

NZCTA

Rule Book



Rules and Regulations for the conduct of Clay Target
Shooting in New Zealand including the NZCTA Constitution

Last Updated April 2026

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SECTION 1 – GENERAL DEFINITIONS

INTRODUCTION

- 1.1 Throughout these rules, the following definitions shall apply, unless otherwise specified.
- 1.1.1 The “**Association**” or “**NZCTA**” both mean the New Zealand Clay Target Association Inc.
- 1.1.2 The “**Council**” means the governing body of the New Zealand Clay Target Association Inc.
- 1.1.3 The “**Executive Officer**” means the Secretary of the New Zealand Clay Target Association Inc.
- 1.1.4 A “**gun club**” or “**club**” both mean a clay target shooting club affiliated with the New Zealand Clay Target Association Inc.
- 1.1.5 A “**shooter**” or a “**member**” both mean a clay target shooter registered through an affiliated club with the New Zealand Clay Target Association Incorporated and where applicable, shall include any visiting individual or clay target shooter whom is a member of any similar or like national association from outside of New Zealand and is or has been entered as a competitor in or otherwise involved with an Association clay target event in New Zealand.
- 1.1.6 A “**citizen shooter**” or “**citizen**” means a registered shooter who holds New Zealand citizenship.
- 1.1.7 “**Standard**” clay target shooting refers to all forms of shooting events conducted according to the NZCTA regulations, as distinct from all forms of ISSF or other international shooting disciplines.
- 1.1.8 A “**full registered shooter**” means a clay target shooter who, being a member of an affiliated club, has applied for registration, paid a full (not concessionary) subscription fee and has been accepted as a shooter whose name is registered as such with the Association.
- 1.1.9 A “**Family registered shooter**” means a shooter who has registered with the Association under the family subscription concession under rule [1.11](#) below.
- 1.1.10 A “**Junior registered shooter**” means a shooter who at the time of competition is under the age of 18 years and has registered with the Association under the junior subscription concession under rule [1.12](#) below. In other than NZCTA standard disciplines, the relevant age requirements of the discipline shall apply.
- 1.1.11 A “**Veteran shooter**” means a shooter who at the time of the competition has reached the age of 60 years but has not attained the age of 70 years. In other than NZCTA standard disciplines, the relevant age requirements of the discipline shall apply.
- 1.1.12 A “**Super Veteran**” means a shooter who at the time of competition has reached the age of 70 years. In other than NZCTA standard disciplines, the relevant age requirements of the discipline shall apply. In competitions where Super Veteran is not offered as a separate category, the Veteran category will include Super Veteran shooters.
- 1.1.13 A “**Social registered shooter**” means a shooter who has registered with the Association under the social subscription concession under rule [1.13](#) below.
- 1.1.14 Throughout these rules, all references to “he, him, his” shall be taken to mean and include “she, her, hers”.
- 1.1.15 “**Shoot Management**” is the club or conducting body which is running the event.

AFFILIATION, REGISTRATION, MEMBERSHIP & SUBSCRIPTIONS

1.2 Affiliated Club defined.

1.2.1 An affiliated club is a clay target shooting club which has made application for affiliation, has met and proved itself capable of maintaining the safety standards as laid down from time to time by the Association, has paid the prescribed fee, and has been accepted as a financial member club of the Association.

1.3 Affiliation Year defined.

1.3.1 The affiliation year of the Association encompasses that period of time between and including the 1st January and the 31st December in the same year.

Process of club affiliation

1.4 The process of affiliation shall be that a club, on receiving the annual fee account issued by the Executive Officer, shall pay the prescribed amount promptly to ensure remittances are received prior to the end of the month of December, immediately preceding commencement of the affiliation year.

1.4.1 The Executive Officer shall receive such remittances, together with a declaration from the club committee that there have been no alterations made to the club's facilities during the year.

1.4.2 The Executive Officer shall then receipt the club's remittance, enter the relevant details in the master register of clubs and grading, and issue to the club concerned a certificate testifying that the said club has met the requirements as laid down by the Association and is consequently currently affiliated for the year in question.

1.4.3 If the Executive Officer is notified that a club has added to or reduced its facilities during the year, then he shall forthwith notify the relevant grading committee who shall inspect the ground and report to the Executive Officer.

1.4.4 If, in the opinion of the grading committee, the applicant club does not meet the required standards of the Association, the Executive Officer shall be informed forthwith and that officer shall then take whatever action is deemed necessary under the terms and conditions as laid down in rules [1.23](#) and [1.25](#) of this section.

1.5 Applications by clubs NOT previously affiliated.

1.5.1 Clubs not previously affiliated with the Association and which are desirous of achieving that status, shall make written application to the Executive Officer of the NZCTA.

1.5.2 Every such new application shall be considered by the Council of the Association and granted or declined at the absolute discretion of the Council.

1.6 Shooter Member defined.

1.6.1 A shooter member is a clay target shooter who, being a financial member of an affiliated club, has applied for registration, paid the requisite fee and has been accepted as a shooter whose name is registered as such with the Association.

1.7 Shooter Membership Year defined.

1.7.1 The shooter membership year of the Association encompasses that period of time between and including the first day of January and the thirty-first day of December in the same year.

1.8 Rights and Privileges of Shooter Membership.

1.8.1 A shooter member shall have the right to compete in any match conducted under the auspices of the NZCTA, or at any club that is affiliated to the NZCTA, by virtue of their registration but subject to the restrictions imposed by registration under any subscription under rules [1.11](#) to [1.13](#).

1.8.2 Club championships are the only matches into which clubs may restrict entry.

1.9 Shooter's Personal Handicap Book.

1.9.1 On initial membership, every shooter shall be allocated a permanent membership number by the Executive Officer.

1.9.2 The first year of membership, upon payment of the appropriate subscription to the Executive Officer, a membership book referred to as a Handicap Book shall be issued to each shooter.

1.9.3 This book shall have a year-dated sticker with the shooter's membership number, their full initials and surname together with their given name, affiliated club and sections for the entering of details relevant to the process of handicapping.

1.9.4 In subsequent years a year-dated sticker shall be issued which shall be placed over the top of the existing one on the handicap book.

1.9.5 If a shooter's personal handicap book is full then a new one may be obtained from the Executive Officer.

1.9.6 This shall be sent to the club and the club official responsible for handicapping shall then transfer the details relative to handicapping to the new book, and clearly mark the old book 'CANCELLED' on all pages.

1.9.7 In the event of a shooter losing or destroying their handicap book, replacement books can be obtained from the Executive Officer at a cost set down by Council.

Process of shooter membership

1.10 The process of shooter membership shall be that a shooter shall pay their subscription to the Executive Officer, upon receipt of the annual subscription account.

1.10.1 The Executive Officer shall receipt the amount paid, and forthwith prepare a handicap book for new members or a sticker showing the year of membership, shooter's initials, given name and surname, membership number and affiliated club.

1.10.2 The handicap book or sticker will then be sent, without delay, to the secretary of the club with which the shooter wishes to affiliate.

1.10.3 Books will not be sent direct to shooters.

1.10.4 Upon receiving the new handicap books or stickers the club secretary shall obtain, from the shooter(s) concerned, their previous handicap book.

1.10.5 The club shall then adhere the new sticker over top of the existing one on the handicap book.

1.10.6 In instances of new membership, the club official shall clearly mark the letters 'NM' in the space provided for handicapping details.

1.10.7 Each club secretary may obtain a supply of annual subscription account forms for issue to shooters who wish to register or re-register during the year and who do not have a form.

1.11 Family Subscription Concession.

1.11.1 There shall be a concession rate subscription fee set by the Council for members of a family who all reside at the same address.

1.11.2 The first subscription shall be at the full rate, with each subsequent subscription at the concession rate.

1.11.3 Each member shall be entitled to the full privileges of Association registration, but only one copy of "GUNSHOT" shall be sent to the family.

1.12 Junior Subscription Concession.

1.12.1 Each junior shooter shall be entitled to register with the Association upon payment of the junior subscription fee.

1.12.2 A junior shooter is entitled to the full privileges of Association registration.

1.13 Social Subscription Concession.

1.13.1 A Social registered shooter shall be entitled to register with the Association upon payment of the social registration fee.

1.13.2 Shooters registered under this concession are only entitled to shoot at the club through which they have registered with the Association with the exception that they may shoot at an Association shooting match held at their club upon payment to the Association of a daily fee set by the Association from time to time.

1.14 New shooter Subscription Concession.

1.14.1 Each new shooter registering with the Association for the first time after the 30th June in any year, shall be entitled to pay half the current subscription (excluding levies) for that year.

1.15 Registration Fee payable annually.

1.15.1 The registration fee of a shooter (as set from time to time by Council) is payable only once per year regardless of how many clubs he may be a financial member.

1.16 Change of Shooter Contact Details.

1.16.1 If a shooter changes their contact details during a year, the new information is to be advised to the Executive Officer by the person concerned at the earliest possible opportunity.

Shoot levies

1.17 The Association shall from time to time set an amount to be paid daily by each shooter upon entry at all shoots, such levy to include an amount payable to the Association and also the club.

1.17.1 "All shoots" means all shoots conducted by clubs, or on club grounds, and without limiting the generality of the clause above, all shoots includes "Duck shooter" shoots, "Xmas" shoots and "Cosmopolitan Club" shoots, but not "Business house" shoots, and "Corporate" shoots.

1.17.2 The levies are to be used by the Association for such purposes as general administrative costs, team travel subsidy, loans to member clubs or such other purposes as may be decided upon from time to time by the Council.

1.17.3 The amount set by the Council shall be a minimum. There shall be nothing implied in these regulations which will limit a club from raising its portion of the levy, providing it can show that there is good reason for doing so.

1.17.4 Clubs shall remit the Association portion of the levy to the Executive Officer within 14 days of each shoot. The Executive Officer shall provide the necessary stationery to expedite the process.

Master register of clubs and shooters

1.18 The Executive Officer shall keep and maintain a master register of all affiliated clubs and registered shooters which shall be available for inspection at any time by any member of the Council or any official referee on request.

1.18.1 However, this register shall not leave the keeping of the Executive Officer at any time except for the express purpose of audit by the Association's officially appointed auditors or inspectors or for the express purpose of inspection by a meeting of the Council or official meeting of the Association's official referees.

1.18.2 This register shall also include all relevant grading details as determined by the Association rules of affiliation, registration and grading.

1.19 Shooters may Register with one club only.

1.19.1 Shooters may nominate the club they wish to be registered with, at the time of paying registration fees for the ensuing year and this information will be recorded on the shooter's master file.

1.19.2 Providing the shooter is a NZ citizen or has been a NZ resident for a minimum of 6 months, this club will be the basis for all Club, Provincial, Zone and Island team selections for which the shooter may be eligible.

1.19.3 No shooter may change clubs during the year without advising the Executive Officer.

1.19.4 Any change of club during the year by a shooter will only take effect once they have a new sticker on their handicap book, indicating this change.

PROVINCIAL DISTRICTS

1.20 The following are the names and the boundaries of the provincial districts relative to the affairs of the New Zealand Clay Target Association Inc.

1.20.1 North Island.

a) Northland provincial district - All that land north of the Rodney District.

b) Auckland provincial district - All that land north of the southern boundary of the Franklin County but not including the Coromandel Peninsula.

c) Waikato provincial district - All that land south of the southern boundary of the Franklin County including the Coromandel Peninsula, and north of the southern boundaries of the Waitomo and Taumarunui Counties but not including Taupo. Waikato province includes the following clubs: Huntly, Matamata, Putaruru, Taumarunui, Te Aroha, Te Kuiti/Cambridge, TVDA, Waikato and Tokoroa.

d) Bay of Plenty provincial district - Includes clubs Thames, Whitianga, Waihi, Opotiki, Whakatane, Taupo, Rotorua and Bay of Plenty.

e) Hawkes Bay and East Coast provincial district - All that land included in the Waiapu, Waikohu, Cook, Wairoa, Hawkes Bay, Waipawa, Waipukurau, Patangata, Dannevirke and Woodville Counties.

f) Wellington and West Coast provincial district - All that remaining land in the North Island not included in the aforementioned provincial districts.

1.20.2 South Island.

a) Nelson-Marlborough provincial district - All that land in the Nelson and Marlborough provincial districts.

b) Canterbury provincial district - All that land in the Canterbury provincial district.

c) Westland provincial district - All that land in the Westland provincial district.

d) Otago provincial district - All that land in the Otago provincial district.

e) Southland provincial district - All that land in the Southland provincial district.

Grading of DTL/Skeet grounds

1.21 The following is a list of requirements that must be complied with for a DTL/Skeet grading to be obtained. The requirements for DTL/Skeet national grounds shall be laid down from time to time by the Council.

1.21.1 National DTL/Skeet Grounds.

a) Trap houses - Concrete or steel plate down-the-line trap houses and fields with concrete lanes and voice operated electric release traps to be set out on suitable grounds complying with safety requirements and positioned to avoid targets being thrown directly into the sun. One spare trap on hand in case of a breakdown.

b) Skeet fields - Skeet fields with skeet houses built to minimum specifications and containing voice operated electric release traps and having concrete station pads set on suitable grounds complying with safety standards and positioned to avoid targets being thrown so that competitors would be required to fire into direct sunlight. Two spare traps on hand in case of breakdowns.

c) Pavilion - Pavilion to include a Secretary's office, an office for the Executive Officer, a room for the NZCTA President, luncheon rooms to seat at least 70 persons at one time with ample kitchen facilities to cope with catering for this number, ample standing room out of wind and rain for spectators and competitors to view shooting of both down-the-line and Skeet events, refreshment bar of adequate size (if license procurable) equipped with hot water and all other facilities to comply with Health Department regulations, toilet facilities to include two water-flushed pans and a urinal for men and two water-flushed pans for ladies, both conveniences to also contain hand-basins with running water. Shower facilities should also be available.

d) Vehicle parking - Ample parking space to be available for vehicles.

e) Accommodation - Ample accommodation of good class must be available in a city within a 20-kilometre radius of the ground.

1.21.2 National DTL/Skeet Grounds Specified.

a) North Island - Waikato Clay Target Club Inc.

b) South Island - Canterbury Clay Target Club Inc.

1.21.3 North Island DTL/Skeet Grounds.

- a) Trap houses - At least six down-the-line trap houses and fields, plus two ball traps, meeting the general requirements as for National grounds with one spare trap in case of breakdown. Ball traps may be overlaid on DTL traps.
- b) If there are eight or more DTL traps, lights shall not be mandatory.
- c) Skeet fields - At least four Skeet fields, meeting all the general requirements as for National grounds with one spare trap in case of breakdown.
- d) Voice operated electric release traps.
- e) Pavilion - Pavilion to include secretary's office, luncheon room to seat at least 70 persons all at one sitting and with kitchen facilities to suit, ample standing room out of wind and rain to enable spectators and competitors to view shooting, permanent or temporary refreshment bar on ground if license available and to be equipped with hot water and all other facilities to comply with Health Department regulations, toilet facilities to include two water-flushed pans and a urinal for men and two water-flushed pans for ladies, both conveniences to also contain hand-basins with running water.
- f) Vehicle parking - Ample parking space to be available for vehicles.
- g) Accommodation - Ample accommodation of good class must be available within a 30-kilometre radius of the ground.

1.21.4 North Island DTL Grounds Specified.

- a) Waikato Clay Target Club Inc.
- b) Thames Clay Target Club Inc.
- c) Hutt Valley Clay Target Club Inc.

1.21.5 North Island Skeet Grounds Specified.

- a) Waikato Clay Target Club Inc.
- b) Thames Clay Target Club Inc.
- c) Rotorua Clay Target Club Inc.

1.21.6 South Island DTL/Skeet Grounds.

- a) Trap houses - At least five down-the-line trap houses and fields, plus two ball traps, meeting the general requirements as for National grounds. Ball traps may be overlaid on DTL traps. One spare trap in case of breakdown.
- b) Skeet fields - At least four Skeet fields, meeting all the general requirements as for National grounds. One spare trap in case of break down.
- c) Voice operated electric release traps.
- d) Pavilion - Pavilion to include secretary's office, luncheon room to seat at least 70 persons all at one sitting and with kitchen facilities to suit, ample standing room out of wind and rain to enable spectators and competitors to view shooting, permanent or temporary refreshment bar on ground if license available and to be equipped with hot water and all other facilities to comply with Health Department regulations, toilet facilities to include two water-flushed pans and a urinal for men and two water-flushed pans for ladies, both conveniences to also contain hand-basins with running water.

- e) Vehicle parking - Ample parking space to be available for vehicles.
- f) Accommodation - Ample accommodation of good class must be available within a 30-kilometre radius of the ground.

1.21.7 South Island DTL Grounds Specified.

- a) Dunedin Clay Target Club Inc.
- b) Timaru Clay Target Club Inc.
- c) Southland Clay Target Club Inc.
- d) Canterbury Clay Target Club Inc.

1.21.8 South Island Skeet Grounds Specified.

- a) Southland Clay Target Club Inc.
- b) Alexandra Clay Target Club Inc.
- c) Waihora Clay Target Club Inc.

1.21.9 Provincial DTL/Zone Skeet Grounds.

- a) Where a provincial district contains one or more DTL/Skeet Island grounds within its boundaries then the provincial DTL or Zone Skeet championships shall be conducted on that ground.
- b) Where a ground has been added to the list of approved provincial DTL/zone Skeet grounds in accordance with [1.22](#), and where that province has a DTL/Skeet Island ground within its boundaries, then only the club owning the ground shall be permitted to use it for provincial DTL/zone Skeet championships and provincial/zone championships will not be allocated to it that are to be conducted by another club.
- c) Where a province does not have a DTL/Skeet Island ground within its boundaries, Council shall nominate suitable grounds within the provincial district which it considers have sufficient facilities to conduct the provincial/zone championships.
- d) Requirements for such grounds shall be as laid down from time to time by Council.
- e) Voice operated electric release traps.
- f) Pavilion - Pavilion to include secretary's office, luncheon room to seat at least 30 persons at one time with matching kitchen facilities to suit, ample standing room out of rain for spectators and competitors to view events, toilet facilities to include at least one water-flushed pan and urinal for men and one water-flushed toilet for ladies, both conveniences to also contain hand-basins with running water, permanent or temporary refreshment bar on the ground, (if a licence is available), equipped with hot water and all other facilities to comply with Health Department regulations.
- g) Vehicle parking - Parking facilities must be available on ground.
- h) Accommodation - Accommodation of good class must be available within a 30-kilometre radius of the ground.

1.21.10 Provincial DTL Grounds Specified.

- a) Northland: Whangarei Clay Target Club.
- b) Auckland: Waitemata Clay Target Club Inc., Auckland Metropolitan Clay Target Club Inc.

- c) Waikato and Central: Waikato Clay Target Club Inc., Taumarunui Clay Target Club Inc., Huntly Clay Target Club, Te Kuiti Trapshooters.
- d) Bay of Plenty: Bay of Plenty Clay Target Club, Rotorua Rod & Gun Club Inc., Taupo Clay Target Club Inc., Thames Clay Target Club.
- e) Hawkes Bay and East Coast: Gisborne Clay Target Club Inc., Hawkes Bay Clay Target Club, Woodville Clay Target Club Inc.
- f) Wellington and West Coast: Hutt Valley Clay Target Club Inc., Wanganui/Rangitikei Clay Target Club Inc., Wairarapa Clay Target Club.
- g) Nelson-Marlborough: Marlborough Clay Target Club, Nelson/Waimea Clay Target Club Inc.
- h) Canterbury: Canterbury Clay Target Club Inc., Waihora Clay Target Club, Timaru Clay Target Club Inc.
- i) Westland: Barrytown Sports & Gun Club Inc., Kokatahi Gun Club Inc.
- j) Otago: Dunedin Clay Target Club Inc., Alexandra Clay Target Club Inc, Wanaka Clay Target Club.
- k) Southland: Southland Clay Target Club Inc., Nightcaps Clay Target Club.

1.21.11 Zone Skeet Grounds Specified.

- a) North Island North Zone - Auckland Metropolitan Clay Target Club Inc., Waitemata Clay Target Club Inc., Thames Clay Target Club, Waikato Clay Target Club Inc.
- b) North Island Mid Zone - Whakatane Clay Target Club Inc., Gisborne Clay Target Club Inc., Rotorua Rod & Gun Club Inc., Te Kuiti Trapshooters, Taupo Clay Target Club Inc.
- c) North Island South Zone – Hutt Valley Clay Target Club Inc., Wanganui/Rangitikei Clay Target Club Inc., Wairarapa Clay Target Club, Hawkes Bay Clay Target Club
- d) South Island North Zone - Nelson/Waimea Clay Target Club Inc., Canterbury Clay Target Club Inc., Waihora Clay Target Club
- e) South Island Mid Zone - Alexandra Clay Target Club Inc., Timaru Clay Target Club Inc., Wanaka Clay Target Club, Dunedin Clay Target Club Inc.
- f) South Island South Zone - Southland Clay Target Club Inc., Nightcaps Clay Target Club, Balfour Gun Club Inc.

1.21.12 Open Shoot DTL/Skeet Grounds.

- a) Trap houses - At least two concrete or steel plate down-the-line trap houses and fields with automatic traps set out on suitable ground complying with safety requirements and positioned to avoid targets being thrown directly into the sun.
- b) Pavilion - Pavilion to include secretary's office and ample room for spectators and shooters to stand out of rain.
- c) Catering - Luncheon and morning and afternoon tea shall be provided under cover.
- d) Toilet facilities - Toilet facilities to include hygienic lavatories for men and women with basins with running water available for hand washing.

1.21.13 Club or School Shooting Grounds.

- a) Safe down-the-line shooting conditions with trap houses constructed of concrete or steel plate and equipped with safety flag.
- b) Toilet facilities to include hygienic lavatories for men and women with basins with running water available for hand washing.

1.22 List of Specified DTL/Skeet Grounds may be amended.

1.22.1 The list of specified DTL/Skeet grounds may be added to or subtracted from at the discretion of Council.

1.23 Applications for Grading and/or Re-Grading of DTL/Skeet Grounds.

1.23.1 All applications for grading or re-grading must be lodged with the Executive Officer.

1.24 DTL/Skeet Grading may be declined on the basis of inadequate safety precautions.

1.24.1 Clubs applying for a grading may have their application declined, if in the opinion of the grading committee making the inspection, safety precautions are not of a sufficiently high standard.

1.25 DTL/Skeet Grounds may lose grading if safety precautions inadequate.

1.25.1 DTL/Skeet Grounds graded from National to open shoot level will be liable for immediate loss of grading with total prohibition of shooting should an inspection of safety precautions show that such precautions are of a standard that would not ensure complete safety.

1.25.2 This loss of grading may be performed by any member of a grading committee, any member of Council, any official referee of the Association, or the NZCTA Executive Officer.

1.25.3 In such instances where any of the aforementioned consider safety precautions to be inadequate, they may order immediate cessation of all shooting until the situation is rectified, an official inspection has been performed by the relative grading committee, and written advice received by the club concerned from the NZCTA Executive Officer stating that shooting may recommence and that the grading has been reinstalled.

1.26 DTL/Skeet Grading to be shown on Affiliation Certificate.

1.26.1 The grading of a club shall be indicated on the affiliation certificate issued by the Executive Officer at the commencement of each shooting year.

1.26.2 The current affiliation certificate must be displayed in a prominent place in the club's office.

1.27 DTL/Skeet Grading Register.

1.27.1 The Executive Officer shall keep and maintain a register recording all relevant grading information applicable to each affiliated club that shall be available for inspection at any time by any member of the Council or any official referee.

1.27.2 However, this register shall not leave the keeping of the Executive Officer at any time except for the express purpose of inspection by a meeting of the Council or representative meeting of official referees.

1.28 Club DTL/Skeet Ground Affiliation Applications may be declined.

1.28.1 Applications for affiliation by clubs with a club or school shooting ground grading may be declined if the grading committee considers safety precautions relative to down-the-line shooting are inadequate to ensure complete safety for competitors, personnel and spectators on the applicant club's ground.

CODES OF PRACTICE AND POLICY STATEMENTS

1.29 The Council may from time to time and by notice in writing to all clubs, issue written “Codes of Practice” or “Policy Statements” containing information, codes or policies that record how clubs should comply with or adhere to certain standards and obligations expected by the NZCTA.

1.29.1 Clubs and members shall do all things reasonably necessary to comply with and adhere to any Code of Practice or Policy Statement issued by the Council.

Steel Shot Policy

1.30 Notwithstanding any other provision of these rules, the Council may (in its sole discretion) grant consent in writing for a club to use steel shot on its grounds (“the Consent”) but subject always to the following:

1.30.1 A club must make written application to the Council detailing the club’s request to use steel shot on its grounds (“the Request”).

1.30.2 The Request will include evidence that the club has used all reasonable steps and methods to comply with any existing NZCTA Rule, Code of Practice or Policy Statement in respect of use of lead shot on its grounds.

1.30.3 The request will provide adequate detail to the Council that despite using all reasonable steps, the club is unable to comply with the relevant NZCTA Code of Practice or Policy Statement for the use of lead shot on its grounds.

1.30.4 Granting the consent will be at the sole discretion of the Council.

1.30.5 While the Consent is in place, the club is prohibited from allowing lead shot to be used on its grounds until further written notice of the NZCTA.

1.30.6 Where steel shot is used on the grounds of clubs with a Consent, the shot sizes of steel shot to be used shall remain the same shot size of these rules as if lead shot were being used on the grounds of the club.

1.30.7 The Consent will include any condition or conditions that the Council in its sole discretion considers necessary.

1.30.8 The Consent conditions may include (but shall not be limited to) any of the following items:

- a) That the club will take all reasonable steps to ensure that all shooters on that club’s grounds must only use steel shot on its grounds - it will not be permissible for lead shot to be used on the grounds of the club after the Council has issued a Consent.
- b) The club must post adequate signage on its grounds that the club grounds are for steel shot only and that each individual shooter must ensure that their firearm is suitable for the use of steel shot.
- c) The club must take all reasonable steps to mitigate the risk of steel shot ricochet;
- d) The club will require all shooters, referees, markers and those individuals involved with the operation of the club’s events on the shooting range to wear protective eye wear or safety glasses.
- e) The club will ensure that an adequate supply of safety glasses is available for use.
- f) The club will ensure that medium density fibreboard (plywood) or other suitable shot absorbent material is attached to the back of each of the club’s DTL trap houses to prevent steel shot ricochet.

- g) If advertising in Gunshot for any event, the club must ensure that the advertisement includes a reference that its events are “steel shot events only”.
- h) School competition shooting on the grounds will not be permitted.
- i) The Council may include any other condition or conditions of consent as it sees fit in its sole discretion.

1.30.9 The club will do all things necessary to ensure that the club, its members and guests shooting on the club grounds comply with the Consent.

1.30.10 The Council may by notice in writing to the club add to, alter, amend or revoke all or any part of the Consent from time to time.

1.30.11 The Council will give notice in writing to all clubs of any Consent issued, altered, amended or revoked from time to time.

1.30.12 The Consent will remain in place until further written notice of the Council.

“GUNSHOT” Magazine

1.31 “GUNSHOT” is the official magazine of the New Zealand Clay Target Association Inc. and is owned by the Association.

1.31.1 Gunshot is published bimonthly and is edited by the Executive Officer.

1.31.2 It is automatically issued to all registered shooters whose subscription payment for it is included in their registration fees.

1.31.3 Persons, not being registered shooters, who wish to receive copies may receive such copies by applying to the Executive Officer, NZCTA, P.O. Box 5355, Papanui, Christchurch.

1.31.4 The subscription rate will be as set from time to time by the Council.

1.31.5 Material for “GUNSHOT”. Club secretaries, contributors and advertisers should address all correspondence, insertion instructions and material to the same address before the 1st day of the month immediately preceding the month of publication.

ASSOCIATION TROPHIES AND AWARDS

1.32 Ownership. All Association trophies remain the property of the NZCTA and must remain within New Zealand.

NZCTA Distinguished Service Award

1.33 The Distinguished Service award is a framed certificate to be presented to the recipient at a time and place in keeping with the magnitude of the award e.g. a Hall of Fame dinner or a National Championship.

1.33.1 Recommendations for this award are to be submitted to NZCTA Council by clubs by 1 December each year.

1.33.2 Any awards given are at the discretion of Council and there shall be no right of appeal.

1.33.3 The history of the individual’s performance is to be read out by the NZCTA President at the presentation.

Shooter of the Year Award

1.34 A Shooter of the Year award may be awarded annually to a shooter of each shooting discipline who is felt by the selection panel to be deserving of this award.

1.34.1 The DTL shooter of the Year will be presented with The Jim McKenzie Medal and framed certificate for permanent keeping. The presentation is to be made at the DTL Hall of Fame annual dinner by the NZCTA President.

1.34.2 All other disciplines will present their Shooter of the Year with an award to be agreed upon by Council at a time and place in keeping with the magnitude of the award such as the National Championships.

1.34.3 Selectors for the Shooter of the Year are the NZCTA past President, the President and the Executive Officer.

Long Run Awards – All Disciplines

1.35 Long Run awards are made available by the Association to shooters who have scored a series of successive breaks when competing in regulation competition. Awards will be made in the following disciplines:

- a) Down-the-line
- b) Handicap by Distance
- c) Double Rise
- d) Single Barrel
- e) Skeet
- f) Sub-gauge Skeet (Gauge specific)
- g) Skeet Doubles
- h) Minis
- i) ISSF Trench
- j) ISSF Skeet
- k) Ball Trap
- l) Sporting Clays
- m) Compak Sporting Clays
- n) Universal Trench

1.35.1 There are seven grades of long run awards in that badges are given for breaks of 50, 75, 100, 200, 300, 400 and 500 straight. For over 100 targets shot in Sporting, Compak or UT, and over 350 targets shot in all other disciplines, a badge showing the exact number of targets will be made.

1.35.2 Each long run award is to recognise an independent long run of hits, and any target or run of targets may only be counted once. Incremental awards leading to the total long run will not be considered.

1.35.3 To qualify for a long run award, the applicant must be a registered shooter with the NZCTA according to the rules of the Association.

1.35.4 Shooting must be under regular match conditions with targets broken in shoot-offs also to count.

1.35.5 An unfinished run on one day shall be carried forward to the start of shooting the next time the shooter competes in competition under regular match conditions.

1.35.6 Any competitor who elects to withdraw from a competition before it has ended will automatically terminate any existing long run.

1.35.7 All claims for long run awards are to be made on behalf of the individual by the secretary of the club with which the shooter is registered and must be confirmed as correct by at least one other official of the club concerned. One copy of each score sheet showing targets broken must accompany each long run application.

1.35.8 Long runs may be established in either New Zealand and/or overseas providing all other criteria are equal and are met.

1.35.9 All claims from clubs are to be forwarded to the Executive Officer of the Association on the standard form provided by the Executive Officer, and must include the following signed declaration:

“It is hereby certified that _____ (name of shooter) is a registered member of the _____ (name of club), and that he broke ____ (number) of _____ (long run category) targets as detailed above, while shooting under the conditions applicable to the long run category award”.

1.36 Down-the-line Long Run Awards.

1.36.1 Assessments for Long Run awards are to be made only on performances in regulation Single Rise and Points Score matches shot under standard 15 metre conditions.

1.36.2 Gym-crack and other novelty events such as Christmas shoots or pool shoots shall not be considered.

1.37 Skeet, Double Rise and Single Barrel Long Run Awards.

1.37.1 Assessments for Long Run awards are to be made only on performance in regulation standard matches.

1.38 Handicap by Distance Long Run Awards.

1.38.1 Assessments for Long Run awards are to be made only on performance in regulation standard matches.

1.38.2 The Bodkin tournament does qualify for a Handicap by Distance Long run but may not be combined with any other Handicap by Distance event for the same badge.

1.38.3 Targets shot from a mark other than the shooters earned or nominated mark shall not qualify for long run recognition.

1.38.4 Shoot-off targets count provided they are shot from the shooter’s handicap or nominated mark.

1.38.5 For clarification, shoot-off targets shot from behind the shooter’s mark shall not qualify for long run awards, nor are they to be counted for handicap purposes.

1.39 ISSF Skeet and Trench Long Run Awards.

1.39.1 Assessments for Long Run awards are to be made only on performances in regulation ISSF Skeet and Trench matches.

1.40 Automatic Ball Trap Long Run Awards.

1.40.1 Assessments for Long Run awards are to be made only on performance in regulation standard Automatic Ball Trap matches.

1.41 Sporting Clays Long Run Awards.

1.41.1 Assessments for Long Run awards are to be made only on performance in regulation FITASC Sporting clay matches.

1.42 Compak Sporting Long Run Awards.

1.42.1 Assessments for Long Run awards are to be made only on performance in regulation FITASC Compak Sporting clay matches.

1.43 Universal Trench Long Run Awards.

1.43.1 Assessments for Long Run awards are to be made only on performance in regulation FITASC Universal trench matches.

1.44 In all instances, the onus of responsibility shall be upon the shooter concerned to obtain the duplicate score sheets to accompany their Long Run award application.

1.44.1 It shall not be the task of the club secretary lodging the application on their behalf.

1.44.2 Shooters shall pay for the cost of the long run badges.

1.44.3 The Association shall be responsible for striking the long run badges.

1.44.4 Shooters who make application for long run badges must include the fee, which shall be set by the Council from time to time to cover the cost of the badges.

1.45 Student 25 Long Run Award.

1.45.1 Current NZCTA Student or Junior members can, upon completion of their first straight 25 targets shot, apply for a 25 Student Long Run badge.

1.45.2 Shooters are eligible to receive one badge only.

1.45.3 All application criteria as per other Long Run awards shall apply.

1.45.4 The cost of the badges shall be determined by Council.

Establishment of New Zealand and All-Comers Long Run Records

1.46 Any shooter competing in New Zealand under the NZCTA regulations may establish an all-comers' long run record, but only New Zealand citizens may establish a New Zealand long run record.

1.46.1 New Zealand long run records may be established either in New Zealand and/or overseas providing all other criteria are equal and are met. All-comers' long run records may only be established in New Zealand.

1.46.2 Long run records of two types will be recognised. These are:

a) Long run records established within a tournament.

b) Long run records established under the general conditions for long run awards.

1.46.3 Any tournament from club level upward can be used for the purpose of establishment of long run records.

1.46.4 Long run records may be established in eleven disciplines. These are:

a) Down-the-line

b) Handicap by Distance

c) Double Rise

d) Single Barrel

e) Skeet

f) ISSF Trench (Trap)

g) ISSF Skeet

- h) ISSF Double Trap
- i) Automatic Ball Trap
- j) Sporting Clays
- k) Universal Trench

1.46.5 All applications for recognition of a long run record established in New Zealand must be accompanied by proper verification (see rule [1.35.7](#) and [1.35.9](#)).

1.46.6 All applications for recognition of a New Zealand record established outside New Zealand, besides the verification above, must also have proof that all other conditions such as trap setting were identical to the NZCTA regulation standards.

1.46.7 Once a long run record is established, the competitor's name shall be recorded in the appropriate category together with the long run record score. Any competitor who subsequently equals this score shall have their name recorded alongside the current record holder(s). Any competitor who subsequently betters this score shall have their name entered as the record holder together with the new long run record score.

1.46.8 The Executive Officer shall keep a complete list, both past and present, of record holders and their scores, together with the dates established.

1.46.9 Any dispute over the recognition of any long run record shall be referred to the Council, whose decision shall be final.

V.J. Ball Down-The-Line Long Run Award

1.47 The V.J. Ball long run award is an annual award donated by Mr V.J. Ball that is given to the shooter competing under NZCTA standard down-the-line conditions who establishes the longest unbroken down the-line run.

1.47.1 The award is open to all registered New Zealand citizen members of the NZCTA.

1.47.2 The long run must be established under the general conditions pertaining to long run awards (see rule [1.35](#)).

1.47.3 The qualifying period is from the 1st January to the 31st December in each year. The qualifying date for any particular long run shall be taken as the date upon which the long run ended.

1.47.4 The award shall be presented at the New Zealand National championships each year.

1.47.5 The award shall consist of a sash, the long run badge engraved with the score, all for permanent keeping, and a cup to be retained for 1 year.

1.47.6 The Association will provide the sash and badge.

Winchester Skeet Long Run Award

1.48 The Winchester long run award is an annual award which is given to the shooter competing under NZCTA standard Skeet conditions who establishes the longest unbroken Skeet run. Targets shot in gauge restricted (sub-gauge) events cannot be counted.

1.48.1 The award is open to all registered New Zealand citizen members of the NZCTA.

1.48.2 The long run must be established under the general conditions pertaining to long run awards (see rule [1.35](#)).

1.48.3 The qualifying period is from the 1st January to the 31st December in each year. The qualifying date for any particular long run shall be taken as the date upon which the long run ended.

- 1.48.4 The award shall be presented at the NZ National Skeet championships each year.
- 1.48.5 The award shall consist of a sash, the long run badge engraved with the score, all for permanent keeping, and a cup to be retained for 1 year.
- 1.48.6 The Association will provide the sash and badge.

SECTION 2 - NZCTA CHAMPIONSHIPS AND OFFICIAL MATCHES

Championship allocation

2.1 Championships will be allocated to clubs in accordance with constitution articles 18, subject to the club signing any contract covering administration and the running of the shoot as required by Council within 60 days of receipt of the same. As guidance to clubs wishing to apply for the various championships, the Council will take into consideration the following factors.

2.1.1 Any club with approved grounds may apply to hold any championship within its district in accordance with the constitution. (See also rule [1.22](#)).

2.1.2 Where a circuit, which is recognised by the Council, has been established for the conducting of various championships, allocation will be made by priority in rotation to those clubs that form part of the circuit.

2.2 Ability of Club to Conduct the Championship.

2.2.1 Clubs that apply for the right to conduct championships on a specified graded ground, or clubs that share a ground with a common grading, will only be allocated such championships if they have sufficient staff and organisation to be able to conduct the tournament efficiently.

2.3 Club must Advertise the Programme in "GUNSHOT".

2.3.1 Any club that is allocated a championship must advertise the programme in "GUNSHOT".

2.3.2 The Executive Officer shall be authorised to insert an advertisement based on the accepted standard format for the championship if the material has not been made available by the conducting club, and this club will be liable for the advertising.

2.4 Clubs Hosting Association Championships to use official referees.

2.4.1 DTL National Championships must have four official referees on duty each day.

2.4.2 Clubs hosting DTL Island Championships should have three official referees each day and DTL Provincials Championships should have two official referees each day.

2.4.3 While field referees may be drawn from previous squads during the running of the event, it is important that official referees be used for match shoot-offs.

NZCTA CHAMPIONSHIPS

2.5 NZCTA championships are regular annual matches conducted under the auspices of the New Zealand Clay Target Association Inc.

2.5.1 National, Island and Provincial championships shall be conducted in Single Rise (Double Barrel), Single Barrel, Double Rise, Points Score, Minis, DTL Triples and Handicap by Distance.

2.5.2 National, Island and Zone championships shall be conducted in ISSF Trap and Skeet, and in Sporting Clays and Compak Sporting.

2.5.3 National and Island championships shall be conducted in Automatic Ball Trap.

2.5.4 National and Island championships shall be conducted in skeet, handicap skeet, skeet doubles and sub-gauge skeet in .410, 20g and 28g.

2.6 Host Club Responsibility.

2.6.1 Clubs allocated NZCTA Championships must submit a draft programme which details costs to the shooter for approval to the Executive Officer in accordance with open shoot provisions, and must advertise the programme in "GUNSHOT" (see rule [2.1182.118](#)).

2.6.2 All National, Island, Provincial and Zone championships in all disciplines must provide pre-entry before the event. Clubs can accept entries on the day at their discretion. National and Island championships must also be pre-squadded.

2.7 Cost of Targets.

2.7.1 Clubs shall be permitted to charge a maximum cost per target which will be set from time to time by Council.

2.7.2 The cost of the targets shall be advertised in the championship programme.

2.8 Championship Entry and Fees.

2.8.1 The entry fee in each New Zealand championship shall be that which is fixed from time to time by the Council and advertised in the championship programme.

2.8.2 The entries will be taken in grades.

2.8.3 There shall be no "targets only" entries permitted to any championship.

2.8.4 There shall be no grade event conducted where there are less than 2 entries in that grade. In the event that less than 2 competitors enter a grade, these competitors will automatically be placed in the next highest grade. When there is only one competitor in AA Grade, there shall be no AA grade competition contested. The AA grade competitor shall be eligible to win HOA only.

2.8.5 The club conducting the championships on behalf of the Association will be permitted to retain that portion of the entry fee as decided from time to time by the Council to help meet the cost of conducting the tournament. This includes charging shooters an additional fee to cover targets shot during the Mackintosh qualifying events (Single Rise, Points Score and Single Barrel) at the DTL Nationals. Refer to the Association Price List for more details.

2.8.6 The balance of the entry fee will constitute the grade entry fee and the high over all (HOA) entry fee and will become the prize money.

2.8.7 The club conducting the championships shall also collect and pay to the Council such other fees as the Council may from time to time direct.

a) In two man and five-man Skeet teams' matches;

1. The entry fee is \$5.00 per shooter in each team at the Nationals, \$4.00 per shooter at the Islands and \$3.00 per shooter at the Zones.
2. The club conducting the tournament will deduct 10% from each entry and pay the remainder out on the basis of 75% to the winning team and 25% to the runners-up. In the event of a tie, money is awarded equally to tied teams.

2.9 Prize Money.

2.9.1 The HOA winner in each New Zealand championship shall receive the total prize money from the HOA entry fees.

2.9.2 The first three place-getters in each grade shall receive the prize money payable from the entries to the respective grade, which shall be divided 50%, 35% and 15% respectively.

2.9.3 Pay-outs for the DTL and Skeet Handicap Championship events (handicap by distance and handicap skeet) shall be: 1st 40%, 2nd 25%, 3rd 15%, 4th 10%, 5th 5%, 6th 5%.

2.9.4 Competitors are eligible to win any grade, pool or category they enter.

2.9.5 Clubs may pay prize money and sweeps to competitor's bank accounts via internet banking. This should be notified prior to the event, and done as soon as possible after the event. If a club wishes to do this it is suggested the shooters' bank details be captured on the entry form.

Care should be taken to keep these details secure. Clubs are reminded that the shooters must still receive written notification on the sweeps they are due before the close of the tournament.

2.10 Firearms and Ammunition Prizes.

2.10.1 At any NZCTA or Club competition, prizes in the form of firearms or ammunition must be given to licensed firearm owners only.

2.10.2 In the event of a non-licensed shooter, such as a junior, winning either a firearm or ammunition, the prize will be given to a parent/coach with a firearms licence.

2.11 High Gun Entry Fee and Prize Money.

2.11.1 All competitors are entitled to win an event High Gun award or trophy without paying any optional entry fee.

2.11.2 In the High Gun event any trophies will be awarded to the highest qualifier irrespective of whether that competitor has paid an optional entry fee.

2.11.3 The High Gun entry at Provincial, Island and NZ DTL Championship is compulsory if all High Gun events are entered.

2.11.4 Competitors may win either the HOA or their grade prize, but may also win their optional category.

2.11.5 There will also be an optional High Gun entry fee with such fees taken in grades prior to the commencement of the first match of the event. These entry fees shall constitute the grade entry fee and the HOA entry fee.

2.11.6 The amount of the fees will be set from time to time by the Council.

2.11.7 The whole of such entries will become the prize money.

2.11.8 Only shooters who have paid an optional entry fee shall be eligible to win such prize money.

2.11.9 Where an optional entry fee has been set for the High Gun event, the prize money shall be paid in full to the highest qualifier in all respective pools (HOA, AA, A, B and C grade) who has paid an optional entry.

2.11.10 Should the trophy winner not have paid the optional entry fee, then the prize money shall go to the next highest eligible competitor.

2.12 Sweepstakes.

2.12.1 There will be an optional sweepstake conducted in conjunction with each individual New Zealand championship event, the amount of which shall be fixed by the Council and advertised in the championship programme. Sweepstake entries for optional sweeps will be ungraded and paid out in full as one grade only.

2.12.2 There will be no sweepstake conducted in conjunction with the High Gun event.

2.12.3 The sweepstake entries for all compulsory sweepstakes will be taken in grades and paid out in grades.

2.12.4 The whole of each sweepstake will be paid out on the basis of 1st 50%, 2nd 35% and 3rd 15%, with tieists to divide equally.

2.13 Optional Categories.

2.13.1 Optional categories for Ladies, Veterans, Juniors (and Super-Veterans where appropriate) shall have no entry fee. However eligible competitors must nominate their intention to enter these categories prior to the commencement of competition.

2.13.2 The optional categories shall have no prize money payable.

2.13.3 There shall be no optional category event conducted where there are less than 2 entries in that category.

2.14 Shoot-offs / Place-Getters.

2.14.1 All highest qualifiers in any championship shall contest the shoot-off in order of qualification and/or nomination, irrespective of grade or category.

- a) The final shooter left shall be the HOA winner.
- b) The next three AA grade shooters shall complete the AA grade place-getters.
- c) The next three A grade shooters shall complete the A grade place-getters.
- d) The next three B grade shooters shall complete the B grade place-getters.
- e) The next three C grade shooters shall complete the C grade place-getters.

2.14.2 The optional category winners shall be the last remaining eligible competitor or highest qualifier in each of the categories.

2.14.3 A similar system shall be used to determine the HOA, AA, A, B and C grade winners in the DTL High Gun event, and the HOA winner shall not be eligible to win their grade in this event (see rule [2.27](#)).

2.15 Competitors may Withdraw.

- 2.15.1 Competitors may withdraw from any event at any stage if they so wish.
- 2.15.2 All money payable for entry, targets or sweeps are automatically forfeited in this event.
- 2.15.3 The next target the shooter would have shot at shall be marked 'LOST' on the score sheet.

2.16 Placings must be determined before presentations made.

2.16.1 Clubs conducting any NZCTA official tournament must ensure that all placings have been determined to the satisfaction of all competitors in any match, before the presentations are made for that match.

NZ NATIONAL DOWN THE LINE (DTL) CHAMPIONSHIPS

2.17 The New Zealand DTL Championships tournament is an annual event conducted in the first full week of March in each year beginning on the first Saturday in March by an affiliated club on a national graded ground (see rule [1.21.1](#)). The tournament will alternate annually between the North and South Island.

2.17.1 During the tournament, the following New Zealand Championship events will be contested:

- a) New Zealand Single Rise Championship
- b) New Zealand Single Barrel Championship
- c) New Zealand Double Rise Championship
- d) New Zealand Points Score Championship
- e) New Zealand DTL Triples Championship
- f) New Zealand Minis Championship
- g) New Zealand Ball Trap Championship
- h) New Zealand Handicap by Distance Championship
- i) New Zealand DTL High Gun

New Zealand Single Rise Championship

2.18 The match shall be one of fifty (50) targets shot at from 15 metres in two rounds of twenty-five targets with shooters being permitted two shots at each target, each break counting as one point.

2.18.1 The whole match shall be shot at one visit to the trap.

2.18.2 Trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade, three C grade winners and also to the optional category winners.

2.18.3 In the event of a tie, shoot-offs shall be decided on the first miss out basis.

Family Teams Event

2.19 This competition is run in conjunction with the New Zealand Single Rise Championship and is open to all family members, who must be at least a generation apart or of the opposite gender (e.g. father/ son, husband/ wife (includes common law relationships), father/ daughter, grandfather/ grandson).

2.19.1 Team entry \$1.00 per person.

2.19.2 Shoot-offs will be 1 metre a break.

New Zealand Single Barrel Championship

2.20 The match shall be one of fifty (50) targets shot at from 15 metres in two rounds of twenty-five targets with shooters being permitted only one shot at each target, each break counting as one point.

2.20.1 The whole match shall be shot at one visit to the trap.

2.20.2 Trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade and three C grade winners, and also to the optional category winners.

2.20.3 In the event of a tie shoot-offs shall be decided on the first miss out basis.

New Zealand Double Rise Championship

2.21 This match shall be one of twenty-five (25) pairs of Double Rise targets shot at from 15 metres, each break counting as one point.

2.21.1 The whole match shall be shot at one visit to the trap.

2.21.2 Trophies and prize money shall be awarded to the HOA winner, three AA grade, three A grade, three B grade and three C grade winners, and also to the optional category winners.

2.21.3 In the event of a tie, shoot-offs shall be conducted over five pairs or multiples of five pairs until a decision is reached.

New Zealand Points Score Championship

2.22 This match shall be one of fifty (50) targets shot at from 15 metres in two rounds of twenty-five targets, with shooters being permitted two shots at each target, being scored three points for a first barrel break and two points for a second barrel break.

2.22.1 The whole match shall be shot at one visit to the trap.

2.22.2 Squads shall be a maximum of five competitors and competitors shall shoot five (5) targets per lane before moving to the next lane.

2.22.3 Trophies and prize money shall be awarded to the HOA winner, three AA grade, three A grade, three B grade and three C grade winners, and also to the optional category winners.

2.22.4 In the event of a tie, shoot-offs shall be conducted in multiples of five targets, over five lanes, scored on a Points Score basis.

New Zealand Down the Line Triple Championship

2.23 This match shall be one of forty-five (45) targets shot at from 18 metres in three rounds of fifteen targets.

2.23.1 The first fifteen targets shall be shot at under Single Rise conditions, the second fifteen targets under Points Score conditions and the third fifteen targets under Single Barrel conditions.

2.23.2 Scoring shall be as for the individual disciplines.

2.23.3 The whole match shall be shot at one visit to the trap.

2.23.4 Trophies and prize money shall be awarded to the HOA winner, three AA grade, three A grade, three B grade and three C grade winners, and also to the optional category winners.

2.23.5 In the event of a tie, shoot-offs shall be held over multiples of fifteen targets across the lanes.

2.23.6 The first five targets shall be shot at under Single Rise conditions, the second five targets under Points Score conditions, and the third five targets under Single Barrel conditions.

2.23.7 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.

New Zealand Minis Championship

2.24 This match shall be one of twenty-five (25) Mini targets shot in one visit to the trap and shot at from 15m.

2.24.1 Trophies and prize money shall be awarded to the HOA winner, three AA Grade, three A grade, three B grade and three C grade placegetters and also to the optional category winners.

2.24.2 In the event of a tie, shoot-offs shall be decided on the first miss out basis.

New Zealand Ball Trap Championship

2.25 This match shall be one of 50 targets, shot in 1 visit to the trap. Shoot-offs will be on a first miss out basis.

2.25.1 Trophies and prize money where applicable shall be awarded to the HOA winner, three A grade, three B grade, three C grade winners and also to the optional category winners.

2.25.2 The Ball Trap Championship is to be shot under the Ball Trap rules as set out in Section 7.

2.25.3 The Ball Trap Championship shall not form part of the High Gun.

New Zealand DTL Handicap by Distance Championship

2.26 This match shall be one of fifty targets (50) shot as two rounds of twenty-five targets (25) from a mark determined by NZCTA Handicap by Distance Rules.

2.26.1 Unless otherwise stated in these rules, the match will be conducted under NZCTA Single Rise conditions. The whole match shall be shot as one visit to the trap.

2.26.2 Where possible, squads should be made up of competitors whose handicaps are no greater than 2 metres difference.

2.26.3 Competitors shall shoot five (5) targets per lane before moving to the next lane.

2.26.4 Squads shall be a maximum of five (5) competitors. Squads may consist of less than 5 competitors when:

a) There are less than 5 competitors for the last squad.

- b) Handicap differences make it impractical or unsafe.
- c) A competitor withdraws after the competition has begun and the squadding is completed.
- d) During a first miss and out shoot-off.

2.26.5 Trophies and prize money where applicable will be awarded to HOA winner (1st), 2nd, 3rd, 4th, 5th and 6th place winners and also to the optional category winners.

2.26.6 Pay-outs for the Handicap Championship event shall be: 1st 40%, 2nd 25%, 3rd 15%, 4th 10%, 5th 5%, 6th 5%.

New Zealand DTL High Gun

2.27 The New Zealand DTL High Gun is that shooter who attains the highest aggregate score over the standard New Zealand championships namely, Single Rise, Single Barrel, Double Rise, Points Score, Minis, DTL Triple championship and Handicap by Distance. Not all championships need to be shot to qualify.

2.27.1 Scoring shall be points from the Points Score event, plus targets scored in the other events.

2.27.2 Any additional targets broken in event shoot-offs shall not be counted.

2.27.3 In the High Gun event a shooter shall commence in the grade in which he enters the competition. However, in the event of a regrading during the week, the new grading will become the shooter's High Gun grade.

2.27.4 In this event, trophies shall be awarded to the HOA, the AA grade, A grade, B grade and C grade winners, and also to the optional category winners.

2.27.5 In this event, competitors may win only the HOA or their grade prize, but may also win the optional categories.

2.27.6 There will be an optional High Gun entry fee which shall be fixed from time to time by the Council, but all competitors may win any High Gun awards or trophies without paying any entry fee (see rule [2.11](#)).

2.27.7 Entry pools, where applicable, shall be adjusted for competitors who are regraded during the course of a championship. Such competitors shall subsequently be eligible to win either the HOA or amended grade category.

2.27.8 In the event of a tie, shoot-offs shall be held over multiples of fifteen targets, across the lanes from 15 metres. The first five targets shall be shot at under Single Rise conditions, the second five targets under Points Score conditions, and the third five targets under Single Barrel conditions. 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.

Provincial DTL Teams Event

2.28 A Provincial Teams event shall be shot at the DTL Nationals.

2.28.1 Teams shall consist of 5 shooters.

2.28.2 Shooters shall come from the same province.

2.28.3 One team per province shall be allowed.

2.28.4 The event to be shot as a shoulder-to-shoulder 25 target International Points Score event.

2.28.5 A team entry fee (set by Council) is payable which includes the price of targets at the competition rate. The fee shall be distributed among the conducting club, the Association, and the winning team. Details of the allocation are set out in the Association Price List.

2.28.6 Teams with tied scores will shoot-off under Points Score conditions – 5 targets each across the lanes, with scores compared after all team members have shot.

NZ NATIONAL SKEET CHAMPIONSHIPS

2.29 The New Zealand Skeet Championship tournament is an annual event conducted by an affiliated club on a national graded ground (see rule [1.21.1](#)). The tournament will alternate annually between the North and South Island.

2.29.1 During the Tournament, the following New Zealand Championship events will be contested:

- a) New Zealand Skeet Championship
- b) New Zealand Skeet Handicap Championship
- c) New Zealand Skeet Doubles Championship
- d) New Zealand 20-gauge Skeet Championship
- e) New Zealand .410 Skeet Championship
- f) New Zealand 28-gauge Skeet Championship
- g) New Zealand 12-gauge Skeet High Gun
- h) New Zealand all gauges Skeet High Gun

New Zealand Skeet Championship

2.30 This match shall be one of one hundred (100) targets shot over two rounds of fifty targets under the rules of standard NZCTA Skeet, each break counting as one point. The whole match shall be shot as two visits to the trap.

2.30.1 In the event of a tie in the individual competition at all Association championships, shoot-offs will be conducted on a first miss out basis.

2.30.2 Trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade, three C grade winners and also to the optional category winners.

2.30.3 Clubs shall be permitted to charge a maximum cost per target which will be set from time to time by Council.

2.30.4 This event shall form part of the High Gun.

Two- and Five-man Skeet Teams

2.31 Two-man and five-man teams matches will be run in conjunction with the NZ Skeet Championship match. Any number of teams may enter, but all teams shall comprise shooters registered with clubs within the same DTL Provincial districts (see rule [1.20](#)), or State (in the case of overseas visitors).

2.31.1 In the event of a tie in the teams' matches, ties are to be broken by the skeet team tie breaking procedure at rule [6.48](#).

New Zealand Skeet Handicap Championship

2.32 This match shall be one of fifty (50) targets shot over two rounds of twenty-five targets in one visit to the trap under the rules of standard NZCTA Skeet, where the Skeet Handicap rules are used to determine qualification and placings.

2.32.1 Trophy and prize money where applicable shall be awarded to the HOA winner, plus 5 places, and also to the optional category winners.

2.32.2 Pay-outs for the Skeet Handicap Championship event shall be: 1st 40%, 2nd 25%, 3rd 15%, 4th 10%, 5th 5%, and 6th 5%.

2.32.3 This event shall form part of the High Gun.

New Zealand Skeet Doubles Championship

2.33 This match shall be one of fifty pair (50 pair) shot over two rounds of fifty targets under the NZCTA rules of Skeet doubles.

2.33.1 Trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade, three C grade winners and also to the optional category winners.

2.33.2 This event shall form part of the High Gun (except for B and C Grade).

New Zealand 20-gauge Skeet Championship

2.34 This match shall be one of one hundred (100) targets shot over two rounds of fifty targets under the rules of standard NZCTA skeet using gun and cartridges which meet the requirements of 20-gauge sub-gauge skeet shooting at rule [6.4](#).

2.34.1 Trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade, three C grade winners and also to the optional category winners.

2.34.2 This event shall form part of the High Gun (except for B and C grade).

New Zealand 28-gauge Skeet Championship

2.35 This match shall be one of fifty (50) targets shot in 1 visit to the trap under the rules of standard NZCTA skeet using gun and cartridges which meet the requirements of 28-gauge sub-gauge skeet shooting at rule [6.5](#).

2.35.1 Trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade, three C grade winners and also to the optional category winners.

2.35.2 This event shall form part of the High Gun (except for B and C grade).

New Zealand .410 Skeet Championship

2.36 This match shall be one of fifty (50) targets shot in 1 visit to the trap under the rules of standard NZCTA skeet using gun and cartridges which meet the requirements of .410 sub-gauge skeet shooting at rule [6.6](#).

2.36.1 Trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade, three C grade winners and also to the optional category winners.

2.36.2 This event shall form part of the High Gun (except for B and C grade).

New Zealand Skeet High Gun

2.37 The New Zealand Skeet High Gun, is that shooter who attains the highest aggregate score on a targets-broken basis over all New Zealand National Skeet Championships, namely Skeet, Handicap Skeet, Skeet Doubles, plus all other events conducted at this competition which hold National championship status: i.e. all smaller gauge championship events.

2.37.1 The exception is for the Skeet High Gun for B and C Grades which shall be awarded to the total scores from only the 12 gauge and handicap championships.

2.37.2 In the High Gun event a shooter shall commence in the grade in which he enters the competition. However, in the event of a regrading during the competition, the new grading will become the shooter's High Gun grade.

2.37.3 Trophies shall be awarded to the HOA, the AA grade, A grade, B grade and C grade winners, and also to the optional category winners.

2.37.4 Competitors may win only the HOA or their grade prize, but may also win the optional categories.

2.37.5 There will be an optional High Gun entry fee which shall be fixed from time to time by the Council, but all competitors may win any High Gun awards or trophies without paying any entry fee (see rule [2.11](#)).

2.37.6 Entry pools, where applicable, shall be adjusted for competitors who are re-graded during the course of a championship. Such competitors shall subsequently be eligible to win either the HOA or amended grade category.

Skeet High Gun Shoot-Off

2.38 All Skeet high Gun shoot-offs shall be conducted using the smallest event gauge shot in qualifying.

2.38.1 High Gun shoot-offs at National Skeet shall comprise a series of 14 skeet targets, in the following sequence. Station 2: Singles (high-low), Doubles (high first). Station 3: Doubles, high first. Station 4: Singles (high-low). Station 5: Doubles, low first. Station 6: Singles (high-low), Doubles (low first).

2.38.2 Scores are compared after the full shoot-off round and should a tie still exist, the full series repeated until a result is established.

NZ NATIONAL SPORTING CHAMPIONSHIP

2.39 The New Zealand Sporting Championship is an annual tournament conducted at a time and place approved by the Council, by an affiliated club, at an inspected and approved ground, according to NZCTA FITASC regulations.

2.39.1 The entry fees, cost of targets, prize money and compulsory and optional sweep entry fees shall be laid down from time to time by the Council, and advertised in the championship programme.

2.39.2 Entry fees and prize money shall be taken in grades and paid out in grades, on a similar basis to equivalent standard championships.

2.39.3 The match shall be one of a minimum of 100 targets.

2.39.4 Trophies and prize money shall be awarded to the HOA winner, three AA grade, three A grade, three B grade and three C grade winners and also to the Lady, Man, Senior, Veteran, Master and Junior category winners.

2.39.5 Placings shall be determined in a similar manner to that which pertains to the comparable New Zealand National championships (see rule [2.14](#)).

2.39.6 In the event of a tie, shoot-offs shall be decided by the tie breaking rules detailed in rule [8.36](#)).

Clark Family Shield

2.40 The Clark Family Shield is shot in conjunction with the NZ National Sporting Championship.

- 2.40.1 Teams shall consist of 4 persons with a maximum of two A or AA grade shooters, from the same club.
- 2.40.2 Clubs are permitted to enter more than one team. Overseas teams are not permitted.
- 2.40.3 A \$5.00 per shooter entry fee is retained by the host club.
- 2.40.4 Scores for team members are taken from their scores at the National Sporting Championship competition and added to give an overall team score. The team with the highest score is awarded the Clark Family Shield.
- 2.40.5 In the event of a tie the top scoring shooters from each team shall shoot from Stand 1 in rotation. If the top scorers are tied, the second top scorers from each team will shoot the same stand in the same rotation. This sequence will continue down through each team shooter until a winning team is found.
- 2.40.6 In the event of a tie for the top scoring position a count back will take place and in the event that there is still a tie, it will be settled with a coin toss to determine the shooter's order.

NZ NATIONAL COMPAK CHAMPIONSHIP

2.41 The New Zealand Compak Championship is an annual tournament conducted at a time and place approved by the Council, by an affiliated club, at an inspected and approved ground, according to NZCTA Compak regulations.

- 2.41.1 The entry fees, cost of targets, prize money and compulsory and optional sweep entry fees shall be laid down from time to time by the Council, and advertised in the championship programme.
- 2.41.2 Entry fees and prize money shall be taken in grades and paid out in grades, on a similar basis to equivalent standard championships.
- 2.41.3 The match shall be one of a minimum of 100 targets.
- 2.41.4 Trophies and prize money shall be awarded to the HOA winner, three AA grade, three A grade, three B grade and three C grade winners and also to the Lady, Man, Senior, Veteran, Master and Junior category winners.
- 2.41.5 Placings shall be determined in a similar manner to that which pertains to the comparable New Zealand National championships (see rule [2.14](#)).
- 2.41.6 In the event of a tie, shoot-offs shall be decided by the tie breaking rules detailed in rule [8.36](#)).
- 2.41.7 Clubs with limited fields will not be able to accept late entries if the field is full, otherwise late entries in person will be allowed up until 8.30am on the day of competition.

McGowan Compak Trans-Tasman Trophy and SSAA Trophy

- 2.42 The rules below shall apply when the McGowan and SSAA Trophy events are competed for in New Zealand.
- 2.43 These are annual events shot between Sporting Shooters Association of Australia (SSAA) and the New Zealand Clay Target Association (NZCTA).
- 2.43.1 No other countries or Associations are permitted to enter teams without the consent of both associations.
 - 2.43.2 There shall be one Open Compak Team shooting for the McGowan Trophy and one Graded Compak Team shooting for the SSAA Trophy from each country. If there is no team from one country, the trophy will not be shot for in that year.
 - 2.43.3 A shooter may only shoot in one team.
 - 2.43.4 Only New Zealand citizens will be eligible to represent New Zealand.

2.43.5 Any disputes regarding the eligibility or qualification of prospective team members are to be identified to, and resolved by, the NZ Sporting Clays Committee prior to the trophies being shot for.

2.43.6 Grievances regarding the selection of any team members are to be addressed with the Council through the established complaints procedure of the NZCTA.

2.43.7 Each country has a copy of the trophies and no trophy shall leave the country it resides in.

2.44 Selection Criteria.

2.44.1 **For Teams Competing in New Zealand at the NZ Compak Championship** – Both five person teams shall be selected by the Association selectors from the scores submitted from a minimum of **three** qualifying events during a calendar shooting year which include:

- a) One Island Compak Championship
- b) Two other Championships (i.e. Two Zone Championships or one Zone and a second Island Championship).

2.44.2 **For Teams Competing in Australia the following year** - Both five person teams shall be selected by the Association selectors from the scores submitted from a minimum of **four** qualifying events during a calendar shooting year which include:

- a) The NZ Compak Championships
- b) One Island Compak Championship
- c) Two other Championships (i.e. Two Zone Championships or one Zone and a second Island Championship).

2.44.3 In the event of a tie, the next highest score (if available) will be added until the tie is broken. If this does not break a tie then all tied shooters will shoot-off on a field picked at random, on a stand-by-stand basis.

2.44.4 Each prospective team member may attend as many Championships as they wish and their highest scores will be used.

2.44.5 Each score from a qualifying event shall form a ranking, whereby the top five qualifiers will attain selection for the team.

2.44.6 The Mixed team is to include the following representation:

- a) The top scoring AA/A grade shooter (that is not in the McGowan Trophy team)
- b) The top scoring B grade shooter
- c) The top scoring C grade shooter
- d) The top scoring Master, Veteran or Senior shooter
- e) The top scoring Lady shooter.

2.44.7 If any shooter is unable or unwilling to compete, they shall be substituted by the shooter in that particular category who has shot the next highest score until a team is formed.

2.44.8 Members of the NZ Open team competing in the event for their first time will be awarded a NZ Silver Fern pocket monogram.

2.45 Conduct of McGowan & SSAA Competitions.

2.45.1 The McGowan and SSAA Trophy events held in New Zealand shall be competed for during the NZ Compak Championship.

2.45.2 Each team's total score will be aggregated from the individual scores shot by each of the team members during the NZ Compak Championship.

2.45.3 In the event of a tie in either trophy event, the top scoring shooters from each team shall be required to shoot off from a stand in rotation, (5 targets). If the top scorers are tied, the second top scorers from each team will shoot the same stand in the same rotation. This sequence will continue down through each team shooter until a winning team is found.

2.45.4 The NZ trophies are held by the club who held the last competition, and are to be taken to the next venue. It is the host country's responsibility to have the trophies engraved. The SSAA have replica trophies.

NZ NATIONAL ISSF CHAMPIONSHIPS

2.46 NZCTA National ISSF Trap and Skeet Championships shall be conducted as a separate tournament, and shall comprise of a Trap and a Skeet match, shot according to ISSF regulations.

NZCTA ISLAND CHAMPIONSHIPS

2.47 An Island championship is an annual tournament conducted at a time and place approved by the Council, by an affiliated club at an Island graded ground (see rules [1.21.3](#) to [1.21.8](#)).

2.47.1 The entry fees, maximum cost of targets, prize money, compulsory and optional sweep entry fees shall be laid down from time to time by the Council and advertised in the respective Island programme in "GUNSHOT".

2.47.2 For all Island championships (except for Sporting and Compak) (including the High Gun) there shall be a provision for Ladies, Veterans, Super Veterans and Juniors to pay a reduced fee, set by NZCTA Council.

- a) Category only competitors may compete alongside all other competitors but are permitted to win only the category which they enter, not any grade prize.
- b) Shooters entered as category only are not permitted to participate in sweeps.

Island DTL Championship Matches

2.48 All Island championships shall be conducted on a similar basis to the National championships except that the number of targets comprising each championship shall be as follows:

- a) Double Rise 20 pair
- b) Triples 30 (10, 10, 10)
- c) Single Rise 25
- d) Single Barrel 25
- e) Points Score 25
- f) Ball Trap 25
- g) Minis 25
- h) Handicap by Distance 25

2.48.1 The DTL Island programme:

- a) On the first day (Friday) must have Ball Trap starting no earlier than midday
- b) The second day (Saturday) must have Single Rise

- c) Sunday must have Points Score and Single Barrel
- d) The order of the other events is at the discretion of the club.
- e) Any High Gun event to be held on Friday must be the last event on that day.

2.48.2 In all events, trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade, three C grade winners and the Lady, Veteran, Super Veteran and Junior winners.

2.48.3 In the DTL High Gun event, trophies and prize money where applicable shall be awarded to the HOA, AA, A, B and C grade winners, and the Lady, Veteran, Super Veteran and Junior winners. Winners of those grades and categories are those shooters who attain the highest aggregate score over the following Island championships: Handicap by Distance, Single Rise, Single Barrel, Double Rise, Points Score, Minis, and DTL Triples. **Note:** Ball Trap does not form part of the High Gun.

2.48.4 Placings shall be determined in a similar manner to that which pertains to the comparable New Zealand National championships (see rule [2.14](#)).

2.48.5 Shoot-offs for all Island championships shall be conducted according to the comparable New Zealand championships shoot-off conditions.

2.48.6 All other conditions pertaining to the New Zealand championship matches shall apply.

Representative Matches at DTL Island Championships

2.49 Shoulder-to-Shoulder Provincial Teams Match.

2.49.1 This event is a 5-person shoulder-to-shoulder 25 target International Points Score event.

2.49.2 Team members shall comprise shooters from the same province.

2.49.3 A team entry fee, set by Council, is payable which includes the price of targets at the competition rate. The fee shall be distributed among the conducting club, the Association, and the winning team. Details of the allocation are set out in the Association Price List.

2.49.4 Teams with tied scores will shoot-off under Points Score conditions – 5 targets each across the lanes, with scores compared after all team members have shot.

2.50 Don and Reg McCarthy Provincial Team Cup.

2.50.1 This event is contested at the North Island Championships, and is open to teams of 5 consisting of shooters from the same province.

2.50.2 Team total scores are aggregated from the individual island scores shot in each of the seven events that make up the high gun.

2.51 A.T. Black South Island Provincial High Gun Trophy.

2.51.1 This event is contested at the South Island Championships, and is open to teams of 6 consisting of shooters from the same province.

2.51.2 Team total scores are aggregated from the individual Island high gun scores.

2.51.3 There is no entry fee; this is a trophy only match.

2.52 Millar Club Team Cup.

2.52.1 This event is contested at the South Island Championships, and is open to teams of 5 consisting of members of the same club.

2.52.2 The total team scores are aggregated from the individual Island Single Rise scores.

2.52.3 There is no entry fee; this is a trophy only match.

Island Skeet Championships

2.53 There shall be a North Island and a South Island Skeet Championship, held annually on approved Association grounds having 4 compliant skeet fields.

2.53.1 These tournaments shall follow this format, in this order:

Day 1

- a) Event 1 - Island Skeet Championship – 50 targets
- b) Event 2 - Island Skeet Handicap Championship – 50 targets
- c) Event 3 - Island Skeet Doubles Championship – 25 pair

Day 2

- a) Event 4 - Island 20-gauge Skeet Championship – 50 targets
- b) Event 5 - Island 28-gauge Skeet Championship – 50 targets
- c) Event 6 - Island .410 gauge Skeet Championship – 50 targets

2.53.2 All events on Day 1 can be shot using any gauge (12g, 20g, 28g, .410g).

2.53.3 All Island Championships shall have 4 grades plus 4 categories with a HOA in each.

2.53.4 There shall be a High Gun in all grades over all events (300 targets total).

2.53.5 All event grade shoot-offs must be run separately. Categories can be run in conjunction with grade shoot-offs.

2.53.6 Event 1 and Event 2 are North/South qualifying events and the combined off the gun scores from them (i.e 100 targets) will be used as the North/South score.

Island Sporting Clays Championships

2.54 There shall be two Island Sporting Championships held annually, conducted at a time and place approved by the Council, by an affiliated club, at an inspected and approved ground, according to NZCTA FITASC regulations.

2.54.1 All other conditions pertaining to the National Sporting Championships shall apply.

2.54.2 The match shall be not less than 100 targets.

Truss Cups – Island Sporting Club Teams Competition

2.55 This event is shot in conjunction with the North and South Island Sporting Clays Championships.

2.56 There is one cup for the North Island Teams Competition and one for the South Island.

2.56.1 Teams shall consist of 4 shooters of any grade, from the same NZ registered club.

2.56.2 Clubs may enter more than one team.

2.56.3 Overseas teams are not eligible to enter.

2.56.4 A \$5.00 per shooter entry fee is retained by the host club.

2.56.5 Scores for team members are taken from their scores at the North or South Island Sporting Championship competition and added to give an overall team score. The team with the highest score is awarded the North or South Island Truss Cup.

2.56.6 In the event of a tie the top scoring shooters from each team shall shoot from Stand 1 in rotation. If the top scorers are tied, the second top scorers from each team will shoot the same stand in the same rotation. This sequence will continue down through each team shooter until a winning team is found.

2.56.7 In the event of a tie for the top scoring position a count back will take place and in the event that there is still a tie, it will be settled with a coin toss to determine the shooter's order.

Island Compak Championships

2.57 There shall be two Island Compak Championships held annually, conducted at a time and place approved by the Council, by an affiliated club, at an inspected and approved ground, according to NZCTA Compak regulations.

2.57.1 Trophies and prize money shall be awarded to the HOA winner, three AA grade, three A grade, three B grade and three C grade winners.

2.57.2 There shall also be the optional Lady, Man, Senior, Veteran, Master and Junior category winners.

2.57.3 All other conditions pertaining to the National Compak Championships shall apply.

Island ISSF Championships

2.58 NZCTA Island ISSF Trap and Skeet Championships shall be conducted as separate tournaments, one each in the North and South Island annually, and shall comprise a Trap and Skeet match, shot according to ISSF regulations.

ZONE CHAMPIONSHIPS

2.59 There shall be four zone championships, two in each of the North and South Islands, held in ISSF Trap and Skeet, Sporting and Compak annually. These will be conducted at a time and place approved by the Council, by an affiliated club in one of the four zones:

- a) North Island North Zone
- b) North Island South Zone
- c) South Island North Zone
- d) South Island South Zone

2.60 There shall be six zone championships held in Skeet annually. These will be conducted at a time and place approved by the Council, by an affiliated club in one of the following zones:

- a) North Island North Zone
- b) North Island Mid-Zone
- c) North Island South Zone
- d) South Island North Zone
- e) South Island Mid-Zone
- f) South Island South Zone

2.60.1 Clubs wishing to hold Zone Skeet championships must have a DTL Provincial grading and a minimum of two skeet fields, or a dispensation from Council to host the event.

2.61 All zone championships shall be conducted using the same rules and procedures as the corresponding National championships.

Zone ISSF Championships

2.62 There shall be four Zone championships annually, two each in the North and South Island.

- 2.62.1 Each of the four Zone championships shall comprise of a Trap and Skeet match, shot according to ISSF regulations.
- 2.62.2 At ISSF Zone championships there shall be included in all championships a provision for Ladies, Juniors and Veterans to pay a reduced fee, set by NZCTA Council, (referred to as Category only).
- 2.62.3 Category only competitors are able to compete alongside all other competitors but are permitted to win only the category which they enter, not any grade prize.
- 2.62.4 Category only competitors are not able to participate in sweeps.

Zone Skeet Championship

- 2.63 At the Zone Skeet Championship, the following events shall be contested:
 - a) Event 1 – 50 target Zone Skeet Championship (shot as one visit to the trap)
 - b) Event 2 – 50 target Zone Skeet Handicap Championship (shot as one visit to the trap)
- 2.63.1 The Zone Skeet Championship must be advertised in the Gunshot with all associated costs and conditions. All the usual championship costs shall apply.
- 2.63.2 The Zone Championship HOA shall be taken from Event 1 and Event 2 scores off the gun.
- 2.63.3 Trophies and prize money shall be awarded to the HOA winner, and the three A grade, three B grade and three C grade winners, and the Lady, Junior and Veteran winners. The Skeet Handicap has 1st-6th place plus Ladies, Juniors and Veterans winners.
- 2.63.4 In the event of a tie for Zone Skeet HOA, grade and category placings, standalone shoot-off(s) will take place at the end of the day's events.
- 2.63.5 Two- and Five-man Provincial Skeet teams' matches shall be conducted as per the NZ Skeet Championship, refer to rule [2.31](#).
- 2.63.6 In the event of a tie in the teams, refer to rule [6.48](#) below.
- 2.63.7 All Zone Skeet championships are North/South qualifying events, refer to rule [2.88 below](#). Combined off the gun scores from Event 1 and Event 2 (i.e 100 targets) will be used as the North/South score.

PROVINCIAL CHAMPIONSHIPS

- 2.64 A provincial championship is an annual tournament conducted at a time and place approved by the Council, by an affiliated club at a provincial graded ground (see rules [1.21.9](#) and [1.21.10](#)).
 - 2.64.1 The entry fees, cost of targets, prize-money, compulsory and optional sweep entry fees shall be laid down from time to time by the Council and advertised in the respective provincial programme in "GUNSHOT". Clubs shall be permitted to charge a maximum cost per target which will be set from time to time by Council.

Provincial DTL Championship Matches

- 2.65 All provincial championships shall be conducted using the same rules and procedures as the corresponding National championships.
 - 2.65.1 The number of targets comprising each championship shall be as follows:
 - a) Single Rise 25
 - b) Double Rise 15 pair
 - c) Minis 15
 - d) Single Barrel 25

- e) DTL Triples 30 (10,10,10)
- f) Handicap by Distance 25
- g) Points Score 25.

2.65.2 In conjunction with the Points Score event there will be a clubs' teams' event.

- a) Teams to have a minimum of 4 persons, maximum of 6 persons, with the highest 4 scores to count.
- b) Shooters must be registered with the same club.
- c) Clubs may enter as many teams as they wish.
- d) The entry fee will be as set down from time to time by Council.
- e) Teams with tied scores will shoot-off under Points Score conditions – 5 targets each across the lanes, with scores compared after all team members have shot.
- f) Team member ties will stand and another badge will be awarded if the top 4 places cannot be established by scores.
- g) Clubs must advise the National Office of the names of additional persons entitled to a Club Teams Provincial badge, as only four will be issued initially.

Procedure for Provincial DTL Championship

2.66 On the first day the Double Rise, Minis and either DTL Triples or HBD championships must be conducted in any order, followed by the Single Rise Championship.

2.67 The second day shall comprise the DTL Triples or HBD, Points Score, then Single Barrel championships - in that order.

2.67.1 Any optional sweep or other event may be conducted after all Association championships have been completed and the presentations conducted, or alternatively on a third day.

2.67.2 In all events, trophies and prize money where applicable shall be awarded to the HOA winner, three AA grade, three A grade, three B grade, three C grade winners and the winners of Lady, Veteran and Junior.

2.67.3 In the High Gun event, trophies and prize money where applicable shall be awarded to the HOA, AA, A, B and C grade winners, and the category winners. Winners of those grades and categories are those shooters who attain the highest aggregate score over the following Provincial championships: HBD, Single Rise, Single Barrel, Double Rise, Points Score, Minis and DTL Triples.

2.67.4 Placings shall be determined in a similar manner to that which pertains to the comparable New Zealand National championships (see rule [2.14](#)).

2.67.5 Shoot-offs for all provincial championships shall be conducted according to the comparable New Zealand championship shoot-off conditions.

DISTRICT CHAMPIONSHIPS

2.68 Any championship other than a New Zealand, Island, Provincial or Club Championship which is staged within a district on an annual basis, with a programme similar to a provincial programme shall be known as a district championship.

2.68.1 Permission to conduct these championships and programme approval must be sought from the Executive Officer.

2.68.2 All district championships are DTL North South qualifying events and must have the same number of targets as the corresponding provincial championship matches i.e. 25 Single Rise, 25 Points Score and 25 Single Barrel.

2.68.3 Clubs must run the 3 DTL North/South qualifying events (Single Rise, Points Score and Single Barrel) at district Championships. If clubs run the 25 target Skeet match, this is also a North South Skeet qualifying event for Ladies and Juniors.

2.68.4 Clubs may run any other championships at their discretion and these can be run over either one or two days.

2.68.5 The districts in the North Island are: Northland, Auckland, Waikato, King Country, Thames Valley, Bay of Plenty, Taranaki, Hawkes Bay, Wairarapa, Manawatu and Wellington.

2.68.6 The districts in the South Island are: Nelson, Marlborough, Canterbury, Westland, South Canterbury, Central Otago, Dunedin and Southland.

INTERNATIONAL REPRESENTATION

2.69 Selection Criteria.

2.69.1 Only bona fide New Zealand citizens will be eligible to represent the NZCTA in any international competition.

2.69.2 No team or individual shall be selected to represent the NZCTA without prior consultation with, or approval of, the National selectors.

2.69.3 All Sporting and Universal Trench team members shall be B grade or above.

2.70 Role of National Selectors.

2.70.1 The National selectors shall promptly adjudicate in the process of team selection, and shall promptly report their decision(s) to the Council for final approval.

2.70.2 The National selectors are responsible for selecting, or overseeing the selection process of all teams which, or individuals who represent the NZCTA, subject to the constitution and regulations of the NZCTA and shall be those persons appointed from time to time by the NZCTA Council.

2.70.3 The selectors shall be the NZCTA President and the two Vice Presidents, or their delegated representative.

2.71 Mackintosh Teams Match.

2.71.1 The Mackintosh International Teams challenge trophy was presented by the late Donald Mackintosh of Melbourne and is the prize in the annual postal competition between countries invited to compete by the English Clay Pigeon Shooting Association. The match is shot at the DTL Nationals.

2.71.2 Match conditions are laid down by the CPSA, and the match is shot under CPSA rules.

2.71.3 Conditions of the Mackintosh teams match are as follows:

a) One hundred (100) targets shot at from 15 metres on the basis of 5 targets per lane and 25 targets per trap.

b) Scoring is three points for first barrel breaks and two points for second barrel breaks.

c) Squads to be of a maximum of five competitors.

d) Abbreviated CPSA target setting rules are as follows:

1. Targets set at the regulation height shall be thrown 46 metres +/- 2.0 metres from the trap, under still wind conditions.
2. The minimum setting angle either side of the centre line is 22.0 degrees.

3. Variations of 10 degrees beyond this angle are permissible for wind allowance.

2.71.4 Membership of the New Zealand Open team, which is open to New Zealand citizens only, who have been a citizen of NZ for at least the twelve months prior to competition, shall be established by selection of the top twenty-five shooters with the highest aggregate scores in the New Zealand Single Rise, Single Barrel and Points Score Championships.

2.71.5 Scoring shall be as for the individual championships.

2.71.6 There shall also be a Ladies, a Juniors, a Veterans and a Super Veterans team each consisting of five members, selected on the same basis as the New Zealand Open team.

2.71.7 Juniors shall be aged less than 21 years old on 1st January in the year of competition, veterans shall be between 55 and 65 years of age or over on 1st January in the year of the competition, and Super Veterans shall be 65 years or over on 1st January in the year of the competition.

2.71.8 In the event of a tie in team selection, this shall be broken by a shoot-off held under Points Score conditions in multiples of five targets shot over five tracks.

2.71.9 Squads shall remain on the marks until all shooters have shot at all their respective targets.

2.71.10 Shooters wishing to compete in the Mackintosh team must not leave the ground before 5pm (if required), on the day the team event is shot. This allows time for team photos to be taken. Shooter's inclusion in the team photo forms part of the acceptance of competing in the team. Shooters unable to participate in the team photo must withdraw themselves from competing in the team prior to shooting.

2.71.11 The National selectors shall have the final decision regarding team place selection (see rule [2.70](#)).

2.71.12 Shooters may qualify for one team only.

2.71.13 Only the top 20 scores are to count in the New Zealand Open team.

2.71.14 Shooters are warned that only shells with a maximum 28 grams (1oz) shot load are permitted and shooters who use other than approved shells shall be disqualified.

2.72 Mackintosh Integral Awards.

2.72.1 Top qualifier for the Open team each year will receive the Luigi Franchi trophy that was presented to the NZCTA by the Luigi Franchi Arms Company of Italy.

2.72.2 A Challenge Cup will be awarded to that competitor(s) who achieves the highest aggregate score(s) in the various matches from which the scores are counted toward selecting the New Zealand Mackintosh Open team.

2.72.3 The Counties Power Trophy will be awarded to the top Lady qualifier (regardless of which team she shoots in).

2.72.4 The Williams Memorial Trophy will be awarded to the top Junior qualifier (regardless of which team they shoot in).

2.72.5 The Murray Pratt Memorial will be awarded to the top Veteran qualifier (regardless of which team they shoot in).

2.72.6 All ties will stand.

2.72.7 The cups will forever remain the property of the NZCTA but may be held in the possession of the winner(s) for one year.

2.72.8 The winner(s) shall have their name(s) and score(s) engraved on the cup.

2.73 Mackintosh High Gun Awards.

- 2.73.1 The High Gun in the New Zealand Open team shall receive a sash for permanent keeping, and the Willoughby Norrie trophy to hold until the next Mackintosh teams match is conducted.
- 2.73.2 Ties will stand.
- 2.73.3 All twenty-five members of the New Zealand team will receive a silver international badge with the exception of the High Gun(s) who will receive a gold international badge(s). The members of the Ladies, Veterans and Junior teams will each receive a distinctive team badge.
- 2.73.4 There will be a distinctive badge awarded to each competitor who achieves a 100 break in the match. A gold badge shall signify 100 Single Barrel breaks, a silver badge shall signify 100 target breaks. Shooters shall be awarded only the badge that constitutes their highest achievement.
- 2.73.5 Members of the NZ teams competing in the event for their first time will be awarded a NZ Silver Fern pocket monogram as approved by the Council. Further monograms will be available at the shooter's expense.
- 2.73.6 Members of all teams must report to the host club's ground by the time appointed by the Council for attendance, and any shooter who is not in attendance five minutes after the appointed time will have their place taken by a reserve.

Glenn Cup DTL Match

- 2.74 The Glenn Cup match is an annual Australia vs New Zealand DTL competition shot between five-man teams of the two countries.
- 2.74.1 The venue shall alternate between Australia and New Zealand and the match shall be held during the course of the National championships held in the country concerned.
- 2.74.2 The match shall be a 50 target Single Rise match, 250 targets in all, shot at from 15 metres to be recorded point score (used only in the case of a tied score).
- 2.74.3 The team with the highest number of targets broken shall be declared the winner. If the winning team cannot be established by targets broken, points score shall be used to determine the winner. If a winner still cannot be established, a tie shall be declared.
- 2.74.4 Each team shall shoot as a squad.
- 2.74.5 Two traps shall be used for the match.
- 2.74.6 The teams shall toss a coin to determine the choice of traps, the visiting team having the right to call the coin.
- 2.74.7 Each team shall shoot a 25-target round on its selected trap, and then the teams shall swap traps and shoot their second round.
- 2.74.8 Members of the Australian Glenn Cup team shall be invited to attend our Hall of Fame dinner, when competing in New Zealand. This shall be at the cost of the NZCTA.
- 2.74.9 NZ Team Selection.
- a) The New Zealand team shall comprise those New Zealand citizen shooters scoring the top five scores in the shoulder-to-shoulder final of the North vs South Island DTL teams match held at the DTL Nationals (see rule [2.79](#)), however, when the Glenn Cup is held in Australia (in uneven years), only those shooters who have already committed to travel to Australia by 31st January will be eligible for selection shoot-off.
- b) Where there is a tie in team selection, places shall be determined by shoot-off in the following manner:
1. Any targets shot in North vs South Island team tie breaking shoot-offs shall count first.

2. Where there is still a tie in team selection or where no team tie break was necessary, places shall be determined by shoot-off under Points Score conditions.
 3. Any shoot-offs required for establishing team selection shall be held immediately following the shoulder-to-shoulder final of the North vs South Island DTL teams' match.
- c) Five team members plus two non-travelling reserves shall be selected.
- d) The National selectors shall have the final decision regarding team place selection (see rule [2.70](#)).
- e) If any of the team members are subsequently unable to fulfil the obligations of membership of the team, then the next selected reserve shall replace them.

2.74.10 New Zealand team members shall each receive two match badges, one of which they shall give to their opposite number in the Australian team.

2.74.11 Members of the NZ teams competing in the event for their first time will be awarded a NZ Silver Fern pocket monogram as approved by the Council.

2.74.12 In the alternate years when the Glenn Cup final is held in Australia, the NZ team members will each receive a cash allowance, sponsored by the NZCTA.

2.74.13 Members of the NZ Glenn Cup team shall wear their No 1 uniform for presentations and the opening ceremony.

World Championship Skeet Teams

2.75 A team is selected to compete at the World Skeet Championships in San Antonio every second year (e.g. 2023, 2025, 2027 etc).

2.75.1 Selection for the World Skeet Team shall be the highest of 5 x 100 scores from any North vs South qualifying events, with a maximum of two scores from any one club.

2.75.2 There shall be no entry fee for qualifying scores to be entered.

2.75.3 The qualifying period shall be 1st January to 31st December in the year prior to the team being sent.

2.75.4 Shooters wishing to be considered for the team must advise the NZCTA of their availability by 28th February in the year the team competes.

2.75.5 In the event of a tie in team selection, the next highest qualifying score (and subsequent previous scores), will be counted until a result is found. If this does not resolve the team tie, then the shooter with the highest percentage in their handicap book at midnight on the final day of the NZ National Skeet Championships shall make that team. This format will also be used to resolve team reserve places.

Australia/New Zealand Skeet Postal Challenge

2.76 The Australian/New Zealand Skeet Postal Challenge is a postal competition between Australia and New Zealand.

2.76.1 Team scores from New Zealand will be sent to Australia and the results announced after the Australian Skeet Championships.

2.76.2 Teams to be 12-person Open team (top 10 scores to count), 6 person Ladies, Juniors and Veterans Teams (top 5 scores to count).

2.76.3 Veterans to be over 60 at time of competition. Juniors to be under 18 at time of competition.

2.76.4 Qualifying scores to be taken over the targets of National Skeet Championship and the 50 target Skeet Handicap Championship (off the gun scores). Team ties to shoot off under standard skeet conditions.

2.76.5 All teams shoot 50 targets over 2 layouts, 25 targets per layout.

2.76.6 Shooters wishing to compete in the International Skeet team must not leave the ground before 5pm (if required), on the day the team event is shot. This allows time for team photos to be taken. Shooter's inclusion in the team photo forms part of the acceptance of competing in the team. Shooters unable to participate in the team photo must withdraw themselves from competing in the team prior to shooting.

Glenn Trophy Skeet Match

2.77 The Glenn Trophy match is an annual Australia vs New Zealand Skeet competition shot between five-man teams of the two countries. In even numbered years (2018, 2020 etc) the Glenn Trophy team is selected and travels to Australia to compete in the Glenn Trophy match in conjunction with the ACTA Skeet Nationals. In odd numbered years (2019, 2021 etc) the Glenn Trophy team is selected and competes in the Glenn Trophy match in NZ.

2.77.1 The venue shall alternate between Australia and New Zealand and the match shall be during the course of the national standard Skeet championships held in the country concerned, but the Glenn Trophy competition shall be held in the opposite country to that which is conducting the Glenn Cup competition in that year.

2.77.2 The match shall be one of 50 targets per shooter, 250 targets in all, shot under standard Skeet conditions.

a) Each team shall shoot as a squad.

b) The match shall be conducted in the manner that each team shall shoot a 25-target round on adjacent fields simultaneously, then shall swap fields and shoot their second round.

c) In the event of a tie, all members of each team shall shoot doubles on each of stations 3,4,5,4,3,4,5 (recurring), with the scores being compared after each station. The team with the fewest 'LOST' targets after any station shall be declared the winner.

2.78 NZ Team Selection.

2.78.1 The New Zealand team shall comprise those New Zealand citizen shooters scoring the highest four scores from any 100 target North/South qualifying events, shot in either Island, with a maximum of two scores from any one club.

2.78.2 When the Glenn Trophy match is held in NZ (odd years), the qualifying period shall run for a 12-month period, from 1st August of one year to 31st July of the same year of the competition. Shooters must commit to the team by 31st August of the year of the competition.

2.78.3 When the Glenn Trophy match is held in Australia (even years), the qualifying period shall run from the day after the Skeet Nationals one year to the end of the Skeet Nationals the following year. Shooters must commit to the team by 30th November.

2.78.4 In the event of a tie in team selection, the next highest qualifying score (and subsequent previous scores), will be counted until a result is found. If this does not resolve the team tie, then the shooter with the highest percentage in their handicap book at midnight on the final day of the NZ National Skeet Championships shall make the team. This format will also be used to resolve team reserve placings.

2.78.5 Five team members plus two non-travelling reserves shall be selected.

2.78.6 If any of the team members are subsequently unable to fulfil the obligations of membership of the team, then the next selected reserve shall replace them.

- 2.78.7 The National selectors shall have the final decision regarding team place selection (see rule [2.70](#)).
- 2.78.8 New Zealand team members shall each receive two match badges, one of which they shall give to their opposite number in the Australian team.
- 2.78.9 Members of the NZ teams competing in the event for their first time will be awarded a NZ Silver Fern pocket monogram as approved by the Council.
- 2.78.10 In the alternate years when the Glenn Trophy final is held in Australia, the NZ team members will each receive a cash allowance, sponsored by the NZCTA.
- 2.78.11 Members of the NZ Glenn Cup team shall wear their No. 1 uniform for presentations.

INTER-ISLAND COMPETITION

The North vs South Island DTL Teams Match

- 2.79 The North vs South Island teams match is a competition sponsored by the Association to foster DTL shooting.
- 2.80 Teams will be selected to represent the North and South Islands. The two Open teams will each consist of five shooters, and the Ladies, Juniors, Veterans and Super Veterans teams shall consist of 3 shooters who shall each be resident in the Island of their team selection.

2.81 Venues and Qualifying Matches.

- 2.81.1 Each team shall be selected by the Association selectors from scores submitted from a minimum of three qualifying tournaments. All Island, Provincial and District championships shall be qualifying events, and each prospective team member may attend as many as they wish in either Island.
- 2.81.2 Qualifying matches will be shot in conjunction with the Island or Provincial Single Rise, Single Barrel and Points Score events, and all other District qualifying matches that have the same number of targets as the corresponding Island or Provincial championship matches.

2.82 Entry Fees.

- 2.82.1 Each competitor shall pay an entry fee of \$5.00 for the Open team only at each qualifying venue he attends, and the full amount of this money shall be remitted to the Association to help defray the costs of the event.
- 2.82.2 All Ladies, Juniors, Veterans and Super Veterans scores from qualifying events shall count, but there shall be no entry fee. All North South and any qualifying events that don't require an entry fee have all scores forwarded to the National Office to be included.
- 2.82.3 Clubs which conduct any of the qualifying matches shall, within seven days of the tournament, return to the Executive Officer all entry fees and a list of the competitors who entered and their scores in the qualifying matches.

2.83 Age Qualification.

- 2.83.1 Age qualifications for Super Veteran, Veteran and Juniors are as follows:
- a) To qualify for the Super Veteran team, a shooter must be aged 70 years or older at the beginning of the selection period. Should a shooter turn 70 during a selection period they will not be eligible for the Super Veterans team that year.
 - b) The age qualification for membership of the Veteran team shall be that shooters must be a Veteran (60 years or over) at the time of entering a qualifying score.
 - c) The age qualification for Junior team members is they must be a junior shooter (under 18 years) when they compete in the final competition at the respective National tournament.

2.84 Team Selection.

- 2.84.1 Selection shall be made on the basis of scores recorded over the 25 target Single Rise, Single Barrel and Points Score matches. Scoring shall be as for the individual disciplines.
- 2.84.2 Selection will be based on the best scores submitted regardless of venue.
- 2.84.3 The National selectors shall have the final decision regarding team place selection (see rule [2.70](#)).
- 2.84.4 In the event of a tie in team selection placings:
- a) The North Island team will be determined in conjunction with the Hawkes Bay Provincial Championships Point Score event. This shall include the championship and the shoot-off targets and a separate shoot-off if necessary.
 - b) The South Island team will be determined in conjunction with the South Island Championships Point Score event. This shall include the championship and the shoot-off targets and a separate shoot-off if necessary.
- 2.84.5 The National selectors shall advise the club conducting the Island championship in advance of any tie requiring to be broken.
- 2.84.6 The selectors shall select two reserves for each Open team and one for the each of the Ladies, Juniors and Veterans teams. These reserves will only be used in the case of unavoidable absence from a tournament.
- 2.84.7 Shooters may compete in one team only.

2.85 Selection Period.

- 2.85.1 The selection period shall start from the South Island championships and conclude for the North Island team at the subsequent Northland Provincials; and for the South Island team conclude 5 days before the subsequent South Island championship.

2.86 Expenses.

- 2.86.1 The Association shall pay the Open team members that have to travel to the other Island to compete in the final \$350.
- 2.86.2 Travel expenses of \$100 shall be paid to the members of the Ladies, Juniors, Veterans and Super Veterans teams that have to travel to the other island to compete in the final.

2.87 North vs South DTL Competition.

- 2.87.1 The final will be shot during the National championships at a time to be determined by the Council.
- 2.87.2 The final will be a separate shoulder-to-shoulder 25 target match shot under Points Score conditions, and should the scores be tied, each team will shoot a further series of five targets until a decision is reached.
- 2.87.3 Team members will shoot as a squad.
- 2.87.4 The team from the visiting Island shall shoot first.
- 2.87.5 The winning team shall be presented with the challenge trophy, and each team member of both teams shall be presented with an Inter-Island team badge. North Island team members will receive a red badge and South Island team members will receive a blue badge.
- 2.87.6 The top five shooters from the open final will become the members of the Glenn Cup team (see rule [2.74](#)).
- 2.87.7 The Open team is limited to NZ citizens only.

The North vs South Island Standard Skeet Teams Match

2.88 The North vs South Island teams match is a competition sponsored by the Association to foster standard Skeet shooting.

2.88.1 Teams will be selected to represent the North and South Islands. The Open team will each consist of five shooters, and the Ladies, Juniors and Veterans teams shall consist of three shooters who shall each be resident in the Island of their team.

2.89 Open and Veteran Qualifying Scores.

2.89.1 Each Open and Veteran team shall be selected by the Association selectors from the highest 4 scores submitted off the gun, from any 100 target qualifying matches. See rule [2.92 below](#) for qualifying matches.

2.89.2 Competitors wishing to qualify for the Open team must nominate and pay the \$5.00 entry fee for each of those rounds they wish to have considered for qualifying BEFORE competing.

2.90 Ladies and Juniors Qualifying Scores.

2.90.1 Each Ladies and Juniors team shall be selected by the Association selectors from the highest 4 scores submitted off the gun, from any 25 target qualifying matches. See rule [2.92 below](#) for qualifying matches.

2.90.2 Ladies and Juniors wishing to qualify for the Open team must follow rule [2.89](#).

2.91 Advertising.

2.91.1 Gunshot is the preferred place to advertise qualifying events, however if the events are advertised on the NZCTA website a minimum of 14 days prior, then scores will be accepted.

2.92 Qualifying Matches.

2.92.1 The qualifying matches for Open and Veteran teams are:

- a) Any 100-target match at the NZ National Skeet Championships (excluding doubles), for all gauges. The off the gun score will be used from the Handicap Championship.
- b) A combination of the Island Skeet Handicap Championship (off the gun score) and Island Skeet Championship (two 50 target matches).
- c) Any other 100 target North/South qualifying competition (maximum three per club).

2.92.2 The qualifying matches for Ladies and Junior teams are:

- a) Any two 25 target rounds from a 100-target advertised qualifying match (including NZ National Skeet Championships).
- b) The first 25 targets of the 50 target Handicap match at the NZ National Skeet Championship. Scores from the Skeet Handicap Championship are taken off the gun.
- c) The first 25 targets of the Island Skeet Handicap Championships. Scores from the Skeet Handicap Championship are taken off the gun.
- d) The first 25 targets of the Island Skeet Championship.
- e) The first 25 targets of any open club championship, District Championship or Zone Championship as long as it has been pre-advertised as a North/South qualifying event.

2.92.3 All qualifying matches must be notified to the NZCTA at the beginning of the qualifying year or a minimum of 14 days prior to the event.

2.92.4 Clubs may hold up to 5 x 100 target qualifying events per qualifying year but only 3 x 100 target events per shooter may be counted per club, as a qualifying score.

2.92.5 Clubs are not permitted to run another club's 100 target qualifying event.

2.92.6 Clubs should note that the practice of taking only two entry fees and then selecting the two highest scores after shooting is not in keeping with the intent of this North vs South event.

2.93 Entry Fees.

2.93.1 Each competitor entering a score for the Open team, shall pay a \$5.00 entry fee per qualifying round at each qualifying venue before they commence shooting, and the full amount of this money shall be remitted to the Association.

2.93.2 There shall be no entry fee for Ladies, Juniors and Veteran team qualifying. All North South and any qualifying events that don't require an entry fee have all scores from qualifying matches forwarded to the Executive Officer to be included.

2.93.3 Clubs which conduct any of the qualifying matches shall, within seven days of the tournament, return to the Executive Officer all entry fees and a list of the competitors who entered and their scores in the qualifying matches.

2.94 Age Qualification.

2.94.1 Veteran team members are shooters 60 years or over at the time of entering a qualifying score.

2.94.2 Junior team members are shooters under 18 years old at the time of the final competition at the National Skeet championship.

2.95 Team Selection.

2.95.1 Selection will be based on the best scores submitted regardless of venue.

2.95.2 The National selectors shall have the final decision regarding team place selection (see rule [2.70](#)).

2.95.3 In the event of a tie in team selection, the next highest qualifying score (and subsequent previous scores), will be counted until a result is found. If this does not resolve the team tie, then the shooter with the highest percentage in their handicap book at midnight on 31st July, shall make the team. This format will also be used to resolve team reserve placings.

2.95.4 The selectors shall select two reserves for the Open team and one reserve for each of the Ladies, Juniors and Veterans teams. These reserves will only be used in the case of unavoidable absence from the North vs South final.

2.95.5 Shooters may compete in one team only.

2.96 Selection Period.

2.96.1 The qualifying period for all teams shall run for a 12-month period from 1st August to 31st July of the following year.

2.96.2 Team members must notify their availability for a team place by 31st August in the year of the competition.

2.97 Expenses.

2.97.1 The Association shall pay the Open team members that have to travel to the other Island to compete in the final \$350.

2.97.2 Travel expenses of \$100 shall be paid to the members of the Ladies, Juniors and Veterans teams that have to travel to the other island to compete in the final.

2.98 North vs South Skeet Competition.

- 2.98.1 The final will be shot during the National championships at a time to be determined by the Council.
- 2.98.2 The final will be a separate shoulder-to-shoulder 25 target match shot under standard Skeet conditions.
- 2.98.3 Team members will shoot as a squad.
- 2.98.4 The team from the visiting Island shall shoot first.
- 2.98.5 Ties will be broken by a review of the qualifying match scores for each team, establishing a long run of 'hit' targets from the front. The team with the greatest long run of 'hits', counting from station 1 high house target until a lost target is recorded will be declared the winner.
- 2.98.6 In the event where scores are identical and the method above fails to identify a winner, a draw is to be declared.
- 2.98.7 The winning team shall be presented with the challenge trophy, and each team member of both teams shall be presented with an Inter-Island team badge. North Island team members will receive a red badge and South Island team members will receive a blue badge.

The North vs South Island Sporting Teams Match

2.99 The North vs South Island teams match is a competition sponsored by the Association to foster Sporting shooting.

2.100 Team Composition.

- 2.100.1 Open teams representing the North and South Islands shall each consist of five shooters, who shall each be resident in the Island of their team selection.
- 2.100.2 A mixed team from the North and South islands will consist of six shooters each (one A Grade, B Grade, C Grade, Junior, Lady and Senior/Veteran/Master).

2.101 Qualifying Events.

- 2.101.1 Each Open team and mixed team shall be selected by the Association selectors from scores submitted from a minimum of three qualifying tournaments.
- 2.101.2 All Zone and Island Sporting Championships, and Association prior approved sporting shoots shall be qualifying events.
- 2.101.3 The Province of Southland, the Central Otago Sporting Championship, Waikato mid-winter Sporting event and the Rotorua Presidents Cup will also be qualifying events for selection.
- 2.101.4 Each prospective team member may attend as many as they wish in either Island.
- 2.101.5 Each score shall form a ranking from the qualifying event and the rank shall form the basis for selection.
- 2.101.6 All qualifying matches shall be a minimum of 100 targets.

2.102 Entry Fees.

- 2.102.1 Each competitor in the Open team shall pay an entry fee of \$5.00 at each qualifying venue attended, and the full amount of this money shall be remitted to the Association by the club to help defray the cost of the expenses. The mixed team are not required to pay an entry fee.
- 2.102.2 Clubs which conduct any of the qualifying matches, shall, within seven days of the tournament, return to the Executive Officer all entry fees and a list of the competitors who entered and their scores in the qualifying matches.

2.103 Team Selection.

- 2.103.1 Selection will be based on the best scores submitted regardless of qualifying venue.
- 2.103.2 The National selectors shall have the final decision regarding team place selection (see rule [2.70](#)).

2.103.3 In the event of a tie in team selection, placings will be determined by scores in the last 25 targets shot. If a tie still occurs placings will be determined by count back in turn of the previous last 25 targets shot until a decision is reached.

2.103.4 The selectors shall select two reserves for each team. These reserves will only be used in the case of unavoidable absence from the competition.

2.103.5 The selection period shall be the calendar year (1 Jan to 31 Dec).

2.104 Expenses.

2.104.1 The Sporting North South Open team from the travelling Island will be paid \$150 per person from the Sporting Reserve to assist with travel. **Note:** There is no funding for the mixed team.

2.105 North vs South Sporting Competitions.

2.105.1 There will be an Open North vs South competition and a Mixed North vs South Competition.

2.105.2 The competitions will be shot during the NZ Sporting National Championship at a time to be determined by the event organisers.

2.105.3 The competitions will be separate shoulder-to-shoulder 25 target matches shot under FITASC rules.

2.105.4 Should the scores be tied, each team member will shoot a further series of six targets consisting of 2 singles and 2 pairs until a decision is reached.

2.105.5 Team members will shoot as a squad.

2.105.6 The team from the visiting Island shall shoot first.

2.105.7 All teams shall be presented with an Inter-Island team badge. North Island team members will receive a red badge and South Island team members will receive a blue badge.

The North vs South Island Compak Teams Match

2.106 The North vs South Island teams match is a competition sponsored by the Association to foster Compak shooting.

2.107 Team Composition.

2.107.1 Open teams representing the North and South Islands shall each consist of five shooters, who shall each be resident in the Island of their team selection.

2.107.2 A mixed team from the North and South islands will consist of five shooters each (one A Grade, B Grade, C Grade, the top Junior or Lady and top Senior/Veteran/Master).

2.108 Qualifying Events.

2.108.1 Each Open team and mixed team shall be selected by the Association selectors from scores submitted from a minimum of three qualifying tournaments.

2.108.2 All Zone and Island Compak Championships, and Association prior approved Compak shoots shall be qualifying events.

2.108.3 Each prospective team member may attend as many as they wish in either Island.

2.108.4 Each score shall form a ranking from the qualifying event and the rank shall form the basis for selection.

2.108.5 All qualifying matches shall be a minimum of 100 targets.

2.109 Entry Fees.

2.109.1 Each competitor in the Open team shall pay an entry fee of \$5.00 at each qualifying venue attended, and the full amount of this money shall be remitted to the Association by the club to help defray the cost of the expenses. The mixed team are not required to pay an entry fee.

2.109.2 Clubs which conduct any of the qualifying matches, shall, within seven days of the tournament, return to the Executive Officer all entry fees and a list of the competitors who entered and their scores in the qualifying matches.

2.110 Team Selection.

2.110.1 Selection will be based on the best scores submitted regardless of qualifying venue.

2.110.2 The National selectors shall have the final decision regarding team place selection (see rule [2.70](#)).

2.110.3 In the event of a tie in team selection, placings will be determined by scores in the last 25 targets shot. If a tie still occurs placings will be determined by count back in turn of the previous last 25 targets shot until a decision is reached.

2.110.4 The selectors shall select two reserves for each team. These reserves will only be used in the case of unavoidable absence from the competition.

2.110.5 The selection period shall be the calendar year (1 Jan until the start of the National Championship).

2.111 Expenses.

2.111.1 The Compak North South Open team from the travelling Island will be paid \$150 per person from the Sporting Reserve to assist with travel. **Note:** There is no funding for the mixed team.

2.112 North vs South Compak Competitions.

2.112.1 There will be an Open North vs South competition and a Mixed North vs South Competition.

2.112.2 The competitions will be shot during the NZ Compak National Championship at a time to be determined by the event organisers.

2.112.3 The competitions will be separate shoulder-to-shoulder 25 target matches shot under FITASC rules.

2.112.4 Should the scores be tied, each team member will shoot an additional stand of five targets consisting of 1 single and 2 pairs until a decision is reached.

2.112.5 Team members will shoot as a squad.

2.112.6 The team from the visiting Island shall shoot first.

2.112.7 All teams shall be presented with an Inter-Island team badge. North Island team members will receive a red badge and South Island team members will receive a blue badge.

INTERPROVINCIAL COMPETITION

2.113 Interprovincial teams' matches will be held in conjunction with the standard New Zealand and Island championships.

2.113.1 Teams will consist of five members.

2.113.2 Only one team may represent each province.

2.113.3 Each province will be responsible for selecting its own team.

2.113.4 Teams may shoot as a squad or individually.

2.113.5 Team members' names must be notified to the club conducting the championship prior to the commencement of the first event, and the conducting club will be responsible for both

keeping the scores in the competition and for displaying these in a prominent place on the score board.

2.113.6 There will be no entry fees or sweepstakes taken, nor any prize money payable in respect of these matches.

2.113.7 The match will be shot on the same basis as the High Gun competition, in conjunction with that competition.

2.113.8 A challenge trophy will be awarded to the winning team in the competition.

2.113.9 Ties will stand.

INTERCLUB POSTAL COMPETITION

2.114 Allan Brown Trophy.

2.114.1 The competition for this trophy will be a postal teams shoot to be conducted by the Association and shot any day in October, November or December each year.

a) Teams will consist of five shooters registered with the same club.

b) Clubs may enter more than one team.

c) Teams must shoot as a squad.

d) The event will be a 25 pair Double Rise match shot off 15 metres.

e) Each team will shoot the whole match at one visit to the trap.

f) The entry fee will be \$5.00 per team payable at time of entry, of which 20% will be deducted and paid to the Association and the balance will be paid to the first three teams on the basis of 50%, 35%, and 15%.

g) Ties will stand.

h) The winning team(s) will be presented with the Allan Brown Trophy at the following National championship tournament.

i) Entries are to be lodged with the Executive Officer by 30th September each year and the match may be shot on any day in October, November, or December.

j) When entering, clubs must advise the number of teams but not necessarily the names of shooters.

k) Results must be forwarded to reach the National Office not later than end January.

l) Late results will not be considered.

m) The Executive Officer will advise all clubs of the provisional results by way of a general circular, not later than the end February. Any club which has taken part in the competition, and which feels that the results declared are incorrect, will then have the opportunity to object to the declared results.

2.115 H.C. Walker Trophy.

2.115.1 The competition for this trophy will be a postal teams shoot to be conducted by the Association and shot any day in October, November or December each year.

a) Teams will consist of five shooters registered with the same club.

b) Clubs may enter more than one team.

c) Teams must shoot as a squad.

- d) The event will be a 100-target Skeet match.
- e) The entry fee will be \$5.00 per team payable at time of entry, of which 20% will be deducted and paid to the Association and the balance will be paid out on the following basis:
 - 1. Overall winner, 30% of the total prize money.
 - 2. Overall runner-up, 20% of the total prize money.
 - 3. Highest score 1st 50 targets, 15% of the total prize money.
 - 4. Highest score 2nd 50 targets, 15% of the total prize money.
 - 5. Longest run at the beginning, 10% of the total prize money.
 - 6. Longest run at the end, 10% of the total prize money.
- f) Ties will stand.
- g) The match may be shot as a separate stand-alone event or may be shot in conjunction with any open shoot 100 target Skeet match. Where team members are shooting qualifying scores at open shoot 100 target matches, the secretary of the conducting club must be advised of the competitors' names before the commencement of the match, and must confirm their scores to the Executive Officer.
- h) The H.C. Walker Trophy will be presented to the winning team(s) at the following National championship tournament.
- i) Entries are to be lodged with the Executive Officer by 30th September each year and the match may be shot on any day in October, November or December.
- j) When entering, clubs must advise the number of teams, not necessarily the names of shooters.
- k) Results must be forwarded to reach the National Office no later than 31st January.
- l) Late results will not be considered.
- m) The Executive Officer will advise all clubs of the provisional results by way of a general circular, not later than the end February. Any club which has taken part in the competition, and which feels that the results declared are incorrect, will then have the opportunity to object to the declared results.

2.116 Hawkes Bay Shield.

2.116.1 The Hawkes Bay shield was presented to the NZCTA by the Hawkes Bay Clay Target Club and is the trophy competed for in an annual team postal match competition shot any day during the months of October, November or December each year.

- a) Teams will consist of five shooters registered with the same club.
- b) Clubs may enter more than one team.
- c) Teams must shoot as a squad.
- d) The event will be a 25 target Points Score match shot off 15 metres.
- e) The entry fee will be \$5.00 per team payable at time of nomination of which 20% will be deducted and paid to the Association and the balance will be paid to the first three teams on the basis of 50%, 35%, and 15%.
- f) Ties will stand.

- g) Entries are to be lodged with the Executive Officer by 30th September each year and the match may be shot on any day in October, November or December. When entering, clubs must advise the number of teams but not necessarily the names of shooters.
- h) The winning team(s) will receive the Hawkes Bay shield at the following National championship tournament.
- i) Results must be forwarded to reach the National Office no later than the 31st January following the year that each competition concludes.
- j) Late results will not be considered.

NZCTA OPEN SHOTS

2.117 Open Shoot defined.

2.117.1 Any shoot conducted by a club affiliated to the NZCTA that meets any of the following criteria shall be deemed to be an open shoot.

- a) It is a district, provincial, zone, island or national tournament, or a 100 target North/South Skeet qualifying event.
- b) It has an entry fee for any match (excluding the cost of targets), which is at least equivalent to the target price as set by Council.
- c) It is any other shoot that a club makes application to the Executive Officer for, and gains approval to conduct, as an open shoot.

2.117.2 Application must be made to the Executive Officer for the right for any club to conduct an open shoot.

2.117.3 The shoot will be listed in the open shoot calendar of "GUNSHOT" and an advertisement must be placed in "GUNSHOT" in respect of the event.

2.117.4 The club ground on which the shoot is to be conducted must have a minimum open shoot grading.

2.117.5 No club shall permit any other organisation or club to use their grounds for the purpose of running a non-registered tournament (such as Ducks Unlimited or Cosmopolitan Club events), without first having had the date approved by the Executive Officer.

2.117.6 Clubs hosting Cosmopolitan Club shoots will have the responsibility of collecting the daily levy and sending it to the Association.

2.117.7 Clubs hosting District matches should hold these events on their regular shooting day to maintain stability within the local circuit programme(s).

2.118 Method and conditions of applying to hold open shoots.

2.118.1 All applications must be lodged with the NZCTA Executive Officer.

2.118.2 Clubs wishing to hold open shoots may make application to do so in one of the two following ways:

- a) Those individual clubs or combined district organisations which plan and produce a complete calendar years events in advance, that is, they produce an entire programme prior to the commencement of each year, may submit the entire year's programme as a bulk application for consideration. Such applications must be in the hands of the Executive Officer no later than 10th November of the year preceding the year that the bulk application applies.
- b) Those clubs which do not plan a complete year's programme in advance or which are unable to do so because of various local factors, may submit periodic applications in the following manner.

1. Applications to hold North /South Skeet and Sporting events must be submitted in time to enable the event to be advertised on the Association Website at least 14 days prior to the event being held.
2. Applications must be submitted a minimum of two months prior to the proposed date on which the shoot is to be held, and in sufficient time to allow the programme to be advertised in the "GUNSHOT".
3. The proposed shoot date to be the date on which the applicant club would normally hold a club shoot.
4. All applications to hold open shoots must be accompanied by a minimum of one alternative date on which the event could be held.
5. All applications must be accompanied by a draft programme of scheduled events for approval by the Executive Officer and must include the cost of targets.
6. All applications must be accompanied by the advertising material for "GUNSHOT" which will include the cost of events.

2.119 Open Shoot Applications.

2.119.1 All applications submitted under the terms of rule [2.118.2](#) shall be considered by the Executive Officer, and approval or disapproval advised to the club or district organisation concerned. Open shoot programmes cannot be altered once approved, but in exceptional circumstances a club has the right to cancel an event.

2.119.2 Those dates and events that have been approved shall be published in the shooting calendar printed in "GUNSHOT" prior to the event taking place.

2.119.3 NZCTA championship tournaments shall take automatic precedence over any and all applications to stage open shoots.

2.119.4 The following events cannot be held on the same day: National and Island events of any discipline, Nationwide. Where unavoidable, events of disciplines other than those involved in a National or Island events may be held on the same day.

2.119.5 The following events cannot be held on the same day: Provincial and Zone events of the same discipline, Nationwide. Events of disciplines other than those involved in a Provincial or Zone event may be held on the same day.

2.119.6 No open shoot shall be permitted which may interfere with the successful conduct of the Association A.G.M. or Mackintosh match, nor will any club hold a club shoot within 200km radius of the Association match. (See also rule [2.117.5](#)).

2.119.7 The following events cannot be held on the same day: Districts, North/South, Oceania, World qualifying and Open events of the same discipline in the same province or within 150 kilometres by road in the North Island or within 200 kilometres by road in the South Island. Events of disciplines other than those involved in Districts, North/South, Oceania, World qualifying and open events of the same discipline may be held on the same day.

2.119.8 Entry fees. Clubs applying for open shoots shall state the entry fee in all matches on the application form.

2.119.9 No open shoot application shall be approved where matches are to be conducted in one grade unless shooters have been given ample warning by advertisement of the programme in "GUNSHOT".

2.120 Prize Money, Scoreboard and Sweepstakes.

2.120.1 Division of prize money must be advertised as soon as possible after the completion of each and every match at all club shoots, open shoots and championships, club secretaries will post

the details of all pay-outs of sweeps, championships and monetary trophies on the club notice board.

2.120.2 These results shall include the number of entries, club deductions and prize allocations.

2.121 Score Board.

2.121.1 A score board shall be placed in a conspicuous place at all open shoots and championships. On this board will be recorded the score of every competitor, which shall be taken from the official score sheets.

2.122 Sweepstakes.

2.122.1 Sweepstakes will be permitted in conjunction with all matches. They shall take one of three forms:

- a) **Optional sweepstakes**, which are conducted in conjunction with a match, and the entries for which are to be taken in addition to the match entry fee. The whole of the optional sweepstake pool will be paid out.
- b) **Compulsory sweepstakes**, which are to be conducted in conjunction with a match, and the entries for which are to be taken in addition to the match entry fee. The whole of the compulsory sweepstake pool will be paid out.
- c) Compulsory sweepstakes that comprise the only entry fee into the match. In these sweepstake matches, the conducting club may deduct a maximum of 20% from the sweepstake entry pool.

2.122.2 All sweepstake pools shall be paid out on the following basis: 1st – 50%, 2nd – 35%, 3rd – 15%.

2.122.3 Pay-outs for the Handicap Championship events (handicap by distance and handicap skeet) shall be: 1st 40%, 2nd 25%, 3rd 15%, 4th 10%, 5th 5%, 6th 5%. **Note:** Tieists shall divide equally.

2.122.4 Where matches are conducted in grades, entries into the sweepstakes shall be taken in grades, and paid out in grades, unless otherwise stated and notified to all shooters by way of advertisement in the official programme or in “GUNSHOT” prior to the tournament. (See also rules [2.12.1](#) to [2.12.4](#) and [2.118.2](#).)

2.123 Skeet Sweepstakes on handicap events.

2.123.1 Sweeps in a Skeet Handicap event, are to be divided as per normal sweeps (i.e. 1st 50%, 2nd 35%, 3rd 15%) amongst all competitors who obtain possible or the highest scores after their handicap allowance has been added to their scores. Example:

1. Smith 25/25, handicap 3 total = 25/25
2. Jones 22/25, handicap 3 total = 25/25
3. Brown 20/25, handicap 3 total = 23/25

SECTION 3 - SCORE RECORDING, HANDICAPPING AND GRADING

INTRODUCTION

- 3.1 These rules apply to all disciplines of NZCTA shooting unless otherwise specified.
- 3.2 Where current rules for ISSF and FITASC events or other international disciplines exist, these specific rules shall apply and must be consulted.
- 3.3 All shooters must familiarise themselves with these rules and ensure that they are enforced.
- 3.4 It is the responsibility of every shooter to ensure evenness of application of these rules and thus ensure equity of competition.

Establishing Grades

- 3.5 The percentage cut off for each grade shall be determined by the NZCTA Council from time to time and printed on the current handicap book.
- 3.6 Once 200 or more common mark targets have been shot at and recorded, the percentage shall be calculated.
- 3.7 All standard qualifying and shoot-off targets shall be entered in the book and used for the purpose of this calculation.
- 3.8 This calculation shall only be done at the end of a day's shooting. Where an unfinished match or a shoot-off is to continue the next day, no rule-off is to take place until after the match is completed or until shooters concerned have finished the shoot-off.

Percentage Calculation – The Rule-Off

- 3.9 It is recommended that clubs appoint a handicapping officer(s) who should not be, but may be, the club secretary, and who shall be responsible for entering each day, into the shooter's book, the total targets subject to calculation in each discipline.
 - 3.9.1 Once 200 or more targets have been shot at and recorded in a discipline, the shooter's percentage is to be recalculated. The book shall be ruled off under the last entry, then the calculation made by dividing the number of targets broken by the number of targets shot at, and multiplying by 100. This shall be known as the 200-target percentage. (Example: $215 / 225 = 95.6\%$).
 - 3.9.2 This 200-target percentage figure shall be recorded in the percentage column above the ruled off line.
 - 3.9.3 The 200-target percentage shall be added to the previously recorded grading percentage and halved. This shall determine and be known as the grading percentage. This percentage shall be used for determining the shooter's grade. (Example: Previous grading % 97.2 - 200 target % 95.6 - $(97.2 + 95.6) / 2 =$ new grading % 96.4).
 - 3.9.4 This grading percentage shall be recorded in the percentage column below the ruled off line.
 - 3.9.5 A shooter may be re-graded up after each 200-target rule-off.
 - 3.9.6 To be regraded down, a shooter must have two consecutive 200-target rule-offs both of which have a calculated percentage appropriate to the lower grade.
 - 3.9.7 Any shooter upon achieving an "A" grade percentage can never go back to "C" grade.
 - 3.9.8 The handicapping officer will advise the Executive Officer of the amended figures, both the 400 or 200 target percentage and the grading percentage, each time they are calculated. The Executive Officer will provide stationery for this purpose.

3.9.9 The Executive Officer shall record the amended figures in respect of each discipline in the handicap master register.

Shooter may Nominate a Higher Grade

3.10 A shooter may nominate a higher grade to compete in than the grade determined by the percentage recorded in his/her book. The nominated grade is to be marked in the shooter's handicap book and the shooter shall remain in the higher elected grade until a further rule-off is done. The minimum percentage for the higher grade shall be marked in the handicap book. The higher grade may also impact the shooter's minimum handicap mark. If so, this is also to be amended in the handicap book.

3.10.1 A DTL shooter shooting in a higher grade in any event than the grade determined by their grading percentage will compete in the high gun competition for their nominated grade. Once their grading percentage changes so will their high gun pool if their grading goes up or down.

DTL Common Mark Percentages and Grading

3.11 Shooters shall be graded by their percentage performance at all standard targets fired upon under match conditions, common mark 15 metre competition (championship events, sweep matches, postal matches, teams' matches, etc.).

3.11.1 Targets to be counted are those broken in Single Rise and Points Score common mark matches, both qualifying targets and shoot-off targets.

3.11.2 Novelty match targets, practice targets, handicap match targets, Single Barrel or Double Rise targets and targets shot off a common mark other than 15 metres shall not count in arriving at percentages.

3.11.3 All appropriate 15 metre common mark scores are to be recorded for grade performance calculations irrespective of the event format. Nothing in these rules is to be interpreted as enabling a club to avoid recording 15m common mark Single Rise or Points Score standard targets.

3.11.4 Grades shall be A, B, C. There shall be an AA grade at standard National, Island and Provincial championship levels only.

3.11.5 A new shooter, upon first registering with the Association shall be placed in C grade and shall be given a grading of 74%.

DTL Handicapping by Distance

3.12 Establishing Minimum Handicap Marks.

3.12.1 Minimum handicap marks are to be established and tied to the shooters common mark grades, with handicap distances as follows: AA Grade 21m, A Grade 19m, B Grade 17m, C Grade 15m.

3.12.2 Movement from this minimum mark (earned handicap) will be established from shooting Handicap by Distance (HBD) targets. Earned handicap will be applied to the shooter's minimum mark.

3.12.3 Handicap marks shall be in one metre steps from 15 metres (minimum) to 25 metres (maximum).

3.13 Earned Handicap.

3.13.1 Backward movement of 1 metre is to be determined by percentage scored of 97% and above after each 100 targets. Handicapping on percentage will apply after every 100 targets shot after which the handicap book will be ruled off.

3.14 Earned Handicap by Placing.

3.14.1 A first or second placing in a HBD event will earn handicap distance as follows:

- a) More than 20 and less than 125 competitors: 1st place 1 metre, 2nd place nil.
- b) 125 or more competitors: 1st place 2 metres, 2nd place 1 metre.

3.15 Earned Handicap by Long Run.

3.15.1 Any score of 50 consecutive targets shot in any one match (including shoot-off targets) will earn a handicap of 1 metre.

3.16 Penalties earned via percentage, placings and long run as in [3.13](#) to [3.15](#) are not cumulative. The highest penalty shall apply, noting scores are to be zeroed after any adjustment.

3.17 Inward Movement.

3.17.1 A one (1) metre inward movement may apply if a shooter's recorded percentage is less than 90% for two consecutive 100 target rule-offs.

3.17.2 When common mark downgrading occurs (say A grade to B grade) a shooter's handicap will decrease to their minimum distance for that grade, plus any earned handicap.

3.18 Adjustments.

3.18.1 Club Management and Secretaries are instructed that after any match the Management must immediately re-handicap each and every shooter who, for any of the reasons prescribed in the NZCTA Handicapping Formula, qualified for any movement of his handicap. Such adjustments are to strictly conform to the handicapping procedure.

3.18.2 After application of any handicapping procedure, scores are to be zeroed and a new count started.

3.18.3 No shooter is to be permitted to compete in another match should he refuse to accept his new mark.

3.19 Shooters may Nominate Greater Handicap Distance.

3.19.1 Shooters wishing to shoot from a greater distance than that recorded in their handicap book are to nominate the greater mark and the handicap book is to be marked accordingly.

Shooters are to shoot only from the recorded distance until the next rule-off.

3.19.2 To maintain the integrity of the handicap system in HBD events, shooters are to shoot all their match targets from the distance recorded in their handicap book and may not elect to shoot beyond their mark at any stage during the match. All event targets are recorded for handicap purposes, and all must be shot from the shooter's recorded mark.

Skeet Percentages, Grading and Handicapping

3.20 Shooters shall be graded by their percentage performance at all standard targets fired upon under match condition standard Skeet competition, including all shoot-off targets. Novelty match targets or practice targets shall not count in arriving at percentages.

3.20.1 The means of establishing grades and the procedure for calculating percentages shall be as per rules [3.5](#) to [3.10](#).

3.20.2 Handicaps shall be determined from time to time by the NZCTA Council and printed on the current handicap book.

3.20.3 All new shooters shall be placed in C grade and shall have a commencing handicap of 74%. See rule [3.37](#) for starting grade for experienced shooters.

Skeet Handicap Events

3.21 A Skeet Handicap Event is an event conducted over a round or rounds of Standard Skeet where a handicap in the form of 'targets in', is used to determine the position of competitors at the end of the match and whether they qualify for a shoot-off.

3.21.1 A competitor's 'targets in' will be determined by Council from time to time and established from their graded skeet percentage. This percentage/'targets in' relationship is printed on the inside of handicap books.

3.21.2 The competitor's 'targets in' will be multiplied by the number of rounds in the event and added to the competitor's 'off the gun' score to determine the 'match score'. If a shoot-off is required, a competitor will carry forward into the shoot-off, the handicap credits ('targets in') remaining at the end of their qualifying.

Examples:

a) 50 target event. A competitor whose handicap is 5 shoots 39/50. 5 (targets in) multiplied by 2 (rounds) = 10 plus score (39) Total 49/50.

b) 100 target event. A competitor whose handicap is 2 shoots 93/100. 2 (targets in) multiplied by 4 (rounds) = 8 plus score (93) Total 100/100.

3.21.3 Each competitor with a match score of 50 or higher qualifies for the shoot-off. Each target greater than 50 becomes the 'targets in', e.g. a score of 52 would have 2 'targets in' for the shoot-off.

3.21.4 Each competitor will commence the shoot-off with 'targets in' and will continue in the shoot-off until all are used and the shooter misses the next target.

Example:

a) 50 target event. A competitor who shoots 42/50 and whose handicap is 5 (per 25), will commence the shoot-off with a handicap allowance ('targets in') of 2 and will be eliminated immediately he loses 3 targets. If he shoots 48/50 in the first round of the shoot-off, he will commence to the second round with 'targets in' of 0.

3.21.5 'Off the gun' scores in a Skeet Handicap match shall be recorded in the shooter's handicap book as per the standard skeet handicapping procedures.

3.21.6 The 'off the gun' score is the score used for the High Gun.

3.21.7 Compulsory sweeps are paid to the possibles and above i.e. anyone in the shoot-off. Optional ungraded sweeps are paid on the 'off the gun' score, with the exception of the skeet handicap payout which is paid off the handicap score.

Automatic Ball Trap Grades

3.22 Ball Trap grades will be assessed from DTL percentages.

3.23 Ball Trap scores shall not be recorded in the handicap books.

Sporting Clays and Compak Percentages and Grading

3.24 Shooters shall be graded by their percentage performance at all targets fired upon under match condition competition, including all shoot-off targets. Novelty match targets or practice targets shall not count in arriving at percentages.

3.24.1 The means of establishing grades and the procedure for calculating percentages shall be as per rules [3.5](#) to [3.10](#).

3.24.2 A new shooter will be placed in C grade and given 59% as a starting percentage. Shooters new to Sporting Clays and Compak, but with experience in other clay target disciplines, will be graded according to "Starting Grade for Experienced Shooters" at rule [3.37](#).

3.24.3 Sporting grades shall be: AA Grade 83% and above, A Grade 74% to less than 83%, B Grade 63% to less than 74%, C Grade less than 63%.

3.24.4 Compak grades shall be: AA Grade 88% and above, A Grade 78% to less than 88%, B Grade 65% to less than 78%, C Grade less than 65%.

3.24.5 Compak and Sporting Clays scores shall be recorded separately on a shooter's handicap book.

Universal Trench Percentages and Grading

3.25 Shooters shall be graded by their percentage performance at all Universal Trench targets fired upon under match condition competition, including all double barrel shoot-off targets. Novelty match targets, single barrel shoot-off targets or practice targets shall not count in arriving at percentages.

3.25.1 The means of establishing grades and the procedure for calculating percentages shall be as per rules [3.5](#) to [3.10](#).

3.25.2 A new shooter will be placed in C grade and given 74% as a starting percentage. Shooters new to Universal Trench, but with experience in other clay target disciplines, will be graded according to "Starting Grade for Experienced Shooters" at rule [3.37](#).

3.25.3 Universal trench grades shall be AA Grade 93% and above, A Grade 87% to less than 93%, B Grade 80% to less than 87%, C Grade less than 80%.

3.25.4 Universal Trench scores shall be recorded separately in a shooter's handicap book.

ISSF Trap and Skeet Percentages and Grading

3.26 Shooters shall be graded by their percentage performance at all standard targets fired upon under match condition ISSF Trap, Double Trap or Skeet competition, including all shoot-off targets. Novelty match targets or practice targets shall not count in arriving at percentages.

3.26.1 The means of establishing grades and the procedure for calculating percentages shall be as per rules [3.5](#) to [3.10](#).

3.26.2 Grades shall be A, B and C grades.

3.26.3 The percentage cut-off for each grade shall be determined by the NZCTA Council from time to time and printed on the current handicap book.

3.26.4 Starting percentages - For the purpose of ISSF Trap, and Skeet starting percentages, the competitor who has not established a grade in these disciplines will commence with a percentage of 68%. See rule [3.37](#) for starting grade for an experienced clay target shooter.

The Handicap Book

3.27 Should a shooter fill up a handicap book, then a new book shall be issued. The procedure shall be that the shooter shall forward their full book, together with a request for a replacement, to the Executive Officer, who shall forthwith see that the details relevant to grading are transferred to the new book, the old book is clearly marked CANCELLED, and both books are returned immediately to the shooter concerned.

3.28 Lost Handicap Book.

3.28.1 In the event of a handicap book being lost, the Executive Officer shall issue a replacement book. The procedure shall be that the shooter concerned shall make written application to the Executive Officer, together with a written declaration of the targets shot at and scored since the last calculation. Providing that the information agrees with the recorded details on the handicap master register, the Executive Officer shall immediately issue a replacement book. Council may from time to time set a fee which is payable for replacement books. In the event of a lost book being found, it must be forwarded immediately to the Executive Officer for cancellation.

3.29 False Declaration.

3.29.1 Should a shooter make a false declaration in respect of the issue of a replacement lost book then he shall be penalised by an immediate minimum one-year suspension and by forfeiting any trophies won, and shall be required to refund any money won to the Executive Officer.

3.29.2 Should a shooter be found to be knowingly in possession of and using two handicap books obtained under the provisions of rule [3.28](#) then he or she shall be penalised by an immediate minimum one-year suspension.

3.30 Handicap book Entries.

3.30.1 If some clerical error appears on a shooter's handicap book, it is the shooter's responsibility to have the mistake corrected and to shoot from the correct handicap mark or in the correct grade.

3.30.2 Only the club secretary, authorised handicapper or a Council member of the NZCTA may write anywhere in the handicap book.

3.30.3 Correction to errors and amendments must be ruled out and signed with the correction or amendment clearly visible. Correction fluid or the like are not permitted to be used.

3.30.4 It is the shooter's responsibility to ensure that all handicap and common mark scores have been entered correctly, and progressively totalled.

Application of Handicapping and Grading Procedures

3.31 Shooter to present handicap book.

3.31.1 Shooters registered with NZCTA must produce their registration/handicap book daily upon entry at every shoot they compete in.

3.31.2 If a shooter fails to present their book for any reason, the following procedures are to be followed;

- a) The shooter shall declare their current grade, in writing, to the shoot secretary.
- b) The shooter shall compete in the grade declared and partake in any presentations as normal.
- c) At the end of the competition, the shoot secretary shall send the shooter's declaration, the shooter's scores and any prize money won to the Executive Officer with an explanation.

d) The shooter shall send their book to the Executive Officer or apply for a new book from the Executive Officer with an explanation.

e) The Executive Officer will check that the shooter competed in the correct grade, update the book with the scores and return the book and prize money to the shooter immediately.

3.32 Shooter to shoot from correct mark or grade.

3.32.1 Unless specifically countermanded elsewhere in these regulations, shooters will be permitted to compete only on or in that mark or grade that their recorded performance allows.

3.33 Grades for other DTL events.

3.33.1 The common mark grading will be used to determine grades for Mini target, Single Barrel, DTL Triples, Double Rise and Ball Trap shooting even though such targets are not used in assessing the percentage break figure.

3.34 Overseas visitors.

3.34.1 Overseas visitors will be handicapped in a similar manner if they produce an overseas handicap book showing a percentage break figure. Failing that, they shall be permitted to shoot on or in the maximum handicap or grade, or as otherwise determined from time to time by the Council.

3.35 Non-indicative scores.

3.35.1 In determining a shooter's grade, an official may disregard any score not indicative of the shooter's ability. The official should be a member of shoot management and/or a NZCTA Councillor. The low score should be recorded in the shooter's handicap book but ruled out and not counted towards the grade.

Use of Various Grading and Handicapping Methods

3.36 Clubs may choose whichever method of handicapping/grading they wish to use for club or open matches.

3.36.1 If a club wishes to use a different method of handicapping/grading at any open shoot, such as one grade 'off the gun' for example, this must be advertised beforehand in "GUNSHOT".

3.36.2 At District, Provincial, Island and National Championships, the grades will be as determined from time to time by the Council.

3.36.3 It is strongly recommended that clubs conduct all championships in grades, and that where common mark matches such as team shoots are to be conducted, that they be conducted from the official Association common mark of 15 metres.

Starting Grade for Experienced Shooters

3.37 If a shooter has attained AA or A grade in any discipline, their starting grade in any new discipline is to be one grade lower than the highest grade achieved. Starting percentage for the new discipline is to be equal to the lowest percentage for the new grade, in the new discipline. If the shooter's highest grade in any other discipline is B or under, new shooter rules for that discipline will apply.

Directed Re-grading

3.38 Any member of the NZCTA Council shall have the power to regrade or re-handicap any shooter at any time.

3.38.1 A competitor may apply to the Council for inward movement due to proven physical disability.

Re-registering after Layoff

3.39 Any shooter re-registering shall be placed in the same grade as when he was last registered. See rule [3.37](#) for starting grade for an experienced clay target shooter.

SECTION 4 - NZCTA GENERAL SHOOTING REGULATIONS

INTRODUCTION

- 4.1 These rules apply to all disciplines of NZCTA shooting unless otherwise specified.
- 4.2 Where current rules for ISSF and FITASC events or other international disciplines exist, these specific rules shall apply and must be consulted first.
- 4.3 All shooters must familiarise themselves with these rules and ensure that they are enforced.
- 4.4 It is the responsibility of every shooter to ensure evenness of application of these rules and thus ensure equity of competition.

Range Safety

- 4.5 The safety of a shooting range depends to a large extent on local conditions and the shoot management may establish additional safety rules.
 - 4.5.1 The shoot management bears the responsibility for safety and therefore must know the principles of range safety and take all necessary steps to apply them.
 - 4.5.2 The safety of shooters, range officials and spectators, requires continued and careful attention to firearms handling and caution in moving about the range. Self-discipline is necessary on the part of all. 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.
 - 4.5.3 Each club shall identify all range danger areas. Refer to the Range Standing Orders of the club for specific details.
 - 4.5.4 Unsafe behaviour, violence of any sort, offensive language or any wilful failure to act under the instructions of the Range Officer will result in the individual being removed from the range.
 - 4.5.5 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.

Gun handling safety

- 4.6 To ensure safety, all shotguns must be handled with maximum care at all times.
 - 4.6.1 When not on the shooting station guns are to be carried with breech open and empty. Break open guns are to be broken open and empty, pump action and semi-automatic guns are to have the bolt open.
 - 4.6.2 Sighting exercises are permitted, but only with the permission of the referee and only on the shooting station or designated area.
 - 4.6.3 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.
 - 4.6.4 All shotguns must be kept unloaded except on the shooting station and after the referee has indicated that the shooter or squad may load.
 - 4.6.5 When the command or signal to 'CEASE FIRE' or 'UNLOAD' is given, shooting must stop immediately and all shooters must unload their shotguns and make them safe. Shooting may only be resumed at the appropriate command or signal.
 - 4.6.6 Any shooter who handles a loaded gun after the 'CEASE FIRE' command has been given, without the permission of the referee, may be disqualified.

4.6.7 The referee or other appropriate range officials are responsible for giving the command to start firing and other necessary commands.

4.6.8 After firing their last shot, shooters must ascertain before leaving the shooting station that there are no cartridges in the chamber or magazine of their gun.

4.6.9 Shooting at a pattern plate may be permitted, but only when authorised by the shoot management.

4.6.10 The deliberate shooting by any individual of anything other than a target at any time whatsoever is expressly prohibited. For the sake of clarity, individuals are expressly prohibited from discharging their firearm in a celebratory manner whatsoever and there shall be no discretion reserved in favour of shoot management in respect of any such conduct.

Hearing and Eye Protection

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

4.8 Eye protection is compulsory, without any exceptions, for all shooters, referees, staff and anyone else in the immediate vicinity of a stand. Any shooter on a stand not wearing safety glasses is considered absent.

Footwear

4.9 Covered, secure footwear must be worn. The wearing of jandals, thongs or bare feet while shooting is prohibited. Sandals may be worn provided they cover the toes and are secured about the ankle, although sandals are prohibited at all FITASC competitions.

The Use of Drugs

4.10 The use or taking of any drug, legal or illegal and including alcohol, shall prevent the competitor from taking any further part in that day's competition with the exception of the taking of prescription or non-prescription over-the-counter medications that do not impair a shooter's ability to perform safely.

Smoking and Vaping on fields

4.11 Smoking and vaping are prohibited by any competitor, referee or scorer on a field while shooting is taking place.

COMPETITION OFFICIALS

The Referee

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

4.12.1 The referee shall announce distinctly 'BREAK' (or 'HIT'), '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 Double Rise the alternative calls 'ONE', 'OH', and 'NO TARGET' may be used. For standard Skeet and Universal Trench, only losses and 'no targets' need to be called.

- 4.12.2 The referee must make an immediate decision whether targets are 'HIT', or 'LOST', whether a repeat target is to be thrown, whether there are irregular targets, or whether there are other deviations from the rules.
- 4.12.3 The referee shall be the SOLE judge of decision of fact. For example, his decision as to whether a target is hit or lost shall be irrevocable, regardless of the opinion of spectators or other members of the squad.
- 4.12.4 The referee's decisions are final and no appeals are permitted in matters concerning hit, lost, or irregular targets. The referee's decision may only be appealed in matters concerning interpretation and application of the rules.
- 4.12.5 Upon protest, the referee shall rule upon the occurrence, and then without delay, proceed with the round as if nothing had happened. See protest procedure at rule [4.81](#).
- 4.12.6 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, the referee shall declare 'no target' as soon as possible and allow the shooter another shot.
- 4.12.7 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 the shooter continues to violate the position, that shooter shall be penalized by the loss of one target for each subsequent violation in that event.
 - a) The target does not emerge within the allowed time after the shooter's call.
 - b) The target emerges before the shooter's call.
 - c) An irregular target is thrown in singles, doubles or proof doubles.
 - d) The target is thrown from the wrong trap.
 - e) It is the shooter's first target of the day in a discipline, and the safety catch has been accidentally left on (except in FITASC disciplines such as Sporting, Compak or UT see rule [4.69](#)).
- 4.12.8 It shall be the referee's first duty to declare 'no target' as quickly as possible when the referee determines that an irregular target has been thrown.
- 4.12.9 If the shooter fires before the 'no target' call, the result of the shot shall be scored unless shooting Sporting or Compak.
- 4.12.10 In Skeet only: 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.
- 4.12.11 The result of shooting on a broken target shall not be recorded.
- 4.12.12 The result of shooting at a target after it has been declared 'no target' shall not be recorded and the shot will be repeated in all instances, subject to Trap rules [5.16.7](#) and [5.16.8](#).
- 4.12.13 Dusted targets or perforated targets that are retrieved after landing shall be declared lost.
- 4.12.14 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.
- 4.12.15 The referee shall grant a shooter permission to shoot out of his/her regular turn where it is justified.
- 4.12.16 Irregular targets require an immediate and very accurate decision by the referee. If possible, the referee must call 'no target' or give some other signal before the shooter fires.

- 4.12.17 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.
- 4.12.18 Any shooter who refuses to act as a referee when drawn from the previous squad shall be subject to the disciplinary penalties of rule [4.80](#)).
- 4.12.19 A relief referee shall not take over a field until competitors have completed the round being fired, except in the case of emergency.
- 4.12.20 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.
- 4.12.21 Every regular target fired upon shall be shown on the score sheet and the diagonal mark (/) shall be used to signify hit and O to signify lost.
- 4.12.22 If an error in scorekeeping is discovered on the field, the referee shall remedy it promptly at the time of discovery.
- 4.12.23 The referee's responsibility in seeing that shooters verify their scores is to announce after each round, "Please check your scores".

The Scorer

- 4.13 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.
- 4.13.1 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. **Note:** It is recommended that the scorer shall stand close enough to the referee so that the referee can see the score sheet.
- 4.13.2 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.
- 4.13.3 **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.
- 4.13.4 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.
- 4.13.5 Any competitor who refuses to perform this task when required shall be subject to the disciplinary procedures of rule [4.80](#)).

Official Skeet and DTL Referee(s)

- 4.14 There shall be at least 24 official referees appointed by the Council, with at least 12 in each Island.
- 4.14.1 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.
- 4.14.2 The official referee shall be invited to officiate by the shoot management during the course of a day's shooting.
- 4.14.3 The official referee shall be responsible for overseeing the setting of the traps prior to the commencement of any competition.
- 4.14.4 The official referee shall be responsible for allocating the drawn referee and scorer from each squad.

- 4.14.5 The official referee shall be responsible for patrolling the shooting fields and shall be available for advice if requested.
- 4.14.6 The official referee shall consult with the field referee on any matter or aspect of safety when circumstances deem such action necessary.
- 4.14.7 The official referee shall be responsible for officiating at any shoot-offs where required.

The Shooters' Representative

4.15 The shooters' representative is any 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.

- 4.15.1 The shooters' 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.
- 4.15.2 The shooters' representative shall consult with the officiating referee on any matter or aspect of safety when circumstances deem such action necessary.
- 4.15.3 The shooters' representative shall ensure that the day's proceedings are carried out in conformity with the day's programme.
- 4.15.4 The shooters' representative shall act as a liaison officer between shooters, referees, shoot management, and the Council, to ensure that any dispute which may arise is settled in a fair and proper manner.
- 4.15.5 The shooters' 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.
- 4.15.6 Shooters' representatives, and all Council members, are required to advise the shoot management of any tournament immediately it is noticed that anything contravenes the regulations, and to liaise with the shoot management to ensure that such matters are rectified forthwith.

The Jury

4.16 When appointed, Juries shall advise, assist and supervise the competition and the competition officials appointed by the shoot management.

- 4.16.1 The Jury will comprise 3 to 5 members who must all be familiar with these rules.
- 4.16.2 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.
- 4.16.3 Before the beginning of any competition, the Jury must examine the shooting range to ensure that it conforms to the rules.
- 4.16.4 The Jury has the right to examine the firearms, equipment, positions etc., of the shooters at any time, even during the competitions. During the competition, their approach should not be made while the shooter is firing a shot. However, immediate action must be taken when a matter of safety is involved.
- 4.16.5 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.
- 4.16.6 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.

4.16.7 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.

4.16.8 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

4.17 Standard clay targets for Skeet and Trap events.

4.17.1 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).

4.17.2 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).

4.18 Standard clay targets for Universal Trench events.

4.18.1 Targets must have a diameter of 110mm, a height of 25 to 26mm, and a weight of between 100 and 110 grams. For international competitions, the clays must be the same colour and the same agreed upon mark.

4.19 Mini targets (DTL).

4.19.1 Mini targets shall be 73mm (plus or minus 4mm) diameter and shall not be more than 57 grams in weight.

4.20 Target consistency throughout a match.

4.20.1 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.

4.20.2 In DTL 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. In Sporting and Compak a different colour target (pink, green, white, orange etc) may be thrown by each trap on a field, as long as all targets thrown from one trap are the same colour.

4.20.3 The colour of the targets 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.

4.20.4 Any target thrown which is of a colour manifestly different from the other targets is to be declared 'no target' whether or not the shooter has fired.

4.20.5 For all events, the conducting club must have sufficient satisfactory targets, both checked and stored at the ground in ample time for the event.

GUNS, EQUIPMENT AND AMMUNITION

4.21 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.

4.22 Guns.

4.22.1 All types of shotguns, including semi-automatics and pump action, may be used provided their calibre does not exceed 12 gauge. Guns smaller than 12 gauge may be used. **Note:** FITASC Rules prohibit the use of pump action guns for all FITASC competitions.

- 4.22.2 Guns which will accept more than one gauge of shell at the same time are not permitted to be used in any competition.
- 4.22.3 Slings or straps on guns are prohibited.
- 4.22.4 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.
- 4.22.5 With the exception of Sporting, 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.
- 4.22.6 No gun will be permitted to be used which has a barrel length shorter than 635mm (25in.), or 66cm in FITASC disciplines.
- 4.22.7 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.
- 4.22.8 No sighting devices, other than conventional sights, shall be permitted without dispensation from the Council. FITASC prohibit the use of micro cameras mounted on shotguns during competitions.
- 4.22.9 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.
- 4.22.10 From 1 January 2026, at all NZCTA Provincial, Island and National DTL matches and all School DTL matches, all semi-automatic shotguns must be fitted with a spent shell catcher or shell deflector to prevent interference to other shooters.

4.23 Release trigger guns.

- 4.23.1 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.
- 4.23.2 Failure to make the referee aware of the release trigger shall render the shooter liable to disqualification.
- 4.23.3 Extra caution must be exercised if a malfunction occurs with a release trigger gun (see rule [4.67](#)).
- 4.23.4 Guns with release triggers must be clearly marked to that effect.

4.24 Cartridges.

- 4.24.1 Before shooting, the length of the cartridge must not exceed standard specifications of 70mm. This restriction applies to all gauges of shell.
- 4.24.2 Shot loads must not exceed 28 grams. A loading tolerance of 0.5 grams will be permitted.
- 4.24.3 Pellets must be only spherical in shape, made of lead, lead alloy or steel (where the use of steel shot is approved), and not larger than 2.5mm nor smaller than 2.0mm, for all disciplines. Shot may be plated.
- 4.24.4 Black powder, tracer, incendiary or other specialty type cartridges are prohibited.
- 4.24.5 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.
- 4.24.6 The referee, shoot management or Jury member may remove an unfired cartridge from a shooter's gun for inspection.

4.24.7 With the exception of Sporting and Compak disciplines, reloaded ammunition shall be permitted to be used in all matches conducted under the auspices of the NZCTA. Universal Trench shooters are prohibited from using reloaded cartridges in international competitions.

4.24.8 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.

a) 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.

b) This restriction on their competition shall remain in force until such time as a satisfactory test result on their cartridges has been obtained.

4.25 Non-compliant Equipment.

4.25.1 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 'lost'.

a) If the Jury finds that the shooter has committed such a violation deliberately, it may disqualify that shooter 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.

CONDUCT OF COMPETITIONS

4.26 For all disciplines and at all open shoots and championships, competition is to be conducted on a one visit, one trap basis for all Trap, Skeet and Universal Trench events, and a one visit, one field basis for all Compak and Sporting.

4.27 Competition may be conducted in rounds, or by shooting at a series of rounds of targets consecutively.

4.28 The trap (or field in Sporting or Compak) on which squad number one will shoot the first round or series will be decided by lot, or as otherwise determined by the shoot management. Squads following will be allocated to the remaining traps (or fields) in sequence.

4.29 Subsequent events are to have squad number one rotate through the other traps throughout the competition with subsequent squads following. Where possible, for example in pre-squadded events, this should be extended to place different squads in the first rotation of each day.

4.30 The number of targets comprising the competition at all open shoots and Association championships will be as approved by the Executive Officer, and the Council.

4.31 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.

4.32 At National, Island, Provincial or Zone competitions, if any shooting is carried over from one day to the next, no shooter involved shall be required to be on the mark before 8.30am. This may be overridden by the shooters' representative, but only when deemed absolutely necessary.

4.33 All official NZCTA DTL and skeet competitions and qualifying matches including North/South qualifiers must be shot with voice release systems.

Trap Breakdowns

4.34 When a trap breakdown occurs in Trap or Skeet disciplines and shoot management determine it is expedient to close that field, squads cannot object to being moved to another field to complete their round. Targets already shot and scored are not to be repeated, the results of those targets must be registered as event targets.

4.35 When a trap breakdown occurs in Sporting or Compak every effort must be made to repair or replace the trap to ensure the target thrown is the same as the original. If this cannot be achieved, all competitors will have all targets thrown from that trap scored as a break.

Squadding

4.36 For regulation shooting, squads will be filled by the shoot management, in order of nomination, on the day of competition, or as otherwise announced.

4.37 Squads shall consist of a maximum of six shooters.

4.38 Unless randomly drawn, shooters may enter full squads, but must accept the next vacant number.

4.39 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 provided that such squads follow the normal trap rotation and that there is no real or perceived individual advantage from such an arrangement.

General Rules of Conduct for Shooters

4.40 Shooter's responsibilities.

4.40.1 Shooters competing in, and clubs staging clay target shooting matches under the auspices of the NZCTA, (including international competitors from outside New Zealand) render themselves liable for disqualification from any match or suspension from any Association matches and events, should any of the following rules not be faithfully observed.

4.40.2 Shooters are to comply with:

- a) These regulations in their entirety;
- b) Any applicable Code of Conduct issued by the Association or any club; and
- c) Any reasonable direction or instruction of the Council, any host club or Shoot Management.

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

4.40.4 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.

4.41 Cell phones.

4.41.1 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" at [4.59 below](#)).

4.42 Alcohol.

4.42.1 No alcohol shall be taken onto or consumed by competitors or range officials while within the competition area.

4.43 Dress Code.

4.43.1 It is the responsibility of the shooter to appear at the shooting station dressed in a dignified manner appropriate for a public event.

4.43.2 Shooters are requested to dress in a dignified and appropriate manner when they are to be presented with any prize or trophy.

Rules for Handling Shotguns

4.44 The rules contained herein at rule [4.44](#) to rule [4.58 below](#) shall apply to the handling and use of any firearm at any event conducted on the grounds of any club affiliated to the New Zealand Clay Target Association including (but not limited to) club competitions, open shoots and any championship event.

4.45 All individuals (regardless of whether or not they are a competitor in an event) must comply with the following principles of safe firearms handling:

4.45.1 All firearms, even when unloaded, empty, or thought to be safe, must be handled with the greatest care and in a safe manner as if the firearm were otherwise ready to be fired.

4.45.2 Conventional double barrel firearms must be carried with the breech open and empty of ammunition. Gun slips are permitted at Sporting and Compak events only, where approved by shoot management. The onus is on the shooter to ensure the gun is unloaded and safe.

4.45.3 Semi-automatic and pump action firearms must be carried with the breech-bolt open, empty of ammunition and the muzzle pointed in a safe direction.

4.45.4 It is forbidden for any individual to touch or handle another shooter's gun without first obtaining the owner's express permission to do so.

4.45.5 It is the shooter's responsibility to be aware of their obligations for gun handling, security and storage as required by the Arms Act and to adhere to those obligations at all times.

Sighting, Patterning and Test Firing

4.46 All individuals (regardless of whether or not they are a competitor in an event) must comply with the following principles of shooting, test firing and sighting or patterning of firearms:

4.46.1 Sighting (the closing of a firearm and shouldering the firearm to test the firearm's fit and "sighting" for the shooter) a firearm is permitted only in Trap and Skeet, on the shooting station or in an area designated by shoot management for that purpose but sighting a firearm shall not occur during any competition without the express permission of the referee.

4.46.2 In Sporting or Compak, if a shooter, before calling "pull", engages in sighting or fires a shot involuntarily, the referee must give the shooter a warning. After the first warning, any further occurrence is scored "zero" for the next target hit.

4.46.3 Patterning (the discharge of a firearm against a pattern board or a designated wall to assess the firearm's shot pattern) may only be conducted in an area designated by shoot management for that particular purpose and upon the express permission of shoot management.

4.46.4 The test firing of guns in Trap and Skeet may be conducted only with the permission of the referee as follows:

a) on the range prior to the beginning of a round; or

b) after the malfunction of a firearm.

4.46.5 The sighting of or shooting at another competitor's target by any other individual is prohibited.

4.46.6 Deliberately sighting or shooting at live birds or other animals at any time is prohibited.

Firearm Handling During Competition

- 4.47 Shots may be fired by a competitor only when it is that shooter's turn and the target has been thrown.
- 4.48 Ammunition must not be placed in any part of the gun until the shooter is standing on the shooting station, facing the live shooting or firing zone with the gun facing the target flight area, and after the referee has given permission to load.
- 4.49 In addition to rule [4.48 above](#), shooters using a semi-automatic or pump action shotgun shall not put ammunition in any part of the gun until it is their turn to shoot.
- 4.50 The shooter must not move or turn from the shooting station or the live firing or shooting zone before their gun is opened.
- 4.51 During competition, squad members must restrict their conversations to calling for their targets, reporting 'READY' to the referee, making a protest, or answering the questions of the referee.
- 4.52 Shooters must not close their guns before it is their turn to shoot, and, in handicap by distance matches, the gun must not be closed until all other shooters have retired to a mark at least equal to the shooter's distance mark.
- 4.53 The shooter must always close the action of their gun in a safe manner and in accordance with the manufacturer's instructions.

Movement between Stations

- 4.54 In DTL events, all guns must be carried open when moving between stations 1 and 5, and must be carried open and unloaded (without ammunition), when moving from station 5 to station 1.
- 4.55 In skeet, sporting and compak events, the shooter's firearm shall only be loaded with ammunition and closed when the shooter is standing within the shooting station and it is that shooter's turn to shoot, otherwise all guns are to be carried open and unloaded when moving between stations.

Shooting Interrupted

- 4.56 During any competition when shooting is interrupted every competitor's gun must be opened and ammunition removed.
- 4.57 **Release trigger gun:** If the trigger has been set, and the shot is not taken for any reason apart from a malfunction, the shooter has the option of opening the gun or, with the referee's permission, releasing the trigger with the gun pointed safely down-range. For action with release trigger after a malfunction, see rule [4.67](#).
- 4.58 After an interruption, no gun may be loaded with ammunition or closed until the order to continue shooting has been given by the referee.

Interference (Balk)

- 4.59 Interference is defined as any circumstance beyond the shooter's control, which in the opinion of the referee materially handicaps the competitor, deters them from shooting or distracts at the moment of shooting.
- 4.59.1 The referee will make any judgment on a claim for interference from any Competitor.
- 4.59.2 Only the competitor directly concerned may claim interference.
- 4.59.3 Any claim must be made immediately after the incident in question. Later claims, however presented, will not be permitted.
- 4.59.4 A claim for interference which is upheld constitutes a 'no target' and will entitle the competitor to a repeated target(s).

- 4.59.5 A claim for interference which is not upheld will be marked accordingly.
- 4.59.6 If a shooter withholds a shot due to what the shooter considers to be an interference, and if the cause is observed and ruled interference by the referee, the interference may be allowed.
- 4.59.7 If a shooter withholds a shot for safety purposes, the referee may give the shooter the benefit of the doubt and rule interference, providing the referee agrees safety was involved.
- 4.59.8 Activities on other fields shall NOT be ruled as interference under any circumstances if safety to any person is not in question.
- 4.59.9 The sun shall NOT be considered as interference but must be accepted as a normal hazard.
- 4.59.10 A cell phone ring may be considered interference, except if it is the shooter's own.

Abide by result

- 4.60 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.
- 4.61 The shooter must abide by the result unless the referee considers that there was legal interference.

Malfunctions

- 4.62 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.
- 4.63 The following are not considered malfunctions:
- a) Faulty manipulation of the gun by the shooter.
 - b) Failure to place the cartridge in the proper chamber of the gun.
 - c) Empty shells in the chamber or chambers.

4.64 Faulty Ammunition.

- 4.64.1 The following are considered ammunition malfunctions:
- a) When the firing pin indentation is clearly noticeable:
 1. and only the primer fires,
 2. and the powder charge has been omitted,
 3. and the powder charge is not ignited,
 4. and the components of the load remain in the barrel.
 - b) Cartridges of the wrong size are not considered defective ammunition.
- 4.64.2 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.
- 4.64.3 Alternatively, 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.
- 4.64.4 For malfunctions or double discharge in skeet, see corresponding rules [6.44](#) to [6.46](#).

4.65 Double Discharge.

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

4.65.2 If a double discharge occurs, a 'no target' shall be declared whether or not the target was hit (but subject to skeet rule [6.46](#)).

4.65.3 With the exception of FITASC disciplines (Sporting, Compak and UT), 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. Any third or subsequent double discharge by the same shooter in the same round shall be declared 'LOST'. 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 is recorded.

4.65.4 In FITASC disciplines a shooter is permitted only one double discharge in any one round. If there is a second double discharge during the same round the target is 'LOST'.

4.66 Actions after any Malfunction or Double Discharge have been declared.

4.66.1 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.

4.66.2 The target shall be scored lost if the gun fires or is opened before the referee's inspection.

4.66.3 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.

4.66.4 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.

4.67 Action to be taken for Malfunction with a gun with a Release Trigger.

4.67.1 The referee will not require the shooter to pull and then release the trigger.

4.67.2 The gun is to remain closed, pointed in a safe direction with the shooters finger clearly off the trigger.

4.67.3 Then, under the referee's scrutiny, the gun may be opened and inspected for ammunition, safety catch, barrel selection etc.

4.67.4 If the gun is opened before the referee has inspected the gun or instructed the shooter to do so, rule [4.66.2](#)) shall apply and the target will be scored lost.

4.67.5 A malfunction will be ruled if it does not fire and the referee's examination for ammunition, safety, barrel selection, etc. establishes that the shooter had fulfilled required responsibilities.

4.67.6 If a gun or ammunition malfunction is ruled, the referee shall instruct the scorer to mark the score sheet with an 'M' so that the number of allowable malfunctions is recorded.

4.68 Disabled Shotguns.

4.68.1 A shotgun is to be considered disabled if:

- a) it cannot be fired safely.
- b) it does not ignite the powder charge.
- c) being an automatic or pump action, it fails to eject due to a mechanical defect.
- d) it has had two double discharges in any one round.

- 4.68.2 Decisions on disabled guns, gun malfunctions, ammunition malfunctions or double discharges must be made by the field referee.
- 4.68.3 If a gun has been declared disabled, it must not be used again in competition unless it has been satisfactorily repaired.
- 4.68.4 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'.
- 4.68.5 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.

4.69 Number of malfunctions or double discharges allowed.

- 4.69.1 With the exception of FITASC disciplines (Sporting, Compak and UT), the shooter is allowed a maximum of two malfunctions (gun or ammunition) in total per round whether or not he has changed his gun or ammunition, (but subject to skeet rule [6.42](#)).
- 4.69.2 In FITASC a shooter is permitted only one malfunction (either ammunition or gun). If there is a second malfunction (either ammunition or gun) during the same round the target is 'LOST'.
- 4.69.3 With the exception of FITASC disciplines the shooter is allowed a maximum of two double discharges per round whether or not he has changed the gun. In FITASC a double discharge would be considered a gun malfunction and only one is permitted.
- 4.69.4 In FITASC also, if the shooter fails to fire at the target without any valid reason i.e. failure to load, pull the trigger, or the safety catch is on, the target is scored 'LOST'.
- 4.69.5 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.

TIE BREAKING

- 4.70 NZCTA tie-breaking procedures should primarily be conducted using the same format as the qualification round(s).
- 4.71 For events requiring a shoot-off to determine placings, refer to the relevant section (5-11) in this document for shoot-off rules for each discipline.
- 4.72 Where there is a tie for more than one category and/or grade the result will be determined by one shoot-off.

4.73 Ammunition Breaks.

- 4.73.1 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.

4.74 Re-Squadding during Shoot-Offs.

- 4.74.1 Squad management during shoot-offs shall be the responsibility of the shoot management.

DISCIPLINARY REGULATIONS AND PENALTIES

- 4.75 The practice of gun sharing by more than one shooter in a squad, is prohibited at all DTL, Ball Trap and all ISSF and FITASC 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.

Shooter Absent

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

4.76.1 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.

4.76.2 If the shooter does not appear within the three calls, the referee must declare him 'ABSENT'.

4.76.3 From the moment the shooter is declared 'ABSENT', he or she must not be allowed to join the squad and shooting shall begin without him/her.

4.76.4 The shooter must present himself before the shoot management to obtain permission to shoot the missed round before the qualifying rounds are finished. Failure to do so may result in disqualification from the competition.

4.76.5 The shooter 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. The penalty will be deducted from the result of the make-up round.

Shooter leaving Squad

4.77 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'.

Assumed Name

4.78 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 Executive Officer immediately of the circumstances of such violation.

Other Violations

4.79 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.

4.79.1 Subsequent occurrences during the same round must be penalised by a deduction of one target each.

4.80 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.

PROTESTS

Protest during event

4.81 If a shooter disagrees with a referee's decision on whether a target was hit or missed, a protest must be made immediately by raising an arm and saying 'PROTEST'. The referee must then interrupt shooting temporarily and make a decision.

4.81.1 **NOTE: Only a shooter may make a protest or appeal for their own target. No other shooter or spectator may be involved. Any discussion, unless called upon by the referee, is solely between the affected shooter and the referee. All others should remain silent.**

4.81.2 The referee **MAY** consult the scorer or other members of the squad on whether the target was hit but is not required to do so.

4.81.3 The referee's decision is final and there is no appeal against their decision on whether a target was hit or missed.

4.82 If a shooter disagrees with a referee's decision regarding anything other than whether the target was hit or missed, a protest is made by raising an arm and saying 'PROTEST'. The referee then interrupts shooting temporarily and the shooter must give the reason for the protest. The referee then makes their decision.

4.82.1 If the shooter is not satisfied with the final decision of the referee, the referee must not delay the shooting. It must be noted on the score sheet that the shooter is continuing under protest.

4.82.2 If necessary, a 'protest target' is to be shot at the time and the result recorded.

4.82.3 The shooter may then lodge a written appeal to the Shoot Management Jury. The appeal must be made within 30 minutes following the termination of the round in which the dispute arose, together with a deposit of such sum of money as determined from time to time by Council.

4.82.4 If the shooter's appeal is upheld, the result of the protest target shall be binding. If an appeal is not lodged, or is lodged but not upheld, the protest target is declared a 'no target' and is to have no part in the competition.

SECTION 5 - REGULATIONS FOR TRAP EVENTS

INTRODUCTION

5.1 The General Shooting Regulations in Section 4 of this rule book apply as well as the specific rules for this discipline.

RANGE STANDARDS

5.2 Ranges which are constructed in the Southern Hemisphere should be laid out so that 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.

The Trap House

5.2.1 All trap houses constructed after 1 January 2007 shall be 800mm high in the front, tapering or sloping to 650mm at the back and shall be 2.0 metres from back to front and 2.5 metres wide.

5.2.2 A tolerance of 100mm either way is permissible on these dimensions.

5.2.3 All height measurements shall be taken from the level of the centre lane.

5.2.4 The trap shall be mounted in a manner that will bring the top centre pivot point of the throwing arm 250mm above the level of the centre lane and 500mm from the front of the trap house and 300mm left of centre.

5.2.5 A tolerance of 100mm either side of these dimensions is permissible.

5.2.6 These dimensions allow for a 76mm concrete roof.

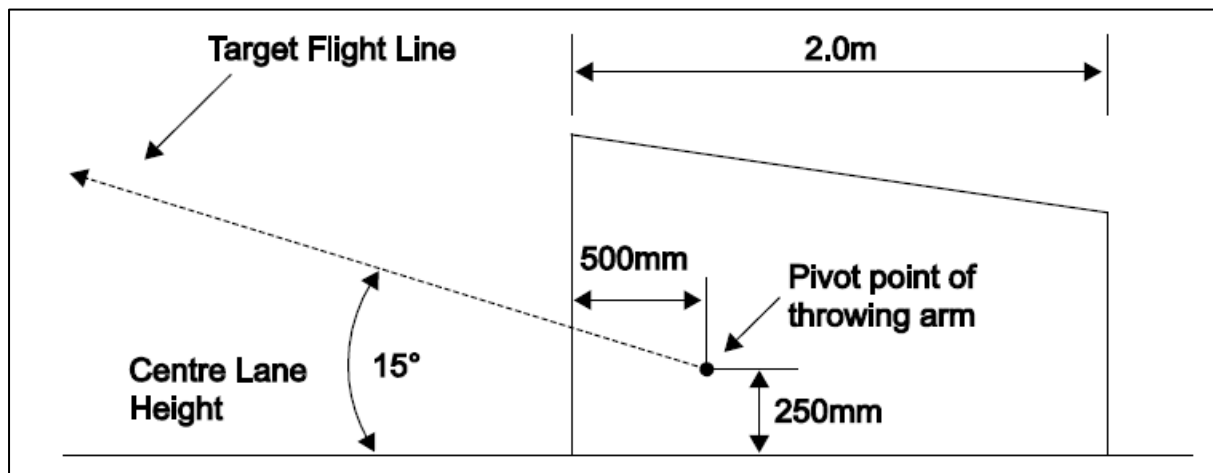


Diagram 5.1 Trap Construction

The Shooting Stations

5.3 Trap layouts constructed after 1 January 2014 shall comply with the following specifications with dimensional tolerances of +/- 25mm.

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

5.3.2 Station 3 is located on the intersection of a line perpendicular to the front edge of the trap house 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.

5.3.3 Further shooting stations shall be arranged on the lines extending from the centre of the front edge of the trap house through the 15 metre marks at one metre intervals from 15 metres to 25 metres. Shooting stations shall be clearly marked to indicate the forward limit of each firing point.

5.3.4 Each shooting station is to be a minimum of 900mm wide by 1 metre deep, situated so the firing point is located at the centre of the front edge of the square, and with the sides parallel to the centre line of each lane.

The Trap or Throwing Device

5.4 The trap house shall be equipped with a single horizontally oscillating mechanical or electrically operated trap.

5.4.1 It may be either manually or automatically loaded.

5.4.2 Targets may be released manually, electrically, or microphone-electrically.

5.4.3 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.

5.4.4 Trap houses shall be used to give full protection to the trappers.

CONDUCT OF A ROUND OF TRAP

5.5 Targets must be thrown for each shooter according to these rules.

5.6 Traps to be set.

5.6.1 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 shooters' representative.

5.7 Squad to view target.

5.7.1 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.

5.7.2 A shooter using a double-barrelled gun with a single trigger must declare to the referee, before the beginning of the round, 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.

5.8 Foot position.

5.8.1 The shooter must stand with both feet within the limits of the shooting station.

5.9 The Call.

5.9.1 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.

5.10 Time limit.

5.10.1 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 [4.79](#) shall apply.

5.11 Target release.

5.11.1 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.

5.11.2 If a target is not thrown immediately after the shooter's call, the shooter may refuse the target. See also [4.12](#)).

5.11.3 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.

5.12 Number of shots.

5.12.1 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.

5.13 View target after interruption.

5.13.1 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.

5.14 Progress across lanes.

5.14.1 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.

5.14.2 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.

5.14.3 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.

5.14.4 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.

Single Rise Shooting Target distances, angles and elevations

5.15 For standard target shooting, the throwing elevation above the level of the shooting stations at 22.86 metres forward of the trap will be 4.9 metres (plus or minus 500mm), and a properly released target will carry 48 metres (plus or minus 2 metres) if measured over level ground in calm weather conditions.

5.15.1 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.

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

5.15.3 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.

5.15.4 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.

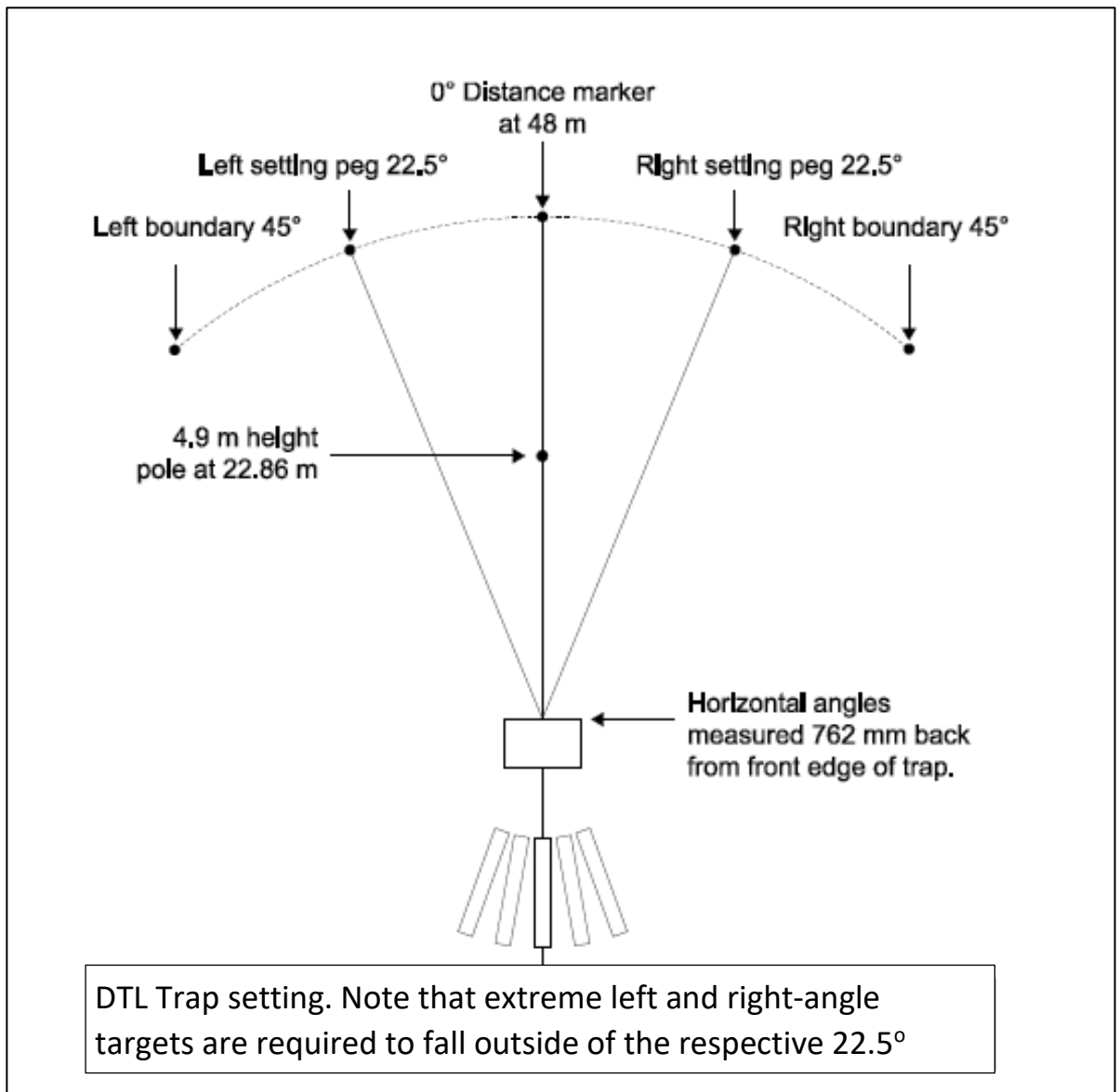


Diagram 5.2 DTL Trap Settings

5.16 Definitions.

- 5.16.1 **Regular target:** A regular target is any target called by the shooter and released according to these rules.
- 5.16.2 **Irregular target:** An irregular target is any target flying along a path other than that specified in rule [5.15](#) in angle, elevation and distance and/or not released according to these rules.
- 5.16.3 **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.
- 5.16.4 **Hit target:** A target is declared 'HIT' when it is thrown and hit according to the rules and at least one visible piece is broken from it.

5.16.5 **Lost target:** A target is declared 'LOST' when:

- a) it is not hit during its flight.
- b) it is only 'dusted' and no visible piece is broken from it.
- c) the shooter does not fire at a regular target for which he has called.
- d) 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.
- e) 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.
- f) 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.
- g) it is the third or subsequent malfunction of the gun or ammunition, or double discharge, for the same shooter in the same round.
- h) The shooter does not fire for any other reason whatsoever that is attributable to the shooter.

5.16.6 **No target:** A 'no target' target is one that is not thrown according to these rules.

- a) The 'no target' decision is always the referee's responsibility.
- b) A target declared 'no target' by the referee must always be repeated subject to rules 5.16.7 and 5.16.8.
- c) 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.

5.16.7 Another target is to be thrown WHETHER OR NOT the shooter has fired when:

- a) a broken target emerges.
- b) two or more targets are thrown simultaneously in single target events.
- c) the target is of a colour manifestly different from that of the others used in the competition.
- d) a shooter shoots out of turn or from the wrong lane.
- e) 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.

5.16.8 Another target is to be thrown provided the shooter HAS NOT FIRED when:

- a) the target is thrown before the shooter calls.
- b) the target is not thrown immediately after the call.
- c) an irregular target emerges.

d) 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.

5.16.9 Another target is to be thrown even if the shooter HAS FIRED when:

a) 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.

1. In this case the target must be a 'MISS' for the first shot and hit only for the second shot.
2. If the repeat target is hit with the first shot, it is to be declared 'lost'.
3. If, in the opinion of the referee, the first shot was fired before the target was visible, 'Lost target' shall be scored.

b) The shooter has been visibly disturbed and he appeals, (see "Interference" rule [4.59](#)).

c) Another shooter has fired at their target.

d) The referee is unable, for any reason whatsoever, to rule whether the target is 'HIT', 'LOST' or 'NO TARGET'.

e) The shooter's turn comes and he discharges a shot involuntarily before he has called for the target. **Note 1:** 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 2:** Accidental discharges may be cause for penalty or disqualification from a competition for unsafe gun or gun handling.

CONDUCT OF COMPETITIONS

5.17 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 round.

5.17.1 Exceptions to the 25-target maximum are:

- a) DTL Triples - maximum 45 Targets.
- b) Double Rise - maximum 25 pairs of targets.
- c) Skeet Doubles - maximum 25 pairs of targets.

5.17.2 This shall define a round. **Note:** Team shooting is specifically excluded from this definition.

5.18 Competition may be conducted in rounds, or by shooting at a series of rounds of targets consecutively.

5.19 The trap on which squad number one will shoot the first round or series will be decided by lot, or as otherwise determined by the shoot management. Squads following will be allocated to the remaining traps in sequence.

5.20 Subsequent events are to have squad number one rotate through the other traps throughout the competition with subsequent squads following. Where possible, for example in pre-squadded events, this should be extended to place different squads in the first rotation of each day.

Points Score Shooting

5.21 All rules for the Trap Event section above apply, except for the following:

5.21.1 **Progress across lanes:** 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.

5.21.2 **Scoring:** Points are awarded as follows:

- a) 3 points are awarded for a first barrel break
- b) 2 points are awarded for a second barrel break
- c) No points are awarded for a target not hit by either shot.

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

International Points Score Shooting

5.22 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 [2.71](#) Mackintosh Teams Match).

Handicap by Distance Shooting

5.23 All rules for the Trap Event section above apply, except for the following:

5.23.1 For Handicap by Distance shooting, competitors will shoot from a distance determined by calculations in accordance with rules [3.12](#) to [3.19](#).

5.23.2 Shooters are to engage all their targets from their allocated mark for the entire match.

5.23.3 A shooter must not close his gun until all other shooters have retired to a distance at least equal to the shooter’s own mark.

5.23.4 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.

5.23.5 Tie Breaking. In the event of a tie, shoot-offs shall be conducted off the same Handicap distance mark that the event was contested.

5.23.6 Shoot-offs will be conducted one target per lane on a first miss and out basis.

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

Single Barrel Shooting

5.24 All rules for the Trap Event section above apply, except for the following:

5.24.1 **Ammunition:** Only one cartridge may be loaded into the gun at any time. The second chamber must remain empty.

5.24.2 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.

5.24.3 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.

5.24.4 Tie Breaking: Single Barrel shoot-offs will be conducted one target per lane on a first miss and out basis.

Minis Shooting

5.25 All rules for the Trap Event section above apply, except for target distance and elevation.

5.25.1 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 2.0m) if measured over level ground in calm wind conditions.

5.25.2 Minis shoot-offs are to be conducted one target per lane on a first miss and out basis.

Down The Line Triples Shooting

5.26 All rules for the Trap Event section above apply, except for the following:

5.26.1 This event consists of a series of targets, shot at from a distance of 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.

5.26.2 The whole match shall be shot at one visit to the trap.

5.27 Tie Breaking.

5.27.1 In the event of a tie in DTL triples, 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

5.28 All rules for the Trap Event section above apply, except for target distances, angles and elevations.

5.28.1 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.

5.28.2 Each target shall be thrown as a left and right quartering target 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.

5.28.3 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.

5.28.4 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.

5.28.5 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.

5.28.6 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.

5.28.7 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.

5.28.8 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.

5.28.9 In the event of a tie, shoot-offs shall be conducted over five pairs or multiples of five pairs until a decision is reached.

5.28.10 Tie breaking procedure is detailed in section [4.70](#) of these rules.

TIE BREAKING

5.29 General tie breaking procedures are detailed in section [4.70](#). For DTL and Skeet events requiring a shoot-off to determine placings, the following tie breaking rules shall apply.

5.29.1 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.

5.29.2 Double Rise shoot-offs shall be determined by shooting at multiples of five (5) pairs of targets over five (5) lanes.

5.29.3 Points Score shoot-offs shall be determined by shooting at multiples of five (5) targets over five (5) lanes.

5.29.4 Double Rise and Points Score shoot-off competitors shall shoot at all their respective targets, and may not retire before doing so.

5.29.5 Skeet Doubles tie breaking is decided on a station-by-station basis. If all shooters are equal after they have completed a station, the squad moves to the next station.

5.30 Expedient shoot-offs.

5.30.1 For expediency in shoot-offs, competing shooters may approach shoot management (and shooters' rep for Association matches) with a suggested alternative shoot-off format.

5.30.2 If such format is deemed acceptable by the shooters' rep (for association matches) and implemented, any result so established shall be binding on all parties.

5.30.3 An expedient shoot-off will only be agreed to for Association matches if it is absolutely necessary because of time constraints.

DTL Triples and High Gun Ties

5.31 In the event of a tie, shoot-offs shall be held over multiples of fifteen targets, across the lanes.

5.31.1 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.

5.31.2 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.

Shoot-offs

5.32 Shooters to view targets.

5.32.1 Before the beginning of each round and after each subsequent ammunition break, on the first shooter's 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 in skeet.)

5.33 Ammunition Breaks.

5.33.1 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.

5.34 Re-Squadding During Shoot-Offs.

5.34.1 Squad management during shoot-offs shall be the responsibility of the shoot management.

5.34.2 Squads shall be closed up during shoot-offs at each new trap, or at the end of each series of targets.

5.34.3 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.

5.34.4 The following format is to be used where there are less than 6 shooters in a squad:

a) Five shooters Lanes 1, 2,3,4,5.

b) Four shooters Lanes 1,2,3,4.

c) Three shooters Lanes 1,3,5.

d) Two shooters Lanes 2 and 4.

e) One shooter Lane 1.

5.35 Shoot-Offs Round defined.

5.35.1 For shoot-offs, a round of targets shall be defined as 25 DTL or ball trap targets, whether shot over one or more traps, 30 triple or high gun targets, 15 pair of double rise targets, 25 skeet targets or 13 pair skeet doubles targets.

5.36 Shoot-Offs Over runs.

5.36.1 Any targets shot at by inadvertently over-running the end of a shoot-off round shall be declared 'no target'.

SECTION 6 – REGULATIONS FOR STANDARD SKEET

INTRODUCTION

- 6.1 This Section of the regulations has been changed to better align the NZCTA skeet rules with section 3 of the National Skeet Shooting Association rules. In the event of a conflict between the NZCTA Rules and the NSSA Rules, the NZCTA rules shall apply.
- 6.2 The General Shooting Regulations in Section 4 of this rule book apply as well as the specific rules for this discipline.

Cartridges & Equipment for Skeet shooting - all gauges

- 6.3 For all 12-gauge events the load is limited to 28 grams and shot size not larger than 2.5mm.
- 6.4 20-gauge events shall be open to all guns of 20 gauge or smaller using shot loads limited to 24 grams and shot size not larger than 2.5mm.
- 6.5 28-gauge events shall be open to all guns of 28 gauge or smaller using shot loads limited to 21 grams and shot size not larger than 2.5mm.
- 6.6 .410 events shall be open to all guns of .410 bore or smaller using shot loads limited to 14 grams and shot size not larger than 2.5mm.
- 6.7 A gun of larger gauge, which has been converted to take a smaller gauge shell, may be used in an event for which it has been converted provided that the shell itself complies with the rule requirements for that event.

RANGE STANDARDS

The Skeet Field

- 6.8 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 19.2 metre radius and a base chord of 36.80 metres that is 5.49 metres from the centre of the circle.
- 6.8.1 The centre of the circle is the target crossing point and is marked by a stake.
- 6.8.2 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.
- 6.8.3 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).
- 6.8.4 Station 8 is located at the centre of the base chord.

The Shooting Stations

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

The Trap Houses

- 6.10 A skeet field must have two trap houses, a high house on the left, and a low house on the right.
- 6.10.1 Each trap house must contain a trap (clay target throwing machine) in a fixed position.
- 6.10.2 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 3.05 metres above the ground level.
- 6.10.3 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 1.07 metres above the ground level.
- 6.10.4 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.

The Traps

- 6.11 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.
- 6.11.1 The release device must be designed so that only one (1) button (or switch) need be used to release the doubles.
- 6.11.2 The releasing device shall release the targets instantly, or within one second.

Target Distances and Elevations

- 6.11.3 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.
- 6.11.4 The target crossing point must be measured from the level of station 8.
- 6.11.5 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.
- 6.11.6 If the correct distance cannot be verified by measurement, the Jury will decide the trajectory of the targets.
- 6.11.7 Adjust the skeet machine spring to a tension that will just reach the 54.9 metre stake, passing near dead centre on the target setting hoop, under a "no wind" condition.
- 6.11.8 This distance setting has a plus or minus 1.82 metre allowance, but should be as close to 54.9 metres as possible.
- 6.11.9 Once this setting is made, it is unnecessary to change the spring tension during a tournament unless the spring becomes defective.
- 6.11.10 The prevailing wind during a shoot may cause the targets to fall far short or long, but they remain legal targets providing they pass through the setting hoop.

Shooting Boundaries

- 6.12 The shooting boundaries of stations 1 to 7 are 40.23m from each house.
- 6.12.1 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.
- 6.12.2 Suitable markers must be placed on the target flight path, at points 40.23m from both the high house and the low house, to indicate the shooting boundaries.
- 6.12.3 Similar markers must be placed at 54.9m to indicate a regulation skeet target.

6.12.4 Where geographically possible, the target crossing point is to be marked in a manner visible to shooters from each shooting station.

6.12.5 The placement of markers other than those listed above is prohibited.

Mandatory Positions for Referees

6.13 For shooting station 1, stand 1.8 metres to the right and 0.9 metres back of the front of station 1 where possible.

6.13.1 For shooting station 2, stand 1.8 metres back and 0.9 metres to the right of station 2.

6.13.2 For shooting stations 3, 4, 5 and 6, stand 1.8 metres back and 0.9 metres to the left of the respective station.

6.13.3 For shooting station 7, stand 1.8 metres to the left and 0.9 metres back of the front of station 7 where possible.

6.13.4 For shooting station 8, stand on centreline of the field, not less than 1.8 metres from shooter (and not more than 3 metres).

6.13.5 During doubles shooting, as shooters are coming back around the circle, referees should stand 1.8 metres back and 0.9 metres to the right of stations 5, 4 and 3.

a) **Exception 1:** A shooter may request the referee to move behind the Station at station 3 or 5.

b) **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 position to meet the needs of either the shooter or the voice release system without causing interference with the shooter or the squad.

6.14 Definitions.

6.14.1 **Shooting Positions:** Shooter must stand with any part of both feet within the boundaries of the designated shooting station.

a) Station 8. The designated shooting station is the half of the rectangular pad most distant from the respective high or low house.

b) 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 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'.

6.14.2 **Gun Position:** Any safe position that is comfortable to the shooter.

6.14.3 **No Target:** 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.

a) 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 call.

b) If a shooter fires upon a target which appears after one second has elapsed between his call and the emergence of the target, and also before the referee calls 'no target', the result of his shot shall be scored.

c) If he withholds his shot after such an alleged slow pull, the referee may declare the target 'no target' provided he, in his sole judgment, decides that the target did not release instantly on the contestant's call.

d) The pull is not required to be instantaneous.

6.14.4 **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 4.57 metres above the target-crossing point.

- a) The target-crossing point shall be measured from the level of station 8.
- b) The target, in still air, must carry to a distance equivalent, on level ground, to 54.9 metres from the skeet house when passing through the centre of the hoop, with an allowance tolerance of plus or minus 1.82 metres.

6.14.5 **Irregular Target:** An unbroken target that has not conformed to the definition of a regular target.

- a) If two targets are thrown simultaneously in singles, by error or for mechanical reasons and the shooter shoots and breaks or misses the correct target, it shall be scored as in singles.
- b) It shall be the shooter's prerogative to elect to shoot or withhold his shot when doubles are thrown in the calling of singles.

6.14.6 **Broken Target:** A target which, in the opinion of the referee, is not whole when the shooter fires at the target. Under no circumstances shall the result of firing upon a broken target be scored.

6.14.7 **Regular Double:** One regular target thrown from each skeet house simultaneously.

6.14.8 **Irregular Double:** Either or both targets of a double thrown as irregular targets or only one target is thrown.

6.14.9 **Proof Double:** A repeat of a double.

6.14.10 Shooting Bounds:

- a) For stations 1 to 7, inclusive, an area 40.23 metres in front of the skeet house from which the target is thrown.
- b) 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.

6.14.11 **Defective Ammunition:** The failure of a cartridge to fire provided firing pin indentation is clearly noticeable.

- a) 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 'Hit' regardless and will not be considered defective ammunition. 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 ammunition and the results of those shots will be scored.

- b) **Brass pulling off hull between shots on doubles:** Separation of brass from casing when a gun is fired (usually accompanied by a whistling sound as the plastic sleeve leaves the barrel).
- c) **Target to be Repeated:** A target shall be repeated for each allowable instance of defective ammunition. **Note:** Wrong sized shells or empty shells shall not be considered 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.

- 6.14.12 **Hit 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.
- 6.14.13 **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.
- 6.14.14 **Repeat Shot ('Option'):** 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.
- 6.14.15 **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 near as possible.
 - b) Less than five (5) is permissible for expedience, but more than six (6) should not be squadded for safety reasons.
- 6.14.16 Round of skeet:
- a) A round of skeet for one person consists of twenty-five (25) shots, the object being to achieve the greatest number of hit targets.
 - b) Twenty-four shots are fired as described in 6.16 below.
 - c) The first shot scored lost in any round shall be repeated immediately and the result recorded as the twenty-fifth shot.
 - d) Should the first shot lost occur in a double, the lost target shall be repeated as a single with the result of this shot recorded as the twenty-fifth shot.
 - e) 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 recorded as the twenty-fifth shot.
 - f) Should the first twenty-four (24) targets of a round be scored 'hit', the shooter shall take his repeat shot at low house eight only.

CONDUCT OF COMPETITIONS

- 6.15 See rules at [5.17 above](#).

Squad Shooting Procedure for a Round of Skeet

- 6.16 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.
- 6.16.1 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.
- 6.16.2 **Note:** 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.
- 6.16.3 Then the squad shall proceed to station 2 and repeat the same sequence as on station 1.

- 6.16.4 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.
- 6.16.5 The same procedure shall be followed at stations 4 and 5.
- 6.16.6 Upon advancing to station 6 the lead shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, he shall shoot doubles by shooting at the low house target first and the high house target second before leaving the station. The other shooters will follow in their turn.
- 6.16.7 The same procedure will be followed on station 7.
- 6.16.8 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.
- 6.16.9 The squad shall then turn to station 8 low house and the leadoff shooter will shoot at the low house target.
- 6.16.10 The shooter shall repeat the low house target for his repeat shot before leaving the station, provided he is still straight (no lost targets in the round). The other shooters will follow in turn.
- 6.16.11 At this time the shooter should verify his own score.

Rules and Procedures for Doubles Events

- 6.17 A single round of Skeet Doubles shall not be less than a fifty (50) target event.
- 6.17.1 Shooting commences at station 1 and continues through 7 and backwards from 6 through 5, 4, 3 and 2. Round 2 will end with doubles on station 1 using the 25th shell from round 1. That is, round 1 will consist of 24 shots ending with doubles at station 2, and round 2 will consist of 26 shots ending with doubles at station 1.
- 6.17.2 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).
- 6.17.3 The rules for doubles in a doubles event are the same as the rules for doubles in a regular round of skeet.
- 6.17.4 Scores shall not be recorded for handicapping purposes. Grades shall be established from the competitor's standard skeet percentage.
- 6.17.5 All other NZCTA rules apply.

Shooter's Right to Observe Targets

- 6.18 At the beginning of each round and on the first shooter's 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.
- 6.19 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.

Progress From Station to Station

- 6.20 No member of the squad shall advance to the shooting station until it is his 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 turn. Targets fired upon while shooting out of turn, without permission of the referee, shall be declared 'no target.'

6.21 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 wilful interference in this manner shall be disqualification from the event.

6.22 No shooter shall unduly delay a squad without good and sufficient reason in the judgment of the referee in charge of his 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.

Broken Gun

6.23 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.

6.23.1 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.

6.23.2 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

6.24 The score in any one round shall be the total number of hit targets.

6.24.1 Targets declared 'no target' shall not be scored.

Lost Targets

6.25 One lost target shall be recorded on the following occasions:

6.25.1 A failure of gun to fire due to fault of shooter.

Note 1: 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.

Note 2: 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.

6.25.2 Each excessive instance of defective ammunition, or excessive malfunction or malfunctions of gun.

6.25.3 Doubles fired upon in reverse order.

6.25.4 Target fired upon after it is outside the shooting bounds.

6.25.5 Each successive foot position violation.

6.25.6 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.

6.25.7 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.

Irregularities

6.26 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 called 'no target' before the shooter fired.

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

6.27.1 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.

6.28 When a shooter intentionally fires a second time at the same target he 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.

Doubles or Proof Doubles

6.29 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.

6.30 If a double is thrown but the whole legal targets collide, regardless of the first target being fired upon, both targets shall be declared 'no targets'. The result of a proof double shall determine the score of both shots.

6.31 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.

6.32 If the first target of a double is thrown irregular as to deviate from the prescribed line of flight, and is shot at, the result shall be scored for the first shot in accordance with rule [6.26 above](#) and if the shooter is deprived of a normal second shot for any of the reasons in rule [6.33](#) the second target only shall be declared 'no target' and a proof double shall be fired to determine the result of the second shot.

6.33 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 deviate 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 [6.33.3 below](#).)
- g) The second target collides with fragments of the first target properly broken, before the result of the second target is determined.

h) The result of the first shot is determined, and interference occurs before the second shot is fired.

6.33.1 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.

6.33.2 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.

6.33.3 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

6.34 See rules at [4.59 above](#).

Gun Malfunctions

6.35 The shooter must not be considered at fault if he has complied with the manufacturer's operating instructions for loading the gun, and the gun does not fire.

6.36 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.

6.37 Semi-Automatic Gun Malfunctions.

6.37.1 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.

6.37.2 The shooter must load the shell or shells into the gun and see that the action appears closed. If he 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.

6.38 Pump Action Gun Malfunctions.

6.38.1 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.

a) If the shooter short-shucks the gun, the hammer will not be cocked, a fault of the shooter.

b) If the lifter throws the second shell out of the gun, it shall be a malfunction.

c) 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.

d) The referee shall check for a malfunction as instructed under that title and shall then apply forward 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.

6.39 Double-Barrelled Guns.

6.39.1 The shooter is responsible for loading a shell in the proper barrel, or two shells for doubles.

6.39.2 The shooter must close the action in accordance with manufacturer's recommendations.

6.40 Shell Catching Devices.

6.40.1 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.

6.40.2 Failure to fire a second shot on doubles, due to such a device, shall not be an allowable malfunction, and the target shall be scored lost.

6.41 Repeated Targets after Malfunction.

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

6.42 Number of malfunctions allowed.

6.42.1 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.

6.42.2 However, when more than one person is using the same gun in the same round, this rule shall apply to each person separately.

6.43 Loading Two Shells.

6.43.1 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.

6.44 Malfunction on Singles or First Shot Doubles.

6.44.1 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.

a) If the shooter is holding the trigger pulled, the referee, after seeing that the gun is pointed in a safe direction, will place his finger over the shooter's and apply normal pressure.

b) 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.

c) The target shall be scored lost if the gun fires or is opened before the referee's inspection.

d) A malfunction will be ruled if it does not fire and the referee's examination for ammunition, safety, barrel selection, etcetera, establishes that the shooter had fulfilled required responsibilities.

e) For a gun with a release trigger, the referee will not require the shooter to set and then release the trigger. The gun is to remain closed, pointed in a safe direction with the shooter's finger clearly off the trigger. Then, under the referees' scrutiny, the gun may be opened and inspected for ammunition, safety, barrel selection etc.

6.45 Malfunction between Shots on Doubles.

6.45.1 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 'hit' target, it shall be scored first target hit, second target lost, but, if the first target is lost then both targets shall be scored lost.

6.46 Fan-Fire (Double Discharge).

6.46.1 If a gun doubles or fan-fires while shooting singles or doubles the referee shall rule a malfunction, and:

- a) If the target was hit, referee shall rule 'nothing established', and a proof single or double shall be fired upon to determine the results.
- b) However, if the first target was lost, that loss shall be so established and a proof double is to be shot to establish the second shot result.

TIE BREAKING

6.47 Refer to rule [5.29](#) for tie breaking rules.

Skeet Team Tie Breaking Procedure

6.48 In a skeet teams' competition, ties are to be broken by a review of the qualifying match scores for each team, establishing a long run of 'hit' targets from the front. The team with the greatest long run of "hits", counting from station 1 high house single target until a lost target is recorded will be declared the winner. Should both teams register a missed target at the same point, the count will continue to the next lost target until a result is identified.

6.48.1 In the event where scores are identical and the method above fails to identify a winner, a draw is to be declared.

6.48.2 **Note:** This is *not* a station-by-station review. It is simply to identify the first target missed by any one shooter in either team.

SECTION 7 - REGULATIONS FOR AUTOMATIC (BALL) TRAP

INTRODUCTION

- 7.1 The General Shooting Regulations in Section 4 of this rule book apply as well as the specific rules for this discipline.
- 7.2 Ball Trap scores shall not be recorded in the handicap books.
- 7.3 Ball Trap grades will be assessed from DTL percentages.

RANGE STANDARDS

- 7.4 Ranges 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.

The Trap House

- 7.5 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.
 - 7.5.1 These dimensions will allow freedom of movement of working personnel and sufficient storage space for competition targets.
 - 7.5.2 The top of the roof shall be on the same elevation as the surface of the shooting stations.
 - 7.5.3 These dimensions allow for a 76mm concrete roof.
 - 7.5.4 The top of the roof shall be at ground level.

The Shooting Stations

- 7.6 The shooting stations shall be arranged on an arc drawn 15 metres to the rear of the trap house, measured from the front edge and centre thereof.
 - 7.6.1 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.
 - 7.6.2 Stations 1 and 2, and 4 and 5 will be located and centred on the arc on points measured 3 metres and 6 metres to the left and right of the centre line, respectively.
 - 7.6.3 Each station shall be a square 1 metre by 1 metre.

The Trap or Throwing Device

- 7.7 The pit shall be equipped with a single, multi-oscillating (vertical and horizontally) mechanical or electrically operated trap.
 - 7.7.1 It may be either manually or automatically loaded.
 - 7.7.2 Targets may be released manually, electrically, or microphone electrically.
- 7.8 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.

Target Distances, Angles and Elevations

- 7.9 The trap shall be so adjusted that in calm weather:

7.9.1 a properly released target will carry 75 metres (plus or minus 5 metres) if measured over level ground, with a throwing elevation of 2 metres above the level of the trap house roof at 10 metres forward of the pit.

7.9.2 the height of the target's path above the level of the trap house roof shall be at least 1 metre and not exceed 4 metres.

7.9.3 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 centre of the front edge of the trap house.

7.10 The trap must be adjusted by the Jury or 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

7.11 All the shooting rules of Section 5.5 - CONDUCT OF A ROUND OF TRAP shall apply.

TIE BREAKING

7.12 Refer to rule [5.29](#) for tie breaking rules.

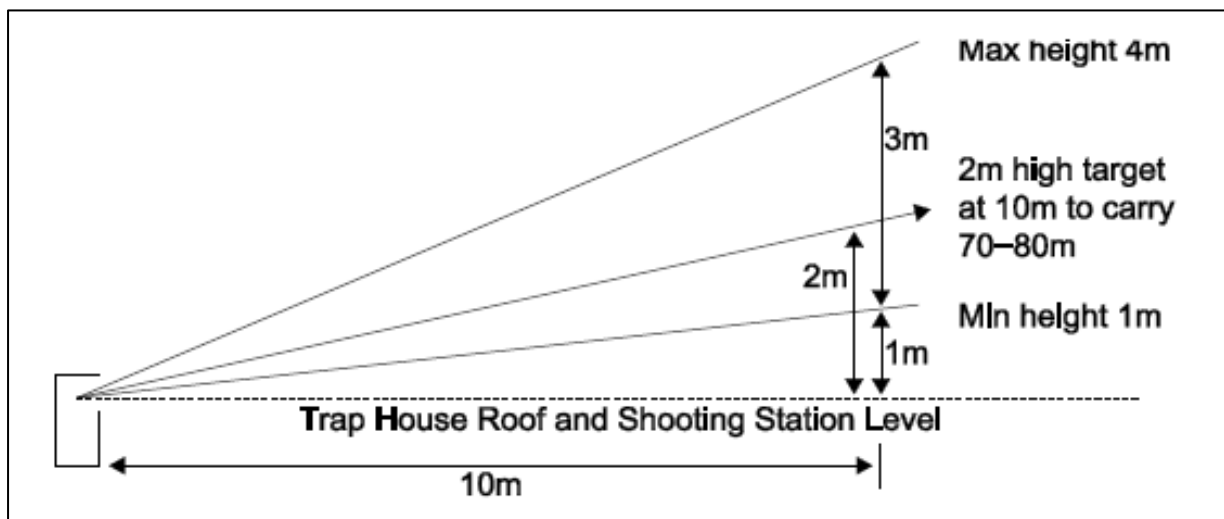


Diagram 7.1 Target height setting for Ball Trap

SECTION 8 - REGULATIONS FOR FITASC SPORTING CLAYS

INTRODUCTION

- 8.1 The NZCTA has adopted the FITASC Sporting Rules which are available on the FITASC.com website.
- 8.2 Shooters will note some parts of the FITASC 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.
- 8.3 The General Shooting Regulations in Section 4 of this rule book apply as well as the specific rules for this discipline.

CATEGORIES for FITASC Sporting & Compak

- 8.4 The following age and gender requirements detail the shooter categories in FITASC Shooting. A shooter may only enter and compete in one category.
- 8.4.1 **Lady** category: Open to all female shooters who will turn 13 years old or more in the year of the competition.
- 8.4.2 **Man** category: Open to all male shooters aged 21 to 55 years. Includes any 20 year old who will turn 21 during the year of the competition, and any 55 year old who will not turn 56 during the year of competition. (i.e. if a shooter turns 56 in December then they are a Senior for the entire year).
- 8.4.3 **Senior** category: Open to all male shooters aged of 56 to 65. Includes any 55 year old who will turn 56 during the year of the competition, and any 65 year old who will not turn 66 during the year of the competition.
- 8.4.4 **Veteran** category: Open to all male shooters aged 66 to 72. Includes any 65 year old who will turn 66 during the year of competition, and any 72 year old who will not turn 73 during the year of the competition.
- 8.4.5 **Master** category: Open to all shooters who will be 73 years or older in the year of the competition.
- 8.4.6 **Junior** category: Open to all shooters who will not attain the age of 21 years by the 31st of December in the year of the competition (i.e. if a shooter turns 21 in December then they are ineligible to compete in the Junior category for all of that year).

- 8.5 **Range safety is as per rule [4.5](#).**

Gun handling safety

- 8.6 To ensure safety, all shotguns must be handled with maximum care at all times.
- 8.6.1 When not on the shooting station guns are to be carried with breech open and empty. Break open guns are to be broken open and empty and semi-automatic guns are to have the breech open and the shotgun carried with the muzzle directed straight up or down.
- 8.6.2 No gun shall be loaded, closed or sighted when operating personnel are forward of the firing line, or when safety flags are displayed.
- 8.6.3 All shotguns must be kept unloaded except on the shooting station and after the referee has indicated that the shooter may load.
- 8.6.4 If the command or signal to 'CEASE FIRE' or 'UNLOAD' is given, shooting must stop immediately and all shooters must unload their shotguns and make them safe. Shooting may only be resumed at the appropriate command or signal.

- 8.6.5 Any shooter who handles a loaded gun after the 'CEASE FIRE' command has been given, without the permission of the referee, may be disqualified.
- 8.6.6 The referee or other appropriate range officials are responsible for giving the command to start firing and other necessary commands.
- 8.6.7 After firing their last shot, shooters must ascertain before leaving the shooting station that there are no cartridges in the chamber or magazine of their gun.
- 8.6.8 Shooting at a pattern plate may be permitted, but only when authorised by the shoot management.
- 8.6.9 Gun slips are permitted if approved by shoot management. The onus is on the shooter to ensure the gun is unloaded and safe.

COMPETITION OFFICIALS

The Referee

- 8.7 The shooting will be conducted by a referee drawn from the squad, or appointed and approved by the shoot management. Their main function is to release the target(s), identify irregular targets, and to make immediate decisions regarding 'HIT' or 'LOST' targets. The referee must also make decisions on disabled guns or malfunctions.
- 8.7.1 The referee shall announce distinctly 'HIT', 'LOST' or 'NO TARGET', as the case may be, for each target that has been called, thrown, or fired upon.
- 8.7.2 The referee must make an immediate decision whether targets are 'HIT', or 'LOST', whether a repeat target is to be thrown, whether there are irregular targets, or whether there are other deviations from the rules.
- 8.7.3 The referee shall be the SOLE judge of decision of fact, regardless of the opinion of spectators or other members of the squad.
- 8.7.4 If the shooter disagrees with the referee's decision, an appeal must be made immediately on the shooting stand by raising his/her hand and saying "appeal" or "protest". The shooter must then give the reason for the appeal.
- 8.7.5 If the referee, in all conscience, is convinced that his/her ruling is correct, he/she immediately confirms the decision, which then becomes enforceable without any possibility of recourse.
- 8.7.6 If the referee has any doubts about the decision, he may consult one of the following in a consultative capacity before making a definitive ruling:
- a) another referee present;
 - b) the trapper;
 - c) the shooters belonging to the squad concerned.
- 8.7.7 The referee is not obliged to agree with any opinions given.
- 8.7.8 Following consultation as specified above, the referee gives his/her definitive ruling, which then becomes indisputable and is therefore binding on the shooter.
- 8.7.9 By calling for the following target, the shooter accepts the referee's ruling on the previous one.
- 8.7.10 Only a referee can judge whether a target has been hit or missed, if it is defective or off the trajectory. Their decision is final.

8.7.11 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, the referee shall declare 'no target' as soon as possible and allow the shooter another shot.

8.7.12 The referee shall declare 'no target' when:

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

8.7.13 The result of shooting at a target after it has been declared 'no target' shall not be recorded and the shot will be repeated in all instances.

The Scorer

8.8 One scorer shall be used who shall be appointed in rotation from among the competitors.

8.8.1 The scorer shall be responsible for recording the scores accurately for each shooter on the official score sheet. **Note:** It is recommended that the scorer shall stand close enough to the referee so that the referee can see the score sheet.

8.8.2 When a round has been completed each shooter must sign or initial the score sheet so that it can be returned to the 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.

8.8.3 Every regular target fired upon shall be shown on the score sheet and the diagonal mark (/) shall be used to signify hit and O to signify lost.

Official Referee(s)

8.9 An official referee is appointed by the Referees' Examiner and Council upon the successful completion of an examiner's exam.

8.9.1 Official referees shall be available for advice if requested.

8.9.2 Official referees shall consult with the field referee on any matter when circumstances deem such action necessary.

8.9.3 Official referees shall be responsible for officiating at any shoot-offs where required.

8.10 The shooters' representative is as per rule [4.15](#).

8.11 The Jury is as per rule [4.16](#).

Targets

8.12 The targets to be used are: normal standard targets, rabbit, midi, super mini, battue, and flash targets.

- 8.12.1 Targets must be in colours that stand out clearly from the background.
- 8.12.2 When using special targets (90mm, 70mm, 60mm, battue, rabbit) these must be noted on the menu of the shooting position.
- 8.12.3 Targets used in competition must be consistent from each trap.
- 8.12.4 Any target thrown which is of a colour manifestly different from the other targets is to be declared 'no target' whether or not the shooter has fired.
- 8.12.5 For all events, the conducting club must have sufficient satisfactory targets, both checked and stored at the ground in ample time for the event.

GUNS, EQUIPMENT AND AMMUNITION

8.13 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. An official referee, shoot management or Jury has the right to examine the shooter's guns and ammunition at any time.

8.14 Guns.

- 8.14.1 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. **Note:** FITASC Rules prohibit the use of pump action guns for all FITASC competitions.
- 8.14.2 Guns which will accept more than one gauge of shell at the same time are not permitted to be used in any competition.
- 8.14.3 Slings or straps on guns are prohibited.
- 8.14.4 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.
- 8.14.5 Complete or partial replacement of a gun, mobile choke or barrel is allowed during the same round, between stands, or between single and double targets, though this must not cause any delay.
- 8.14.6 No gun will be permitted to be used which has a barrel length shorter than 660mm (26in.).
- 8.14.7 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.
- 8.14.8 No micro cameras or sighting devices, other than conventional sights, shall be permitted.
- 8.14.9 Compensators or similar devices are permitted.

8.15 Release trigger guns as per rule [4.23](#).

8.16 Cartridges.

- 8.16.1 Before shooting the length of the cartridge must not exceed standard specifications of 70mm. This restriction applies to all gauges of shell.
- 8.16.2 Shot loads must not exceed 28 grams. A loading tolerance of 0.5 grams will be permitted.
- 8.16.3 Pellets must be only spherical in shape, made of lead, lead alloy or steel (where the use of steel shot is approved), and not larger than 2.5mm nor smaller than 2.0mm, for all disciplines. Shot may be plated.
- 8.16.4 Black powder, tracer, incendiary or other specialty type cartridges are prohibited.

8.16.5 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.

8.16.6 The referee, shoot management or Jury member may remove an unfired cartridge from a shooter's gun for inspection.

8.16.7 Reloaded ammunition is prohibited.

8.17 Non-compliant Equipment as per rule [4.25](#).

CONDUCT OF COMPETITIONS

8.18 Competition is conducted in rounds, or by shooting at a series of rounds of targets consecutively. A round usually consists of 25 targets. Most open shoots or championship events shoot 100 targets per day, but other events may shoot less or more as determined by shoot management.

8.18.1 The field on which squad number one will shoot the first round will be decided by lot, or as otherwise determined by the shoot management. Squads following will be allocated to other fields in sequence.

8.18.2 Squad number one will rotate through the other fields throughout the competition with subsequent squads following. Where possible, in pre-squadded events, this should be extended to place different squads in the first rotation of each day.

8.18.3 The number of targets comprising the competition at all open shoots and Association championships will be as approved by the Executive Officer, and the Council.

8.18.4 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.

Trap Breakdowns

8.19 When a trap breakdown occurs, all shooters must unload their guns and wait patiently while the trap is repaired. At the completion of the repair, the trajectory must be returned to the same position as before the breakdown. The referee is allowed to reset the trajectory if it is not correct. It is advised to call on the course designer or a Jury member to check the rectified trajectory if there is any doubt.

8.20 Targets already shot and scored are not to be repeated.

8.21 When a trap breakdown occurs, every effort must be made to repair or replace the trap to ensure the target thrown is the same as the original. If this cannot be achieved, all competitors will have all targets thrown from that trap scored as a break.

Squadding

8.22 For all competitions, squads will be filled by the shoot management, in order of nomination, on the day of competition, or as otherwise announced.

8.22.1 Squads shall consist of a maximum of six shooters.

8.22.2 Unless squads have been randomly drawn, shooters may enter together to form a squad, but must accept the next vacant squad number.

8.22.3 The shoot management shall have the right to enter match officials, (e.g. referees), at any time, to assist in the organisation of the competition provided there is no real or perceived individual advantage from such an arrangement.

8.23 Shooter's responsibilities as per rules [4.40](#) to [4.43](#).

8.24 Dress code.

8.24.1 The shooter is obliged to show up at the shooting position dressed in an appropriate and practical manner for a public event.

8.24.2 Short shorts are prohibited, only long shorts (such as Bermuda shorts arriving no higher than 5cm above the knee) are allowed.

8.24.3 Shirts must at least have short sleeves, with or without a collar, but at least up to the neck (tee-shirt). It is prohibited to be bare chested under the shooting jacket.

8.24.4 Wearing sandals is forbidden during the competition for safety reasons.

8.24.5 Shooters are requested to dress in a dignified and appropriate manner when they are to be presented with any prize or trophy.

Sighting, Patterning and Test Firing

8.25 All individuals (regardless of whether or not they are a competitor in an event) must comply with the following principles of shooting, test firing and sighting or patterning of firearms:

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

8.25.2 Sighting (the closing of a firearm and shouldering the firearm to test the firearm's fit and "sighting" for the shooter) is permitted only in an area designated by shoot management for that purpose.

8.25.3 Patterning (the discharge of a firearm against a pattern board or a designated wall to assess the firearm's shot pattern) may only be conducted in an area designated by shoot management for that particular purpose and upon the express permission of shoot management.

8.25.4 The test firing of guns may be conducted only with the permission of the referee after the malfunction of a firearm.

8.26 Firearm handling during competition as per rules [4.47](#) to [4.53](#).

8.27 Movement between stations as per rule [4.55](#).

8.28 Shooting interrupted as per rules [4.56](#) to [4.58](#).

8.29 Interference as per rule [4.59](#).

Malfunctions

8.30 Malfunctions are defined in rules [4.62](#) to [4.69](#).

8.30.1 The referee will call 'no target' for the first weapon or ammunition malfunction. Following malfunctions (either gun or ammunition) for the same round are scored zero.

8.30.2 If the gun is repaired before the sequence on that stand is finished by his/her squad, the shooter may shoot last with the referee's permission. If the fault cannot be repaired, the shooter is entitled to continue with his/her squad with the referee's agreement and provided that he/she immediately obtains another gun. Otherwise, the shooter must leave his/her position and squad and can shoot the remaining targets only once there is a free place in another squad and the Jury authorises him/her to do so.

8.30.3 When a gun or ammunition malfunctions, after the first incident or if the shooter opens the shotgun or touches the safety catch before the referee has inspected the gun the shooter shall be penalised, and the target shall be scored as 'zero'.

8.30.4 If a gun or ammunition malfunction is ruled, the referee shall instruct the scorer to mark the score sheet with an 'M' so that the number of allowable malfunctions is recorded.

8.30.5 For a malfunction with a gun with a release trigger see rule [4.67](#).

8.30.6 If the shooter fails to fire at the target without any valid reason i.e. failure to load, pull the trigger, or the safety catch is on, the target is scored 'LOST'.

8.31 Double discharge.

8.31.1 A double discharge is a gun malfunction where two shots are discharged simultaneously or in rapid succession.

8.31.2 If a double discharge occurs for a single target or the first target of a double, a 'no target' shall be declared whether or not the target was hit and no result is recorded.

8.31.3 Any second or subsequent double discharge by the same shooter in the same round shall be declared 'LOST'.

8.31.4 If a double discharge occurs, the referee shall instruct the scorer to mark the score sheet with a 'M' so that the number of allowable malfunctions is recorded.

8.31.5 Actions after any malfunction or double discharge have been declared are as per rule [4.66](#).

Shooter Absent

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

8.32.1 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.

8.32.2 If the shooter has not missed his/her turn to shoot the singles on the first stand, he/she may rejoin the squad without penalty.

8.32.3 If the shooter fails to join the squad before his/her turn, all single and double targets not shot at are scored 'zero'.

8.32.4 If a shooter attends one of the following stands (2, 3, 4 etc), all clays not fired at on the previous stands are counted 'zero'. Under no circumstances may the shooter shoot the layout for which he/she has missed one or more stands, in another squad.

8.32.5 If a shooter considers that he/she has a good reason for being late and that the lateness was outside his/her control, he/she must:

- a) Not rejoin his/her squad during the round;
- b) Appeal to the Jury in writing;
- c) Abide by the Jury's decision;
- d) Shoot his/her round in another squad if authorised by the Jury.

8.32.6 If the Jury finds that a shooter's reason is not admissible, the shooter is penalised by twenty-five 'zero' for each layout not shot.

8.33 Shooter leaving squad rules are as per rule [4.77](#).

PROTESTS

8.34 **Protests and Appeals are as per rule [4.81](#).**

8.35 To appeal against a referee's decision, a shooter must protest in writing to the Jury, with a deposit corresponding to 40% of the entry fee. If the Jury judges that the appeal is acceptable then the deposit will be refunded.

NZCTA TIE BREAKING RULES FOR FITASC SPORTING AND COMPAK National Championship Sporting and Compak Tie Breaking

8.36 Shoot-offs take place on a new layout of 25 targets for all placings.

8.36.1 In Sporting all shoot-offs shall be conducted over 25 targets on multiple stations until a result is reached.

8.36.2 In Compak all shoot-offs shall be conducted over a Compak field of 25 targets comprising one single and two report or simultaneous doubles.

8.36.3 Scores are compared after the full 25 targets and should a tie still exist those shooters tied will shoot station by station with the score being used to determine the result.

8.36.4 All shooters must have shot at the same targets.

Island Championship Sporting and Compak Tie Breaking

8.37 Shoot-offs for the top four individual places (HOA, 1st AA, 2nd AA, 3rd AA), take place on a new layout of 25 targets.

8.37.1 In Sporting shoot-offs for the top four placings shall be conducted over 25 targets on multiple pads until a result is reached.

8.37.2 All other tied shooters will shoot-off over 2 stations (12 targets).

8.37.3 In Compak shoot-offs for the top four placings shall be conducted over a Compak field of 25 targets, each station comprising one single and two report or simultaneous doubles.

8.37.4 All other tied shooters will shoot-off over 2 stations (10 targets).

8.37.5 Scores are compared after the targets have been shot and should a tie still exist those shooters tied will shoot station by station, with the score being used to determine the result.

8.37.6 All shooters must have shot at the same number of targets.

Zone Championship Sporting and Compak Tie Breaking

8.38 Shoot-offs for all placings at Zone championships shall be conducted over 2 stations – for Sporting this shall be 12 targets, for Compak this shall be 10 targets. On a Compak field this will comprise of one single and two report or simultaneous doubles.

8.38.1 Scores are compared after the targets have been shot and should a tie still exist those shooters tied will shoot station by station, with the score being used to determine the result.

8.38.2 All shooters must have shot at the same number of targets.

SECTION 9 - REGULATIONS FOR FITASC COMPAK SPORTING

INTRODUCTION

- 9.1 The NZCTA has adopted the FITASC Compak Rules which are available on the FITASC.com website.
- 9.2 Shooters will note some parts of the FITASC 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.
- 9.3 The General Shooting Regulations in Section 4 of this rule book apply as well as the specific rules for this discipline.

GUNS, EQUIPMENT AND AMMUNITION

Gun handling safety

- 9.4 To ensure safety, all shotguns must be handled with maximum care at all times.
- 9.4.1 When not on the shooting station guns are to be carried with breech open and empty. Break open guns are to be broken open and empty and semi-automatic guns are to have the breech open and the shotgun carried with the muzzle directed straight up or down.
- 9.4.2 No gun shall be loaded, closed or sighted when operating personnel are forward of the firing line, or when safety flags are displayed.
- 9.4.3 All shotguns must be kept unloaded except on the shooting station and after the referee has indicated that the shooter may load.
- 9.4.4 If the command or signal to 'CEASE FIRE' or 'UNLOAD' is given, shooting must stop immediately and all shooters must unload their shotguns and make them safe. Shooting may only be resumed at the appropriate command or signal.
- 9.4.5 Any shooter who handles a loaded gun after the 'CEASE FIRE' command has been given, without the permission of the referee, may be disqualified.
- 9.4.6 The referee is responsible for giving the command to start firing and other necessary commands.
- 9.4.7 After firing their last shot, shooters must ascertain before leaving the shooting station that there are no cartridges in the chamber or magazine of their gun.
- 9.4.8 Gun slips are permitted if approved by shoot management. The onus is on the shooter to ensure the gun is unloaded and safe.

Hearing and Eye Protection and Footwear

- 9.5 Hearing and eye protection is as per rule [4.7](#) and [4.8](#).
- 9.6 Covered, secure footwear must be worn. The wearing of jandals, 'thongs', sandals or bare feet while shooting is prohibited.

COMPETITION OFFICIALS

The Referee

- 9.7 The referee's decisions are final but if the shooter disagrees with the referee's decision, an appeal must be made immediately on the shooting stand by raising his/her hand and saying "appeal" or "protest". The referee must then interrupt firing and the shooter must give the reason for the appeal.
- 9.8 If the referee, in all conscience, is convinced that his/her ruling is correct, he/she immediately confirms the decision, which then becomes enforceable without any possibility of recourse.

9.9 If the referee has any doubts about the decision, he may consult one of the following in a consultative capacity before making a definitive ruling:

- a) another referee present;
- b) the trapper;
- c) the shooters belonging to the squad concerned;
- d) the scorer.

9.10 The referee is not obliged to agree with any opinions given.

9.11 Following consultation as specified above, the referee gives his/her definitive ruling, which then becomes indisputable and is therefore binding on the shooter.

9.12 Only a referee can judge whether a target has been hit or missed, if it is defective or off the trajectory. Their decision is final.

9.13 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, the referee shall declare 'no target' as soon as possible and allow the shooter another shot.

9.14 The referee shall declare 'no target' when:

- a) A target is broken leaving the machine
- b) A target is thrown by another machine
- c) A target is a different colour
- d) A target is judged off the course of its trajectory by the referee
- e) The target is thrown more than 3 seconds after the call of the shooter
- f) The shooter didn't call for the target
- g) The referee judges that the shooter is visibly disturbed or distracted
- h) The referee is unable to judge the target
- i) When a target is thrown by error from a machine of the same Compak, during the shoot of a single or a double.

9.15 There is no 'no target' call when the target or pieces of a target from another Compak field are visible to the shooter.

9.16 There are no 'no target' calls due to bad weather, e.g. wind.

9.17 The result of shooting at a target after it has been declared 'no target' shall not be recorded and the shot will be repeated in all instances.

9.18 If an error in scorekeeping is discovered on the field, the referee shall remedy it promptly at the time of discovery.

9.19 The referee's responsibility in seeing that shooters verify their scores is to announce after each round, "Please check your scores".

The Scorer

9.20 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.

- 9.20.1 The scorer shall be responsible for recording the scores accurately for each shooter on the official score sheet. **Note:** It is recommended that the scorer shall sit close enough to the referee so that the referee can see the score sheet.
- 9.20.2 When a round has been completed each shooter must sign or initial the score sheet before it is returned to the office.
- 9.20.3 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.
- 9.20.4 Every regular target fired upon shall be shown on the score sheet and the diagonal mark (/) shall be used to signify hit and O to signify lost.

Official Referee(s)

- 9.21 An official referee is appointed by the Referees' Examiner and Council upon the successful completion of an examiner's exam.
- 9.21.1 Official referees shall be available for advice if requested.
- 9.21.2 Official referees shall consult with the field referee on any matter when circumstances deem such action necessary.
- 9.21.3 Official referees shall be responsible for officiating at any shoot-offs where required.
- 9.22 The shooters' representative as per rule [4.15](#).**
- 9.23 The Jury as per rule [4.16](#).**

TARGETS

- 9.24 All types of targets can be used, whether standards or specials (battue, 60mm, 90mm, rabbit, rocket, etc.).
- 9.24.1 The colour of the targets must be selected to ensure that they are as clearly visible as possible, depending on the environmental context.
- 9.24.2 When using special targets (90mm, 70mm, 60mm, battue, rabbit) these must be noted on the menu of the shooting position.
- 9.24.3 Targets used in competition must be consistent from each trap.
- 9.24.4 Any target thrown which is of a colour manifestly different from the other targets is to be declared 'no target' whether or not the shooter has fired.
- 9.24.5 For all events, the conducting club must have sufficient satisfactory targets, both checked and stored at the ground in ample time for the event.

GUNS, EQUIPMENT AND AMMUNITION

- 9.25 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.
- 9.26 Guns.**
- 9.26.1 FITASC rules prohibit the use of pump action guns for all FITASC competitions.
- 9.26.2 Complete or partial replacement of a gun, mobile choke or barrel is allowed during the same round, between stands, or between single and double targets, though this must not cause any delay.
- 9.26.3 No gun will be permitted to be used which has a barrel length shorter than 660mm (26in.).

9.26.4 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.

9.26.5 No micro cameras or sighting devices, other than conventional sights, shall be permitted.

9.26.6 Release trigger guns as per rule [4.23](#).

9.27 Cartridges.

9.27.1 Reloaded ammunition is prohibited.

9.27.2 All other rules pertaining to cartridges are as per rule [4.24](#).

CONDUCT OF COMPETITIONS

9.28 Competition is conducted in rounds, or by shooting at a series of rounds of targets consecutively. A round consists of 25 targets shot on the same Compak Sporting layout. Most NZCTA championship events shoot 100 targets per day, but other events may shoot less or more as determined by shoot management.

9.28.1 The field on which squad number one will shoot the first round will be decided by lot, or as otherwise determined by the shoot management. Squads following will be allocated to other fields in sequence.

9.28.2 Squad number one will rotate through the other fields throughout the competition with subsequent squads following. Where possible, in pre-squadded events, this should be extended to place different squads in the first rotation of each day.

9.28.3 The number of targets comprising the competition at all open shoots and Association championships will be as approved by the Executive Officer and the Council.

9.28.4 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.

Trap Breakdowns

9.29 When a trap breakdown occurs, all shooters must unload their guns and wait patiently while the trap is repaired. At the completion of the repair, the trajectory must be returned to the same position as before the breakdown. The referee is allowed to reset the trajectory if it is not correct. It is advised to call on the course designer or a Jury member to check the rectified trajectory if there is any doubt.

9.30 Targets already shot and scored are not to be repeated.

9.31 When a trap breakdown occurs, every effort must be made to repair or replace the trap to ensure the target thrown is the same as the original. If this cannot be achieved, all competitors will have all targets thrown from that trap scored as a break.

Squadding

9.32 For all competitions, squads will be filled by the shoot management, in order of nomination, on the day of competition, or as otherwise announced.

9.32.1 Squads shall consist of a maximum of six shooters.

9.32.2 Unless squads have been randomly drawn, shooters may enter together to form a squad, but must accept the next vacant squad number.

9.32.3 The shoot management shall have the right to enter match officials, (e.g. referees), at any time, to assist in the organisation of the competition provided there is no real or perceived individual advantage from such an arrangement.

9.33 Shooter's responsibilities as per rules [4.40](#) to [4.43](#).

9.34 Dress Code.

9.34.1 The shooter is obliged to show up at the shooting position dressed in an appropriate and practical manner for a public event.

9.34.2 Short shorts are prohibited, only long shorts (such as Bermuda shorts arriving no higher than 5cm above the knee) are allowed.

9.34.3 Shirts must at least have short sleeves, with or without a collar, but at least up to the neck (tee-shirt). It is prohibited to be bare chested under the shooting jacket.

9.34.4 Wearing sandals is forbidden during the competition for safety reasons.

9.34.5 Shooters are requested to dress in a dignified and appropriate manner when they are to be presented with any prize or trophy.

Sighting, Patterning and Test Firing

9.35 All individuals (regardless of whether or not they are a competitor in an event) must comply with the following principles of shooting, test firing and sighting or patterning of firearms:

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

9.35.2 Sighting (the closing of a firearm and shouldering the firearm to test the firearm's fit and 'sighting' for the shooter) is permitted only in an area designated by shoot management for that purpose.

9.35.3 Patterning (the discharge of a firearm against a pattern board or a designated wall to assess the firearm's shot pattern) may only be conducted in an area designated by shoot management for that particular purpose and upon the express permission of shoot management.

9.35.4 The test firing of guns may be conducted only with the permission of the referee after the malfunction of a firearm.

9.36 Firearm handling during competition as per rules [4.47](#) to [4.53](#).

9.37 Shooting interrupted as per rules [4.56](#) to [4.58](#).

9.38 Interference as per rule [4.59](#).

Malfunctions

9.39 Malfunctions are defined in rule [4.62](#) to [4.69](#).

9.39.1 The referee will call 'no target' for the first weapon or ammunition malfunction. Following malfunctions (either gun or ammunition) for the same round are scored zero.

9.39.2 The shooter then has two minutes to repair or replace the shotgun. On the decision of the referee, the shooter has the right to continue with their squad, on the condition of getting hold of another shotgun. Otherwise, the targets not shot will be counted as 'zero'.

9.39.3 When a gun or ammunition malfunctions, after the first incident or if the shooter opens the shotgun or touches the safety catch before the referee has inspected the gun the shooter shall be penalised, and the target shall be scored as 'zero'.

9.39.4 If the fault cannot be repaired, the shooter is allowed to borrow the shotgun of another shooter who isn't part of their squad, to finish their round, with the agreement of the other shooter and the referee.

9.39.5 If a gun or ammunition malfunction is ruled, the referee shall instruct the scorer to mark the score sheet with an 'M' so that the number of allowable malfunctions is recorded.

9.39.6 For a malfunction with a gun with a release trigger see rule [4.67](#).

9.39.7 If the shooter fails to fire at the target without any valid reason i.e. failure to load, pull the trigger, or the safety catch is on, the target is scored 'LOST'.

9.40 Double Discharge.

9.40.1 A double discharge is a gun malfunction where two shots are discharged simultaneously or in rapid succession.

9.40.2 If a double discharge occurs for a single target or the first target of a double, a 'no target' shall be declared whether or not the target was hit and no result is recorded.

9.40.3 Any second or subsequent double discharge by the same shooter in the same round shall be declared 'LOST'.

9.40.4 If a double discharge occurs, the referee shall instruct the scorer to mark the score sheet with a 'M' so that the number of allowable malfunctions is recorded.

9.40.5 Actions after any malfunction or double discharge have been declared are as per rule [4.66](#).

Shooter Absent

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

9.41.1 If a shooter is not present at the station when their name is called it is not the referee's responsibility to search for or call the missing shooter.

9.41.2 For a squad: if a shooter is late and the first shooter of their squad has already called for their first target, then the score for the late shooter is 25 zeros. For in line shooting, if the competition number of the late shooter had already been cancelled in the computer system, and the following shooter is at station 1, then the score of the late shooter will be 25 zeros.

9.41.3 If the shooter feels that they have a valid reason for their lateness, they MUST:

a) Appeal to the Jury in writing, the same day, with the accompanying sum designated for an appeal.

b) Comply with the decision of the Jury.

c) If the Jury considers that the reason given is valid it can authorise them to shoot a round with another group, without penalty (the sum given will be reimbursed).

9.41.4 If the Jury judged that the reason given isn't valid, the shooter will have 25 zeros corresponding with the 25 targets not shot, (the sum given will not be reimbursed).

9.42 Shooter leaving squad rules are as per rule [4.77](#).

PROTESTS

9.43 **Protests and Appeals are as per rule [4.81](#).**

9.44 To appeal against a referee's decision, a shooter must protest in writing to the Jury, with a deposit corresponding to 40% of the entry fee. If the Jury judges that the appeal is acceptable then the deposit will be refunded.

CATEGORIES

9.45 Categories for Compak Sporting are the same as for FITASC Sporting and are listed at rule [8.4](#).

TIE BREAKING

9.46 NZCTA procedure for Compak shoot-offs is detailed in FITASC Sporting and Compak Tie Breaking at rules [8.36](#) to [8.38](#).

SECTION 10 - REGULATIONS FOR FITASC UNIVERSAL TRENCH

INTRODUCTION

- 10.1 The NZCTA has adopted the FITASC Universal Trench Rules which are available on the FITASC.com website.
- 10.2 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.
- 10.3 The General Shooting Regulations in Section 4 of this rule book apply as well as the specific rules for this discipline.

CATEGORIES for FITASC Universal Trench

- 10.4 The following age and gender requirements detail the shooter categories in FITASC Shooting. A shooter may only enter and compete in one category.
- 10.4.1 **Lady** category: Open to all female shooters who will turn 13 years old or more in the year of the competition.
- 10.4.2 **Man** category: Open to all male shooters aged 21 to 55 years. Includes any 20 year old who will turn 21 during the year of the competition, and any 55 year old who will not turn 56 during the year of competition. (i.e. if a shooter turns 56 in December then they are a Senior for the entire year).
- 10.4.3 **Senior** category: Open to all male shooters aged of 56 to 65. Includes any 55 year old who will turn 56 during the year of the competition, and any 65 year old who will not turn 66 during the year of the competition.
- 10.4.4 **Veteran** category: Open to all male shooters aged 66 to 72. Includes any 65 year old who will turn 66 during the year of competition, and any 72 year old who will not turn 73 during the year of the competition.
- 10.4.5 **Master** category: Open to all shooters who will be 73 years or older in the year of the competition.
- 10.4.6 **Junior** category: Open to all shooters who will not attain the age of 21 years by the 31st of December in the year of the competition (i.e. if a shooter turns 21 in December then they are ineligible to compete in the Junior category for all of that year).

NZCTA TIE BREAKING RULES FOR FITASC UNIVERSAL TRENCH

- 10.5 Full details on locally developed procedures for tie breaking and “targets in” handicapping have been developed and are available on the Universaltrench.co.nz website.

Universal Trench Championships

- 10.6 At present, there are no NZCTA Championships associated with the Universal Trench discipline.

SECTION 11 - REGULATIONS FOR ISSF SHOOTING

INTRODUCTION

11.1 NZCTA 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 ISSF-Sports.ORG website.

11.2 The General Shooting Regulations in Section 4 of this rule book apply as well as the specific rules for this discipline.

NZCTA Graded events

11.3 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 [3.26 above](#).

CATEGORIES for ISSF

11.4 Juniors remain as Juniors until 31 Dec of the year in which they become 21 years of age. Any athlete born between 1st January and 31 December will cease to be a junior after 31 December of that year.

11.5 Veteran shooters are those shooters who will have attained the age of 55 by 31 December of the year of competition.

Entry fees and prize money

11.6 Placings shall be determined in the following manner;

11.6.1 HOA and A grade placings tied after the conclusion of the match (ISSF Trap and ISSF Skeet 125 + final) shall be shot off as per ISSF tie break rules.

11.6.2 Further grade or category placings required shall be determined by the highest scores in the qualifying event (ISSF Skeet and Trap 125 targets).

11.6.3 In circumstances where these grade or category scores are tied and these same shooters qualify for the final, the final will be counted to establish these placings.

11.6.4 If ties still exist the placings shall be determined as per ISSF tie break rules without a final.

11.6.5 Other Category placings shall be determined in a similar manner (ISSF tie break rules, without a final).

Sweepstakes

11.7 Sweepstakes shall be taken in grades and paid out in grades, on a similar basis to equivalent standard championships.

Jim McKenzie/Jack ("Calrossie") Sutherland Trophy

11.8 This is an annual Australia and New Zealand ISSF (Trench) challenge trophy shot between a three-person team of juniors of the two countries. Juniors are defined by International ISSF rules.

11.8.1 The venue shall alternate annually between Australia and New Zealand and the match shall be held over the National Championship qualifying event, but excluding the final.

11.8.2 The team match shall consist of 375 targets in total.

11.8.3 Individual countries shall determine and advertise their own team selection criteria.

11.8.4 Team members to shoot the event as individuals in the position they are drawn and squadded in accordance with ISSF International rules.

11.8.5 Team scores will be compiled at completion of competition however it is expected that a running total will be maintained on a separate scoreboard.

11.8.6 In the event of a tie, this will be broken after the completion of the main competition final. This will be shot under ISSF Single Barrel tie break rules with all team members shooting on a station-by-station basis, and scores added at completion of each station, until a result is established.

11.8.7 Members of the New Zealand team shall each receive two match badges, and one NZCTA banner, one of which they shall present to their opposite team member in the Australian team.

11.8.8 Each member of the New Zealand team competing in the event for the first time will be awarded a NZ Silver Fern pocket monogram which will include the words "ISSF Trap".

11.8.9 Members of the New Zealand team shall be entitled to \$1,000 per person when travelling to this event when it is being held in Australia. This to come from the NZCTA consolidated fund.

SECTION 12 SCHOOL COMPETITION

COMPETITION FORMAT

- 12.1 **Date:** First weekend of school holidays in September each year (DTL Saturday/Sunday, Skeet on Monday).
- 12.2 **Venue:** To alternate between the North and South Islands.
- 12.2.1 A stand-alone Island Championship shall be held each year in the Island that is not conducting the New Zealand Championships.
- 12.2.2 The date to be set at a meeting of any interested parties to be held after presentations of the Island Championships when this event is held in conjunction with the Nationals.
- 12.2.3 The club that conducts the New Zealand Championships will also conduct their Island Championships in conjunction.
- 12.2.4 The host club for the Nationals shall be the National DTL grounds i.e. the Waikato and Canterbury clubs.

CONDUCT OF COMPETITIONS

12.3 Unless otherwise stated in this document, the shooting will be conducted under the rules and regulations of the NZCTA, see rule [5.17](#).

12.4 Safety and Legal Requirements.

- 12.4.1 All shooters who do not hold current firearm licences must be supervised by appropriately licensed individuals while on the mark or in possession of firearms.
- 12.4.2 Any shooter that receives a firearm or ammunition as a prize must have a firearms licence, or the prize will be given to a parent/coach with a firearms licence, as per rule [2.10](#).

12.5 Drug & Alcohol Free.

- 12.5.1 The Secondary Schools Competitions are smoke, vape, drug and alcohol-free events.

Qualifications

12.6 All competitors must:

- a) Be registered with the NZCTA as either a Junior, Family or Full member.
- b) Be enrolled as a bona fide (year 9 or above) student at the school of representation and studying at least 80% of a programme that is part of the timetable provided by the school for at least four weeks prior to the event.
- c) Have their School provide a Principal's Attestation on the School Declaration Form available on the NZCTA website. Home schooled students must provide evidence of Ministry of Education approval for home schooling.
- d) Have a satisfactory attendance record at the school. The final decisions will be at the Principal's discretion.
- e) The student must be under 19 years of age at the first of January in the year of the competition.
- f) All competitors are expected to be proficient in the handling of shotguns and familiar with the conducting of their respective events including scoring.

- g) To shoot in the DTL or Skeet event, competitors must have a minimum of 3 scores recorded in their handicap book for that discipline, which have been shot at three separate competitions.
- h) For all DTL events (excluding Skeet), all competitors (boys and girls) will be split into 3 groups: Senior Boys for Year 11-13, Girls, and Juniors (boys and girls) Year 9 and 10. Boys, Girls and Juniors are eligible for HOA.

Workers

- 12.7 Schools will be expected to share the workload with the conducting club by providing suitably qualified referees and scorers.
- 12.8 Individual schools may be allocated a trap that becomes their responsibility to look after for all or part of the shoot.
- 12.8.1 This will include refereeing, scoring (if scorers are not drawn from previous squad), keeping the trap full of targets and cleaning up.
- 12.8.2 This will be under the direction of the host club.
- 12.9 Health and Safety. Workplace Safety is the responsibility of the host club.

Administration

- 12.10 **Coaching.** Coaching on the mark is not allowed.
- 12.11 **Handicapping.** All scores shall be recorded in NZCTA Handicap books as per NZCTA rules.
- 12.12 **Championship placings.** All DTL NZ and Island Championships will have placings for: HOA, Boys' 1st, 2nd and 3rd. Girls' 1st, 2nd and 3rd, and Juniors' 1st, 2nd and 3rd. The priority for placings is HOA, Boys and Girls. If a Junior (Year 9 and 10) does not win HOA or a Boys' or Girls' place, they are eligible for a Junior placing: 1st, 2nd and 3rd. One prize per person. Island and National Skeet Championships will have placings for HOA, Boys' 1st, 2nd and 3rd and Girls' 1st, 2nd and 3rd.
- 12.13 **Squadding.** Teams will shoot as teams in squads and any individuals not in teams will be squadded after the teams. Teams shall comprise all students who attend the same secondary school.
- 12.14 **Long Run.** Long runs can be applied for from these events providing all standard conditions are met and the applicant is registered to the NZCTA.
- 12.15 **\$5.00 School Shooting Fee.** This is a daily fee that has been introduced to ensure the continuation of the trophy matches that are run in conjunction with some events. It is paid entirely to the NZCTA who will hold the fund for the benefit of school shooting.
- 12.16 **Jury/Shooters Representatives.** A three-person Jury and shooters' representatives shall be nominated for the event by the host club.
- 12.17 **Entry Fee.** Entry Fees shall be laid down from time to time by Council and shall be advertised in the respective Island or National programme for the event.

SKEET EVENTS

- 12.18 Skeet competitors must have shot at least 3 rounds of Skeet in competition at club level or secondary school competition level.
- 12.19 **New Zealand Skeet Championship.**
- 12.19.1 All competitors are eligible to shoot the National Championships.
- 12.19.2 The event shall be 1 round of 25 targets.
- 12.19.3 Shoot-offs shall be conducted on a first miss out basis for the individual placings.
- 12.19.4 Places awarded shall be: HOA, Boys' 1st, 2nd, 3rd plus Girls' 1st, 2nd, 3rd.

12.20 Island Skeet Championship.

- 12.20.1 All competitors are eligible to shoot the Island Championships.
- 12.20.2 The event shall be 1 round of 25 targets.
- 12.20.3 Shoot-offs shall be conducted on a first miss out basis for the individual placings.
- 12.20.4 Places awarded shall be: HOA, Boys' 1st, 2nd, 3rd plus Girls' 1st, 2nd, 3rd.

12.21 The Island Two-Person Team.

- 12.21.1 The Island Two-Person team events will be run in conjunction with the Island Skeet event.
 - a) Team members must attend the same school.
 - b) First to third places shall be awarded, plus first Girls' team.
 - c) Teams with tied scores to be established on a count forward from the front.
 - d) There shall be no entry fee.

12.22 The New Zealand Two-Person Team.

- 12.22.1 The New Zealand Two-Person Team events will be run in conjunction with the National Skeet event.
 - a) Team members must attend the same school.
 - b) First to third places shall be awarded, plus first Girls' team.
 - c) Teams with tied scores to be established on a count forward from the front.
 - d) There shall be no entry fee.

DTL EVENTS

12.23 Trap competitors must have shot at least 3 rounds of DTL in competition at club level or secondary school competition level.

12.24 Junior shooters (Year 9 and 10) who do not win a place in either HOA, Boys' 1st – 3rd or Girls' 1st – 3rd are eligible for a Junior 1st – 3rd place. Shooters are able to win only one award in each championship.

12.25 From 1 January 2026, at all School DTL matches, all semi-automatic shotguns must be fitted with a spent shell catcher or shell deflector to prevent interference to other shooters.

12.26 Island Points Score Championship.

- a) The event shall be 20 Targets off 15 metres.
- b) Points Score conditions; 5 targets per lane.
- c) Shoot-offs under NZCTA conditions.
- d) Places shall be awarded to HOA, Boys' 1st, 2nd, 3rd, and Girls' 1st, 2nd, 3rd, plus Juniors' 1st, 2nd, 3rd.

12.27 Island Teams Match.

12.27.1 A Points Score Teams match shall be run in conjunction with the Island Secondary Schools Points Score Championship.

- a) Teams shall consist of 5 persons (boys or maximum of 2 girls) from the same secondary school for the Open event, and 3 girls from the same secondary school for the Girls' team event.
- b) All scores to count.
- c) Teams must shoot as a squad.
- d) Places shall be awarded to the first 3 teams in both the Open and Girls' teams events.
- e) In the event of a shoot-off, multiples of five targets per shooter to be shot.
- f) Places shall be awarded to 1st, 2nd and 3rd for both the Open teams and Girls' teams.

12.28 Island Single Rise Championship.

- a) The event shall be 20 Targets off 15 metres.
- b) NZCTA Single Rise conditions.
- c) Places shall be awarded to HOA, Boys' 1st, 2nd, 3rd, Girls' 1st, 2nd, 3rd, plus Juniors' 1st, 2nd, 3rd.

12.29 Island Fish & Game Trophy Match.

12.29.1 This is an individual trophy match to be held in conjunction with the Island Single Rise Championship.

- a) Shoot-offs for trophies are to be held in conjunction with the Island Single Rise Championship shoot-off.
- b) In the event that there are more trophy places than have been found during the Championship shoot-off, then a separate shoot-off will be conducted to decide any further ties.
- c) Places to HOA, Boys' 1st to 10th place plus Girls' 1st to 5th.
- d) Prizes to be purchased from Fish & Game sponsorship.

12.30 Island Single Barrel Championship.

- a) The event shall be 10 targets off 15 metres.
- b) NZCTA Single Barrel conditions.
- c) Places shall be awarded to HOA, Boys' 1st, 2nd, 3rd, Girls' 1st, 2nd, 3rd, plus Juniors' 1st, 2nd, 3rd.

12.31 New Zealand Points Score Championship.

- a) The event shall be 25 targets off 15 metres Points Score conditions.
- b) 4 targets per lane.
- c) Shoot-offs under NZCTA conditions.
- d) Places shall be awarded to HOA, Boys' 1st, 2nd, 3rd, Girls' 1st, 2nd, 3rd, plus Juniors' 1st, 2nd, 3rd.

12.32 Kilwell/Gamebore NZ Secondary School Points Score Teams Match.

12.32.1 The NZ Secondary School Points Score Team Match shall be run in conjunction with the NZ Points Score Championship.

12.32.2 The Open teams shall consist of 5 persons (girls or boys) from the same secondary school with a maximum of 2 girls. The Girls' teams consist of 3 girls from the same secondary school.

12.32.3 All scores to count.

12.32.4 Places shall be awarded to the first 3 teams in both the Open and Girls' teams events.

12.32.5 In the event of a shoot-off, multiples of five targets per shooter to be shot.

12.33 NZ Single Rise Championship.

a) The event shall be 25 Targets off 15 metres

b) NZCTA Single Rise conditions.

c) Places shall be awarded to HOA, Boys' 1st, 2nd, 3rd, Girls' 1st, 2nd, 3rd, plus Juniors' 1st, 2nd, 3rd.

12.34 Fish & Game NZ Trophy Match.

a) This is an individual trophy match to be run in conjunction with the NZ Single Rise Championship.

b) Shoot-offs for trophies are to be held in conjunction with the NZ Single Rise Championship shoot-off.

c) In the event that there are more trophy places than have been found during the Championship shoot-off, then a separate shoot-off will be conducted to decide any further ties.

d) Places to HOA, Boys' 1st to 10th place plus Girls' 1st to 5th.

e) Prizes to be purchased from Fish & Game sponsorship.

12.35 NZ Single Barrel Championship.

a) The event shall be 15 targets off 15 metres.

b) The event to be shot under NZCTA Single Barrel conditions.

c) Places shall be awarded to HOA, Boys' 1st, 2nd, 3rd, Girls' 1st, 2nd, 3rd, plus Juniors' 1st, 2nd, 3rd.

Secondary Schools High Gun and Interschool Trophy

12.36 DTL National High Gun.

12.36.1 There shall be a DTL High Gun over the National DTL Competitions.

12.36.2 Skeet is not included in the High Gun.

12.36.3 Scoring shall be as for individual matches.

12.36.4 There shall be one award for the Boys' DTL High Gun plus one award for the Girls' DTL High Gun.

12.36.5 There shall be no entry fee.

12.37 DTL Island High Gun.

12.37.1 There shall be a High Gun over the Island DTL Competitions.

12.37.2 Skeet is not included in the DTL High Gun.

12.37.3 Scoring shall be as for individual matches.

12.37.4 There shall be one award for the Boys' DTL High Gun plus one award for the Girls' DTL High Gun.

12.37.5 There shall be no entry fee.

12.38 Beretta 2 Day High Gun.

12.38.1 There shall be a High Gun over the National and Island DTL Competitions.

12.38.2 Skeet is not included in the High Gun.

12.38.3 Scoring shall be as for individual matches.

12.38.4 There shall be one award to the Boys' High Gun plus one award to the Girls' High Gun.

12.38.5 There shall be no entry fee.

12.38.6 The Boys' and Girls' High Gun shall receive a firearm donated by Beretta NZ. Winners must have a firearms licence or the shotgun will be given to a parent/coach with a Firearms Licence.

12.38.7 If a competitor has previously won this prize, then the firearm will be presented to the next highest qualifying scorer. The highest scorer is awarded the trophy.

12.39 Overall Aggregate High Gun (Including Skeet).

12.39.1 There shall be additional High Guns, awarded over each Island and National championships which include Skeet.

12.39.2 One shall be the Island Overall High Gun. This event shall include all Island events, including Skeet.

12.39.3 There shall also be a National High Gun which includes all National events, including Skeet.

12.39.4 There is only one award per Island and one award per National event. These are to be known as the Aggregate High Gun.

12.39.5 There is no entry fee for this award and the winners from each Island event and the National event shall receive the appropriate Rooney Family Trophy.

12.39.6 Shoot-offs shall be 5 targets of each Single Rise, Single Barrel and Points Score.

North vs South Teams Matches for Schools

12.40 North vs South DTL Girls' Teams Match.

12.40.1 Top 3 girls from each Island to be selected from NZ Points Score and the NZ Single Rise aggregate score; a total of 100 points.

12.40.2 In the event of a tie for the team placings, a shoot-off over multiples of 5 under Points Score, will be conducted until the tie is broken.

12.40.3 Any girl qualifying for the Open team will not be eligible for the Girls' team if they choose to compete in the Open team.

12.40.4 The match will be 15 targets International Points Score, 3 targets per lane.

12.40.5 The teams will shoot in the same squad.

12.40.6 In the event of a team shoot-off, multiples of five Points Score targets per shooter are to be shot.

12.41 North vs South DTL Open Teams Match.

12.41.1 Top 5 Shooters from each Island to be selected from NZ Points Score and the NZ Single Rise aggregate score; a total of 100 points.

12.41.2 In the event of a tie for the team placings, a shoot-off over multiples of 5 Points Score will be conducted until the tie is broken.

12.41.3 The match will be 15 targets International Points Score, 3 targets per lane.

12.41.4 The team from the visiting Island will shoot first.

12.41.5 In the event of a team shoot-off, multiples of five Points Score targets per shooter are to be shot.

12.42 Sponsorship for DTL North vs South Teams.

12.42.1 Each member of the North and South Island Open and Girls' teams shall be presented with 1 year's membership of the NZCTA for the following year and team badges.

12.42.2 The top five shooters (plus top 3 for Girls' team) from the final shall be presented with free entry into the Mackintosh qualifying events at the Standard National Championships held in March the following year, plus ammunition sufficient for these events.

12.42.3 Where there is a tie for the selection for the top 5 shooters (or 3 for Girls' team), places shall be determined by Points Score shoot-off in the following manner:

- a) Any target shot in the North vs South team tie breaking shoot-off shall count first.
- b) Where there is still a tie or no team tie breaking was necessary, places shall be determined by shoot-off under Points Score conditions.
- c) Any shoot-off required shall be held immediately following the final of the North vs South Match.

12.43 North vs South Skeet Teams Match.

12.43.1 This event shall be selected over the top 3 persons from each Island who compete in the Island and New Zealand Skeet championship.

12.43.2 Shoot-off for team places shall be decided by a separate shoot-off.

12.43.3 There is one team per island and teams can be a mixture of both male and female competitors.

12.43.4 There shall be no entry fee.

12.43.5 The teams' event shall be 25 targets.

12.43.6 Both teams shall shoot as one squad.

12.43.7 Team ties shall be established on a station-by-station basis.

12.43.8 The winning team shall hold the NZ Secondary School Skeet Teams Trophy until the Skeet Teams event in the following year.

12.44 Sponsorship for North vs South Skeet Teams.

12.44.1 Each member of the North and South Skeet teams shall be presented with 1 year's membership of the NZCTA for the following year and team badges.

NZ Fish & Game Matches

12.45 Fish & Game Regional Challenge.

12.45.1 This event is open to individual shooters who now have the opportunity to shoot for their province in a team.

12.45.2 Where a Fish & Game region is not able to present a full Open (5 person) or female (3 person) team, individuals from that region shall be able to compete.

12.45.3 Qualifying will take place over the Island and NZ DTL Championships (Saturday/Sunday).

12.45.4 The maximum number of competitors from a region shall not exceed the number permitted for full teams (5 open and 3 female).

12.45.5 Individuals to be selected over the highest scores from the 2-day DTL High Gun scores on a first past the post system from those shooters who will be available to compete in this event.

12.45.6 The vision for the event is to include a representative from all schools in every Fish & Game region in NZ.

12.45.7 Places shall be awarded to Boys' individual HOA plus 1st – 3rd, and Girls' individual HOA plus 1st – 3rd.

12.46 Fish & Game Regional Teams Match.

12.46.1 The Fish & Game Regional matches are based on the Fish & Game regions.

12.46.2 Shooters will be deemed to be in the region that their School resides in.

12.46.3 Teams to be selected from the results of the two days DTL competition at combined Island and New Zealand Secondary School Championships.

12.46.4 Each province shall be responsible to select their team.

12.46.5 An Open team will consist of five shooters with a maximum of 2 females.

12.46.6 A Girls' team will consist of three female shooters.

12.46.7 Only ONE open and ONE female team per Fish & Game province.

12.46.8 Event to be shot on the Monday being the day of Island and New Zealand Skeet championships at 9am in the morning.

12.46.9 Format will be 30 target triples (off 18m).

12.46.10 Shooters with tied scores to shoot-off under normal NZCTA Triples Tie breaking rules.

12.46.11 The cost will be \$2.00 club ground fee, \$2.50 for school levy to NZCTA plus targets at a price set by the NZCTA.

12.46.12 Places shall be awarded to Open team 1st – 3rd and Girls' team 1st – 3rd. Open and Girls' team winners will receive the Fish & Game shields which are stored at the regional office of the winning Fish & Game team.

Kilwell/Gamebore Inter-School Postal Shoot

12.47 The competition must be shot on an NZCTA official clay target Club grounds.

12.48 All qualifying scores must be on a score sheet and must be witnessed by an official of the Club.

12.49 Only one competition attempt may be made on the day selected, several attempts to improve the score is not permitted.

12.50 The competition, for both individuals and teams, will be shot under Points Score rules (i.e 15 targets per person). If no targets are missed, the shooter will continue shooting under Single Rise conditions until a target is lost.

12.51 An entry fee per shooter is payable at a price determined by NZCTA Council.

12.52 Tied places stand and do not require shoot-offs.

12.53 Kilwell/Gamebore Postal Individual Competition.

12.53.1 Any shooter may take part in the individual competition.

12.53.2 Places shall be awarded to individual Boys' and Girls' 1st – 3rd.

12.54 Kilwell/Gamebore Postal Team Competition.

12.54.1 Each school may enter more than one team in the competition, but a shooter may only be in one team.

12.54.2 An Open team will consist of five shooters with a maximum of 2 females.

12.54.3 A Girls' team will consist of three female shooters.

12.54.4 Places shall be awarded to Open team 1st – 3rd and Girls' team 1st – 3rd.