



TECHNICAL RULES for ENGLISH SPORTING for



FIELD AND GAME FEDERATION OF AUSTRALIA DOMESTIC COMPETITIONS

AUSTRALIAN SPORTING CLAYS RULES PERTAINING TO , ORGANISATION OF COMPETITIONS, JURY, PROCEDURES, DRESS AND RULES OF CONDUCT APPLY.

FOR ESTABLISHING HANDICAPS AND GRADING FOR ENGLISH SPORTING EVENTS
SHOOTERS WILL USE THEIR AUSTRALIAN SPORTING CLAYS HANDICAP AND GRADE.

SCORES OBTAINED AT ENGLISH SPORTING EVENTS WILL NOT BE ENTERED IN
HANDICAP BOOKLET.

GUN POSITION WHEN CALLING FOR TARGETS IS FREE,
MAXIMUM SHOT LOAD IS **28 GRAMS**, SHOT SIZE 2mm-2.5mm (SHOTSIZES 7-9
AUSTRALIAN

Description of allowable shotguns are as per Australian Sporting Clay rules

Change:- Means a change in rules for Australian domestic competitions

The above preamble supersedes the CPSA rules No. 1- No. 4

VIEWING POINT

5.0 Any shooter who has not had a opportunity to see targets on any stand i.e. at the commencement of competition each day, shall have the right to see one target from each trap for that stand, from within the stand

Change:- *First shooter of each squad shall be shown the targets*

SEQUENCE

5.01 Targets may be thrown as singles, report doubles, rafale doubles and simultaneous doubles. No alteration is to be made to either the target or sequence of targets on any stand once a competition has begun.

5.02 Targets will be thrown by silent rise instruction by the referee after the shooter has pronounced the word "ready or pull.

TARGETS

5.03 FITASC targets (mini, midi, battue, rocket, ZZ and rabbit targets) may be used as well as standard or flash ISSF targets. The total amount of FITASC targets shall not exceed 40% of the total number of targets in the competition. Targets may be of any colour.

SINGLE TARGET

5.04 A single target released from any trap.

REPORT DOUBLE

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

RAFALE DOUBLE

- 5.06** Is a double where the second target is launched from the same trap as soon as it is safely possible after the first target.

SIMULTANEOUS DOUBLE

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

TRAJECTORIES

- 5.08** At each stand, the trajectories shall be the same for each shooter in height distance and speed. It must be possible for all targets to be hit within the effective range of a 12 gauge shotgun. Before a competition, organisers will establish a scheme for the trajectories of targets; these trajectories, established and calculated in calm weather, may be altered by wind, but if so altered, will remain regular targets.

SHOOTING POSITION

- 5.09** The shooter must remain positioned within the area of the shooting stand and 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 when the referee has given the signal to start. In no case may a shooter move to the stand before the preceding shooter has left the stand and it is their turn to shoot.
- 5.10** Shooting stands will be clearly defined squares no smaller than 0.91m and must be within an enclosure. Enclosures must be a minimum height of 2m, to prevent any safety problems when addressing or firing at any targets presented. The sides of the enclosure should not prevent the referee from having a clear view of the shooter, The recommended dimensions of the enclosure follow the standard sportrap enclosure size of; 1200mm x 1200mm with a removable front bar at 600mm height (to allow disabled shooters access and position) with enclosure sides of 2m 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.

***Change:- Shooting enclosures are not required for Australian competitions.
Shooting will take place from stands of 1metre square or 1 metre diameter.***

DULY NOTIFIED

- 5.11** A competitor is "duly notified" to compete when their name is called out by a referee, scorer or other person authorised to do so. If a competitor is absent after being called, the referee shall call the name on the card loudly three times equally spaced within one minute. If the competitor is still not present they will be "declared absent" and their card will be marked accordingly

PENALTY

- 5.12** If a competitor is declared "absent" they will be fined two targets by the jury and given the opportunity to shoot the remainder of the targets, on that stand at the jury's discretion.

NUMBER / ORDER OF SHOTS AT TARGETS

- 5.13** Two cartridges can be fired at a single target, but the shooter will not be allowed to load more than two cartridges for firing at each double.

PROCEDURE FOR MALFUNCTION ON SINGLE TARGET

- 5.14 If after firing the first shot at a single target a gun or cartridge malfunction occurs (providing it is not the third or subsequent malfunction on that stand) and the target has not been hit, the referee shall instruct the competitor to reload their gun with two cartridges. The competitor will then be instructed to call for a new target, but to miss with the first shot and attempt to hit the target with the second shot. If the new target is hit with the first shot it will be declared lost.

SCORING THE DOUBLES

- 5.15 In simultaneous doubles the shooter has the right to shoot either of the targets first. Should the shooter hit both targets together with either the first or second shot, the result will be scored one and one.
- 5.16 In any regular double the shooter having missed the first target may fire their second shot at the same target, the result being scored on the first target and the second target scored 'lost', unless the shot breaks both targets.

NO TARGET

- 5.17 The target will be declared "no target" and a new target will be launched, the shooter having fired or not
- 5.18 The target is broken at the start.
- 5.19 The target is launched from the wrong trap.
- 5.20 Two targets are launched simultaneously when a single target should have been thrown.
- 5.21 The target is definitely of another colour than the targets used for the competition on that stand.
- 5.22 The first or second target of a double is irregular.
- 5.23 Two targets are launched simultaneously during a report double or a rafale double.
- 5.24 The target is launched before the shooter has said "ready or pull"
- 5.25 The target is launched after a delay of more than three seconds
- 5.26 The target zig-zags, or its initial speed is not sufficient, or if its trajectory is irregular.
- 5.27 The shooter shoots at the first target and this target collides with the second target before the shooter has fired their second shot.
- 5.28 In the case of a "no-target" in simultaneous or rafale doubles, the shooter will be asked to shoot at a second double to determine the scores for both shots.
- 5.29 This will also apply in the case of a malfunction of the gun or cartridge not attributable to the shooter, provided that it is not the third malfunction on that stand.
- 5.30 The referee may order the launching of a new target when:-
- 5.31 The shooter has been materially disturbed
- 5.32 Another shooter fires at the same target
- 5.33 The referee cannot decide for any reason if the target has been hit or missed
- 5.34 The referee cannot in any case give a (no-target) if the shooter has missed for any other reason than those stated in the "no-target rules"

REPORT DOUBLES

- 5.35 When a second target of a report double is declared "no-target", the result of the shot at the first target is established and the shooter will be asked to repeat the double, to determine the result of the second target
- 5.36 When re-shooting the double the shooter **must make a realistic attempt to hit the first target** before attempting to shoot the second target
- 5.37 Referee's must ensure that shooters adhere strictly to rule 5.36. If a violation of rule 5.36 takes place, the referee shall ask the shooter to repeat the double (first target established). If the shooter violates rule 5.36 on three occasions, then at the third occasion, the second target of the double will be declared "lost."

TIE BREAKER

- 5.38** In the event of a tie, whenever practicable and in accordance with the jury's instructions, a shoot-off will decide the winner. The count back system will not be used at CPSA registered events
- 5.39** Ties will be broken by shooting initially at five doubles from a stand(s) decided by the jury or organisers. Scoring will be out of ten.
- 5.40** If a tie still exists, a sudden death shoot-off on doubles will follow (scoring out of two) until the tie is broken. All shooters must shoot at an equal number of doubles.

TEAM TIES

- 5.41** If two or more teams obtain the same scores, the captain of each team will nominate three members of the team to shoot in a sudden death shoot-off. The team captain may include himself/herself as one of the three. The selected team members will be numbered one, two and three. To start the shoot-off all of the selected team members number one will shoot at a double from a new stand (not used at any other stage of the event) in turn, in a team order to be decided by the toss of a coin. Should a tie still exist after they have shot, the team member's number two shall then shoot at the same double from the same stand. Should a tie still exist team members number three will then each shoot at the same double from the same stand. Should a tie still exist after all three team members of each team have shot, the procedure will be repeated until the tie is broken.

Notes: