

RECOMMENDATION FOR COMPAK SPORTING DESIGNERS

A Compak is composed of:

- 5 shooting stations equipped with a firing angle limiter and a menu card holder
- A target overflight rectangle of 35 to 40m x 25m
- 6 traps named A to F from left to right
- A Manual operator or an electronic sonopull type operator

A/ Shooting positions

The shooting positions must be reasonably spaced out, centred from 2 to 5 meters.

They must be aligned in parallel, placed between four to eight meters behind, and centred on the line AD of the rectangle.

It is preferable to provide the shooting positions with a roof.

B/ Trajectories

Three trajectories are obligatory:

- 1. One trap placed to the left of line AB, its trajectory mandatorily crossing the lines AB and CD;
- 2. One trap placed to the right of line CD, its trajectory mandatorily crossing the lines CD and AB;
- **3.** A trap placed either inside the rectangle, either outside of the one beyond the line BC or right behind the shooting position (tower); its trajectory mandatorily crossing the line BC.

The location of each trap and their trajectory are free on condition that the aforementioned rules are respected.

The three other trajectories are free:

However, if a trap is placed in front of the line BC and its entry trajectory puts the target on the inside of the rectangle, this trap must be positioned as near as possible to the line BC so that the flight length of the target doesn't slow down the progress of the shoot, this is also true for the other traps.

The level of difficulty of the trajectories is indicated by three letters:

- A: The most simple
- B: Medium difficulty
- C: The most difficult



On a Compak there are no level C trajectories, there are only A and B and it is the mixing of these two types that creates the shooting difficulty.

The medium length trajectories on a Compak are from 35 to 50 meters maximum. Also, it will be necessary to equip the majority of the machines with soft springs in order to respect these distances.

The six trajectories must be as varied as possible, as chosen by whoever does the laying out.

C/ Targets

C.1 – Type of target

They must be as varied as possible, considering the following:

- The super mini targets (60/70mm) must have a trajectory close to the shooters to be perfectly visible.
- The trajectories of mini targets (90mm) can be less close to the shooters, but never far either.
- Avoid targets of the "battue" type on a Compak: because they are difficult to see for the for the first few meters and their trajectory is too sensitive to the wind, thus risking being unfair for the shooters.

The target must not present its edge to the shooter; they must preferably show their coloured surface, hence the importance of using machines whose calibration allows this (tilting), and with throwing arms from the left and the right.

C.2 Colour of Targets

The target stock must allow the choice of the most visible colour in function of the terrain.

In the sky, the colour which stands out the most is black.

If possible on the same Compak, vary as much as possible the colours of the targets, the idea being to have a different colour per trajectory. (for example: orange, yellow, blue, white, green, purple, black, red etc.)

D/ Levels of difficulty

Medium level of difficulty for a Compak with 1 or 3 single targets and 1 or 2 doubles.

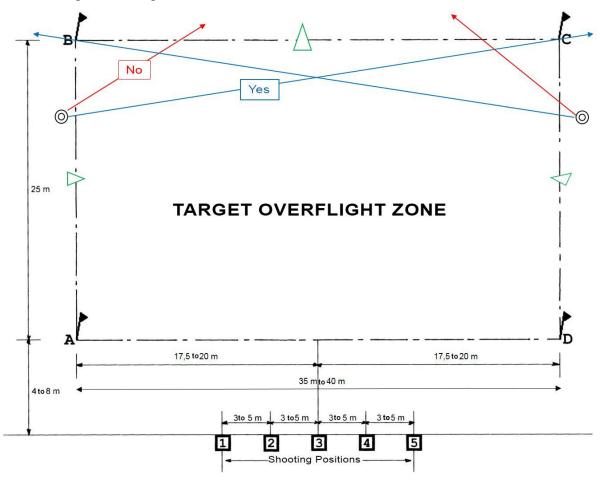
Medium level of difficulty for a Compak with 3 single targets and 1 simultaneous doubles.

<u>Simplest level of difficulty for a Compak with a single and 2 simultaneous doubles.</u>
For the simultaneous doubles choose a Compak with significantly long and high trajectories so that an average shooter has the time to shoot both targets.

Choice of trajectory setting tables:



Choose a trajectory setting table adapted to each Compak so that the doubles on report are as interesting as possible and that the two targets of the simultaneous double are accessible from each shooting station in good conditions.



Examples in red of trajectories that are not conform with the spirit of Compak Sporting.