



**FEDERATION INTERNATIONALE DE TIR AUX ARMES
SPORTIVES DE CHASSE**

10, rue de Lisbonne – F-75008 PARIS FRANCE Phone: (33) 1 42 93 40 53 Fax: (33) 1 42 93 58 22
e-mail: fitasc@fitasc.com

**INTERNATIONAL
RULES
SPORTING**

01 / 01 / 06

In case of a controversial interpretation of the English text, the text written in French will take precedence.

Chapter 1 - GENERAL

1.1 Depending on the make-up of the terrain, a Parcours de Chasse course must be equipped with a sufficient number of clay traps so that the competitors may shoot under conditions as close as possible to natural game shooting: partridges, ducks, pheasants, rabbits, etc. In front, at low and high levels, crossing and quartering in the open or in woods, obscured or not by trees and bushes.

1.2 The course must have been approved by the National Federation, for the organization of national competitions and by the International Federation for the organization of international competitions.

1.3 TRAPS

A minimum of 4 traps are required for each old system layout. And a minimum of 3 traps for each new system shooting stand, that is 12 traps for each layout machines may be either manual, automatic or mixed, IDENTIFIED by alphabetical letters (A,B,C,D) from left to right of the shooting stand.

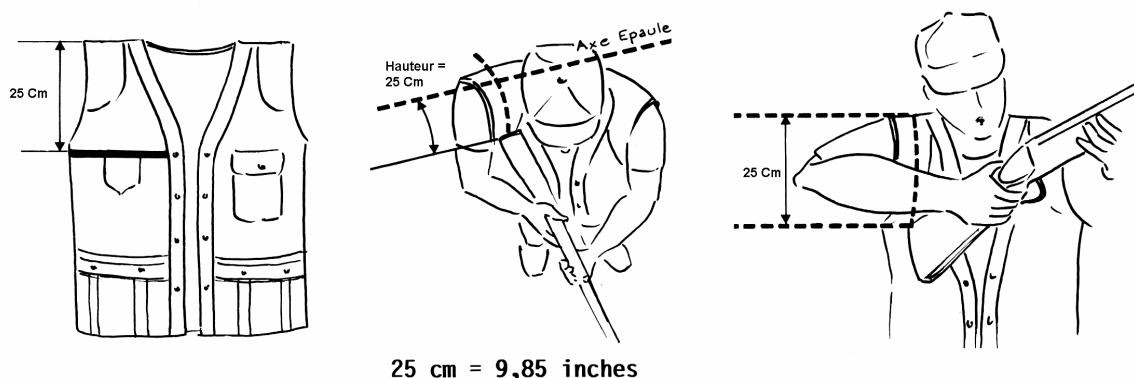
1.4 TARGETS

The targets to be used are the normal standard targets and rabbit targets, as well as thinner targets and targets with a smaller diameter that fly faster, such as midi, mini, battue, bourdon, flash and zz targets. It is compulsory for the targets to be either black or orange, depending upon the background of the layout.

1.5 SHOOTING POSITION

The shooter will adopt the ready position, i.e. standing with both feet within the limits of the shooting stand, WITH THE HEEL OF THE GUN TOUCHING THE BODY UNDER A HORIZONTAL LINE MARKED ON THE SHOOTER'S JACKET. THIS HORIZONTAL LINE SHALL BE LOCATED 25 cms (9.85") BELOW AN IMAGINARY LINE DRAWN OVER THE TOP OF THE SHOULDERS ALONG THEIR AXIS (see diagram below).

The shooter will maintain this position with the gun not mounted until the target(s) are in sight.



1.6 In a double on report, simultaneous or rafale, the position of the gun is optional for the second target only.

1.7 If the shooter is in a position NOT IN ACCORDANCE with 1.5 or if he mounts his gun before the target appears, he will receive a WARNING.

- 1.8** After the first warning, any further occurrence on the same layout the target(s) will be declared:
- a) Zero for a single target
 - b) Zero and No Target for a double on report
 - c) Zero & Zero for a simultaneous double
 - d) Zero & Zero for a rafale double
- 1.9** The shooter does not have the right to refuse a target unless he has not called for it. The referee alone shall decide on the regularity of a trajectory or a NO TARGET.
- 1.10** The shooting stands will be marked by a 1 meter square or by a circle of 1 meter in diameter.
- 1.11** Once the target(s) are visible to the shooter, he must fire with his gun shouldered for all targets, even when shooting rabbits target(s).
- 1.12** Under no circumstances, once the referee has clearly declared a target NO TARGET, may it be fired at. After the first warning, the shooter will be penalized :
- a) Zero for a single target
 - b) Zero & No Target for a double on report
 - c) Zero & Zero for a simultaneous double
 - d) Zero & Zero for a rafale double.
- 1.13 TESTING GUNS**
Under no circumstances can a gun be tested on the shooting stand before the beginning of the round.
Before going onto a layout, the shooter can, if he so wishes, test the operation of his gun, on a stand specially designed and laid out for the purpose, near to the club house.

Chapter 2 - SINGLE TARGETS - HIT OR MISSED

THE TARGET IS DECLARED "ONE"(hit)

- 2.1** When it has been launched and the shooter has fired according to the rules and when at least one visible piece of it is broken off, or it is totally or partially Pulverised. This applies equally to FLASH targets.

THE TARGET IS DECLARED "ZERO" (missed) :

- 2.2** If it is not hit and no visible piece is broken off, or if only dust is raised (dusted target).
- 2.3** If the shooter is unable to fire the gun, because he has left the safety catch on, has forgotten to load or cock it, if it has not been sufficiently broken or closed, or if the shooter has forgotten to take the necessary measures to load the cartridge into the chamber (when he is using a semi-automatic gun).
- 2.4** If there is a third malfunction of the gun during the same round : Rule 9.12 will apply.
- 2.5** If the shooter is unable to fire his SECOND shot because he has not loaded the second cartridge or he has not canceled the locking device of the loading chamber in a semi-automatic gun, or for any other reason. ZERO
- 2.6** If the second shot cannot be fired because the shooter, using a single trigger gun, has not released it sufficiently after firing the first shot. ZERO
- 2.7** If the shooter, in the case of a malfunction of his gun or cartridge, opens it himself or touches the safety catch, before the referee has examined the gun. ZERO
- 2.8** If the shooter adopts a ready position which is not according to Rules 1.5 - 1.8 and 1.11, and if he has already been warned once during the same round.

Chapter 3 - SINGLE TARGETS- NO TARGET

- 3.1** The target will be declared NO TARGET and a new target will be launched, whether the shooter has fired or not :
- a) If a broken target is thrown.
 - b) If the target is not thrown from the correct trap.
 - c) If for a single target two targets are launched from traps on the same shooting stand, the target will be declared No Target, whether the shooter has been disturbed or not.
 - d) On a rabbit target, if the target breaks after being launched and missed by the first shot, but before the second shot has been fired, the rabbit will be declared "NO TARGET". A new target will be launched, the shooter must miss with his first shot, and the result of the second shot scored.
- 3.2** If the target is manifestly of another colour, size or type from that of the other targets used on the same trajectory of the same stand.
- 3.3** If the target is thrown before the shooter has called READY.
- 3.4** If the target is thrown after a delay of more than 3 seconds after the referee's command.
- 3.5** If the target trajectory is judged irregular by the referee.
- 3.6** If, when a semi-automatic gun is being used, the ejection of the first cartridge impedes the loading of the second cartridge (in this case when the target is thrown again the first shot shall be directed near the target but must not hit it and the result of second shot only shall be scored).
- 3.7** If there is a fault on the first shot as a result of failure of the cartridge or malfunction of the gun not attributable to the shooter, and if the shooter does not fire his second shot. IF HE FIRES THE SECOND SHOT, THE RESULT OF THAT SHOT WILL BE SCORED.
- 3.8** The referee may also declare a target NO TARGET when the shooter has clearly been disturbed.
- 3.9** When another competitor shoots at the same target.
- 3.10** When the referee, for any reason, cannot decide if a target has been hit or missed.
- 3.11** All targets NOT declared NO TARGET by the referee, must be shot at. However, the referee may declare NO TARGET after the target(s) have been shot at (as in the case of a fast or slow pull, or irregular trajectory).
- 3.12** In the case of a cartridge misfire or malfunction of the gun not attributable to the shooter, a target will be declared NO TARGET and a new target will be thrown, but after two misfires or two malfunctions of the gun in the same round (whether the shooter has changed his gun or not) further incident or incidents will be declared ZERO – See Rule 9.12.

Chapter 4 - DOUBLE ON REPORT

4.1 DEFINITION OF DOUBLES ON REPORT

Two targets from one or two different traps, the second target being launched within a period of 0 to 3 seconds after the first target has been shot at.

4.2 “NO TARGET” SHALL BE DECLARED :

- 4.2.1** If two targets are launched simultaneously.
- 4.2.2** When a shooter does not fire, without legitimate reason, at his first target. The second target cannot be thrown (because there is no first shot), the double will be declared ZERO/NO TARGET and a second double will be thrown to determine the result of the second shot only.
- 4.2.3** If the target is not thrown by the correct trap.
- 4.2.4** If the first target is regular and the second irregular, (however, the result of the first target shall be scored HIT OR ZERO as the case may be)

- 4.2.5** The double will be declared NO TARGET and the shooter will be asked to shoot a second double to determine the scores of both shots :
- a) Violation of Rule 1.05, ready position for the first target (1.7 - 1.8)
 - b) If during a double, the two shots are fired simultaneously due to a gun malfunction (double discharge), even if the first target was broken (Rules 9.12 and 9.13)
 - c) If the shooter fires his gun involuntarily on the shooting stand, whether whilst loading or because of a mishap before saying READY.
- 4.2.6** In a double when the second target is irregular a NO TARGET shall be declared and the double must be attempted again, but the result of the first target will be recorded. The double is repeated to obtain a result on the SECOND TARGET ONLY
- a) If the shooter misses the first target, and this target hits the second target before the second shot is fired.
 - b) If pieces from the first target hit and break the second target before the second shot is fired.
 - c) If during a double, the second shot cannot be fired because of the malfunction of gun or ammunition, (Rules 9.12 and 9.13).
- 4.2.7** A malfunction of the gun or cartridge prevents the shooter from shooting his first target Rules 9.12 and 8.13 will apply.
- 4.2.8** If the shooter does not shoot in his proper turn he will receive a WARNING, at the second incident on the same layout, the target will be declared ZERO FOR A SINGLE TARGET or ZERO/NO TARGET IF IT IS A DOUBLE ON REPORT or ZERO/ZERO IF IT IS A SIMULTANEOUS OR RAFALE. DOUBLE
- 4.3** The rules 2.01 to 3.12 ARE APPLICABLE TO THE SHOOTING OF DOUBLES ON REPORT.

Chapter 5 - DOUBLE ON REPORT DECLARED : ONE/ZERO , ZERO/ONE OR ZERO/ZERO

- 5.1** If the shooter, without legitimate reason, does not shoot at the second target of a regular double, the result of the first target shall be recorded and the second declared ZERO.
- 5.2** The target will be declared ZERO on the third malfunction of the gun or cartridge in the same round (Rules 9.12. and 9.13).
- 5.3** When a shooter fires both shots at the first target. The result shall be scored, and the second target of the double be declared ZERO.
- 5.4** The rules 2.1 to 3.12 are applicable to the shooting of doubles on report.

Chapter 6 - SIMULTANEOUS DOUBLE

- 6.1** Two targets are thrown simultaneously by one or two traps.
- 6.2** In a simultaneous double NO SCORE shall be recorded if either target has been declared NO TARGET.
- 6.3** If both targets are broken by a single shot being either the first or second shot they are scored One/One
- 6.4** The targets may be shot in any order.
- 6.5** If without any legitimate reason, the shooter does not shoot at a regular double, both targets will be SCORED ZERO.

6.6 SIMULTANEOUS DOUBLE NO TARGETS

The double will be declared NO TARGET and the shooter will be asked to shoot a second double to determine the results of both shots :

- a) If the target(s) break on being thrown
- b) If the target(s) are not thrown by the correct trap
- c) If the target(s) are clearly a different color, size or type from those used previously for the same double
- d) If the target(s) are thrown before the shooter has called ready
- e) if the targets are thrown more than 3 seconds after the referee's command
- f) If one of the trajectories of the targets is judged irregular by the referee.
- g) If the shooter misses his first target and it collides with the second target before the shooter has fired his second shot.
- h) If the fragments of the first target breaks the second target before the shooter has fired his second shot.
- i) Violation of Rule 1.5, ready position for the first target (Rules 1.7 - 1.8)
- j) A malfunction of the gun or cartridge prevents the shooter from shooting his first target (Rules 9.12 and 9.13).
- k) If the second shot cannot be fired due to gun malfunction, the double is declared NO TARGETS and must be repeated. (Rules 9.12 and 9.13).
- l) If the two shots are fired simultaneously due to gun malfunction (double discharge), the double is declared NO/TARGETS and must be repeated (Rules 9.12 and 9.13).
- m) If the shooter involuntarily fires his gun on the shooting stand, whether whilst loading or because of a mishap before calling READY.

6.7 The rules 2.2 to 2.8 ARE APPLICABLE TO THE SHOOTING OF SIMULTANEOUS DOUBLES.

Chapter 7 - RAFALE DOUBLES

7.1 DEFINITION OF A RAFALE DOUBLE

- 7.1.1 Two targets are thrown separately from the same trap on the same trajectory.
- 7.1.2 Two shots may be fired at the same target.
- 7.1.3 They may be shot at in any order by the shooter.
- 7.1.4 In a rafale double NO SCORE IS OBTAINED if one of the targets is DECLARED A NO TARGET
- 7.1.5 All the rules relating to a simultaneous double are applicable to a rafale double, according to Rules 6.2 to 6.6.
- 7.1.6 Also rules 2.2 to 2.8 ARE APPLICABLE TO THE SHOOTING OF RAFALE DOUBLES.

Chapter 8 - ORGANIZATION OF COMPETITIONS

8.1 JURY

- 8.1.1** International events will be supervised by a jury consisting of the present members of the FITASC technical commission a representative of each participating country which has a Senior's team and with the representative of the organizing country as chairman
- 8.1.2** The jury shall make decisions by majority vote of members present. In the case of equal votes, the chairman will have the deciding vote.
- 8.1.3** The jury can only make valid decisions in the presence of its chairman or his representative, accompanied by a quarter of the members of the jury.
- 8.1.4** In urgent cases (example: the risk of cessation of shooting) two members of the jury, nominated by the chairman, may make a decision with the consent of the referee, provided that this decision is endorsed by the jury.

8.2 THE ROLE OF THE JURY IS :

- 8.2.1** To verify, before the shooting begins, that the course conforms to the rules and regulations, and that the preparatory arrangements are suitable and correct.
- 8.2.2** To appoint a technical committee whose responsibility shall be to set, on the day before the competition, the various trajectories, the location of the shooting stands, the choice and speed of the targets which will be shot during the event.
- 8.2.3** No practice will be permitted before the start of events over the layouts set by the technical committee.
- 8.2.4** Before the beginning of the championships, the director of shooting will establish a menu indicating the trajectories for each of the targets. These trajectories, established and calculated in calm conditions, can be disturbed by the wind, but will still be considered regular.
- 8.2.5** To require that, during the shooting, the rules are adhered to and to check the shotguns, ammunition and targets by means of technical tests.
- 8.2.6** To make the necessary decisions in cases of technical defects if these are not resolved by the referee in charge.
- 8.2.7** To deal with protests.
- 8.2.8** To make decisions regarding penalties to be imposed on a shooter who does not adhere to the rules or behaves in an unsporting manner.
- 8.2.9** To ensure that there are always at least two members of the jury present at the shooting ground.

8.3 APPEAL JURY

- 8.3.1** An appeal jury can be set up for each international competition.
- 8.3.2** In the case of a dispute concerning the decision of the jury by the shooters, or by F.I.T.A.S.C., an appeal jury may be referred to.
- 8.3.3** This appeal jury will consist of : the President of F.I.T.A.S.C. or his representative, the President of the Technical Committee or his representative, the President of the organizing federation or his representative.
- 8.3.4** This appeal jury will formed at the same time as the jury.
- 8.3.5** If there is no appeal jury, the jury's decisions are definitive.
- 8.3.6** All the disciplinary problems will be submitted to the FITASC disciplinary commission.

- 8.4** During international competitions, where possible, representatives of the same country shall be dispersed amongst the various squads.
- 8.5** The organizing committee will announce the time and arrangements for a draw, in advance, for the composition of the squads. Delegates from participating nations may be present if they so wish.
- 8.6** Shooting shall take place in squads of 6 shooters as drawn, with rotation of shooters not only at each stand but also for shooting doubles.
- 8.7** At each stand all 6 shooters of a squad will first shoot at the single targets before any shoot at the doubles, and so on
- 8.8** All target trajectories will be presented at each stand to the first shooter of each squad, this shooter will observe them from within the shooting stand.
- 8.9** At the time of the presentation of the target, no shooting aiming or pretense of firing is permitted, for penalty see articles 1.7 & 1.8.
- 8.10** "Report" doubles will not be shown, only targets of SIMULTANEOUS and RAFALE doubles will be shown to the first shooter of each squad.
- 8.11** Only targets having already been thrown as singles may be thrown as "report" doubles.
- 8.12** In international competitions, shooting will be conducted in rounds of 25 targets. However, in exceptional circumstances, the technical committee may change this if it is judged necessary.
- 8.13** Shooters must take all precautions in order to be at the shooting stand on time.
- If a shooter is not present when his name is called, the referee must call the name and number of the shooter loudly 3 times during the period of one minute.
 - If he has not missed his turn to shoot the singles on the first stand, he may rejoin the squad (without penalty).
 - If he has failed to join the squad before his turn, those targets not shot at, singles or doubles will be scored zero.
 - If the shooter presents himself at one of the following stands, ALL THE TARGETS NOT SHOT AT THE PREVIOUS STAND(S) WILL BE SCORED ZERO, in no circumstances may the shooter shoot that layout in another squad.
- 8.14** If the shooter feels that he has a valid excuse for his lateness, he MUST :
- Not join his squad if it is in the process of shooting on that layout
 - Put his case to the jury in writing
 - Abide by the jury's decision
 - Only the jury may authorize him to shoot the layout in another squad
 - If the jury decides that the reason put forward by the shooter is unacceptable, the shooter will be scored 25 zeros corresponding to the 25 targets not shot at.
- 8.15** In the case of malfunction of a trap during the shoot, the referee will decide if the round should be continued or interrupted because of the mechanical problem. After the problem has been rectified the shooter has the right to have the regular target(s) shown before continuing the round.
- 8.16** During international competitions the scores will be recorded by the referee or his delegate who may be a shooter. The results of each stage will then be posted on a central notice board.
- 8.17** On leaving each stand the shooter must check that his score is correctly recorded on the score card. If the shooter CONTESTS the recorded scores, HE MUST INFORM THE REFEREE IMMEDIATELY, BUT THE FINAL DECISION RESTS WITH THE REFEREE. However, the referee may seek information and advice before making his final decision. NO APPEAL WILL BE ALLOWED AFTER THIS CHECK.

Chapter 9 - WEAPONS AND AMMUNITION

- 9.1 All shotguns, including semi-automatics, are permitted providing their caliber does not exceed 12 gauge, with a minimum barrel length of 66 cms.
- 9.2 All shotguns, even unloaded, must be handled with the greatest care.
- 9.3 Guns must be carried unloaded and open; semi-automatic guns must be carried WITH THE BREECH OPEN, and the muzzle pointing straight upwards or downwards.
- 9.4 Straps or slings on guns are forbidden.
- 9.5 When the shooter is not using a gun, it must be placed vertically in a gun rack or in a similar place as designated.
- 9.6 It is forbidden to touch another shooter's gun without his specific permission.
- 9.7 It is forbidden, during a competition or official championship, for two shooters of the same squad to use the same gun.
- 9.8 In exceptional cases, owing to a malfunction of his gun, a shooter may be permitted to borrow the gun of another shooter, in order to complete the round.
- 9.9 Complete or partial CHANGING OF A SHOTGUN, MOBILE CHOKE OR BARREL is allowed during the same round, between two stands, or between single and double targets. However, no delay will be permitted for any of these reasons.
- 9.10 Once the shooter is on the shooting stand he will not be allowed to carry out any changes.
- 9.11 The time allowed to shooters between single or double targets must not exceed 20 seconds. In a case where the shooter exceeds this time the referee will, after one warning to the shooter, apply Rule 1.8.
- 9.12 In the case of a gun malfunction, verified by the referee, the shooter will be allowed the right to a new target twice, in the course of the same round. The third and subsequent malfunction will be considered ZERO. Following the decision of the referee, the shooter will have the right to continue with his squad on condition that he obtains another shotgun without delay (9.8). If this is not possible he must leave his place in the squad and shoot his remaining targets when there is a free place in another squad and when the jury has given permission. If the gun is repaired before the sequence on that stand is finished by his squad, the shooter may retake his place in the squad with the referee's permission.
- 9.13 Should both barrels fire simultaneously (double discharge) due to a GUN MALFUNCTION on a single target or the first target of a double, the target will be declared NO TARGET with no score established and Rule 9.12 will apply.
- 9.14 The cartridge shot load must not exceed 28 grams. The shot will be SPHERICAL and of a diameter between 2.0 and 2.5 mm, plus or minus 5%.
- 9.15 The use of dispersers or any other unusual loading device is strictly forbidden. Reloaded cartridges are not permitted.
- 9.16 The mixing of various qualities and diameters of shots is strictly forbidden.
- 9.17 The use of black powder and tracer cartridges is forbidden.
- 9.18 Two cartridges may be used on each single target, but the shooter will only be allowed two cartridges for each double.
- 9.19 In a double if the two targets are broken by one shot they will be scored ONE AND ONE.
- 9.20 A Referee should request before the shooter starts at a shooting stand to supply two cartridges for testing. The Referee should remove one cartridge from right pocket and one cartridge from left pocket of shooters vest

Chapter 10 - DRESS AND RULES OF CONDUCT

- 10.1 Participants in competitions must be correctly dressed. Diminutive shorts are not allowed, only long shorts (Bermuda style ending no higher than a maximum of 5cm above the knee) are acceptable. Shirts must have at least short sleeves with a collar, or if no collar it must have at least a round neck such as a tee-shirt style. The wearing of sandals is not allowed for safety reasons. The shooter's

number must be worn in its entirety and the whole of the number must be visible. Any failure to comply with these rules of conduct will be penalized by A REFEREE'S FIRST WARNING which, may be followed by penalties up to exclusion from the competition, following a decision by the jury.

- 10.2 A shooter may only shoot in his proper turn and only when a target has been thrown, except when permitted by the referee to test fire his gun.
- 10.3 It is forbidden to aim or shoot at another shooters' target(s)
- 10.4 It is forbidden to aim or shoot intentionally at live animals or birds.
- 10.5 No pretense of shooting is permitted on or off the shooting stand.
- 10.6 If a shooter, on the shooting stand, before saying READY makes a pretense of shooting (mounts his gun and follows the theoretical trajectory line of the clay target), or involuntarily fires a shot, the referee will issue a WARNING to the shooter. After the first warning, any further occurrence will be scored ZERO for the next target hit.
- 10.7 When his name is called, the shooter must be ready to shoot immediately and he must have with him sufficient ammunition and equipment necessary for that round.
- 10.8 In no case must a shooter move to a stand before the preceding shooter has left it and it is his turn to shoot.
- 10.9 The shooter is allowed to load his gun only when he has taken his place on the stand, his gun always pointing down the range, and only when the referee has authorized him to start shooting.
- 10.10 Semi-automatic guns must be loaded with a maximum of two cartridges.
- 10.11 The shooter must not turn round or attempt to leave the shooting stand before he has broken his gun and removed the cartridges from the chambers, whether they have been fired or not.
- 10.12 During the presentation of targets or when shooting is interrupted, the shooter must open and unload his gun. The shooter can only close his gun when authorized by the referee.
- 10.13 In the case of a misfire or any other malfunction of the gun or ammunition, the shooter must remain in his place, the gun pointing safely down the range, unbroken, and without touching the safety catch, before the referee has examined the gun.
- 10.14 Shooting must proceed without interruption, shooters being allowed to pronounce only the necessary words of command READY, PULL, GO or another command and to answer the referee's questions.
- 10.15 If a member of the jury observes anything which is not accordance with the rules, he must inform the referee. If the referee is unable to take the immediate necessary action, he must inform the jury.

10.16 HEARING PROTECTION

Hearing protection is obligatory for all **shooters, referees, staff and members of the public on or in the proximity of a layout**. Any shooter without hearing protection is considered as absent and the rule 8.13 is applicable.

10.17 SAFETY GLASSES

Safety glasses are obligatory for **all shooters, referees and staff**. Any shooter without safety glasses is considered as absent and the rule 8.13 is applicable.

Under exceptional circumstances, in the event of rain or snow, if the shooter or the referee consider that they are hampered by wearing glasses when shooting or judging the targets correctly, they can remove them, entirely at their own risk and with the referee's consent.

Chapter 11 - REFEREE

- 11.1** The referees must have been approved by the jury before the competition. In the case of a large number of referees not being fully qualified or experienced, they must be supervised by international referees.
- 11.2** A referee must possess a valid F.I.T.A.S.C. referee's certificate issued by his National Federation, and for a Chief Referee, his referee's certificate must be issued by the International Federation. If this is not the case, the jury must agree to accept assistant referees.
- 11.3** The referees must ensure order and proper conduct on the shooting stand and also during shoot-offs.
- 11.4** The referee alone shall make decisions. If a shooter disagrees with the referee's decision, he must make his objection immediately while on the shooting stand by raising the arm and saying PROTEST or APPEAL. The referee must then interrupt the shooting and pronounce his final decision.
- 11.5** The shooter may appeal against the referee's decision. The appeal must be made in writing to the jury, accompanied by the appeal fee that has been agreed upon by the jury on the day of the competition, and which will be returned only if the objection is upheld.
- If the jury find the objection justified, it may give instructions to the referee concerning future judgments or name a new referee or, finally, alter the referee's decision.
 - No dispute shall be concerned with whether a target was hit or missed, nor whether the thrown target was defective - in these cases, no appeal may be made against the referee's decision.
- 11.6** When the competitor is ready to shoot, he shall say READY to the referee and the target must be thrown during a period which may vary between 0 and 3 seconds after the referee has passed on the shooter's command to the trappers.
- 11.7** The referee must pass on the shooter's command to the trappers in the shortest time possible.
- 11.8** In exceptional circumstances, the referee may suspend the shooting if there is sudden heavy rain or a violent storm, which appears to be a short duration. However, he must inform the jury if it looks likely that this interruption may last any length of time.
- 11.9** In no circumstances is it permitted to pick up a target to see if it has been hit or not.

Chapter 12 - PENALTIES

- 12.1** All shooters are required to acquaint themselves with the current regulations which apply to shooting under FITASC PARCOURS DE CHASSE rules. By taking part in competitions, they accept the penalties and other consequences resulting from violation of the rules and referee's orders.
- 12.2** Deliberate violation of the rules will, in the first place, incur a warning from the referee or jury. In the case of further or more serious offenses, the jury may penalize the shooter with a lost bird and, in more serious cases exclude him from the round and or competition.
- 12.3** In the case of a jury being aware that the competitor has intentionally delayed the shooting or that he has acted in a dishonorable manner, it may give him a warning or penalize him one bird or disqualify him from the competition.

Chapter 13 - SHOOT-OFFS

- 13.1 In the case of a shoot-off, if the time allows, a new layout may be set up by the jury.
- 13.2 Shoot-offs for the first three places (Individual or National teams) will take place in a round of 25 targets, if a result has not been established, the shooters will shoot a second "zero eliminator" (sudden death) round, i.e. the first target on which scores differ, the shooter with THE FIRST ZERO will be eliminated, until only the winner remains. Other shooters with the same score will be shown as "equal".
- 13.3 Shooting will be carried out in accordance with the preceding rules, the empty places in the squad will not be filled.
- 13.4 When the shoot-off is not carried out at a previously announced time, the shooters concerned must remain in contact with the committee in order to be ready to shoot within 15 MINUTES after being called.
- 13.5 Shooters not present at the start of the shoot-off will be declared "scratched".
- 13.6 The jury may, in exceptional circumstances, decide that the shoot-off should be carried over to the following day. Shooters not present in this case shall be considered "scratched".
- 13.7 Team places are decided by count-back from 4th place onwards.

Chapter 14 - SCORE SHEET

- 14.1 The score sheet will be held by the referee or under his responsibility to someone selected by him. Every referee will use a different colored pen for each shooting stand on the same layout
- 14.2 Only targets scored ZERO will be noted on the score sheet. Every target scored ZERO will be written down in order from left to right on the score sheet.
Targets will be numbered in shooting order.

Example = station n°1

Target n°1, n°2, n°3, n°4, Double n°5 and n°6.

Example = station n°2

Target n°1, n°2, n°3, Double n°4 and n°5, Double n° 6 and n°7.

To allow a further control, the number of the targets scored ZERO will be written in the corresponding space of the score sheet.

• GLOSSARY

SQUAD :	Group of 6 competitors shooting at the same time on the same layout.
ROUND :	A round consist of 25 clays thrown from the same layout.
TRAP :	Machine or device for throwing the clay.
SHOT :	firing of a cartridge.
Target:	As described in Rule 1.04
TRAJECTORY :	The line of flight of the target through the air.

FEDERATION INTERNATIONALE DE TIR AUX ARMES SPORTIVES DE CHASSE

Sporting World Championship XX/YY - XX/YY 200X - PLACE

Group N° : 1

Round N° : 1 (Fuller)

Referee : 1 _____ 2 _____ 3 _____ 4 _____

Numb.	Name/first Name	Cat.	Targets																			Total					
			25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7		6	5	4	3	2