



# INTERNATIONAL SPORTING RULES

- I. Definition of international sporting rules
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**01/01/2019**

## I. Definition of sporting

## Chapter 1 - Definition of sporting

Sporting is a shooting discipline reproducing hunting situations and practised with a hunting weapon and artificial targets. The discipline uses all the features of a terrain and artificial targets of different types that are launched in order to highlight the shooters' technical and sporting skills. The layouts reproduce hunting trajectories with varied levels of difficulty.

The organisation of a sporting layout must take into consideration the safety of all those present, the protection of the flora and management of the environment. Shooting at live animals is not permitted.

## Chapter 2 - Sporting layouts

### 2.1 Layout

Depending on the configuration of the competition terrain, a sporting range must be equipped with enough traps for the competitors to be able to shoot under conditions that resemble natural game shooting as much as possible; Partridges, ducks, pheasants, rabbits, etc. Target trajectories should include: incoming, outgoing, crossing and quartering at low and high levels, in the open or in woods, obscured or not by trees and shrubs.

### 2.2 Traps

The equipment of layout is as follows:

Type of layout	Number of traps	Composition of singles and doubles
Layout (old system)	5 traps for 3 shooting positions	15 singles, 5 doubles
Line with 4 shooting positions (new system)	3 shooting positions with 4 traps And 1 shooting positions (the #2 or #3) with 3 traps	15 singles, 5 doubles of which 2 doubles on the shooting position with 3 traps
Line with 5 shooting positions (new system)	5 shooting positions with 3 traps / shooting position	15 singles, 5 doubles
Line with 3 shooting positions (new system): allowed for Grand Prix only	5 traps per shooting position	15 singles, 5 doubles

Traps may be either manual, automatic or mixed, identified by alphabetical letters (A, B, C and D) from left to right of the shooting stand.

### 2.3 Targets

The targets to be used are: normal standard targets, rabbit, midi, super mini, battue, flash and zz targets. Targets must be in colours that stand out clearly from the background.

## 2.4 Shooting stands

Shooting stands are to be one metre squares or one-meter diameter circles. If possible, shooting stands should be level ensuring competitors must at least be able to stand up without slipping. (Safety)

In front of the shooting stand will be placed the target menu, visible to the shooter and that will mention, in the shooting order, the trap list (example: A, B, C,...).

The type of special targets (90mm, 70mm, 60 mm, battue, rabbit) must be mentioned on the menu of shooting positions. Before the competition, the referees will make sure that the 4 machines are properly loaded with targets compliant to the target menu

The waiting positions must be as close as possible to the shooting positions, posing no distraction to the squad shooting and complying with the safety rules.

## 2.5 Trajectories

2.5.1 Sporting layouts must comply with hunting ethics and shooting distances, i.e.

- No shooting at close range because the game will be unfit for consumption;
- No shooting beyond the effective range of the shotgun or cartridge otherwise the animal would be wounded.

It must be possible to fire two cartridges at each single target.

The difficulty of each trajectory is ranked as follows:

The percentages shown in each class must correspond to the results of the targets broken by the average shooter:

<i>Difficulty</i>	<b><i>Class A</i></b>	<b><i>Class B</i></b>	<b><i>Class C</i></b>
	<i>More than 80%</i>	<i>from 60% till 80%</i>	<i>from 40% till 60%</i>

Varied trajectories are recommended for each stand, defined by a scale of difficulty from class "A" to class "C".

- One "A" trajectory
- Two "B" trajectories
- One "C" trajectory

In the case of a stand with five single targets, the additional target may solely be a class "A" or "B".

2.5.2 Doubles must be shot at targets already launched as singles from that position. Moreover:

- A "C" trajectory can be used once only for the double or doubles on a stand, best associated with an "A" target.
- Two "B" trajectories can be used for a double, or a single "B" could be associated with an "A" trajectory.

## **Chapter 3 - Shooting rules**

3.1 Shooting position

3.1.1 Shooters must adopt the ready position, i.e. standing with both feet within the limits of the shooting stand.

The heel of the gun stock touches the body.

For all kinds of stocks, including:

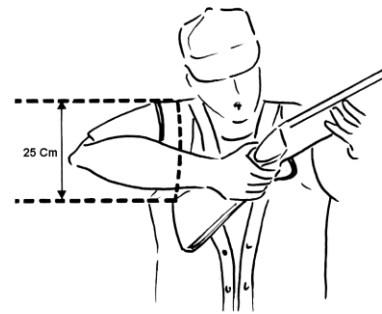
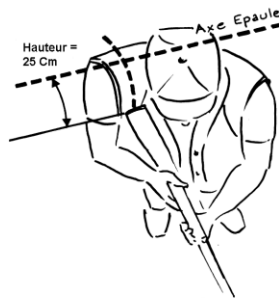
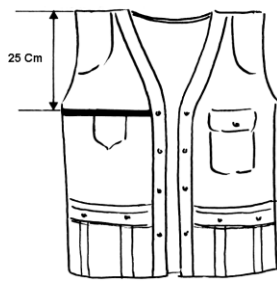
- Standard stocks,
- Monte Carlo kind,
- Stocks fitted with an adjustable comb or any other equipment allowing to shorten the shouldering distance,

the rear point of the highest part of the stock must, in the ready position of the shooter, be under the horizontal line marked on the shooter's jacket.

This line is 25 cm (9.85") below the axis of the shoulder and in parallel with this axis (see diagram below), this line must be colour contrasted with the jacket.

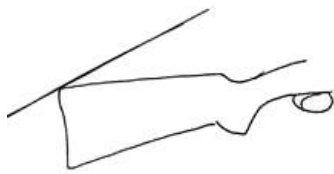
Shooters must remain in this position until the target is released and is visible.

3.1.2 Shooters must not shoulder their guns until the target appears. Shooters must fire with their guns shouldered on all targets, including rabbits.

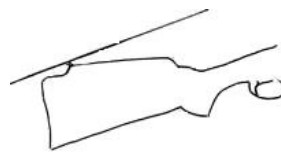


25 cm = 9,85 inches

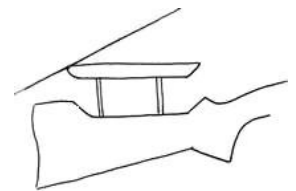
Height: 25 cm Shoulder axis  
25 cm = 9.85 inches



**Standard Stock**



**Monte Carlo stock**



**Stock with adjustable comb**

3.1.3 In a double on report, simultaneous or rafale double, shooters may position their guns as they please between the first and second targets only.

3.1.4 Testing guns

Under no circumstances may guns be tested on the shooting stand. Before going onto a layout, shooters may, if they wish, test the operation of their guns on a stand specially designed and laid out for the purpose near the clubhouse.

3.2 Hearing protection

See "Rules of conduct / Safety" chapter, Article 8.9.

3.3 Safety glasses

See "Rules of conduct / Safety" chapter, Article 8.10.

## Chapter 4 - Definitions

4.1 Definition of a single target

Any single target, of any clay type, is launched by a trap. It must be possible to fire two cartridges at each single target.

## 4.2 Definition of doubles

Shooters are allowed only two cartridges per double. Both cartridges may be shot at the same target.

### 4.2.1 Double on report

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

### 4.2.2 Simultaneous double

Two targets are thrown simultaneously by one or two traps. The targets may be shot in any order.

### 4.2.3 Rafale double

The targets are thrown from the same trap on the same trajectory, at the reloading sequence of the arm of the trap. The targets may be shot in any order.

## II. Competition refereeing



## **Chapter 5 - Referees**

- 5.1 Referees taking part in an international competition solemnly swear to:
- Adhere to the rules and ensure that the rules are adhered to;
  - Take their decisions in an honest and impartial way;
  - Disregard their nationality and home federation during international competitions;
  - Place themselves at a spot enabling them to judge observance of the rules under optimum conditions;
  - Announce their decisions clearly and loudly enough for the shooters to hear them;
  - Listen to shooters' protests respectfully but without allowing themselves to be influenced by the shooter or other competitors.
  - Have in their possession an up-to-date copy of the sporting rules, in the Fitasc's official languages.
- 5.2 Each referee must be in possession of a valid referee's certificate issued by his/her national federation or, in the case of the chief referee, an international referee's certificate issued by the Fitasc. Otherwise, the referee concerned may act solely as an assistant referee, on condition of prior approval by the jury for the current competition.
- 5.3 Referees must ensure good order and proper conduct on the shooting stand and also during shoot-offs.
- 5.4 When a competitor is ready to shoot, he/she calls "ready" or "pull" to the referee, who passes on the shooter's command to the trapper as quickly as possible via an audio signal. The target must be launched within three seconds after that signal.
- 5.5 In exceptional circumstances the referee may interrupt shooting if there is a sudden heavy shower or violent storm likely to be of short duration. If the referee subsequently decides that the interruption may be longer than initially thought the jury must be informed.
- 5.6 A shooter is not entitled to refuse a target unless he/she has not called for it. Solely the referee has the authority to rule on whether a trajectory or a "No Bird" complies with the rules.

## **Chapter 6 - Target refereeing**

- 6.1 Referees make their decisions alone.
- 6.2 Squad shooters are not entitled to intervene or express their opinions on target rulings.
- 6.3 The target is called "one":

When it has been launched and the shooter has fired at it in accordance with article 3.1 and at least one piece is visibly shot off or it is completely or partially destroyed. This also applies to flash targets.

6.4 The target is called “zero”:

If the shooter fails to fire at the target without any valid reason (rafale or simultaneous double zero & zero).

If the shooter fires but the target is not hit and no piece visibly comes off or only particles of dust are visible (smoking targets or target dust).

If the shooter, in the case of a gun malfunction, opens the gun him/herself or touches the safety catch before the referee has checked the gun.

If there is a second malfunction of the gun or ammunition during the same round.

6.5 “NO BIRD”

6.5.1 “NO BIRD” due to the weapon or ammunition

The table below applies in the case of the first incident in the same round.

The shooter receives a warning for the first incident and the target is called “NO BIRD”. After the first incident, all targets not shot at for the same reasons as the first incident are counted as “zero”.

Defect	Type	Action
Two shots at the same time (double discharge)	At a single target	«No Bird», target to be repeated
	At the first target of a double on report	«No Bird», double to be repeated
	At a simultaneous double	«No Bird», double to be repeated
	At a rafale double	«No Bird», double to be repeated
Malfunction with the first shot*	At a single target	«No Bird», target to be repeated
	At a double on report	«No Bird», double to be repeated
	At a simultaneous double	«No Bird», double to be repeated
	At a rafale double	«No Bird», double to be repeated
Malfunction with the second shot	At a single target	«No Bird», target to be repeated The target can be broken only with the second shot and is counted zero if broken with the first shot.
	At a double on report	«No Bird», double to be repeated. Result of the first shot noted.
	At a simultaneous double	«No Bird», double to be repeated
	At a rafale double	«No Bird», double to be repeated

\* If the second shot is fired, the result is recorded as “one” or “zero”.

### 6.5.2 «NO BIRD» due to the target

The table below applies in the following cases:

- if a broken target is thrown;
- if the target is not thrown from the correct trap;
- if two targets are launched from traps on the same shooting stand;
- if the target is not of the correct colour, size or type;
- if the trajectory is ruled incorrect by the referee;
- if the target is thrown more than three seconds after the referee's command;
- if the shooter has not called for the target;
- if the referee rules that the shooter has clearly been disturbed;
- if the referee is unable to give a ruling on the target.

Type	Action
Single target	«No Bird», target to be repeated
Rabbit broken after being missed with the first shot and before the second shot	«No Bird», rabbit to be repeated The target can be broken only with the second shot and is counted zero if broken with the first shot.
First target of a double on report	«No Bird», double to be repeated
Double on report if the first target (or pieces of it) break(s) the second one before the shooter has fired the second shot	«No Bird», double to be repeated Result of the first target noted.
Second target of a double on report	«No Bird», double to be repeated Result of the first Shot noted.
Simultaneous double target	«No Bird», double to be repeated No score established
Rafale double target	«No Bird», double to be repeated No score established

In all doubles, if both targets are broken with one shot, the results is «ONE» and «ONE »

## Chapter 7 - Weapons and ammunition

### 7.1 Definition

All hunting shotguns, including semi-automatics (**except for pump-action shotguns**), are permitted provided that the calibre does not exceed 12 gauge, with a minimum barrel length of 66 cm. The use of micro cameras mounted on shotguns or any artificial aiming device is forbidden.

All shotguns, even unloaded, must be handled with the greatest care. Guns must be carried open (semi-automatic guns must be carried with the breech open), with the muzzle pointing straight upwards or downwards.

Straps or slings on guns are not permitted.

When shooters are not using their guns, they must be placed vertically in a gun rack or in a similar place provided for this purpose. The breech must be open for semi-automatic guns.

7.2 Other shooters' guns must not be touched without their permission.

Two shooters in the same squad are not permitted to use/share the same gun in an official competition or championship.

7.3 In exceptional circumstances, a shooter may, in the event of his/her gun malfunctioning, borrow another shooter's gun, with the latter's agreement, in order to complete the round.

Complete or partial replacement of a weapon, mobile choke or barrel is allowed during the same round, between stands, or between single and double targets, though this must not cause any delay.

7.4 Once shooters are on the shooting stand they are not allowed to make any of the changes provided for above.

7.5 The maximum time allowed to shooters between single or double targets is fifteen seconds. If a shooter exceeds this time the referee will issue a warning to the shooter and then apply Article 12.2.

7.6 The referee will call "No Bird" for the first weapon malfunction. Following malfunctions for the same round are scored zero. If the gun is repaired before the sequence on that stand is finished by his/her squad, the shooter may shoot last with the referee's permission. If the fault cannot be repaired, the shooter is entitled to continue with his/her squad with the referee's agreement and provided that he/she immediately obtains another gun (cf. Article 7.3). Otherwise, the shooter must leave his/her position and squad and can shoot the remaining targets only once there is a free place in another squad and the jury authorises him/her to do so.

7.7 Should both barrels fire simultaneously (double discharge) due to a gun malfunction for a single target or the first target of a double, the target is called "No Bird" and no result is recorded (Article 6.5).

7.8 The cartridge shot load must not exceed 28 grams of lead with a maximum tolerance of +2%. Shot must be spherical, of a regular diameter of 2.0 to 2.5 mm with a tolerance of more or less 0.1mm.

- The use of dispersers, or any other unusual loading device is strictly forbidden, as is the use of reloaded cartridges.
- Mixing different shot of differing dimensions and/or qualities is strictly forbidden, as is the use of black powder and tracer cartridges.

7.9 If both targets are broken by one shot in a double, they are scored "one" and "one".

- 7.10 The referee may ask the shooter to supply two cartridges for checking before the shooter starts at a shooting stand, taking one cartridge from the right pocket of the shooter's vest and the other from the left pocket.

## **Chapter 8 - Rules of conduct / Safety**

- 8.1 If a shooter acts in a manner demonstrating that he/she has lost his/her self-control (throwing down the gun, abusive language or acting violently towards the referee or other competitors, etc), the referee must refer the matter to the jury as quickly as possible (13.4).
- 8.2 A shooter may shoot only in his/her proper turn and only when a target has been launched.

Shooters are not permitted to aim or fire at other shooters' targets or to aim or fire knowingly at live animals (13.4).

No pretence/mock shooting is authorised on the shooting ranges or outside. If a shooter, before calling "ready", engages in mock shooting (e.g. shouldering the gun and following the theoretical line of the target trajectory) or fires a shot involuntarily, the referee must give the shooter a warning. After the first warning, any further occurrence is scored "zero" for the next target hit.

- 8.3 Shooters must be ready to shoot immediately when called and must have the necessary ammunition and equipment for their round. Under no circumstances should a shooter move forward to the stand until the previous shooter has left it and it is his/her turn to shoot.
- 8.4 Shooters must not load until they are in place at their stand, with the gun aiming down the range, and only once the referee has given permission to start firing.
- 8.5 Semi-automatic guns may be loaded with a maximum of two cartridges.
- 8.6 Shooters must not turn around on the shooting range before breaking their guns and removing the cartridges from the chambers, whether they have been fired or not.

When a shooting position is fitted with a bin or a container for empty cartridges, the shooter must drop them off there. The shooters using semi-auto shotguns have to pick up their empty cases after leaving the shooting position and throw them in the bins.

Non-compliance with this rule will lead to the usual sanctions (yellow card / red card – see chapter 13 - Penalties).

8.7 During the presentation of targets or when shooting is interrupted, shooters must break and unload their guns. They may close their guns only when given permission by the referee.

8.8 If a shooter fails to fire or in the event of a gun or cartridge malfunction, the shooter must remain at his/her place with the gun pointing down the range, without breaking it or touching the safety catch, until the referee has checked the gun.

If the competitor in the case of a gun/cartridge malfunction, opens the gun him/herself or touches the safety catch, before the referee has checked the gun, the target(s) will be scored Zero.

8.9 Hearing protection

Hearing protection is compulsory for all shooters, referees, staff and members of the public on or in the proximity of a layout. Any shooter on a stand without hearing protection is considered absent and Article 16.7 applies. In all circumstances outside the clubhouse, children present on a range must wear hearing protection.

8.10 Safety glasses

Safety glasses are compulsory, without any exceptions, for all shooters, referees, staff and anyone else in the immediate vicinity of a stand. Any shooter on a stand not wearing safety glasses is considered absent and Article 16.7 applies.

## **Chapter 9 - Appeals**

9.1 The onus is upon the shooters to break their targets at places that are visible to the referee so that he/she can give a ruling.

9.2 If the referee rules that a target has been shot behind a natural obstacle or shooting limit, no appeal against the referee's decision is admissible.

9.3 Under no circumstances will shooters be permitted to leave their positions or pick up a target to check whether it has been hit.

9.4 By calling for the following target, the shooter accepts the referee's ruling on the previous one.

9.5 If the shooter disagrees with the referee's decision, the appeal must be made immediately on the shooting stand by raising his/her hand and saying "appeal" or "protest".

The referee must then interrupt firing and the shooter must give the reason for the appeal.

- 9.5.1 If the referee, in all conscience, is convinced that his/her ruling is correct, he/she immediately confirms the decision, which then becomes enforceable without any possibility of recourse (Articles 10.1 and 10.2).
- 9.5.2 If the referee has any doubts about his/her decision, he may consult one of the following in a consultative capacity before making a definitive ruling:
- another referee present;
  - the trapper;
  - the shooters belonging to the squad concerned.

The referee is not obliged to agree with the opinions given.

- 9.5.3 Following consultation as specified above, the referee gives his/her definitive ruling, which then becomes indisputable and is therefore binding on the shooter (10.1 and 10.2).
- 9.6 For any reason other than a trajectory ruled as correct or a “No Bird” or a target recorded as “one” or “zero”, the referee’s decision can be appealed before the jury.
- 9.7 To appeal against a referee’s decision, a shooter must protest in writing to the jury, with a deposit corresponding to 40% of the entry fee.
- 9.8 If the jury finds in the shooter’s favour the deposit is returned, otherwise it is donated to charity nominated by the Chairman of the Fitasc. If the jury finds that the protest is justified, though for a reason other than those referred to in Article 9.6, it may instruct the referee to change his/her ruling. The jury may also appoint a new referee or amend the referee’s ruling (Article 9.6).

## **Chapter 10 - Refusal to comply**

- 10.1 Shooters must resume firing **within fifteen seconds** of the referee’s final ruling.
- 10.2 If a shooter fails to resume firing within fifteen seconds of the referee’s final ruling, this is considered as a refusal to comply and the penalties specified in Chapter 13 will apply.
- 10.3 If a referee decides that a competitor is deliberately delaying before firing or is acting in an obviously unfair manner, this will be considered as a refusal to comply.

## **Chapter 11 - Attempting to influence the referee**

- 11.1 Shooters are considered as attempting to influence the referee where:

- 11.1.1 the shooter concerned continues to challenge the referee's final ruling, via his/her attitude or verbally, despite the resumption of firing;
- 11.1.2 the shooter concerned conspicuously challenge the referee's rulings;
- 11.1.3 the shooters present conspicuously express their opinion or criticism of a ruling without being permitted to do so by the referee.

## **Chapter 12 - Warnings**

- 12.1 If a shooter takes up an improper position, i.e. not in accordance with Chapter 3.1 of these rules, or if he/she shoulders the gun before the target appears, a verbal warning is issued supported by a referees Yellow card.
- 12.2 After the first warning, for any further occurrence on the same layout, the referee will show a Red card, the target(s) is/are declared:
  - "zero" for a single target;
  - "zero" and "No Bird" for a double on report;
  - "zero" and "zero" for a simultaneous double;
  - "zero" and "zero" for a rafale double.
- 12.3 A target declared "No Bird" by the referee may not be fired at under any pretext. Any shooter breaching this rule after a first warning is penalised as follows:
  - "zero" for a single target;
  - "zero" and "No Bird" for a double on report;
  - "zero" and "zero" for a simultaneous double;
  - "zero" and "zero" for a rafale double.

## **Chapter 13 - Penalties**

- 13.1 All shooters taking part in a competition accept all the Fitasc's rules and declare that they accept the present sporting rules. They also agree to accept sanctions and any other consequences of breaking the rules, disobeying referees' orders and rejecting referees' rulings.
- 13.2 For a first breach of an article of the rules, the referee or jury will issue a warning.
- 13.3 In the event of a repeat offence, refusal to comply or an attempt to influence a referee, the jury may penalise a shooter as follows:
  - loss of one target;
  - loss of a round of twenty-five targets;
  - Expulsion from the competition.
- 13.4 On referral by a referee, the jury may immediately expel from a competition any shooters who have lost their self-control or who have been guilty of



refusal to comply and/or attempting to influence a referee or deliberately firing at live animals.

- 13.5 Any expulsion in accordance with Article 13.4 is notified to the shooter's home federation and the Fitasc head office, which will keep a record of the expulsion for a period of five years.
- 13.6 In the event of a second expulsion within a period of three years of the first expulsion, the offender may, exclusively by decision of the Fitasc Management Committee, be definitively refused entry to any competition organised under the Fitasc's auspices.
- 13.7 Shooters expelled from a competition will not be reimbursed or receive any financial compensation under any circumstances.

## **Chapter 14 - Scorecards**

- 14.1 Scorecards are kept by the referee or, under his/her supervision, another person selected by the referee. Each referee must have a different coloured pencil for each shooting stand on the same layout.
- 14.2 Only targets scored "zero" are noted on the scorecard (see copy appended). Each target scored "zero" is written down in chronological order from left to right on the scorecard.

Targets are numbered in shooting order at each stand e.g.:

Station 1:

Target No. 1, No. 2, No. 3 and No. 4, double No. 5 and No. 6

Station 2:

Target No. 1, No. 2 and No. 3, double No. 4 and No. 5, double No. 6 and No. 7

### III. Competition organisation

## **Chapter 15 - Competition organisation**

- 15.1 The national federation concerned must approve layouts for national competitions, while the international federation must approve layouts for international competitions.
- 15.2 A federation in charge of organising an international championship that wants to hold the competition on a course or terrain that has not been approved, must present the terrain and the organisation details to a Fitasc representative at least eight months before the date of the competition. The Fitasc may, if it thinks fit, oblige the federation to appoint a course designer, responsible for the design & the organisation of layouts.
- 15.3 A Fitasc member federation may delegate responsibility for organising a competition to one of its clubs but it will still be considered by Fitasc as wholly responsible for the application of all the specifications previously approved.
- 15.4 **Jury**
- 15.4.1 International events are supervised by a jury formed by members of the Fitasc sporting commission present at the event and one representative from each participant nation entering a senior team. The jury is chaired by the representative of the organising Fitasc member. Fitasc Management Committee members automatically belong to the jury except for those sitting on the appeal jury.
- 15.4.2 The jury makes decisions by a majority of the members present. In the event of a split decision, the chairman or his/her representative has a casting vote.
- 15.4.3 In order to be valid, decisions must be made in the presence of the jury chairman or his/her representative and at least one quarter of the members.
- 15.4.4 In an emergency (e.g. risk of shooting being stopped), two jury members appointed by the chairman or his/her representative may make an exceptional decision subject to the jury's subsequent ratification of this decision.
- 15.5 **Role of the jury**
- 15.5.1 The technical commission members on the jury must check, before shooting starts, that the ranges and layouts comply with the rules and specifications.
- 15.5.2 After the opening ceremony, the organising federation announces the firing times determined by the jury.
- 15.5.3 The jury must ensure that the rules and safety requirements are observed during shooting.
- 15.5.4 The jury may check weapons, ammunition and targets using technical testing equipment.

- 15.5.5 The jury must make the necessary decisions in the event of a technical defect if the Chief referee has not made them.
- 15.5.6 The jury must examine appeals and decide on the necessary penalties given to any shooters failing to observe the rules or behaving in an unsportsmanlike manner.
- 15.5.7 The jury must ensure that there are always at least two of its members present on the shooting terrain.
- 15.5.8 The Jury members which noticed an irregularity cannot directly intervene to the referees, but they must report what they observed to the Jury.

## 15.6 Responsible persons for the layouts

- 15.6.1 During the days preceding the start of the competition, the course designers will present the settings of the layouts with their trajectories as well as the proposed and recorded different type of targets, to the following persons:
- the jury members “Being the responsible persons for the layouts,”
  - as well as the Chief referee.
- 15.6.2 The proposals specified in paragraph 15.6.1 may be amended to comply with technical, refereeing, safety and environmental rules and, more generally, the spirit of Fitasc competitions.
- 15.6.3 All layouts are finalised only after being validated by the jury members and the chief referee.
- 15.6.4 The chief referee passes on the refereeing instructions to each stand referee.
- 15.6.5 Trajectories selected by the jury or the course designers cannot be modified by the referee.

However, in case of a trap malfunction or of any exceptional change in the weather, the referee is allowed to re-set the defective trajectory if:

- a. The target fails to appear;
- b. The target trajectory is considered dangerous by the referee

In either case, it is advised to call on the course designer or a jury member to check the rectified trajectory.

- 15.6.6 Practising is not permitted before the events take place on the layout(s) defined by the layout officials.

## 15.7 Appeal jury

- 15.7.1 An appeal jury may be created for each international competition to hear any protest to jury decisions by shooters or by the Fitasc.
- 15.7.2 The appeal jury is formed by the Chairman of the Fitasc (or his/her representative), the Chairman of the technical commission (or his/her representative) and the Chairman of the organising Fitasc member (or his/her representative).
- 15.7.3 The appeal jury is created at the same time as the jury.
- 15.7.4 If no appeal jury is created, the jury's decisions are final and not subject to appeal.

## Chapter 16 - Championship procedure

- 16.1 An international competition, comprises of two hundred targets and a round comprises twenty-five targets, though in exceptional circumstances the number may be changed by the jury if this proves essential, in which case the shooters are reimbursed by the organiser for the targets not used on the basis of the price of the practice targets.
- 16.2 Shooting takes place in squads of six shooters, after drawing lots, with the shooters rotating at each stand and also when shooting doubles. At international competitions, members of teams from the same nation are divided between different squads as far as possible. The organising committee announces the times and the squad members in advance.
- 16.3 At each stand, each shooter in the squad shoots first at single targets and then at doubles on rotation. (Unless the jury decides otherwise).
- 16.4 All the trajectories are presented at each stand to the first shooter in each squad, who must be ready on the shooting stand.

The referee, on request of the competitor in the shooting stand, will repeat the target trajectory presentation up to a maximum of two targets for each target in the target menu sequence

- 16.5 No firing or mock firing is permitted on presentation of the targets otherwise Articles 12.1 & 12.2 apply.
- 16.6 No double on report targets are presented to shooters. Solely simultaneous and rafale double targets are presented to the first shooter in each squad.

The referee on request of the competitor in the shooting stand, will repeat simultaneous or rafale doubles up to a maximum of two shown doubles.

- 16.7 Shooters must arrive on time at the shooting stand. If a shooter is not present when his/her name is called, the referee must call out the name and number three times within the space of one minute. If the shooter has not missed his/her turn to shoot the singles on the first stand, he/she may rejoin the squad without penalty. If the shooter fails to join the squad before his/her turn, all single and double targets not shot at are scored "zero". If a shooter attends one of the following stands (2, 3, 4 etc), all clays not fired at on the previous stands are counted "zero". Under no circumstances may the shooter shoot the layout for which he/she has missed one or more stands, **in another squad**.
- 16.8 If a shooter considers that he/she has a good reason for being late and that the lateness was outside his/her control, he/she must:
- Not rejoin his/her squad during the round;
  - Appeal to the jury in writing;
  - Abide by the jury's decision;
  - Shoot his/her round in another squad if authorised by the jury.
- If the jury finds that a shooter's reason is not admissible, the shooter is penalised by twenty-five "zeros" for each layout not shot.
- 16.9 In the event of a trap machine malfunctioning or a firing interruption lasting more than ten minutes, the referee must present the stand targets to the shooters again.
- 16.10 At international competitions, the results are recorded by the referee or his/her representative, who may be a shooter. The results of each round are then displayed on a central scoreboard.
- 16.11 On leaving each stand, shooters must check that their scores have been correctly recorded on the scorecard. Any shooter challenging the recorded score must inform the referee immediately but the final decision rests solely with the latter, who may nonetheless seek information and take advice (Article 9.5.2) before making his/her final decision. No appeals are admitted once this consultation process has been completed.

## Chapter 17 - Dress

- 17.1 Competition participants must be properly dressed. Short shorts are not permitted; only long shorts (Bermuda type at most 5 cm above the knee) are permitted. It is not permissible to be naked under a skeet vest. Shirts must have at least short sleeves and a collar or, without a collar, must have a round neck (like a tee shirt). Wearing sandals is not permitted for safety reasons.

The shooter's competitors number must be attached to his/her upper back between shoulders and waist, be fully visible and worn in its entirety.

Failure to observe this rule is penalized by a first warning from the referee. Failure to rectify this requirement will lead to further penalties that may extend to exclusion from the competition by decision of the jury.

At the opening ceremony, during the parade of National teams, their members have to be in the attire of their National team, or wearing a pair of pressed trousers & blazer.

At the closing ceremony, all the awarded shooters shall attend the prize giving, either in the attire of their National team, or wearing a pair of pressed trousers & blazer.

## Chapter 18 - Shoot-offs

- 18.1 In the event of a shoot-off for the top three individual places, a new layout is set up by the jury (if there is enough time to organise the shoot-off).
- 18.2 Below the third place in the ranking and concerning the tied shooters to be awarded, the tie will be broken by taking the score on the 8<sup>th</sup> layout, then in case still tied, by counting back from the 7<sup>th</sup>, 6<sup>th</sup>, 5<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, 1<sup>st</sup> layout. Tied shooters without award will be ranked as equals.
- 18.3 Shoot-offs take place via a round of twenty-five targets. If the shooters cannot be separated they shoot a second round, where the shooter scoring the first “zero” is eliminated (“sudden death” principle) provided that all the shooters have shot at the same number of targets, the winner being the shooter remaining after all his/her competitors have been eliminated. In the case of equal scores and solely in the case of a shoot-off (applying the sudden death principle), a double on report is considered as a combination of two targets without taking account of the position of a “zero” target, whether the double is “one” and “zero” or “zero” and “one”.
- 18.4 Shooting takes place in accordance with the previous rules, though the empty places in the squad are not filled.
- 18.5 If the shoot-offs have not been planned in advance as part of the event, the shooters concerned must remain in contact with the jury so that they are ready to shoot within fifteen minutes of being called. Shooters absent at the time of the shoot-off are disqualified.
- 18.6 The jury may decide that shoot-offs have to be postponed until the following day for reasons of *force majeure*, in which case absent shooters are disqualified.
- 18.7 In the case of teams tying, the ranking is done by taking the overall score of the team members on the 8<sup>th</sup> layout, then in case still tied, by counting back from the 7<sup>th</sup>, 6<sup>th</sup>, 5<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, 1<sup>st</sup> layout.

## Glossary

Squad:	Group of six shooters maximum drawn at random and shooting at the same time on the same installations.
Round:	A round comprises 25 targets shot on the same layout or line.
Trap:	Machine or device for throwing targets.
Shot:	Corresponds to firing one cartridge.
Target:	See Article 2.3
Trajectory:	Line followed in space by a target.
Layout:	One layout is composed of some shooting stands, forming a 25 target layout
Shooting stand:	Position for shooting (circle or square)
One:	Target broken according to the rules
Zero:	Target missed according to the rules
Course designer:	Person in charge of the setting of layouts
No Bird:	Target or trajectory irregular according to the rules

RULES ACCREDITED BY THE ORDINARY GENERAL ASSEMBLY DATED JULY 9<sup>th</sup>, 2018.



Fédération Internationale de Tir aux Armes Sportives de Chasse																													
World Sporting Championship XX/XX – XX/XX 200X, XXXXXXXXXXXXX																													
Squad No. 1      Turn No. 1      Referee: 1 _____ 2 _____ 3 _____ 4 _____																													
Number	Surname / 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	1	
				25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
				25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
				25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
				25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
				25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	