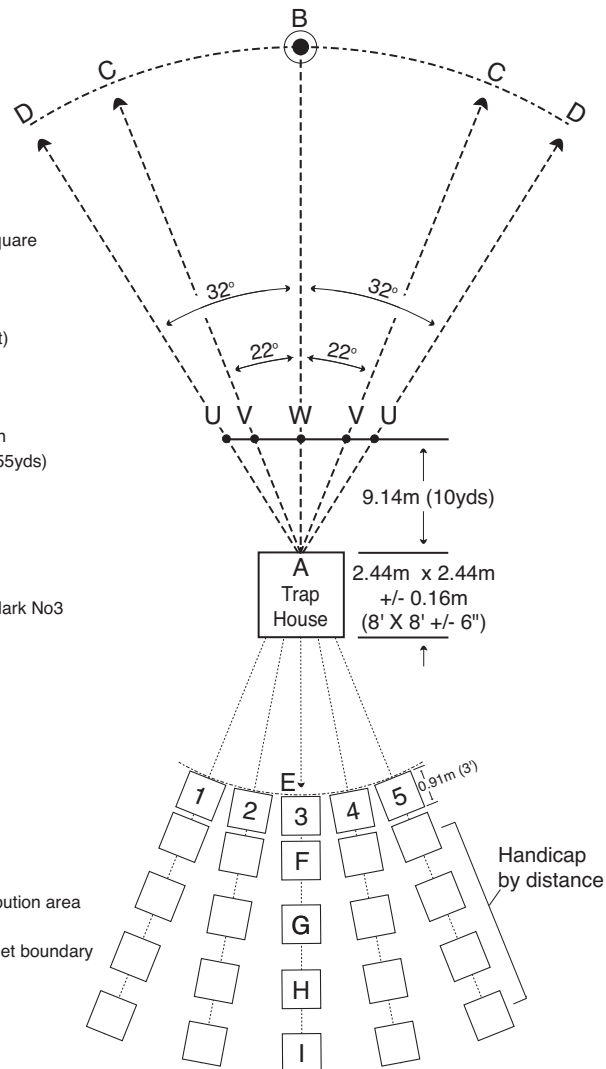
DAD = Widely different target boundary

UV = 2.03m (6' 8")

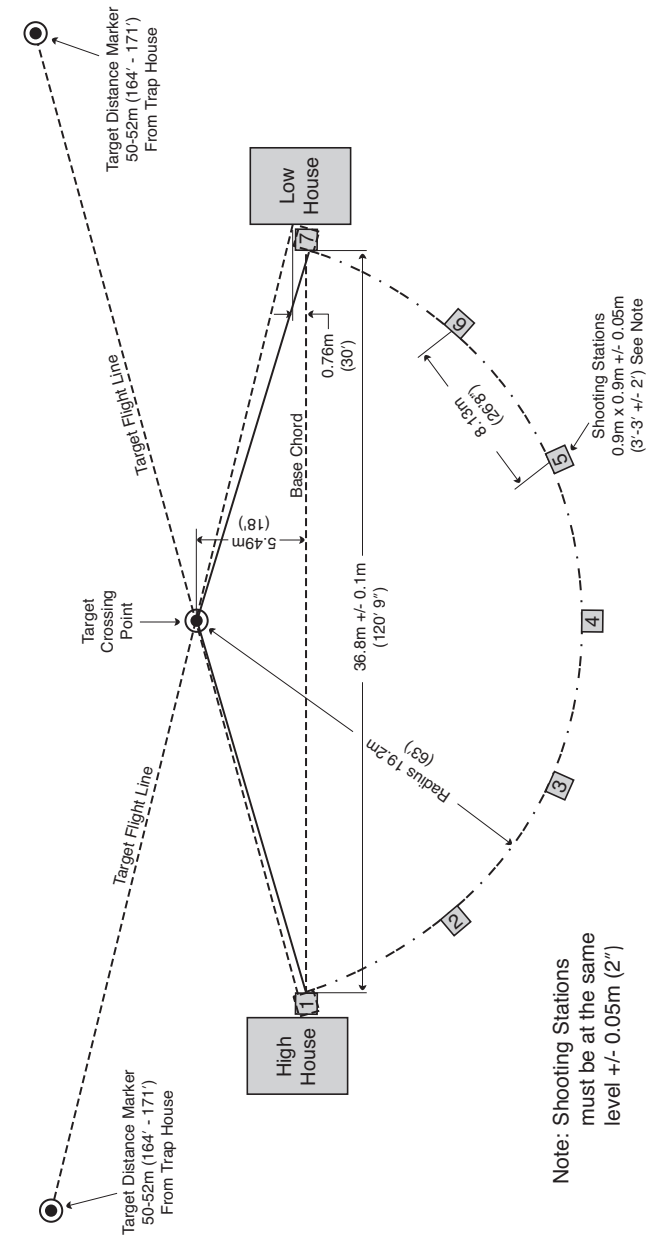
VW = 3.68m (12' 1")

Height of target at 9.14m (10yds) forward
of A: 2.44m (8') to 3.05m (10')
above the level of Firing Mark No3

Targets are thrown randomly
within the boundaries given

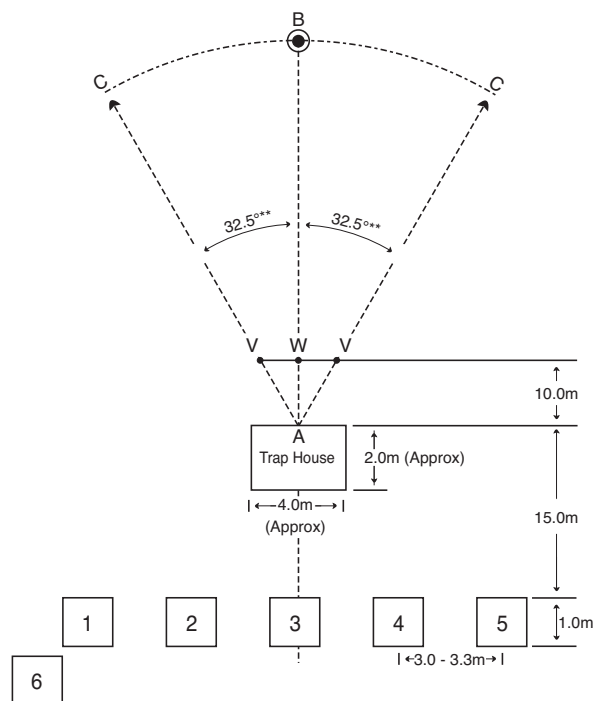


ENGLISH SKEET LAYOUT



Note: Shooting Stations
must be at the same
level +/- 0.05m (2')

AUTOMATIC BALL TRAP LAYOUT



Dimensions:

Firing marks - 1.0m square, spaced 3.0m - 3.3m apart

$L = 32.5^\circ (+/- 2.5^\circ)^{**}$

A = Front centre of Trap House*

B = Distance marker

AB = Target distance 75.0m +/- 1m with target height set at 2m above the level of the Trap House roof, 10.0m forward of Trap House front.

BC = 42.54m

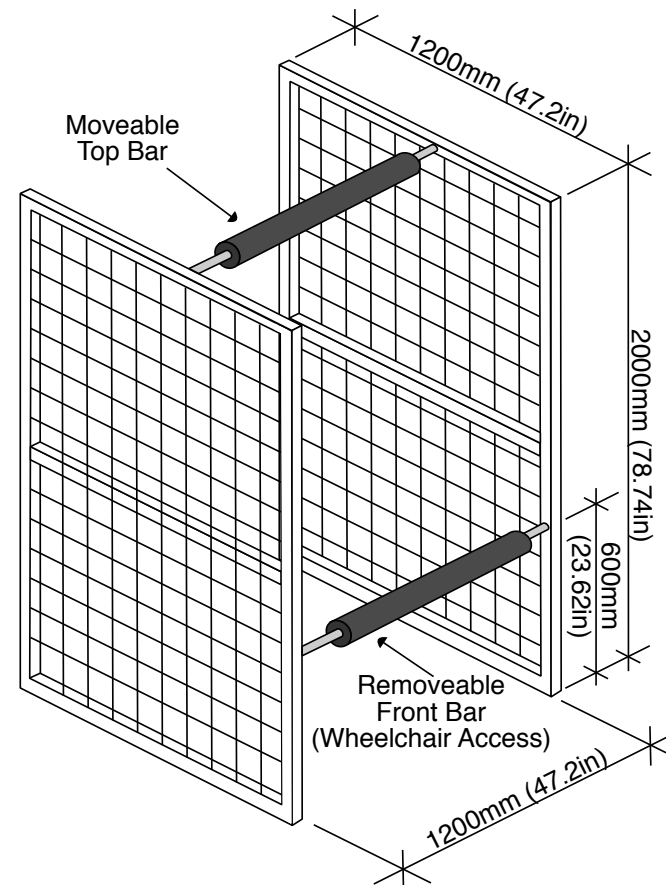
AV = 11.85m

VW = 6.37m

Targets are thrown randomly within the horizontal boundaries given and vertically 1.5m - 3.5m +/- 0.1m above the level of the Trap House roof, 10m forward of the Trap House front.

* The pivot point of the throwing arm should be set back from A by 0.5m +/- 0.1m and 0.5m below the front of the Trap House roof which shall be level with the the Firing Marks

ENGLISH SPORTING AND SPORTRAP SAFETY ENCLOSURE LAYOUT



29. TECHNICAL DATA SHEET FOR GUN & CARTRIDGE USE IN CLAY SHOOTING

Discipline	CPSA No./Abbr	Max. Lead Shot Size*	Min. Shot Size	Max. Shot Load	Max. Case Length	Gun / Barrel Restrictions	Governing Body
Down The Line Single Barrel	10 DTL	2.6 mm	Unspecified	28 gr	Unspecified	Magazines limited to 2 shells.	CPSA
Double Rise	11 S/B	"	"	"	"	"	"
Handicap by Distance	12 D/R	"	"	"	"	"	"
English Skeet	13 H/D	"	"	"	"	"	"
Skeet Doubles	20 ESK	"	"	"	70 mm	Magazines limited to 2 shells.	"
English Sporting	21 SKD	"	"	"	"	"	"
	30 ESP	"	2.0 mm	"	Unspecified	No straps allowed. Magazines limited to 2 shells.	"
Sportrap	31 STR	"	"	"	"	"	"
Automatic Ball Trap	40 ABT	2.5 mm + 0.1	Unspecified	"	70 mm	No straps/slings. Magazine limited to 1 shell	"
All Round	50 A/R	As per individual discipline					"
Olympic Trap	60 OTR	2.5 mm + 0.1	Unspecified	24 gr + 0.5	70 mm	No added barrel compensators. No straps/slings. Magazine limited to 1 shell	ISSF
Olympic Skeet	70 OSK	"	"	"	"	No straps/slings. Magazine limited to 1 shell	"
Double Trap	80 D/T	"	"	"	"	No added barrel compensators. No straps/slings. Magazine limited to 1 shell	"
Universal Trench	90 UTR	2.5 mm	"	28 gr	"	No compensators or similar devices	FITASC
FITASC Sporting	100 FSP	"	2.0 mm	28 gr	Unspecified	Min. barrel length 66cm. No straps or slings	"
Compak Sporting	101 CSP	"	Unspecified	28 gr + 0.5	"	"	"
Helice (ZZ)	110 HEL	2.7 mm	2.2 mm	28 gr	"	None	"

NOTES:

Cartridges must be of standard factory loading with no internal changes.

All shot shall be spherical and of normal production. Plated shot may be used.

Home loads, black powder, tracer and incendiary cartridges are prohibited.

*Steel shot size may be up to 2 sizes larger (3.1mm) than lead shot.

All types of shotgun may be used providing their calibre does not exceed 12 bore. Shotguns must never be loaded with more than 2 cartridges.

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