



## NZCTA Rule Book Part 2:

Technical (Shooting) Regulations for:  
DTL – Skeet – ABT- FITASC & ISSF

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Includes Amendments March 2011  
Amendments April 2012

**Introduction:**

The hard copy rule book was up to date at the time of going to print and will be reprinted periodically to reflect rule amendments. The NZCTA website will continue to hold the up to date rules, and if any conflict should arise between versions, the web version will prevail.

Also on the association web site, there will be a list of amendments to the current version of the rule-book, which members can print off to update their own hard copy of the rules.

Shooters shall be courteous to field personnel and conduct themselves in a sportsmanlike and gentlemanly manner at all times.

Shooters competing in, and clubs staging clay target shooting matches under the auspices of the New Zealand Clay Target Association render themselves liable for penalty should any of the following rules and conditions not be faithfully observed.

We trust these improvements will enable shooters to become and remain conversant with the rules pertaining to our sport.

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## SECTION 4 - NZCTA GENERAL SHOOTING REGULATIONS

### INTRODUCTION

#### 4-01: GENERAL

- a) This edition of the rules has been modified from previous editions of NZCTA rulebooks to allow for and recognise that referees who officiate in Association matches will be drawn from previous squads or appointed and approved by the shoot management.
- b) These rules apply to all disciplines of NZCTA shooting unless otherwise specified.
- c) Where current rules for ISSF and FITASC Sporting and Compak or other international disciplines exist, these specific rules shall apply and must be consulted.
- d) All shooters must familiarise themselves with these rules and ensure that they are enforced.
- e) It is the responsibility of every shooter to ensure evenness of application of these rules and thus ensure equity of competition.

#### 4-02: SAFETY

- a) The safety of a shooting range depends to a large extent on local conditions and the shoot management may establish additional safety rules.
  - i) The shoot management must know the principles of range safety and take the necessary steps to apply them.
  - ii) The shoot management bears the responsibility for safety.
- b) The safety of shooters, range officials and spectators requires continued and careful attention to firearms handling and caution in moving about the range.
  - i) Self-discipline is necessary on the part of all.
  - ii) Where such self-discipline is lacking, it is the duty of range officials to enforce discipline and the duty of shooters and other officials to assist in such enforcement.
- c) In the interest of safety, any recognised NZCTA official may stop the shooting at any time. All shooters are obliged to notify such officials immediately of any situation that may be dangerous, or which may cause an accident.
- d) No one except a referee or Jury member may pick up a shooter's equipment without their permission and only in their presence and with their knowledge.
- e) To ensure safety, all shotguns must be handled with maximum care at all times.
- f) After the last shot, the shooter must ascertain before leaving the shooting station that there are no cartridges in the chamber or magazine of their gun.
- g) When not on the shooting station the gun shall be carried with breech open and empty.
  - i. Pumps and semi-automatics will have the bolt open.
  - ii. Fixed breech (double barrels including over and unders and side by sides) will be broken open and empty.
- h) Sighting exercises are permitted, but only with the permission of the referee and only on the shooting station or designated area.

- i) No gun shall be loaded, closed or sighted when operating personnel are forward of the firing line, or when trap-house safety flags are displayed.
- j) Shooting at a pattern plate may be permitted, but only when authorised by the shoot management.
- k) All shotguns must be kept unloaded except on the shooting station and after the referee has indicated that the squad may load.
- l) When the command or signal to 'CEASE FIRE' or 'UNLOAD' is given, shooting must stop immediately.
  - i) All shooters must unload their shotguns and make them safe.
  - ii) Shooting may only be resumed at the appropriate command or signal.
- m) The referee or other appropriate range officials are responsible for giving the commands 'START FIRING' and other necessary commands.
  - i) The referee must also ascertain that the commands are obeyed and that the shotguns are handled safely.
  - ii) Any shooter who handles a loaded gun after the 'CEASE FIRE' command has been given, without the permission of the referee, may be disqualified.
- n) **Ear and Eye Protection.** It is compulsory for all persons (including shooters, referees and trap personnel) to wear some form of recognised and adequate ear protection on a trap, Skeet, Sporting or Compak range plus safety or shooting glasses on a Skeet, Sporting or Compak range for eye protection. It has been proven that permanent hearing damage results from repeated exposure to noises such as shotgun blasts.
- o) **Footwear.** The wearing of 'Jandals', 'thongs' or bare feet while shooting is prohibited on the grounds of safety.
- p) **The use of drugs.** The use or taking of any drug, legal or illegal and including alcohol, shall prevent the competitor from taking any further part in that days competition with the exception of the taking of prescription or non-prescription over-the-counter medications that do not impair a shooters ability to perform safely.
- q) **Specified danger area.** In the interest of safety there shall be a specified danger area. Refer to the Range Standing Orders of the Club for specific detail.

### COMPETITION OFFICIALS

#### 4-03. The Field Referee.

- a) The shooting will be conducted by a referee drawn from the previous squad, or appointed and approved by the shoot management. Their main function is to release the target(s) and to make immediate decisions regarding 'SCORED' or 'LOST' targets. The referee must also make decisions on disabled guns or malfunctions.

- b) The referee shall announce distinctly 'BREAK', 'LOST' or 'NO TARGET', as the case may be, for each target that has been called, thrown, or fired upon. In Points Score matches, the referee shall call 'BREAK ONE', 'BREAK TWO', 'LOST', or 'NO TARGET' as the case may be. In American skeet or Double Rise the alternative calls 'ONE', 'OH', or 'NO TARGET' may be used.
- c) The referee must make an immediate decision whether targets are 'SCORED', or 'LOST', whether a repeat target is to be thrown, whether there are irregular targets, or whether there are other deviations from the rules.
  - i. If possible he must call 'NO TARGET' or give some other signal before the shooter fires.
  - ii. Irregular targets require an immediate and very accurate decision by the referee.
  - iii. If the shooter fires at an alleged "slow" or "quick" pull before the referee has declared it "No Target", the result of the shot is to be scored.
- d) When the targets thrown from any machine are repeatedly irregular or emerge broken, the referee shall suspend shooting and have the machine adjusted or repaired.
- e) A target declared "NO TARGET" by the referee prior to the shooter firing must always be repeated but subject to Rules 5-28 and 5-29.
- f) The referee must always make the final decision himself.
- g) The referee's decision may be appealed in matters concerning interpretation and application of the rules. The referee's decisions are final and no appeals are permitted in matters concerning 'SCORED', 'LOST' or irregular targets.
- h) The referee, under the Jury or shoot management's control, is responsible for the application of the safety rules and for the correct conduct of the competition.
- i) Any shooter who refuses to act as a referee when drawn from the previous squad shall be subject to the disciplinary penalties of rule 4-49.
- j) A relief referee shall not take over a field until competitors have completed the round being fired, except in the case of emergency.

#### 4-04 The Scorer.

- a) One scorer shall be used who shall be appointed in rotation from among the competitors, generally from those who have shot in the previous squad.
  - i. It is recommended that the scorer shall stand close enough to the referee so that the referee can see the score sheet.
- b) All competitors, other than match officials, are obligated, upon request, to function as scorers. The referee may accept a substitute at his or her discretion.
- c) Any competitor who refuses to perform this task when required shall be subject to the disciplinary procedures of rule 4-49.
- d) The scorer shall be responsible for recording the scores accurately for each shooter on the

official score sheet and for announcing the end of the round.

- e) When a round has been completed and the results have been compared and read aloud, the referee and each shooter must sign or initial the score sheet so that it can be returned to the classification office quickly.

**Note:** Failure to sign the score sheet before it leaves the field eliminates all right to protest scores other than scores erroneously posted from the score sheets.

#### 4-05 The Official Referee(s).

- a) There shall be at least 24 official referees appointed by the Council, with at least 12 in each Island.
- b) The official referees shall be appointed annually. They shall have the right to be re-appointed at the expiry of their term, and may relinquish their position by resignation in writing to the Association at any time.
- c) The official referee shall be invited to officiate by the shoot management during the course of a day's shooting.
- d) The official referee shall be responsible for overseeing the setting of the traps prior to the commencement of any competition.
- e) The official referee shall be responsible for allocating the drawn referee and scorer from each squad.
- f) The official referee shall be responsible for patrolling the shooting fields and shall be available for advice if requested.
- g) The official referee shall consult with the field referee on any matter or aspect of safety when circumstances deem such action necessary.
- h) The official referee shall be responsible for officiating at any shoot-offs where required.

#### 4-06 The Shooter's Representative(s).

- a) The shooter's representative is a member of the NZCTA Council who, if available, is invited by the shoot management to officiate during the course of a day's shooting to represent the interests of the shooters.
- b) The shooter's representative shall liaise with the shoot management and the referees at all times to ensure the maintenance of constant equity of competition amongst all participating shooters.
- c) The shooter's representative shall consult with the officiating referee on any matter or aspect of safety when circumstances deem such action necessary.
- d) The shooter's representative shall ensure that the day's proceedings are carried out in conformity with the day's programme.
- e) The shooter's representative shall act as a liaison officer between shooters, referees, shoot management, and the Council or Executive, to ensure that any dispute which may arise is settled in a fair and proper manner.
- f) The shooter's representative shall act at all times as the representative of the Council to ensure that all aspects of any tournament are carried out in accordance with the regulations.

- g) Shooter's representatives, and all Council members, are required to advise the shoot management of any tournament immediately if it is noticed that anything contravenes the regulations, and to liaise with the shoot management to ensure that such matters are rectified forthwith.

#### **4-07 The Jury.**

- a) When appointed, Juries shall advise, assist and supervise the competition and the competition officials appointed by the shoot management.
- b) The Jury will comprise 3 to 5 members who must all be familiar with these rules.
- c) Members of the Jury have the right to make individual decisions during the competition, but should confer with other Jury members and competition officials when any doubt exists.
- d) Before the beginning of any competition, the Jury must examine the shooting range to ensure that it conforms to the rules.
- e) The Jury has the right to examine the firearms, equipment, positions etc., of the shooters at any time, even during the competitions.
  - i. During the competition, their approach should not be made while the shooter is firing a shot.
  - ii. However, immediate action must be taken when a matter of safety is involved.
- f) The Jury shall accept any protest(s) made in accordance with these rules and shall rule on them. All cases in dispute must be decided by a majority of the Jury.
- g) The Jury must decide all cases that are not provided for in these rules. Such decisions must be made within the spirit and intent of these rules.
- h) A majority of the Jury must always be present on the grounds during the competition so that, if necessary, a Jury meeting can be called and decisions made immediately. The Chairman of the Jury must ensure the presence of sufficient members of the Jury.
- i) If the functions and provisions of a Jury are dispensed with, the duties will be administered by the shooters representative(s), shoot management, and the official referee(s).

#### **TARGET STANDARDS**

##### **4-08 Standard clay targets (for Skeet and Trap events).**

- a) Targets that may be used for standard DTL and Skeet events may have a diameter no larger than 110mm (plus 1mm, minus 3mm) with a height of 29mm (plus 1mm, minus 4mm).
- b) Target weight must not exceed 105 grams and not less than 95 grams, with a variation of not more than plus or minus 5 grams per target batch lot. (Targets with the same batch number).
- c) Targets used in competition must be consistent, with a variation of no more than 1% in target diameter and height, across all fields used for an event.

- d) The colour of the targets may be all black, all white, all yellow, all orange; or the full dome may be painted white, yellow or orange; or a ring may be painted around the dome in white, yellow or orange.
- e) The colour of a target that is selected for all championships must be clearly visible against the background of the range under all normal lighting conditions. The same colour target must be used for training.
- f) For all events, the conducting club must have sufficient satisfactory targets, both checked and stored at the ground in ample time for the event.

##### **4-09 Mini clay targets**

A mini target shall be 73mm (plus or minus 4mm) diameter and shall not be more than 57 grams in weight.

#### **GUNS, EQUIPMENT AND AMMUNITION**

##### **4-10 General.**

All devices, ammunition or equipment which are not in these rules, or which are contrary to the spirit of these regulations and rules are not allowed. The referee, shoot management or Jury has the right to examine the shooter's guns and ammunition at any time.

##### **4-11 Guns.**

- a) All types of shotguns, including semi-automatics, may be used provided their calibre does not exceed 12 gauge. Guns smaller than 12 gauge may be used.
- b) Guns which will accept more than one gauge of shell at the same time are not permitted to be used in any competition.
- c) Slings or straps on guns are prohibited.
- d) Guns with magazines must have the magazines blocked so that it is not possible to put more than one cartridge in the magazine at one time.
- e) Changing guns or functioning parts of a gun is not permitted between stations of the same round unless the referee declares a malfunction that cannot be remedied quickly.
- f) No gun will be permitted to be used which has a barrel length shorter than 635mm (25in.).
- g) The use of Damascus barrel guns or any other shotgun incorporating any form of twist steel barrel is strictly prohibited in all competitions conducted by a club or under the auspices of the NZCTA.
- h) Spent shell catchers on the breech opening of automatic and similar shotguns must be removed after causing a malfunction (the first being an allowable malfunction) or the shooter may continue with the shotgun assembled with the attachment fixed but will not be allowed any further such malfunction during the day's programme.
- i) No sighting devices, other than conventional sights, shall be permitted without dispensation from the Council.
- j) Compensators or similar devices are permitted, but shooters wishing to shoot with such a modified gun will be placed in a squad of

shooters who have no objection to these devices being used.

- k) Release trigger guns.
  - i. A shooter shall not be allowed to use a gun with a release-type trigger unless the referee and other members of the squad are notified.
  - ii. Failure to make the referee aware of the release trigger shall render the shooter liable to disqualification.
  - iii. Extra caution must be exercised if a malfunction occurs with a release trigger gun (see rule 4-31 (b)).
  - iv. Guns with release triggers must be clearly marked to that effect.

#### **4-12 Personal attire.**

- a) It is the responsibility of the shooter to appear at the shooting station dressed in a dignified manner appropriate for a public event.
- b) Shooters are requested to dress in a dignified and appropriate manner when they are to be presented with any prize or trophy.

#### **4-13 Cartridges.**

- a) Before shooting the length of the cartridge must not exceed standard specifications of 70mm.
- b) Shot loads must not exceed 28 grams. A loading tolerance of 0.5 grams will be permitted.
- c) Pellets must be only spherical in shape, made of lead or lead alloy, and not larger than 2.5mm for DTL, Skeet and Sporting events. Shot may be plated.
- d) Black powder, tracer, incendiary or other specialty type cartridges and steel shot are prohibited.
- e) Cartridges must be of normal loading. No internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.
- f) The referee, shoot management or Jury member may remove an unfired cartridge from a shooter's gun for inspection.
- g) Reloaded ammunition shall be permitted to be used in all matches conducted under the auspices of the NZCTA
- h) In instances of a competitor using reloads (hand-loads) suspected of being dangerous, the referee, shoot management and/or member of the Council or Jury may take ammunition in the possession of the competitor concerned and arrange for it to be tested by the Association agents authorised and qualified to perform such a task.
  - i. A competitor whose cartridges have been taken in such circumstances is prohibited from any further competition unless he uses only factory manufactured cartridges on the grounds of any club at which he may desire to compete.
  - ii. This restriction on their competition shall remain in force until such time as a satisfactory test result on their cartridges has been obtained.

### **CONDUCT OF COMPETITIONS, PRE-MATCH RESPONSIBILITY OF SHOOTERS AND SQUADDING**

#### **4-14 Conduct of competitions and definitions.**

For all regulation shooting and at all open shoots and championships, competition is to be conducted on a one visit, one trap basis, up to a maximum of 25 targets per visit.

- a) Exceptions to the 25 target maximum are:
  - i) DTL Triples; maximum 30 Targets
  - ii) Double Rise; maximum 25 pairs of targets.
  - iii) Skeet Doubles; maximum 25 pairs of targets
- b) This shall define a round.

**Note:** Team shooting is specifically excluded from this definition.
- c) Competition may be conducted in rounds, or by shooting at a series of rounds of targets consecutively.
- d) The trap on which squad one will shoot the first round or series will be decided by lot, or as otherwise determined by the shoot management.
- e) The number of targets comprising the competition at all open shoots and Association championships will be as approved by the NZCTA Executive Officer, and the Council
- f) Once shooting has been started it must continue according to the programme without interruption, except for mechanical breakdown. In the event of darkness, foul weather or other cause, the shooters representative, in consultation with shoot management, shall have the right to decide when and how the competition shall be completed.

#### **4-15 Shooter's pre-match responsibilities.**

It is the shooter's responsibility to be on the proper station at the right time with sufficient ammunition and the necessary equipment.

#### **4-16 Squadding.**

- a) For regulation shooting, squads will be filled by the shoot management, in order of nomination, on the day of competition, or as otherwise announced.
- b) Squads shall consist of a maximum of six shooters.
- c) Shooters may enter full squads, but must accept the next vacant number.
- d) The shoot management shall have the right to enter match officials only, (referees, handicappers, etc), at any time, to assist in the organisation of the competition.

### **GENERAL RULES OF CONDUCT FOR SHOOTERS**

#### **4-17 General.**

- a) Shooters competing in, and clubs staging clay target shooting matches under the auspices of the NZCTA, render themselves liable for disqualification from any match or suspension from the Association, should any of the following rules not be faithfully observed.
- b) Shooters should be courteous to field personnel and conduct themselves in a sportsmanlike and gentlemanly manner at all times.

- c) All shooters must pay constant attention to safety, must apply self-discipline on the shooting station, must accept the authority of these rules, and must ensure that fairness of competition is maintained at all times.
- d) Cell phones – The use of mobile telephones or similar devices by competitors and range officials while within the competition areas is prohibited. All mobile telephones must be switched off. (See “Interference”)
- e) No alcohol shall be taken onto or consumed by competitors or range officials while within the competition area.

**4-18 Rules for handling shotguns.**

- a) All guns, even when empty, must be handled with the greatest of care and in a safe manner.
- b) Conventional double barrel guns must be carried with the breech open, and semi-automatic guns with the breech-bolt open and the muzzle pointed toward the ground.
- c) It is forbidden to touch or handle another shooter's gun without the owner's permission.
- d) It is the shooter's responsibility to be aware of their obligations for gun handling and storage as required by the Arms Act.

**4-19 Shooting, test firing and sighting.**

- a) Sighting is permitted only on the shooting station or in a designated area.
- b) Shots may be fired only when it is the shooter's turn and the target has been thrown, except for test firing of guns, which may be done on the range prior to the beginning of a round, only with the permission of the referee.
- c) Sighting or shooting at another shooter's targets is forbidden.
- d) Deliberately sighting or shooting at live birds or other animals is prohibited.

**4-20** Cartridges must not be placed in any part of the gun until the shooter is standing on the shooting station, facing the traps with the gun facing the target flight area, and after the referee has given permission to load.

**4-21** Shooters using an automatic shotgun may not put a cartridge in any part of the gun until it is their turn to shoot.

**4-22** The shooter must not turn from the shooting station before their gun is opened.

- a) When shooting is interrupted, the gun must be opened.
- b) No gun may be closed until the order to continue has been given.

**4-23** Shooters must not cause any interruption of the shooting other than those allowed in these rules and must restrict their conversations to calling for their targets, reporting 'READY', making a protest, or answering the questions of the referee.

**4-24** Shooters may not close their guns before it is their turn to shoot, and in handicap matches, until all other shooters have retired to a mark at least equal to the shooters mark.

**4-25** The shooter must close the action of their gun in accordance with the manufacturer's instructions.

**4-26** In DTL events, all guns must be carried open when moving between Stations 1 and 5, and must be carried open and unloaded when moving from Station 5 to Station 1.

**4-27** In skeet events, all guns must be carried open and unloaded when moving between stations.

**MALFUNCTIONS, DOUBLE DISCHARGES AND DISABLED GUNS**

**4-28 Malfunctions.**

A malfunction shall be defined as any failure of a gun or ammunition to fire for any reason whatsoever which is not attributable to the shooter.

- a) The following are not considered malfunctions:
  - i. Faulty manipulation of the gun by the shooter.
  - ii. Failure to place the cartridge in the proper chamber of the gun.
  - iii. Empty shells in the chamber or chambers.
- b) The following are considered ammunition malfunctions when the firing pin indentation is clearly noticeable:
  - i. and only the primer fires.
  - ii. and the powder charge is omitted.
  - iii. and the powder charge is not ignited.
  - iv. and the components of the load remain in the barrel.
- c) Cartridges of the wrong size are not considered defective ammunition.

**4-29 Double discharge.**

Two shots discharged simultaneously or in rapid succession shall be considered to be a double discharge.

- a) If a double discharge occurs, a “NO TARGET” shall be declared whether or not the target was hit (but subject to skeet rule 6-66)
- b) A shooter shall be permitted two double discharges in any one round, but the gun shall be declared disabled at the time of the second such occurrence.
- c) Any third or subsequent double discharge by the same shooter in the same round shall be declared 'LOST'.

**4-30 Disabled shotguns.**

- a) A shotgun must be considered disabled if:
  - i. it cannot be fired safely.
  - ii. it does not ignite the powder charge.
  - iii. being an automatic, it fails to eject due to a mechanical defect.
  - iv. it has had two double discharges in any one round.
- b) Decisions on disabled guns, gun malfunctions, ammunition malfunctions or double discharges must be made by the referee.

**4-31 Actions after any malfunction or double discharge have been declared.**

- a) In the event of a malfunction, for whatever reason, the shooter must remain standing with



the gun pointed to the target flight area without opening the gun or touching the safety catch until the referee has inspected the gun or has otherwise instructed the shooter.

- b) If the shooter is using a release trigger gun, the referee will ask the shooter to test fire the gun once only. Under no circumstances will the referee attempt to test fire it.
- c) If a gun or ammunition malfunction occurs, the referee shall instruct the scorer to mark the score sheet with a 'M' so that the number of allowable malfunctions is recorded.
- d) If a double discharge occurs, the referee shall instruct the scorer to mark the score sheet with a 'D' so that the number of allowable double discharges are recorded.
- e) If a gun has been declared disabled, it must not be used again in competition unless it has been satisfactorily repaired. If a shooter uses such a gun without having had it repaired, and it subsequently malfunctions in the same manner that previously caused it to be declared disabled, then any such targets fired upon shall be declared 'LOST'.
- f) If the disabled gun is not repairable quickly enough, the shooter may use another approved gun, provided one can be obtained within 3 minutes after the gun has been declared disabled.
- g) If the shooter has had ammunition declared faulty, he may change it, providing replacement ammunition can be obtained within 3 minutes after the original ammunition has been declared faulty.
- h) Or the shooter may, after obtaining the permission of the referee, leave the squad and finish the remaining targets of the round at a time determined by the referee or shoot management.

**4-32 Number of malfunctions or double discharges allowed.**

- a) The shooter is allowed a maximum of two malfunctions (gun or ammunition) in total per round whether or not he has changed their gun or ammunition, (but subject to skeet rule 6-62.) For the definition of a round see rule 4-14
- b) The shooter is allowed a maximum of two double discharges per round whether or not he has changed their gun.
- c) Any regular target on which any additional malfunction of gun or ammunition, or double discharge, occurs will be declared 'LOST', or 'LOST' and 'LOST' as the case may be.

**4-33** A "No target" shall be allowed for the shooters first target of the day if a safety catch is engaged.

**TIE BREAKING**

**4-34: The following tie breaking rules shall apply.**

- a) Single Rise, Single Barrel, Ball Trap and Skeet individual ties shall be shot off on a first miss out basis. If two or more competitors miss the same target, a new shoot-off round shall be commenced, where necessary.

- b) Double Rise shoot-offs shall be determined by shooting at multiples of five (5) pairs of targets over five (5) lanes.
- c) Points Score shoot-offs shall be determined by shooting at multiples of five (5) targets over five (5) lanes.
- d) Double Rise and Points Score shoot-off competitors shall shoot at all their respective targets, and may not retire before doing so.

**4-35 Expedient shoot offs:** For expediency in shoot-offs, competing shooters may approach shoot management (or Shooters Rep for Association matches) with a suggested alternative shoot-off format. If such format is deemed acceptable by shoot management (or shooters rep) and implemented, any result so established shall be binding on all parties.

**4-36 Skeet team ties** shall be broken as follows.

- a) All members of each team shall re-shoot each station, including repeat targets, with the scores being compared after each station, when the team with the fewest "LOST" targets shall be declared the winner.
- b) The order of shooting shall be decided by Lot.

**4-37 DTL Triples and High Gun.**

- a) In the event of a tie, shoot-offs shall be held over multiples of fifteen targets, across the lanes.
- b) The first five targets shall be shot at under Single Rise conditions, the second five targets under Points Score conditions, and third five targets under Single Barrel conditions.
- c) The winner shall be that shooter with the highest aggregate score at the end of the fifteen target series, repeated if necessary, if further ties occur.

**4-38 Re-squadding** during shoot-offs shall be the responsibility of the shoot management.

- a) Squads shall be closed up during shoot-offs, at each new trap, or at the end of each series of targets.
- b) Where empty lanes have been created using this system as with five or less competitors, a shooter may move onto the next empty lane after their target has been shot at and scored.
- c) The following formula will be used:  
Five shooters .... Lanes 1, 2,3,4,5.  
Four shooters ..... Lanes 1,2,3,4.  
Three shooters..... Lanes 1, 3,5.  
Two shooters ..... Lanes 2 and 4.  
One shooter ..... Lane 1.

**4-39 Shooters to view targets.** Before the beginning of each round and after each subsequent ammunition break, on the first shooters call, the referee shall show the squad one regulation target or pair of targets in Double Rise, or two targets from each house in skeet. (This allows for a single from each house and a double to be thrown.)

**4-40 Ammunition breaks during shoot-offs** shall not be taken until the end of each round or series of targets. Such Ammunition breaks shall take no

longer than 5 minutes, unless the shoot management specifies otherwise or unless the referee gives specific permission.

**4-41 For shoot offs**, a round of targets shall be defined as 25 DTL or automatic (ball) trap targets, whether shot over one or more traps, 30 triple or High Gun targets, 15 pair of Double Rise targets or 25 Skeet targets.

**4-42 Over runs:** Any targets shot at by inadvertently over-running the end of a shoot-off round shall be declared 'NO TARGET'.

**4-43 Ties in ISSF and sporting clay events**, and ties in other disciplines for which separate rules exist, will be shot-off according to the rules for the appropriate discipline.

**4-44 Category tie breaking:** Where there is a tie for more than 1 category (eg Ladies / Juniors / Veterans and/or grade the result will be determined by one shoot off.

#### **DISCIPLINARY REGULATIONS AND PENALTIES**

**4-45** The practice of gun sharing by more than one shooter in a squad, is prohibited at all DTL, Ball Trap and all ISSF events, from open shoot level and upwards. The only exception to this is where a gun breakdown has occurred during a round. If it is expedient, and if both the referee and the balance of the squad members have given their permission, then a gun may be shared to allow that round to be completed.

#### **4-46 Shooter Absent**

- a) If a shooter is not present at the station when their name is called, the referee shall call the shooter's name loudly three (3) times within one (1) minute.
- b) If the shooter does not appear within the three calls, the referee must declare him 'ABSENT'.
- c) From that moment the shooter declared 'ABSENT' must not be allowed to join the squad and shooting shall begin without him.
- d) He may be permitted to shoot the missed round at a time and on the field decided by the shoot management but the shooter will be penalised with a deduction of one (1) target.
- e) The penalty will be deducted from the result of the make-up round.
- f) He must present himself before the shoot management to obtain permission to shoot the missed round before the qualifying rounds are finished.
- g) Failure to do so may result in disqualification from the competition.

**4-47** If a shooter uses guns or ammunition that are not in accordance with these rules, all shots fired with such guns or such ammunition are to be scored as misses.

- a) If the Jury finds that the shooter has committed such a violation deliberately, it may disqualify him from the competition.
- b) If, however, the Jury finds that the shooter could not reasonably be aware of the fault and

that he, through the fault, has attained no essential advantage, the Jury may decide to ignore the fault.

**4-48** If the shooter leaves their squad without one of the reasons cited in these rules, or without a reason accepted and approved by the referee, all remaining targets of the round must be scored 'LOST'. Unsportsmanlike conduct or serious violations of the rules of conduct can cause the shooter to be disqualified from the competition by the decision of the Jury.

**4-49** All other violations that are not included in the preceding rules or the specific rules must be cause for a warning to be given to the shooter who has committed them for the first time. Subsequent occurrences during the same round must be penalised by a deduction of one target each.

**4-50** Unsportsmanlike conduct or deliberate attempts to evade the spirit of these rules may incur a warning, a penalty, or disqualification from the competition based on the decision of the Jury or shoot management.

**4-51** Shooting under an assumed name is prohibited. Any shooter violating this rule shall be disqualified from all competition, and the conducting club shall notify the National Secretary immediately of the circumstances of such violation.

#### **PROTESTS AND APPEALS**

##### **4-52 Protest Process**

- a) If a shooter disagrees with a referee's decision, a protest may be initiated by raising an arm and saying 'PROTEST'.
- b) The referee must then interrupt the shooting temporarily and make their decision.
- c) There is no appeal against a decision on a hit or missed target and the referee's decision is final.
- d) Retrieving clay targets from the field to determine whether or not they have been hit is not allowed.
- e) Such protests must be initiated before the shooter involved shoots at their next target.
- f) If the shooter is not satisfied with the final decision of the referee he must not delay the shooting.
  - i. A notation will be made on the scorecard that the shooter is continuing under protest.
  - ii. The shoot management must resolve this protest.

**4-53** Protests shall be lodged in writing within a period of thirty (30) minutes following termination of the round in which the dispute arose, together with an appeal deposit of \$10 or as determined from time to time by Council.

- a) The Jury or a minimum of three members of the shoot management shall form a committee to hear, consider and decide upon, such an appeal.

- b) The appellant(s), the referee(s) affected, and the shooter's representative(s) shall have the right to be present during the hearing.

**4-54** If the committee adjudicating upon the appeal deems it to be frivolous, and/or the appeal is lost, the appeal fee may be forfeited to the club conducting the shoot.

**4-55** The decision of the body so deciding shall be final unless such a body considers the matter of sufficient importance to grant leave for higher appeal. If such leave is granted, the matter shall be governed by the following:

- i. Any competitor who considers himself aggrieved by any act of the shoot management

may, within seven days, appeal in writing to the Council of the NZCTA

- ii. Likewise, the executive of any gun club which considers itself aggrieved by any matter may, within fourteen (14) days of the matter arising, appeal in writing to the Council of the Association.

**4-56** The decision of the Council, on any appeal lodged before it, shall be final and binding on all parties concerned.

**4-57** The wellbeing of the NZCTA and the sport of clay target shooting shall be considered of paramount importance in all decisions made by any group or body adjudicating upon an appeal lodged with it.

## SECTION 5 - REGULATIONS FOR DTL EVENTS

### INTRODUCTION

**5-01** This edition of the rules acknowledges that referees who officiate in Association matches will be drawn from previous squads or appointed and approved by the shoot management.

**5-02** The General Shooting Regulations in Section 4 of this manual apply as well as the specific rules for these disciplines.

**5-03** Reserved

### RANGE STANDARDS

#### **5-04 General.**

Ranges which are constructed in the Southern Hemisphere should be laid out so that the direction of shooting is towards a south to south-easterly direction. This places the sun to the back of the shooter as much as possible during the shooting day.

#### **5-05 The trap house.**

- a) All trap houses constructed after 1st January 2007 shall be 800 mm high in the front, tapering or sloping to 650 mm at the back and shall be 2.0 metres from back to front and 2.5 metres wide.
- b) A tolerance of 100 mm either way is permissible on these dimensions.
- c) All height measurements shall be taken from the level of the centre lane.
- d) The trap shall be mounted in a manner that will bring the top centre pivot point of the throwing arm 250 mm above the level of the centre lane and 500 mm from the front of the traphouse and 300 mm left of centre.
- e) A tolerance of 100 mm either side of these dimensions is permissible
- f) These dimensions allow for a 76mm concrete roof.

#### **5-06 The shooting stations.**

Trap layouts constructed after 1 January 2012 shall comply with the following specifications with dimensional tolerances of +/- 25mm.

a) A standard trap layout shall consist of five firing points arranged on an arc of a circle of 15 metres radius, the center of which is the middle of the front edge of the traphouse.

b) Firing point 3 is located on the intersection of a line perpendicular to the front edge of the traphouse and the 15 metre arc; firing points 2 and 4 are points on the arc 2.812 metres (on chord) left and right respectively of station 3; Firing points 1 and 5 are situated on the arc 2.812 metres (on chord) left and right respectively of firing points 2 and 4.

c) Further shooting stations shall be arranged on the lines extending from the center of the front edge of the traphouse through the 15 metre marks at one metre intervals from 13 metres to 25 metres. Shooting stations shall be clearly marked to indicate the forward limit of each firing point.

d) Each shooting station is to be a square, one metre by one metre, situated so the firing point is located at the center of the front edge of the square, and with the sides parallel to the center line of each lane.

#### **5-07 The trap or throwing device.**

- a) The pit shall be equipped with a single horizontally oscillating mechanical or electrically operated trap.
- b) It may be either manually or automatically loaded.
- c) Targets may be released manually, electrically, or microphone-electrically.

**5-08 Trap construction:** The trap will be so constructed and mounted that it will throw, at random, with continuously varying angles, an unbroken target within the vertical and horizontal limits stated in these rules.

**5-09 Protection to staff:** Trap houses shall be used to give full protection to the trappers.

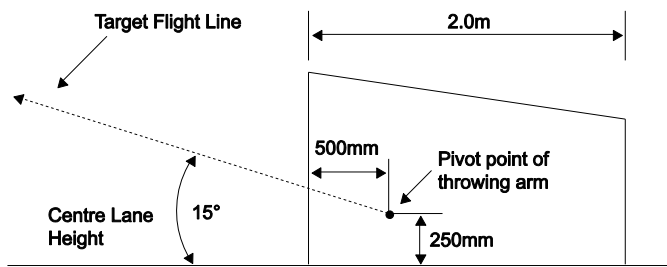


Diagram 5.1 Trap Construction

### CONDUCT OF A ROUND OF TRAP

**5-10 Foot position:** The shooter must stand with both feet within the limits of the shooting station.

**5-11 The Call:** When the shooter is ready to fire, he must raise the gun to their shoulder and call crisply and loudly 'PULL', 'GO', or some other signal or command, after which the target must be thrown.

**5-12 Time limit:** Shooters must position themselves, load their gun and call for their target within 10 seconds after the shooter to their left has fired at a regular target or after the referee has given the signal to start firing. In case of non-compliance with this time limit, the penalties provided in rule 4-49 shall apply.

**5-13 Squad to view target:** Before the beginning of a round and after each subsequent setting of the traps, the referee shall show the squad one regulation target, or pair of targets in Double Rise. A shooter may also ask to have one regular target, or pair of targets in Double Rise, thrown after each irregular target.

**5-14 View target after interruption:** If the shooting is interrupted within a round for more than 5 minutes because of technical malfunction that is not the fault of the shooter, the squad must be allowed to view one regular target, or pair of targets in Double Rise, before commencing the competition again.

**5-15 Targets must be thrown for each shooter according to these rules.**

**5-16 Number of shots:** Two shots may be fired at each target except for Single Barrel and Double Rise shooting, where only one shot may be fired at each target.

#### 5-17 Progress across lanes:

- At the beginning of each round the first five shooters must take positions on stations 1 to 5, the sixth shooter must remain behind station 1 ready to move in as soon as shooter No 1 has vacated that station.
- After shooter No 1 has fired at a regular target he must move to station 2 as soon as the shooter on that station has fired and the result has been declared, and so on.
- When the shooter on station 5 has fired, he must immediately move around the rear of the firing line and return to Station 1 continuing the rotation until each shooter has completed the round.

- No shooter having shot on one station shall proceed toward the next station in such a way as to interfere with another shooter or match officials (but see also tie breaking rule 4-38).
- In Points Score events, each shooter will visit each lane once only, shooting an equal number of targets on each of the five lanes. After the appropriate number of targets has been shot on each lane by all shooters, the referee will call "Change", and the shooters will then move to the next lane.

#### 5-18 Target release:

- When the shooter has called for their target it must be released immediately, allowing only for human reaction time to press a button, whether the release is manual, electrical or mechanical.
- If a target is not thrown immediately after the shooter's call, the shooter may refuse the target. See also Rule 4-03 c)
- If the shooter fires at an alleged "slow" or "quick" pull before the referee has declared it "No Target", the result of the shot is to be scored.

#### 5-19 Reserved

### SINGLE RISE SHOOTING

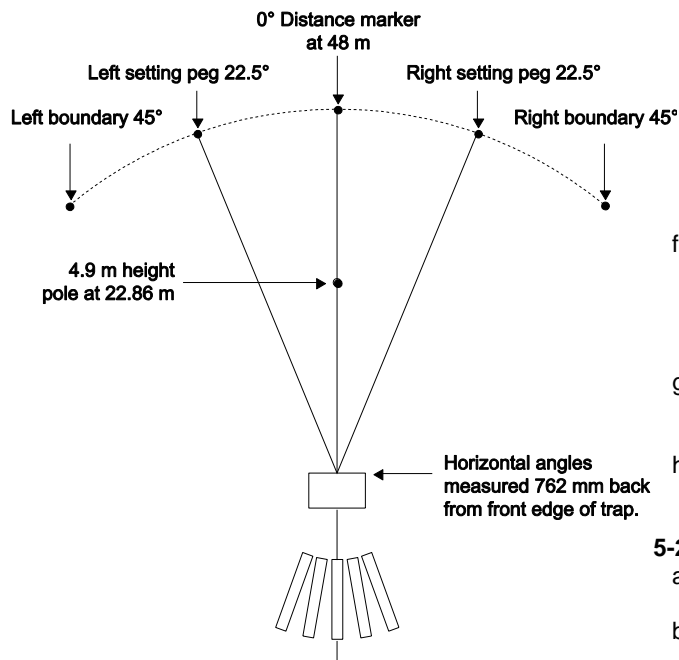
**5-20 Traps to be set:** Traps must be set before the beginning of competition. The settings must be examined and approved by an official referee, member of shoot management or shooter's representative.

#### 5-21 TARGET DISTANCES, ANGLES AND ELEVATIONS.

- For standard target shooting, the throwing elevation above the level of the shooting stations at 22.86m forward of the trap will be 4.9 metres (plus or minus 500 mm), and a properly released target will carry 48 metres (plus or minus 2 m) if measured over level ground in calm weather conditions.
- The targets shall be thrown within an area bounded by angles of not less than 22 ½ degrees or more than 45 degrees left and right of the imaginary centre-line drawn through the centre of the trap house and station 3.

**Note:** The horizontal angles will be measured 762mm back from the front edge of the trap house.

- The height stick or setting peg shall have a horizontal bar 2 metres long at 4.9 metres high, and two further horizontal bars each 1 metre long, at 4.4 and 5.4 metres high respectively.
- The trap shall be mounted in such a manner that a target, which has been correctly set for height and distance, shall, when thrown the maximum angle, appear above the front edge of a regulation 2.450m trap house no closer than 300mm to the left or right-hand extremity, when viewed from the 15m station 3 mark.



e)

**DTL Trap setting.** Note that extreme left and right angle targets are required to fall outside of the respective 22.5° marker. See rule 5-21(b).

Diagram 5.2: DTL Trap Settings

#### DEFINITIONS.

**5-22 Regular target.** A regular target is any target called by the shooter and released according to these rules.

**5-23 Irregular target.** An irregular target is any target flying along a path other than that specified in rules 5-21 a) & b) this section in angle, elevation and distance and/or not released according to these rules.

**5-24 Broken target:** A broken target is any target that is not whole when released. The shooter receiving a broken target must repeat the shot on a regular target, or pair of targets in Double Rise, regardless of whether the target is hit or missed.

**5-25 Scored target:** A target is declared "SCORED" when it is thrown and hit according to the rules and at least one visible piece is broken from it.

**5-26 Lost target:** A target is declared "LOST" when:

- it is not hit during its flight.
- it is only 'dusted' and no visible piece is broken from it.
- the shooter does not fire at a regular target for which he has called.
- the shooter is not able to fire their gun because he has not released the safety (subject to this not being their first target of the day), has forgotten to load, has failed to cock their gun or to set the trigger of a release trigger gun.
- the first shot is a miss and the shooter fails to fire their second shot because he forgot to place a second cartridge in the gun, because

he failed to release the stop on the magazine of a semi-automatic shot-gun, because the safety-catch has slipped to the 'safe' position by recoil of the first shot, because when using a single trigger gun, the shooter has not released it sufficiently, or for any other reason what-so-ever which is attributable to the shooter.

- a malfunction of the gun or the ammunition occurs and the shooter opens the gun or touches the safety catch before the referee has examined the gun or has otherwise instructed the shooter.
- it is the third or subsequent malfunction of the gun or ammunition, or double discharge, for the same shooter in the same round.
- The shooter does not fire for any other reason whatsoever that is attributable to the shooter.

#### 5-27 No target:

- A 'NO TARGET' target is one that is not thrown according to these rules.
- The 'NO TARGET' decision is always the referee's responsibility.
- A target declared "NO TARGET" by the referee must always be repeated subject to Rules 5-28 and 5-29.
- If, during a competition or shoot-off, there are inadvertent over-runs at the end of a round, all such targets shall be declared "No Target" and are to have no part in the competition.

#### 5-28 Another target is to be thrown: Another must be thrown (WHETHER OR NOT THE SHOOTER HAS FIRED) when:

- a broken target emerges.
- two or more targets are thrown simultaneously in single target events.
- the target is of a colour manifestly different from that of the others used in the competition.
- a shooter shoots out of turn or from the wrong lane.
- a double discharge occurs. After two repetitions during the same round, the gun shall be declared disabled, and any subsequent double discharge by the same shooter in the same round shall be declared 'LOST', or 'LOST' and 'LOST' as the case may be.

#### 5-29 Another target is to be thrown: Another target must be thrown (PROVIDED THE SHOOTER HAS NOT FIRED) when:

- the target is thrown before the shooter calls.
- the target is not thrown immediately after the call.
- an irregular target emerges.
- in single target events, the shooter's first shot misfires due to a malfunction of either gun or ammunition and he does not fire the second shot, provided such malfunction is allowable. If the second shot is fired the result shall be scored.

#### 5-30 Another target is to be thrown: Another target must be thrown (EVEN IF THE SHOOTER HAS FIRED) when:

- in single target events, the first shot is a miss and the shooter's second shot misfires due to

malfunction of either the gun or the ammunition.

- b) In this case the target must be a 'MISS' for the first shot and hit only for the second shot.
- c) If the repeat target is hit with the first shot, it must be declared 'LOST'.
- d) If, in the opinion of the referee, the first shot was fired before the target was visible, "Lost target" shall be scored.

**NOTE:** A shooter using a double barreled gun with a single trigger must declare to the referee, before the beginning of the competition, which barrel he is going to fire first. If he fails to make this declaration it will be assumed that the lower barrel is being fired first in the under and over guns, and the right hand barrel first in side by side guns.

- e) the shooter has been visibly disturbed and he appeals. (See "Interference" rule 5-31)
- f) another shooter has fired at their target.
- g) the referee is unable, for any reason whatsoever, to rule whether the target is 'SCORED', 'LOST' or 'NO TARGET'.
- h) the shooter's turn comes and he discharges a shot involuntarily before he has called for the target.

**NOTE:** If, in these circumstances in single target events, after the first shot the target is thrown, and the shooter fires at the target with the second, the result shall be scored.

**NOTE:** Accidental discharges may because for penalty or disqualification from a competition for unsafe gun or gun handling.

### **5-31 INTERFERENCE (BALK)**

- a) Interference 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
- b) The sun shall NOT be considered as interference, but must be accepted as a normal hazard.
- c) A cell phone ring may be considered interference, except it if is the shooters own.
- d) The Referee will make any judgment on a claim for interference from any Competitor.
- e) Only the competitor directly concerned may claim interference.
- f) Any claim must be made immediately after the incident in question. Later claims, however presented will not be permitted.
- g) A claim for interference which is upheld constitutes a "No Target" and will entitle the competitor to a repeated target(s),
- h) A claim for interference which is not upheld will be marked accordingly.

### **POINTS SCORE SHOOTING**

**5-32** All rules are as for the Trap Event section 5-10 to 5-31 above except for the following:

**5-33 Scoring:** Points are awarded as follows:

- 3 points are awarded for a first barrel break,
- 2 points are awarded for a second barrel break
- no points are awarded for a target not hit by either shot.

**5-34 Tie breaking:** Points Score tie breaking will be conducted over multiples of 5 targets shot one target per lane.

**5-35 International Points Score Shooting.** This is the format used between competing nations to shoot international events in the domestic DTL disciplines. The procedure is detailed under "Points Score Shooting" above, but the format is strictly multiple rounds of 25 targets, shot 5 targets per lane before shooters change lanes. (See rule 2.69 Mackintosh Teams Match)

### **HANDICAP BY DISTANCE SHOOTING**

**5-36** All rules are as for the Trap Event section 5-10 to 5-31 above except for the following:

**5-37** For Handicap by Distance shooting, competitors will shoot from a distance determined by their calculated or earned handicap.

**5-38** Shooters are to remain on their allocated mark for the entire match.

**5-39** A shooter must not close his/her gun until all other shooters have retired to a distance at least equal to the shooters own mark.

**5-40** For expediency when using automatic voice release equipment, clubs are to adopt the following process: Squads to be a maximum of five shooters, and each shooter will visit each lane once only, shooting an equal number of targets on each of the five lanes. After the appropriate number of targets has been shot on each lane by all shooters, the referee will call "Change", and the shooters will move to the next lane, adjusting the position of the microphones to a position appropriate to their shooting mark

**5-41** In the event of a tie, shoot offs shall be conducted off the same Handicap distance mark that the event was contested.

**5-42** Tie Breaking. Shoot offs will be conducted one target per lane on a first miss and out basis.

**5-43** During HBD shoot-offs, shooters will be required to move voice release microphones to a position appropriate to their shooting mark.

### **SINGLE BARREL SHOOTING**

**5-44** All rules for the Trap Event section 5-10 to 5-31 above apply except for the following:

**5-45** Ammunition: Only one cartridge may be loaded into the gun at any time. The second barrel must remain empty.

**5-46** In Single Barrel shooting, a target is also declared lost when:

- a) a competitor loads more than one cartridge for any target.
- b) a competitor using a double barrel gun does not have the second barrel empty.

**5-47** Should, in any instance, a target be fired at with a second barrel, the target will be scored "lost" irrespective of whether or not it was hit with the first shot.

**5-48 Tie Breaking.** Shoot offs will be conducted one target per lane on a first miss and out basis.

#### **MINI'S SHOOTING**

**5-49** All rules are as for the Trap Event section 5-10 to 5-31 above except for the following:

#### **5-50 Target distances, angles and elevations.**

For minis, the throwing elevation at 22.86m forward of the trap will be 3.7m (plus or minus 0.5m), and a properly released target will carry 48 metres (plus or minus 2m ) if measured over level ground in calm wind conditions.

**5-51 Tie Breaking.** Shoot offs will be conducted one target per lane on a first miss and out basis.

#### **DTL TRIPLES SHOOTING**

**5-52** All rules are as for the Trap Event section 5-10 to 5-31 above except for the following:

**5-53** This event consists of a series of targets, shot at from 18 metres in three distinct groups of equal target numbers.

- a) The first group of the targets shall be shot at under Single Rise conditions,
- b) the second group under Points Score conditions
- c) the final group of the targets under Single Barrel conditions.
- d) Scoring shall be as for the individual disciplines with the total score being the sum of the three individual scores.
- e) The whole match shall be shot at one visit to the trap.

**5-54 Tie Breaking.** In the event of a tie, shoot-offs shall be conducted over five targets of each discipline (15 targets in all) with the scores compared at the end of the series of 15 targets.

#### **DOUBLE RISE SHOOTING**

**5-55** All rules are as for the Trap Event section 5-10 to 5-31 above except for the following:

#### **5-56 Target distances, angles and elevations.**

- a) For Double Rise shooting the traps shall be fixed so that two targets are thrown to appear simultaneously on a fixed trajectory with a target setting of a maximum angle of down lanes one and five and a minimum angle of outside lanes two and four.
- b) Each target shall be thrown as a left and right quarterer of which the flight of legal targets respectively shall be limited to within the areas bounded by angles of 20 degrees and 45 degrees left and right of the imaginary centre lines.

c) Properly released targets shall carry a minimum of 42 metres and a maximum of 45 metres when measured over level ground in calm wind conditions and the throwing elevation at 22.86 metres forward of the trap shall be 4.9 metres plus or minus of 0.5 metres.

d) Targets when thrown from two traps shall be from a left hand arm trap, mounted on the right, throwing a left hand target and a right hand arm trap mounted on the left throwing right hand target crossing at exit from the trap-house so that the crossing point will not be visible to the competitors.

**5-57** In Double Rise shooting, a target is also declared lost when both shots are fired at one target. Both targets are scored lost in this instance.

**5-58** In Double Rise shooting, the referee shall also declare the pair "No Target" and another pair of targets must be thrown (WHETHER OR NOT THE SHOOTER HAS FIRED) when:

- a) Only one target is thrown
- b) Both targets are hit with one shot
- c) Either or both targets are thrown broken
- d) Targets are not thrown simultaneously
- e) An allowable misfire or malfunction occurs on either target
- f) The flight of either target appears irregular and the competitor does not fire

**Note:** In Double Rise shooting it is not mandatory to nominate the first target to be fired at, but it is recommended that shooters advise the referee if they are not shooting the right hand target first.

**5-59** Another pair of targets must be thrown (PROVIDED THE SHOOTER HAS NOT FIRED) when in double rise events, the shooter's first shot misfires due to a malfunction of either gun or ammunition, provided such malfunction is allowable.

**5-60** Another pair of targets must be thrown (EVEN IF THE SHOOTER HAS FIRED) when:

- a) In double rise events, the first shot misfires due to a malfunction of either gun or ammunition, provided the malfunction is allowable, and he fires the second shot. The shooter shall repeat the pair to determine the result of both targets.
- b) In double rise events, the first target of a regular double is missed and the shooter fails to fire at the second because of malfunction of either gun or ammunition. The shooter shall repeat the pair to determine the result of both targets, provided the malfunction is allowable.

**Note:** In Double Rise shooting a competitor can only score over a legal pair of targets, and cannot take the result of any shooting over more than one pair of targets.

**5-61** Tie Breaking. In the event of a tie, shoot-offs shall be conducted over five pairs or multiples of five pairs until a decision is reached.

## SECTION 6: REGULATIONS FOR STANDARD SKEET

### INTRODUCTION

**6-01:** This Section of the regulations has been changed to better align the NZCTA skeet rules with those that are used by the National Skeet Shooting Association in the United States of America. In the event of a conflict between the NZCTA Rules and the NSSA Rules, the NZCTA rules shall apply.

**6-02** The General Shooting Regulations in Section 4 of the NZCTA rulebook apply as well as the specific rules for this discipline.

**6-03** reserved

### RANGE STANDARDS

#### **6-04 Standards for Skeet ranges: The Skeet field.**

- a) A skeet field consists of two houses (high house and low house), and eight shooting stations arranged on a segment of a circle with a 19.20m radius and a base chord of 36.80m that is 5.49m from the centre of the circle.
- b) The centre of the circle is the target crossing point and is marked by a stake.
- c) Station 1 is located at the left end of the base chord, and station 7 at the right end, when standing anywhere on the segment of the circle and facing the centre stake.
- d) Stations 2 to 6 are located on the segment of the circle at points equidistant from the other (the exact distance between the centre of stations 1 and 2, 2 and 3, etc, is 8.13m on chord).
- e) Station 8 is located at the centre of the base chord.

#### **6-05 The shooting stations.**

- a) Shooting stations 1 to 7 are 910mm to 1m square, with two sides parallel to radius of a circle drawn through the station marker (centre of the station).
- b) Shooting station 8 is rectangular, 910mm to 1m wide x 1.83m to 2m long, with its long sides parallel to the base chord.
- c) The location of each shooting station must be accurately designated.
- d) The markers for shooting stations 1 to 7 are on the centre of the side nearest the target crossing point.
- e) The marker for shooting station 8 is on the centre point of the base chord.
- f) All 8 shooting stations must be on the same level.

#### **6-06 The trap houses.**

- a) A skeet field must have two trap houses, a high house on the left, and a low house on the right.
- b) Each trap house must contain a trap (clay target throwing machine) in a fixed position.
- c) The target thrown from the high house must emerge at a point 910mm to 1m behind the station marker 1 (measured along the extended base chord), and 3.05m above the ground level.
- d) The target thrown from the low house must emerge 910mm to 1m behind the station marker

7 (measured along the extended base chord), moved 760mm to the exterior of the base chord and 1.07m above the ground level.

- e) A safety shield or chute must be installed at the opening of each trap house to prevent direct entry of fired shot into the trap house. A shield is also to be provided to prevent broken target fragments striking shooters on station 7.

#### **6-07 The traps.**

- a) The traps must be operated by an electrical release device, which must be installed so as to allow the operator (puller) to see and hear the competitors.
- b) The release device must be designed so that only one (1) button (or switch) need be used to release the doubles.
- c) The releasing device shall release the targets instantly.

#### **6-08 Target distances and elevations.**

- a) Targets properly released, must pass through a circle 910mm in diameter, with the centre of the circle located 4.57m above the target crossing point.
- b) The target crossing point must be measured from the level of station 8.
- c) In calm weather conditions, the target shall carry 54.9m. There shall be a tolerance of plus or minus 1.82 metres to allow the target to be set in other than still wind conditions.
- d) If the correct distance cannot be verified by measurement, the Jury will decide the trajectory of the targets.
- e) The shooting boundaries of stations 1 to 7 are 40.23m from each house.
- f) For station 8 the shooting boundary is determined by the crossing point between a straight line running from station 4 to station 8 and the target crossing point.
- g) Suitable markers must be placed on the target flight path, at point's 40.23m from both the high house and the low house, to indicate the shooting boundaries.
- h) Similar markers must be placed at 54.9m to indicate a regulation skeet target.
- i) Where geographically possible, the target crossing point is to be marked in a manner visible to shooters from each shooting station.
- j) The placement of markers other than those listed in (g), (h) and (i) above is prohibited

**6-09** It is recommended for courtesy to team members that shooters do not advance more than one-third of the way to the next shooting station until all shooters on the squad have completed the station

**6-10** Adjust the skeet machine spring to a tension that will just reach the 54.9 meter stake, passing near dead centre on the target setting hoop, under a "no wind" condition.

- a) This distance setting has a plus or minus 1.82 meter allowance, but should be as close to 54.9 meters as possible.



- b) Once this setting is made, it is unnecessary to change the spring tension during a tournament unless the spring becomes defective.
- c) The prevailing wind during a shoot may cause the targets to fall far short or long, but they are legal targets providing they pass through the setting hoop.

## REFEREES

**6-11** The referee is responsible for the conduct of shooting on the field to which he/she has been assigned. On this field, he/she shall have jurisdiction over the area in rear of the field (that used by other shooters and spectators) as well as over the actual shooting area.

**6-12** He/she shall be completely familiar with the shoot program and the NZCTA rules.

**6-13** He/she must be constantly alert, impartial and courteous (though firm) in the handling of shooters.

**6-14** Upon protest, the referee shall rule upon the occurrence, and then without delay, proceed with the round as if nothing had happened.

**6-15** The referee shall distinctly announce all lost targets and all "no target" targets

**6-16** The referee shall see that each shooter has a fair opportunity to shoot in his/her turn, and if a shooter has been unduly interfered with while shooting, he/she shall declare no target as soon as possible and allow the shooter another shot.

### **6-17 The referee shall declare "no target" when:**

- a) The shooter's position is not according to the rules. The shooter shall be warned by the referee of his/her illegal shooter's position, but if he/she continues to violate the position, he/she shall be penalized by the loss of one target for each subsequent violation in that event.
- b) The target does not emerge within the allowed time after the shooters call.
- c) Target emerges before shooter's call.
- d) An irregular target is thrown in singles, doubles or proof doubles.
- e) The target is thrown from the wrong house

**6-18 It shall be the referee's first duty** to declare "no target" as quickly as possible when he/she determines that an irregular target has been thrown.

- a) If the shooter fires before the no target call, the result of the shot shall be scored.
- b) In the case of doubles or proof doubles, if the referee's call of no target occurs after the firing of the first shot the result of the first shot shall be scored and a proof double shall be thrown to determine the result of the second shot only.
- c) **NO RESULT OF FIRING ON A BROKEN TARGET SHALL BE SCORED.**

**6-19** The result of shooting at a target after it has been declared no target, shall not be scored and the shot will be repeated in all instances.

**6-20** Dusted targets or perforated targets that are retrieved after landing shall be declared lost.

**6-21** When the targets thrown from any machine are repeatedly irregular, the referee shall suspend shooting and order the machine adjusted or repaired. At shooter's request, after such repair or adjustment, the referee should allow a shooter to observe a target, if such request is reasonable and not excessive.

**6-22** The referee shall grant a shooter permission to shoot out of his/her regular turn where it is justified.

**6-23** The referee shall disqualify, for the event:

- a) A shooter who in his/her opinion has willfully interfered with another shooter while the latter is shooting.
- b) Any shooter who repeatedly violates any of the safety precautions listed in Section 4 of these Regulations or for any act that in the referee's opinion endangers the safety of shooters, field personnel or spectators.
- c) **6-24** It shall also be the referee's responsibility to supervise the keeping of correct scores and to see that all scores are verified by the respective shooters before the score sheet is taken from the field.
- d) Every regular target fired upon shall be shown on the score pad and the diagonal mark (/) shall be used to signify scored and O to signify lost.
- e) If an error in scorekeeping is discovered on the field, the referee shall remedy it promptly at the time of discovery.
- f) The referee's responsibility in seeing that shooters verify their scores is to announce after each round, "Please check your scores".

**6-25** The referee shall be the SOLE judge of decision of fact. For example, his/her decision as to whether a target is scored or lost shall be irrevocable, regardless of the opinion of spectators or other members of the squad. Any protest to be filed must follow NZCTA protest rules.

### **6-26 Mandatory positions for referees.**

- a) For shooting Station 1, stand 1.8 meters to the right and 0.9 meters back of the front of Station 1 where possible.
- b) For shooting Station 2, stand 1.8 meters back and 0.9 meters to the right of Station 2.
- c) For shooting Stations 3, 4, 5 and 6, stand 1.8 meters back and 0.9 meters to the left of the respective station.
- d) For shooting Station 7, stand 1.8 meters to the left and 0.9 meters back of the front of Station 7 where possible.
- e) For shooting Station 8, stand on centreline of the field, not less than 1.8 meters from shooter (and not more than 3 meters).
- f) During Doubles shooting, as shooters are coming back around the circle, referees should stand 1.8 meters back and 0.9 meters to the right of Stations 5, 4 and 3.

**Exception:** A shooter may request the referee to move behind the station at Station 3 or 5.

**Exception 2:** While a referee must stand as close as possible to the mandatory positions detailed above, it is acceptable for a referee using a Voice Release System to slightly adjust his/her position to meet the needs of either the shooter or the Voice Release System without causing interference with the shooter or the squad.

## DEFINITIONS

### 6-27 Shooting Positions

- a) Shooter must stand with any part of both feet within the boundaries of the designated shooting station.
- b) Station 8. The designated shooting station is the half of the rectangular pad most distant from the respective high or low house.
- c) Any shooter with one or both feet definitely off the shooting station should first be made to shoot over and, if he or she persists in standing off the station, he/she shall be penalized by loss of the target for each subsequent violation in that event. However, if the shooter missed the target while committing the first violation of shooting position, the result shall be scored "lost".

### 6-28 Gun Position

Any safe position that is comfortable to the shooter.

### 6-29 No target

- a) Any target thrown for which no score is recorded, or failure of a target to be thrown within the prescribed time limit of one second.
- b) This permits the throwing of instant targets, but gives a short time period in order to prevent a contestant from refusing a target, which does not appear immediately after his/her call.
- c) If a shooter fires upon a target which appears after one second has elapsed between his/her call and the emergence of the target, and also before the referee calls no bird, the result of his/her shot shall be scored.
- d) If he/she withholds his/her shot after such an alleged slow pull, the referee may declare the target no target provided he/she, in his/her sole judgment, decides that the target did not release instantly on the contestants call.
- e) The pull is not required to be instantaneous.

### 6-30 Regular Target

A regular target is one that appears after the shooter's call and within a period not to exceed one (1) second, and which passes within a 910mm circle centred at a point 4.57m above the target-crossing point. The target-crossing point shall be measured from the level of Station 8. The target, in still air, must carry to a distance equivalent, on level ground, to 54.9m from the skeet house when passing through the centre of the hoop, with an allowance tolerance of plus or minus 1.82m.

### 6-31 Irregular Target

- a) An unbroken target that has not conformed to the definition of a regular target.
- b) Two targets thrown simultaneously in singles. However, if by error or for mechanical reasons doubles are thrown, and the shooter shoots and breaks or misses the correct target, it shall be scored as in singles. It shall be the shooter's prerogative to elect to shoot or withhold his/her shot when doubles are thrown in the calling of singles.
- c) Target thrown broken. Under no circumstances shall the result of firing upon a broken target be scored.

### 6-32 Regular Double

A regular target thrown from each skeet house simultaneously.

### 6-33 Irregular Double

Either or both targets of a double thrown as irregular targets or only one target is thrown.

### 6-34 Proof Double

A repeat of a double.

### 6-35. Shooting Bounds

For Stations 1 to 7, inclusive, an area 40.23m in front of the skeet house from which the target is thrown. For Station 8, the distance from the skeet house to a point directly over a line with Station 4, 8 and the target crossing point.

### 6-36 Malfunction of Gun

Failure of gun to operate or function through no fault of the shooter.

### 6-37 Defective Ammunition

- a) Defective Ammunition will be defined as:
  - i. Failure to fire provided firing pin indentation is clearly noticeable.
  - ii. When a target is missed in the case of an odd sounding shell, which in the sole judgment of the referee does not deliver the shot the distance to the target, and therefore does not give the shooter a fair opportunity to break the target. NOTE: If a target is broken with an odd-sounding shell, it shall be scored as a "Break" regardless and will not be considered defective ammo. Odd-sounding shells where the shot does travel the distance to the target and provide the shooter a fair chance to break the target will not be considered defective ammo and the results of those shots will be scored.
  - iii. Brass pulling off hull between shots on doubles:
  - iv. Separation of brass from casing when gun is fired (usually accompanied by a whistling sound as the plastic sleeve leaves the barrel).
- b) Wrong sized shells or empty shells shall not be considered defective ammunition.
- c) Repeated Targets - A target shall be repeated for each allowable instance of defective ammunition.
- d) Number allowed - A shooter will be allowed only 2 instances of defective ammunition the third and all subsequent occurrences in that round will be excessive.

### 6-38 Scored Target

A target from which, in the sole judgment of the referee, a visible piece is observed before the target hits the ground as a result of having been legally fired upon.

### 6-39 Lost Target

A target from which in the sole judgment of the referee no visible piece is broken as a result of having been fired upon.

#### **6-40 Repeat Shot**

The shot fired after the first 24 targets have been scored in any one round (Station 8 low house only); or fired following the shooter's first lost target. In the latter instance it must be fired from same station and at the same house as the one first missed.

#### **6-41 Skeet Squad**

A normal skeet squad is composed of five shooters.

- a) Any five (5) shooters may designate themselves as a squad. All shooters shall be formed into squads of five (5) shooters each, as nearly as possible.
- b) Less than five (5) is permissible for expedience, but more than six (6) should not be squadded for safety reasons.

#### **6-42 Round of skeet**

A round of skeet for one person consists of twenty-five (25) shots, the object being to achieve the greatest number of scored targets. Twenty-four shots are fired as described in 6-43 below. The first shot scored lost in any round shall be repeated immediately and the result scored as the twenty-fifth shot. Should the first shot lost occur in a double, the lost target shall be repeated as a single with the result of this shot scored as the twenty-fifth shot. If the first shot lost should be the first target of an irregular double, then a proof regular double shall be fired upon to determine the result of the second shot, and then the first target scored lost shall be repeated as a single and scored as the twenty-fifth shot. Should the first twenty-four (24) targets of a round be scored "scored", the shooter shall take his/her repeat shot at low house eight only.

### **GENERAL**

#### **6-43 Squad Shooting Procedure for a Round Of Skeet**

- a) A squad shall start shooting at Station 1 in the order in which the names appear on the score sheet. The first shot scored lost in the round shall be repeated immediately as the repeat shot.
- b) The first shooter shall start shooting singles at Station 1, shooting the high house target first and the low house target second. Then, loading two shells, he/ she shall proceed to shoot doubles (shooting the first shot at the target from the nearest skeet house and the second shot at the target from the farthest skeet house) before leaving the station. The second shooter shall then proceed likewise followed by the other members of the squad in their turn.
- c) Then the squad shall proceed to Station 2 and repeat the same sequence as on Station 1.
- d) The squad shall then proceed to Station 3 where each shooter will shoot at a high house single target first and a low house single target second before leaving the shooting station.
- e) The same procedure shall be followed at Stations 4 and 5.
- f) Upon advancing to Station 6 the leadoff shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, he/she shall shoot doubles by shooting at the low house target first and the high house target se-

cond before leaving the station. The other shooters will follow in their turn.

- g) The same procedure will be followed on Station 7.
- h) The squad will then advance to Station 8 where each shooter shall shoot at a target from the high house before any member of the squad shoots at a target from the low house.
- i) The squad shall then turn to Station 8 low house and the leadoff shooter will shoot at the low house target
- j) The shooter shall repeat the low house target for his/her repeat shot before leaving the station, provided he/she is still straight (no lost targets in the round). The other shooters will follow in turn.
- k) At this time the shooter should verify his/her own score.

#### **6-44 Rules and Procedures for Doubles Events**

- a) No less than a fifty (50) target event.
- b) Shooting commences at Station 1 and continues through 7 and backwards from 6 through 5, 4, 3 and 2. Rounds 2 and 4 will end with doubles on Station 1 using the 25<sup>th</sup> shell from rounds 1 and 3. That is, rounds 1 and 3 will consist of 24 shots ending with doubles at Station 2, and rounds 2 and 4 will consist of 26 shots ending with doubles at Station 1.
- c) When shooting doubles at Stations 1, 2, 3, 5, 6 and 7, shoot the first shot at the target from the nearest skeet house and the second shot at the target from the farthest skeet house. When shooting doubles at Station 4 the shooter must shoot first at the high house target going around the stations from 1 through 7 and shoot at the low house 4 target first when coming back around the stations from 7 through 2 (or 1).
- d) The rules for doubles in a Doubles event are the same as the rules for doubles in a regular round of skeet.
- e) Scores shall not be recorded for handicapping purposes. Grades shall be established from the competitor's standard skeet percentage.
- f) Doubles shoot offs shall be conducted on stations 3-4-5 -4-3 sequence with the score resolved on a station by station basis. The score to be assessed at the end of each station to determine whether the scores are still tied.
- g) All other NZCTA rules apply.

#### **6-45 Shooter's Right To Observe Targets**

- a) At the beginning of each round and on the first shooters call, the squad shall be entitled to observe two (2) regular targets from each skeet house and shall have the option of observing one regular target after each irregular target.
- b) Shoot management, and the Referee shall have the right, where topographically possible, to make it mandatory to use a hoop or other suitable device whenever a target adjustment is necessary.

#### **6-46 Progress From Station To Station**

- a) No member of the squad shall advance to the shooting station until it is his/her turn to shoot, and until the previous shooter has left the station. No shooter shall order any target or shoot at any

target except when it is his/her turn. Targets fired upon while shooting out of turn, without permission of the referee, shall be declared "no target."

- b) No member of a squad, having shot from one station, shall proceed toward the next station in such a way as to interfere with another shooter. The penalty for willful interference in this manner shall be disqualification from the event.
- c) No shooter shall unduly delay a squad without good and sufficient reason in the judgment of the referee in charge of his/her squad. A shooter who persists in deliberately causing inexcusable delays after receiving a first warning from the referee shall be subject to disqualification from the event.

#### **6-47 Broken Gun**

- a) When a gun breaks in such a manner so as to render it unusable, the shooter has the option of using another gun if such gun can be secured without delay, or dropping out of the squad until the gun is repaired and finishing the event at a later time when a vacancy occurs or after all other contestants have finished the event.
- b) Nothing shall prohibit the shooter from missing one round because of a broken gun, having the gun repaired and then rejoining the squad for all later rounds that the squad has not started.
- c) In that case the shooter will finish any or all rounds, starting with the shot where the breakdown occurred, that were not shot because of a broken gun, on the proper fields and in the first vacancy that may occur, or after the event has been finished by all other contestants.

#### **SCORING**

**6-48** The score in any one round shall be the total number of scored targets.

**6-49** Targets declared 'no target' shall not be scored.

**6-50** One lost target shall be scored on:

- a) A failure of gun to fire due to fault of shooter.
  - i. Should this include both targets of a regular double, it shall be scored as first target lost, and a proof double shall be thrown to determine the result of the second shot only.
  - ii. If a gun fails to fire because of the shooter's fault, when a proof double is thrown and the result of the first shot has already been scored, the second target shall be scored as lost.
- b) Each excessive instance of defective ammunition, or excessive malfunction or malfunctions of gun.
- c) Doubles fired upon in reverse order.
- d) Target fired upon after it is outside the shooting bounds.
- e) Each successive foot position violation.
- f) Each successive time fault. It shall be considered a time fault if a shooter deliberately delays more than 10 seconds for each shot on a station and the referee shall warn him/her once each round without penalty.

**6-51** If a shell having once misfired is used again, and fails to fire, the results shall be considered a fault on the part of the shooter and scored lost.

**6-52** No claim of irregularity shall be allowed, either on singles or doubles, where the target or targets were actually fired upon and alleged irregularity consists of deviation from the prescribed line of flight, or because of an alleged quick pull or slow pull, unless the referee has distinctly called no target prior to the firing of the shot. Otherwise, if the shooter fires, the result shall be scored. The referee shall have final say as to whether he/she called no target before the shooter fired.

**6-53** If the brass pulls off a hull between shots on doubles, score as defective ammunition but do not score it as a gun malfunction.

**6-54.** During a regular round or a doubles event, if the brass pulls off a hull, or defective ammunition occurs between shots on doubles, the referee *will score the results of the first shot* and a proof doubles shot to establish the second shot result.

**6-55** When a shooter intentionally fires a second time at the same target he/she shall be warned by the referee. After having been warned, a repeat of this offence will result in disqualification from the remainder of the round.

#### **GUN MALFUNCTIONS**

**6-56** The shooter must not be considered at fault if he/she has complied with the manufacturer's operating instructions for loading the gun, and the gun does not fire. In the case of a gun going into battery (locking closed) for the first shot on doubles or any shot on singles, if the shooter has closed the action in accordance with the manufacturer's instructions, and if the bolt appears visually to be closed, the failure of a gun to fire shall be scored as malfunction.

#### **6-57 Semi-Automatics**

- a) On a semi-automatic the shooter is not required to push forward or strike the breech bolt retraction lever to insure locking the gun. This is a normal gun function.
- b) The shooter must load the shell or shells into the gun and see that the action appears closed. If he/she loads 2 shells on singles or doubles, and if the second shell fails to go into the chamber or is thrown out of the gun, it shall be scored a malfunction.

#### **6-58 Pump Guns**

- a) The shooter is required to pump the gun, as recommended by the manufacturer, on doubles and to close the action completely forward (visually) on singles.
- b) If the shooter short-shucks the gun, the hammer will not be cocked, a fault of the shooter.
- c) If the lifter throws the second shell out of the gun it shall be a malfunction.
- d) It shall be a malfunction if between shots on singles or doubles the gun returns the empty shell to the chamber provided the hammer is cocked.
- e) The referee shall check for a malfunction as instructed under that title and shall then apply for-

ward pressure on the forearm to see if the shell is lodged (a malfunction). However, if the gun closes smoothly, without jiggling, it is not a malfunction.

#### **6-59 Double-Barreled Guns**

- a) The shooter is responsible for loading a shell in the proper barrel, or two shells for doubles.
- b) The shooter must close the action in accordance with manufacturer's recommendations.

#### **6-60 Shell Catching Devices**

Where any device is attached to a shotgun which must be adjusted or removed to permit shooting doubles, it shall be the shooter's responsibility to perform such adjustment or removal. Failure to fire a second shot on doubles, due to such device, shall not be an allowable malfunction, and the target shall be scored lost

#### **6-61 Repeated Targets**

A target shall be repeated for each allowable malfunction and/or each allowable defective ammunition.

#### **6-62 Number Allowed**

Only two malfunctions of any one gun in the same round or shoot off round shall be allowable. The third and all subsequent malfunctions of the same gun shall be excessive. However, when more than one person is using the same gun in the same round, this rule shall apply to each person separately.

#### **6-63 Loading Two Shells**

During the shooting of single targets, a shooter may load two shells except at Station 8 high house, or for the last single target on any station, or unless forbidden by club rules, and if the gun jams or malfunctions between shots, it shall be scored as a malfunction and the shooter permitted to shoot the target over. However, the shooter is still restricted to two allowable malfunctions with one gun in one round.

#### **6-64 Malfunction on Singles or First Shot Doubles**

- a) To establish that a malfunction has occurred the shooter must not open the gun or touch the safety before the referee's inspection.
- b) If the shooter is holding the trigger pulled, the referee, after seeing that the gun is pointed in a safe direction, will place his/her finger over the shooter's and apply normal pressure.
- c) If the shooter has released the trigger, the referee, after seeing that the gun is pointed in a safe direction, will exercise extreme caution not to jiggle or attempt to further close the action and will apply normal pressure to the trigger.
- d) The target shall be scored lost if the gun fires or is opened before the referee's inspection.
- e) A malfunction will be ruled if it does not fire and the referee's examination for ammunition, safety, barrel selection, et cetera, establishes that the shooter had fulfilled required responsibilities.
- f) For a gun with a release trigger, the referee will not require the shooter to pull and then release the trigger.

#### **6-65 Malfunction Between Shots on Doubles**

If an apparent malfunction occurs between the first and second shot on doubles:

- a) The referee shall apply the same procedures as listed under malfunction on singles to determine if an allowable malfunction has occurred.
- b) During a regular round or a doubles event, if an allowable malfunction has occurred, the referee *will score the results of the first shot* and a proof doubles shot to establish the second shot result
- c) If such malfunction is excessive (not allowable) and the first shot is a scored target, it shall be scored first target scored, second target lost, but, if the first target is lost then both targets shall be scored lost.

#### **6-66 Fan-Fire**

If a gun doubles or fan-fires while shooting singles or doubles the referee shall rule a malfunction, and during a regular round or a doubles event, if the first target was a "scored" target, nothing established, and a proof single or double shall be fired upon to determine the results. However, if the first target was lost, it shall be so established and a proof double shot to establish the second shot result.

#### **DOUBLES OR PROOF DOUBLES**

**6-67 If the first target emerges broken**, the doubles shall, in all cases, be declared no target and a proof double shall be thrown to determine the result of both shots.

**6-68 If a double is thrown but the targets collide**, before the result of the first target is determined, it shall be declared no target, and the result of a proof double shall determine the score of both shots.

**6-69 If the first target of a double is thrown irregular** as to deviate from the prescribed line of flight and is not shot at, a proof double shall determine the score for both shots, whether the second target is fired upon or not. The referee shall be the sole judge of irregularity.

**6-70 If the first target of a double is thrown irregular** as to deviation from the prescribed line of flight, and is shot at, the result shall be scored for the first shot in accordance with Rule 6-52 and if the shooter is deprived of a normal second shot for any of the reasons in Rule 6-71 the second target only shall be declared no target and a proof double shall be fired to determine the result of the second shot.

**6-71 If the shooter is deprived of a normal second shot** for any of the following reasons, the result of the first shot shall be scored, and the second target only shall be declared no target and a proof double shall be fired to determine the result of the second shot.

- a) The second target is thrown broken.
- b) The second target is thrown irregular as to deviation from the prescribed line of flight and is not shot at.
- c) The second target is not thrown at all.
- d) The second target is not thrown simultaneously.
- e) Both targets are broken with the first shot.
- f) The wrong target is broken with the first shot. (For proof double ruling see paragraph 6-74 below.)
- g) The first shot is lost and a collision occurs before the result of the second shot is determined.

- h) The second target collides with fragments of the first target properly broken, before the result of the second target is determined.
- i) The result of the first shot is determined, and interference occurs before the second shot is fired.

**6-72.** There shall be no penalty for withholding the first shot when either target of a double is irregular. A proof double shall determine the score of both shots thereafter.

**6-73** If a double is thrown and an allowable gun malfunction or defective ammunition occurs on the first shot, it shall be declared no target, and the result of a proof double shall determine the score of both shots. If such malfunction is excessive, (not allowable), the proof double shall be thrown to determine the result of the second shot only.

**6-74** In shooting a proof double after the first target (of a double) is lost, if the shooter fires at, or breaks the wrong target first, said proof double shall be scored as both targets lost. If, in such a proof double after the first target (of a double) is scored, the shooter fires at, or breaks, the wrong target first, it shall be scored as first target scored and second target lost.

#### INTERFERENCE

**6-75 Definition:** Any circumstance beyond the shooter's control which unduly affects his/her opportunity to break any particular target is interference.

- a) If a shooter fires his/her shot, the appearance of a target, or a piece of target, from an adjoining

field shall not be ruled as interference, unless such target, or piece of target strikes or threatens to strike the shooter or his/her gun. It shall be the final judgment of the referee to consider the evidence and determine whether a target or piece of target strikes or threatens to strike shooter or his/her gun.

- b) If a shooter withholds his/her shot due to what he/she considers to be an interference, and if the cause is observed and ruled interference by the referee, the interference may be allowed.
- c) If a shooter withholds a shot for safety purposes, the referee may give the shooter the benefit of the doubt and rule interference, providing he/she agrees safety was involved.
- d) Activities on other fields shall not be ruled as interference under any circumstances if safety to any person is not a question.

**6-76 Abide by result:** If the shooter shoots at a target, he/she accepts it.

He/she must abide by the result unless the referee considers that there was legal interference.

- a) The sun shall not be considered as interference. It must be accepted as a normal hazard.
- b) Cell phones on or adjacent to a skeet field must be kept in the vibrate mode of off.
- c) No cell phone may be used on a skeet field.
- d) A cell phone ring may be considered interference, except if it is the shooter's own.

## SECTION 7: REGULATIONS FOR AUTOMATIC (BALL) TRAP

### 7-01 INTRODUCTION

- a) The General Shooting Regulations in Section 4 of this rulebook apply as well as the specific rules for this discipline.
- b) Ball Trap scores shall not be recorded on the handicap books.
- c) Ball Trap grades will be assessed from DTL percentages.

### RANGE STANDARDS:

#### 7-02 General.

- a) Ranges constructed in the Southern Hemisphere should be laid out so that the direction of shooting is towards a south to southeasterly direction. This places the sun to the back of the shooter as much as possible during the shooting day.

#### 7-03 The trap house.

- a) For regulation shooting, the overall measurements of the trap house should be 4 metres from side to side, by 2 metres from front to rear, by 2 metres from floor to inside of roof.
- b) These dimensions will allow freedom of movement of working personnel and sufficient storage space for competition targets.
- c) The top of the roof shall be on the same elevation as the surface of the shooting stations.
- d) These dimensions allow for a 76mm concrete roof.

#### 7-04 The shooting stations.

- a) The shooting stations shall be arranged on an arc drawn 15m to the rear of the trap house, measured from the front edge and centre thereof.
- b) Station 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.
- c) Stations 1 and 2, and 4 and 5 will be located and centred on the arc on points measured 3m and 6m to the left and right of the centre line, respectively.
- d) Each station shall be a square 1 metre by 1 metre.

#### 7-05 The trap or throwing device.

- a) The pit shall be equipped with a single, multi-oscillating (vertical and horizontally) mechanical or electrically operated trap.
- b) It may be either manually or automatically loaded.
- c) Targets may be released manually, electrically, or microphone electrically.

**7-06 The trap** will be so constructed and mounted that it will throw, at random, with continuously varying angles and elevations, an unbroken target within

the vertical and horizontal limits stated in these rules.

**7-07** Target distances, angles and elevations. The trap shall be so adjusted so that in calm weather;

- a) a properly released target will carry 75m (plus or minus 5m) if measured over level ground, with a throwing elevation of 2m above the level of the traphouse roof at 10 metres forward of the pit.
- b) the height of the target's path above the level of the traphouse roof shall be at least 1 metre and not exceed 4 metres.
- c) the targets shall be thrown within an area bounded by angles of not less than 30 degrees nor more than 45 degrees right and left of the imaginary centre line drawn through the centre of the trap house and lane 3.

**Note:** The horizontal angles will be measured from the front edge of the traphouse.

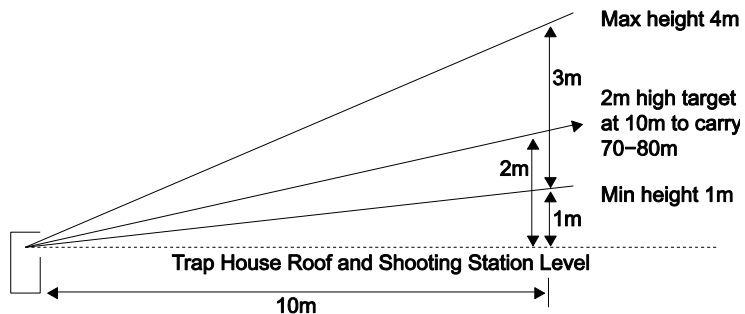


Diagram 7.1 Target height setting for Ball Trap

**7-08** The trap must be adjusted by the jury of other appointed official each day before the shooting begins. One trial target shall be thrown before the first shooter begins each round.

#### **CONDUCT OF A ROUND OF AUTOMATIC (BALL) TRAP**

**7-09** All the shooting rules of Section 5-10 to 5-18 - CONDUCT OF A ROUND OF TRAP shall apply.

#### **TIE BREAKING: BALL TRAP.**

7-10 Refer to rule 4-34 a) for tie breaking format.

## **SECTION 8: REGULATIONS FOR COMPAK SPORTING CLAYS**

### **INTRODUCTION**

**8-01** Rules, equipment and layout requirements are not written to dictate, regiment or discourage creativity. The intent is to ensure that the game is safe and exciting and to create a national standard of Compak Sporting Clays in New Zealand.

**8-02** The General Shooting Regulations in section 4 of the NZCTA Rule book apply as well as the specific rules for this discipline.

**8-03** The NZCTA has adopted the FITASC Compak Rules which are available on the internet at the following address:

[http://www.fitasc.com/upload/files/rglt\\_cs\\_010110\\_a ng.pdf](http://www.fitasc.com/upload/files/rglt_cs_010110_a ng.pdf)

### **GUNS, EQUIPMENT AND AMMUNITION**

**8-04 Guns:** As per Rule 4-11.

**8-05 Personal attire:** as per Rule 4-12.

#### **8-06 Cartridges:**

- a) Before shooting the length of the cartridge must not exceed standard specifications of 70mm.
- b) Shot loads must not exceed 28 grams. A load tolerance of 0.5 grams is permitted.
- c) Pellets must be only spherical in shape, made of lead or lead alloy, and between 2mm and 2.5mm in size. Shot may be plated.
- d) All other rules as per Rule 4-13

## **SECTION 9: REGULATIONS FOR FITASC INTERNATIONAL SPORTING**

### **INTRODUCTION**

**9-01.** The Council has determined to use the rules of International disciplines in their entirety, where they exist. These rules therefore determine how sporting clay competitions are to be conducted. The complete FITASC Rules can be viewed on the internet at the following address:

[http://fitasc.com/upload/reglements/ParcoursDeChasse230908\\_UK.pdf](http://fitasc.com/upload/reglements/ParcoursDeChasse230908_UK.pdf)

**9.02.** Shooters will note some parts of the rules are not correct for New Zealand conditions (Arms Act requirements). They will need to use correct behaviour, and not follow the rules as written, in these particular instances.

## SECTION 10: REGULATIONS FOR ISSF SHOOTING

### INTRODUCTION

**10-01.** The Council has determined to use the rules of International disciplines where they exist, with exceptions as below for domestic competition. These rules therefore determine how ISSF competitions are to be conducted. The complete ISSF Rules can be viewed on the internet at the following address: [http://www.issf-sports.org/theissf/rules/english\\_rulebook.ashx#/3/](http://www.issf-sports.org/theissf/rules/english_rulebook.ashx#/3/)

**10.02. Graded events.** NZ Domestic competition has introduced procedure where events are shot in three grades. This is unique to domestic competition and the guidelines for grades are contained in rule 3.16 "ISSF TRAP, DOUBLE TRAP & SKEET; PERCENTAGES AND GRADING"

**10.03. Tie Breaking.** To meet the graded format of domestic ISSF shooting, tie breaking in domestic events has seen local Tie Breaking rules developed. See "Tie breaking" at rule 2.55