



AUSTRALIAN
CLAY TARGET
ASSOCIATION INC.

SHOOTING RULES

**TRAP, SKEET
& ACTA SPORTING**

Effective 1st. January 2008

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GUIDELINES FOR REFEREES, TRAP & SKEET

Any reference in these rules pertaining to “him” will also mean “her”.

1. Read shooters’ names from squad sheets and for Trapshooting ensure competitors are on correct tracks and marks. For Skeet shooting ensure competitors are lined up in the correct order beside station one. For safety reasons ask all shooters to check for obstructions in barrels.
2. The Referee must stand where he has a clear view of targets and competitors. For Trapshooting, preferably between lanes 2 and 3, approximately 2 metres behind the competitor’s shooting mark. If there is excessive background noise the Referee may move between lanes 2 and 4 in order to hear the competitors call so as to give all competitors equity of competition. For Skeet shooting the referee should stand in the position indicated in the field diagram.
3. Describe the event and procedure for conduct of the event, eg “25 Target Single Barrel Championship, shot from 15 metres, 13 targets from trap 1 and 12 targets from trap 2.”
4. The Referee should ask his scorer to stand close enough to him so that the Referee can see the score sheet, and the scorer can observe the target as a check Referee.
5. Target to be shown by Referees,
 - (a) For Trapshooting, one target shot not-to-count shall be offered to each shooter, for his first target, of a day. For Skeet shooting, one target from each house shall be offered.
 - (b) When the competitors are all in position the Referee must release a target for the first shooter to look at on his call.
 - (i) At the beginning of all events
 - (ii) After any breakdown or delay
 - (iii) At the commencement of all shoot-offs
 - (iv) On each trap used for a shoot-off
 - (v) After any break for shells etc during a shoot-off
 - (vi) If a competitor receives two broken targets in a row.
 - (c) For Trapshooting, if it is a six man squad and there is to be 1 target per shooter eye-opener, number 6 shooter must move up to take the first target, but he must still be shown a target on his call before he shoots at his eye-opener target.

6. The Referee must at all times ensure that the target is released immediately on the competitor's call.
7. The Referee must clearly call the result thus: one, two, lost, no target, as appropriate.
8. Lost targets must be called immediately, and the Referee must change his decision if the target breaks before it hits the ground.
9. The Referee is to see that the next shooter's gun remains fully open until the result of the previous shot has been called. He should ensure that the competitor does not call and the target released before the result has been called, refer Rule 1.01e.
10. At all times ensure that no competitor leaves a cartridge(s) in his gun after a red signal from the traphouse (breakdown etc) and when moving from lane 5 to lane 1.
11. A shooter must walk in front of the Referee when changing from lanes 1 to 5, taking care not to obstruct the Referee in the execution of his duties. From 5 to 1 he should walk behind where possible.
12. The Referee must speak to a shooter immediately on any breach of the safety rules. If the rules of etiquette are broken the Referee should speak to the shooter concerned after the squad has finished, depending on the circumstances.
13. In Single Barrel competition the Referee must ensure that one cartridge only is placed in the gun.
14. The Referee must not restore a target if the competitor opens his gun after a malfunction. In the case of a malfunction the Referee shall visually check the safety catch is not in the on position and that the action is closed. He will request the shooter to test fire the gun once only. Under no circumstances will the Referee attempt to test fire the gun.
15. The Referee should be mindful of the rule regarding squad members disturbing the competitor shooting.
16. A Referee will not call no target to deny a shooter the opportunity to shoot at a whole target unless a safety hazard exists. The shooter is the only person to decide if the target is acceptable to him.

- 17.** Interpretation of refusal rule:
- (a) A shooter may refuse to shoot at any target which he considers to be illegal.
 - (b) There is no limit to the number of targets the shooter may refuse as long as the Referee agrees with the reasons. Obviously, if too many targets are refused for illegality, the Referee must find the cause, then correct it. If the Referee does not consider that the target refused is illegal, he will ask the shooter why he refused the target. If the Referee is not satisfied with the reason he will tell the shooter. He will also state that any further targets which are refused, and are considered by the Referee to be legal will be scored “Lost Target”. If the above situation seems likely to arise, it is preferable that a third party, qualified if possible, adjudicates subsequent refusals. The foregoing procedure in no way discriminates against Referees using their judgement, it is meant to assist in equity of competition. A major point missed by Referees is that although a shooter may refuse to shoot at an illegal target, he is equally entitled to accept an illegal target. However, if he shoots at and misses an illegal target, the only decision open to the Referee is “Lost Target”. Similarly, if he hits it “one” or “two” is scored, abide by result.
 - (c) A Referee should not call “No Target” for a fast or slow released target, nor if the target seems to him to be too high, too low or too wide. “No Target” should only be called in the case of a broken target, a pair of targets emerging instead of a single (or vice versa), or where a safety hazard exists if a shooter elects to shoot at the target.
 - (d) Referees are to ensure that “R” for refusal is entered on scorecards. Every refusal must be called either “No Target” or “Lost Target” by the Referee.
- 18.** The Referee is to see that all competitors remain as a squad until the last shooter has finished.
- 19.** At the completion of each visit to a trap the Referee must request competitors to unload their guns and check their scores.

SHOOTING RULES

SECTION 1

1.01 SAFETY

- (a) All guns must be immediately opened upon removal from a gun rack or car to determine that they are indeed empty.
- (b) All guns carried on or about the shooting ground must be held in a position of safety, with the breech open and unloaded at all times.
- (c) Shooting on the grounds at any place other than the firing point at legitimate targets only is prohibited except where a pattern plate is installed, and then only with permission of club management.
- (d) Firing the gun in any position other than orthodox, ie to the shoulder, is prohibited (with the exception of a physical disability). Any shooter firing a gun from any position other than orthodox will be immediately suspended by the Club Management and reported in writing to the Executive Committee – a minimum penalty of three months suspension shall apply.
- (e) All guns must remain fully open until the result of the previous target has been called. The shooter must immediately open the gun upon having fired at his target. He must not move, attempt to turn around or move back up his shooting lane until his gun has been opened.
- (f) Shooters experiencing a misfire or malfunction must remain with their gun pointed in the direction of the traphouse until the referee arrives to adjudicate.
- (g) During any event, competitors must remove all cartridges from their guns immediately upon the red signal at the traphouse, or if any official approaches the traphouse concerned.
- (h) The competitor's gun must remain fully open until all persons on the shooting tracks have withdrawn to a handicap mark at least equal to his own.
- (i) Release trigger guns shall not be left in gun racks or in positions where they can be handled, but shall be constantly under the control and supervision of the user and shall be labelled as per Rule 4.12 (b)iii.
- (j) Powder loads for re-loads must not exceed the manufacturer's recommended specification. Shooters exceeding the recommended load shall be deemed to be in breach of the safety regulations.
- (k) Any shooter knowingly breaching any safety rule other than 1.01(d), will be immediately suspended by the club management for one (1) calendar month pending an investigation into their actions by the relevant State Association and the ACTA must be notified of all breaches and responses.
- (l) Any shooter committing an ungentlemanly or unsafe act on the shooting ground shall be liable to suspension or disqualification.
- (m) When shooting skeet and it is his turn to shoot, the competitor shall stand on the shooting station, load and close his gun. He must open

his gun and remove the cartridges before turning or leaving the shooting station.

- (n) When shooting skeet, the shooter will not insert a cartridge in his gun until he is on the shooting station, at his turn. All cartridges must be removed from a gun upon the red signal at the skeet house, or if any official approaches the skeet houses on that layout.
- (o) Any shooter deliberately firing at any fauna on any shooting ground shall be immediately suspended by the club management and shall remain suspended until the incident is dealt with by his State Association.
- (p) Mobile Phones or like Devices must not be audible during competition.
- (q) "Hearing and eye protection is strongly recommended for all ACTA disciplines whilst present at the firing point or trap area."
- (r) Gun sleeves and Slings are not permitted to be used in any ACTA discipline.
- (s) A gun must not be used that will accept more than one gauge of cartridge at the same time and a gun must not be loaded with different gauge ammunition.

1.02 PROCEDURE

- (a) A competitor must be at the firing point within two minutes of being called. Failing this he may be disqualified, penalised with loss of targets, or be re-squadded at the discretion of the club.
- (b) A target must be thrown for the first shooter on his call at his first and subsequent visit to each trap, or after a break in shooting.
- (c) When at the firing point ready for competition, the competitor shall distinctly give the command "pull" or a similar command to the referee and thereafter the competitor is in the competition.
- (d) For Trap shooting, once reaching his shooting mark a shooter must stand on the station, position himself, load his gun and call for his target within 10 seconds after the shooter preceding him has completed his firing or after the Referee has given the signal to commence firing or to resume firing. Non compliance will draw a warning from the Referee, subsequent occurrences per event will be penalised one target each.
- (e) For Skeet shooting, it shall be considered a time infringement if a shooter deliberately delays more than 15 seconds for each shot on a station and the referee shall warn him/her once each round without penalty. This rule should be interpreted in conjunction with rule 4.16(e) which indicates that a squad should complete a round of Skeet in 22 minutes.
- (f) When it is his turn to shoot, a competitor shall close his gun only when at the firing point and facing the traps, he must remove the cartridge or cartridges from his gun before turning from the firing point on No. 5 lane and proceeding to No. 1 lane and shall not

reload until standing on No. 1 lane. The cartridge or cartridges must be removed from any magazine gun between each lane.

- (g) For trapshooting, the competitor must stand with both feet entirely within the boundary of the shooting station, except as allowed under Section 1.10(e). For Skeet, the shooter must stand with any part of both feet within the boundaries of the designated shooting station.
- (h) Provided he is standing on the mark from where he is going to shoot, a competitor may place cartridges into the breech whilst he is waiting his turn to shoot.
- (i) Shooters must not close or attempt to mount the gun to the shoulder until the result of the previous shot has been called by the referee.
- (j) All competitors shall change lanes as per event conditions (eg Single or multiple targets per lane). Once having fired his shot, a competitor may move back along his own shooting lane but must not move off his shooting lane until the next competitor has fired his shot or a vacant lane exists between competitors. The next shooter on number five lane who, having removed cartridges from his gun before turning round, may proceed to number one lane, but must not re-load until he is standing on the lane. No person shall close his gun until all persons on the shooting tracks have withdrawn to a handicap mark at least equal to his own.
- (k) For Trapshooting, unless, in the opinion of the referee, it is contrary to the equity of the competition, a competitor taking part in the competition may shoot at pieces of his own target, if he so wishes.
- (l) Empty shells on the ground must not be collected whilst shooters are on the tracks. Only those people directly associated with the competition will be on the tracks whilst the shoot is in progress.
- (m) No competitor shall make, negotiate or discuss any bet (either on his own shooting or that of any competitor) whilst he is on the shooting tracks. If any competitor infringes this rule, he may be disqualified by the referee.
- (n) All members in a squad must remain at the shooting tracks until the last competitor has shot.
- (o) The officiating referee or the Management must have the trap adjusted immediately if it is not throwing legal targets. Immediately following such alteration a target must be thrown and the competition continued.

1.03 SQUADS (TRAP)

- (a) Competitors shall be in squads with a maximum of 6; where there are withdrawals from a squad or squads after the competition has begun, squads will be closed up before each run over any trap. No. 1 competitor in each squad shall always start the shooting. The club, at its discretion, may require competitors to change starting lanes on each trap as follows: No. 1 competitor shall commence shooting

from Lane 1 on Trap No. 1, Lane 2 on Trap No. 2, Lane 3 and so forth over all the traps. This rule shall also apply to double-rise.

- (b) Managements have the right to divide the number of targets by the number of traps available. For example No. 1: 15 targets, 2 traps, 1 visit. No. 1 competitor shoots 8 targets on trap No. 1, finishing on Lane 3. No. 1 competitor now starts on lane 4 on trap No. 2 and shoots 7 targets, finishing on Lane No. 5. Illustration No. 2: 30 targets, 5 traps, 6 targets per trap, one visit. Clubs must preserve equality by lane changing between traps.
- (c) In any squad where three shooters commence in the squad, shooters will initially occupy lanes one, three and five. In any squad where only two shooters commence in the squad, shooters will initially occupy lanes two and four. This procedure shall also apply to shoot-offs.
- (d) Squads will be filled in order of nomination, on the day of competition. Shooters may enter full squads, but must accept the next vacant squad number. Club management shall have the right to squad shooters to assist in the organisation of the competition.

1.04 SQUADS (SKEET)

- (a) A normal skeet squad is composed of five shooters. Any five shooters may designate themselves as a squad. All shooters shall be formed into squads of five shooters each, as nearly as possible. Less than five shooters is permitted for expedience, but more than six should not be squadded for safety reasons, except in shoot-offs, see rule 3.23(a).
- (b) The officiating Referee MUST have the trap adjusted immediately if it is not throwing legal targets. Immediately following such alteration, a target must be thrown and the competition continued. Unauthorised shooters must not interfere with or attempt to interfere with the setting of the traps. Violation of this rule may be grounds for disqualification from the event.
- (c) The competitor whose turn it is to shoot may observe a legal target from a traphouse where the trap has been adjusted or repaired, or where an illegal target has been released.
- (d) No competitor shall unduly delay a squad without good and sufficient reason in the judgement of the Referee in charge of the 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.
- (e) At the beginning of each round the squad may observe two legal targets from each house.
- (f) 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. However, when in the opinion of the Referee it is done unobtrusively, the first competitor in a squad

should be allowed to move across and stand at least three metres behind the next station from Station 2 to 6 inclusive.

- (g) The referee shall ensure that the target is released “instantly” (see Rule 4.09(a)) in response to the competitor’s acceptable call. If a shooter fires at what is considered to be an illegal target, due to the timing of the release, he must abide by the result. The Referee shall have an uninterrupted view of the competitors at the firing points.
- (h) While shooters may request to be squadded in the same wave as other shooters, under no circumstances are shooters allowed to arrange their own squads. Shooters may be squadded in order of nomination.

1.05 BROKEN TARGETS

A broken target is one which has a visible piece broken from it, whilst in the air, by the shot from the competitor’s gun.

1.06 DUSTED TARGETS

A “dusted target” is one from which dust is detached by the competitor’s shot, but which shows no visible piece broken from it. A dusted target is not a broken target and is a “lost target”.

1.07 NO TARGETS

After “no target” has been called by the Referee under any of the following conditions it thereafter plays no part in the competition and is irrelevant to it.

- (a) No target shall be called when a target is refused for the following reasons:
 - (i) A target is released without the competitor’s call and the target has not been fired at.
 - (ii) A time interval occurs before or after the competitor’s call unless the target is fired at.
 - (iii) A target does not conform to the definition of a legal target and the target has not been fired at.

Note: If in the opinion of the Management, an excess of refusals is recorded, the Management has the right to check the shooter, referee and equipment. If in the opinion of the referee, legal targets are being refused, the referee may call “lost target”. All refusals must be recorded on the score sheet as “R”.

- (b) “No target” shall be called when:
 - (i) A broken target is released.
 - (ii) For Trapshooting, in single target shooting, two targets are released at the same time. However, for Skeet shooting, in singles, if by error or for mechanical reasons doubles are thrown and the shooter shoots and breaks or misses the correct target, it shall be scored as in singles. It shall be the shooter’s prerogative to elect to shoot or withhold his shot when doubles are thrown in the calling of singles.

- (iii) When a competitor shoots out of turn or from the wrong lane. However, in Skeet shooting, the referee may grant a shooter permission to shoot out of turn where it is justified in the interest of saving time.
- (iv) Two competitors shoot at the same time, at the same target.
- (v) A malfunction occurs in either barrel caused by the competitors gun or misfire of a cartridge due to no neglect on the competitor's part. In the event of a malfunction of the second barrel, the competitor must fire a live cartridge in the general direction of the target, and is permitted to score with the second barrel only. If the competitor accidentally breaks this target with the first barrel, "no target" shall be called and another thrown; if he again breaks this target with the first barrel, "Lost target" will be scored. If in the opinion of the referee the first shot was fired before the target was visible, "Lost target" shall be scored.
- (vi) A simultaneous or near simultaneous discharge occurs, ie, from any cause both barrels are discharged together or nearly together. Simultaneous discharges shall be recorded as a malfunction.
- (vii) A different coloured target than being used for the event is thrown and not fired at. Firing at the target shall cause it to be considered a legal target with the result to stand.
- (viii) No target shall be allowed for the first target of any visit to a trap if a safety catch is engaged.
- (c) The following are considered malfunctions of ammunition:
 - (i) Failure to fire when firing pin indentation is clearly visible;
 - (ii) When only the primer fires – or is missing;
 - (iii) When the powder charge has been omitted;
 - (iv) When the powder charge is not ignited;
 - (v) Components of the load remain in the barrel.
 - (vi) All misfires and malfunctions must be marked on the score sheet as "M".

1.08 NO TARGET – DOUBLES / PROOF DOUBLES (SKEET)

- (a) If the first target emerges broken, the doubles shall, in all cases, be declared no targets (both) and a proof double shall be thrown to determine the result of both shots.
- (b) If a double is thrown but the targets collide, before the result of the first target is determined, they shall be declared no targets (both) and the result of a proof double shall determine the score of both shots.
- (c) 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.
- (d) 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, and if the shooter is deprived of a normal second shot for any of the reasons in 1.09(e), the second target only shall be declared no target and a proof double shall be thrown to determine the result of the second shot.
- (e) 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.
 - (i) The second target is thrown broken.
 - (ii) The second target is thrown irregular as to deviation from the prescribed line of flight and is not shot at.
 - (iii) The second target is not thrown at all.
 - (iv) The second target is not thrown simultaneously.
 - (v) Both targets are broken with the first shot.
 - (vi) The wrong target is broken with the first shot.
 - (vii) The first shot is lost and a collision occurs before the result of the second shot is determined.
 - (viii) The second target collides with fragments of the first target properly broken, before the result of the second shot is determined.
 - (ix) The result of the first shot is determined, and interference occurs before the second shot is fired.
 - (f) 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.
 - (g) If a double is thrown and an allowable malfunction 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.
 - (h) 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 broken, the shooter fires at, or breaks, the wrong target first, it shall be scored as first target broken and second target lost.

1.09 NO TARGETS – DOUBLES (TRAP)

The referee shall declare “NO TARGET both” and allow another pair under the following conditions.

- (a) When only one target is thrown.
- (b) When either target is thrown broken.
- (c) When there is an allowable malfunction on the first barrel.
- (d) When both targets are broken by one shot.
- (e) If a shooter deliberately shoots at one target twice – both targets will be declared lost.

- (f) In the event of a malfunction on the second barrel, the referee shall declare “No target on the second barrel”. The result of the first shot shall stand and a proof pair thrown to determine the result of the second shot only.
- (g) In the case of an allowable malfunction on the second barrel, should such malfunctions be the fourth or subsequent malfunction, the second target shall be scored lost.

Note: If the shooter shoots at an illegal first target and the second target is legal, he must also shoot the second target. However, a shooter is not required to shoot at an illegal second target even though he shot at the first target which may have been either legal or an illegal target.

1.10 LOST TARGET

Lost target shall be called when:

- (a) A competitor fails to break a legal target.
- (b) The competitor fails to shoot because his gun is unloaded, or because the safety was faultily adjusted or jarred back, whether from his oversight or not, or because of any other cause chargeable to his oversight or neglect (no target shall be allowed for the first target of any visit to a trap if a safety catch is engaged). Should this happen in a double rise/doubles event, the first target only should be declared lost and a proof pair shall be thrown to determine the result of the second shot only. However, a shot shall be fired at each target in the proof pair.
- (c) The competitor has an apparent malfunction and attempts to open the gun before the referee examines it. The competitor must not turn around and must keep his gun pointed in the direction of the traphouse until the Referee has given his decision. If a competitor’s gun breaks down and it is necessary to seek a replacement the competitor is allowed five (5) minutes to do so. If this is not possible the competitor may leave the squad and finish the remaining targets of the round at a time decided by the Management. Should a gun malfunction occur during a shoot-off, the competitor has 10 minutes to repair or replace the gun. Failure to comply “Lost target”.
- (d) In single barrel shooting, the competitor loads two cartridges or dummy cartridges into the gun.
- (e) A foot position violation occurs. For Trap shooting, the competitor’s feet must be behind any line indicating the firing mark assigned to him. He must stand with both feet completely within 1 square metre; this square shall extend 50 centimetres either side of the centre of the shooting lane and shall extend backwards 1 metre from the assigned handicap mark. However, provided his front foot is as close as possible to the firing mark, a shooter with a wide stance will not be penalised if his back foot extends beyond the rear edge of the shooting square. For Skeet shooting the shooter must

stand with any part of both feet within the boundaries of the designated shooting station

- (f) The fourth and subsequent malfunction in any one event occurs. However, at the end of each 100 targets in any one event, the malfunctions that have occurred shall be cancelled, and the count shall re-commence from zero.
- (g) A target is dusted.
- (h) A whole target was fired upon and missed.
- (i) An illegal target was fired upon and missed.
- (j) The competitor shoots from other than his approved handicap mark or the common mark for the event.
- (k) When the competitor breaks a target outside the skeet range shooting bounds.
- (l) Targets shot at in skeet are broken after they pass the centre from No.8 Station are lost targets.

1.11 BAULK

- (a) Any extraneous occurrence, which in the opinion of the referee materially interferes with the equity of the competitor after he calls for his target constitutes a baulk.
- (b) The sun shall not be considered as interference. It must be considered as a normal hazard.
- (c) Under no circumstances will a baulk be granted unless claimed by the competitor immediately it occurs, or if, in the opinion of the referee, a baulk has occurred, he may restore the competitor's target.
- (d) The Referee has power to alter his decision. This must be done before the shooter in question shoots his next target or the shooter leaves the tracks should this be his last target.

1.12 ABIDE BY RESULT

Should there be a faulty cartridge, misfire or malfunction in the first barrel, in any type of event, and the competitor fires the second barrel where possible, the competitor shall abide by the result and shall have no claim to a repeat target for the first barrel.

Where this happens in a point scoring event and the target is broken with the second barrel the decision shall be as follows:

- (a) If there was no detonation of either primer or powder with the first barrel the score shall be "1";
- (b) If there was detonation of either primer or powder with the first barrel the score shall be "2".

In both cases if the target has been missed with the second barrel the score would be lost.

TYPES OF SHOOTING TRAP

1.13 DOUBLE BARREL

Double Barrel shall be shot with two barrels permitted and a score on either barrel to be of equal value.

1.14 SINGLE BARREL

For Single Barrel the competitor is permitted to load one cartridge only in the gun.

1.15 POINTS SCORING

During an event, a hit with the first barrel shall be called and marked 1, a hit with the second barrel shall be called and marked as 2. A miss with both barrels shall be marked zero. At the completion of the event the 1 shall be valued at 3 and be added to the 2's and 0's to give a total for the event.

1.16 DOUBLE RISE

- (a) Double Rise shall be shot squad system and called by the referee, 1-1 or lost – 1 or 1 – lost or lost lost, whichever the case may be, each target to count one point.
- (b) A competitor must shoot at a complete pair of targets on every occasion, each target broken by the competitor's shot shall score one point. Two shots must not be fired at either target.

1.17 DEAUVILLE DOUBLES

- (a) Deauville Doubles shall be shot with four competitors on the tracks at one time, the first pair using lanes 1 and 5 and the second pair using lanes 2 and 4. After shooting first round of 5 pairs, competitors then change lanes, first pair taking lanes 2 and 4 and second pair taking lanes 1 and 5. Shoot offs shall be conducted first miss-out from lanes 2 and 4, one team at a time. The competitors may arrange between themselves which lane they will take, and who will call for the release of the targets, which will be released instantly on the competitors acceptable call. Only pairs will count, and as 1 point. Either competitor can help his partner.
- (b) Any faulty cartridge or malfunction in Deauville Doubles does not entitle the competitors to another pair of targets and they must abide by the result.
- (c) The caller shall determine whether the targets be accepted. If in the event of targets being released without any call and the non caller fires, the target shall be called "no target". If no call is made and the caller accepts the targets they must abide by the result.

1.18 WALK-UP

- (a) Walk-up events shall be shot double barrel from No. 3 lane in squads. The competitor shall load his gun at the 22 metres mark; when ready in this position he commences to walk at a normal walking pace, holding his gun in such a position that the butt of the gun must be level with his hip and cannot be mounted to the shoulder until the target is released. The Referee shall release the target between the 20 metres and 15 metres marks inclusive, the mark being unknown to the competitor, having previously been

determined by an indicator or dice. No. 1 competitor shoots at one target, he then returns to the rear of the squad, each competitor doing the same in turn.

- (b) A loaded gun shall be deemed to be in a position of safety when it is the competitor's turn to shoot and he faces and points the gun in the general direction of the trap house, having the gun in the gun-down position.
- (c) Having fired at the target, or in the event of a no target, the competitor shall open his gun and remove all live shells and fired cases before attempting to turn around and return to the rear of the squad or to recommence his walk.

1.19 MIXED TARGETS

A mixed target event shall be a combination of a series of double barrel, single barrel, points score and double rise targets shot in any order. Shot squad system under rules applicable to the appropriate section with target numbers and shooting marks in accordance with the appropriate championship.

1.20 CHAMPION OF CHAMPIONS

A Champion of Champions event shall be a combination of a series of double barrel, single barrel and point score targets shot in any order. Shot squad system under rules applicable to the appropriate section with target numbers and shooting marks in accordance with the appropriate championship.

1.21 TOWER EVENTS

- (a) Tower events may be shot double barrel, single barrel, points scoring and double rise squad system, competitors stand in a straight line left to right, with centre No. 3 competitor standing in front of the centre of the tower.
- (b) Shooters stand 3 metres apart at the rear of the concrete track, as for down-the-line trap shooting. The track is 1.5 metres from the front to rear and each shooter must stand at the rear of this track until it is his turn to shoot. He then steps forward up to, but not over, the leading edge of the track which then puts him 1.5 metres in front of a vertical line from the centre pivot point of the trap. After shooting, he opens his gun and returns to the rear of the track.
- (c) When Number 5 shooter has shot, he walks to the rear of the tower and around to the No. 1 station.
- (d) The trap shall be 10 metres above the ground, plus or minus 1 metre, mounted on a tower. Targets shall be thrown at standard angles, i.e. 22 degrees either side of the centre line. Tower targets shall be thrown within a minimum of 75 metres and a maximum of 85 metres, measured laterally along the base point of a vertical line from the centre pivot of the trap. The targets shall leave the trap as near to horizontal as practical.

- (e) Grades will be determined on the first 50 targets shot in competition. Grade percentages – AA grade 98% and over. A grade 96% and under 98%. B grade 91% and under 96%. C grade 91% and under. Regrading will take place after 200 targets. A shooter may be upgraded after shooting 200 targets. Downgraded after shooting 600 targets (3 brackets of 200) at a lower percentage. Until such time as a shooter records his initial 50 Tower targets, he shall be placed in the same grade as his current ACTA down-the-line grade.

1.22 CONTINENTAL AND TRAP SETTINGS

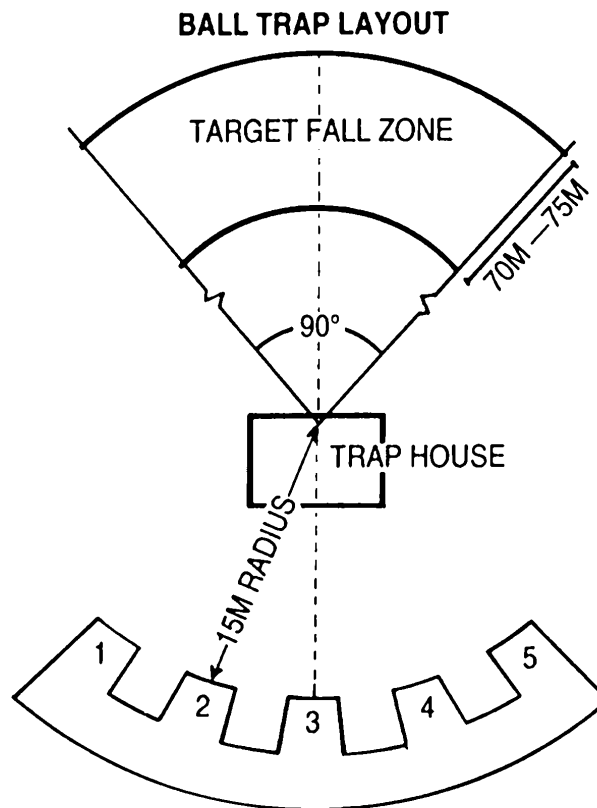
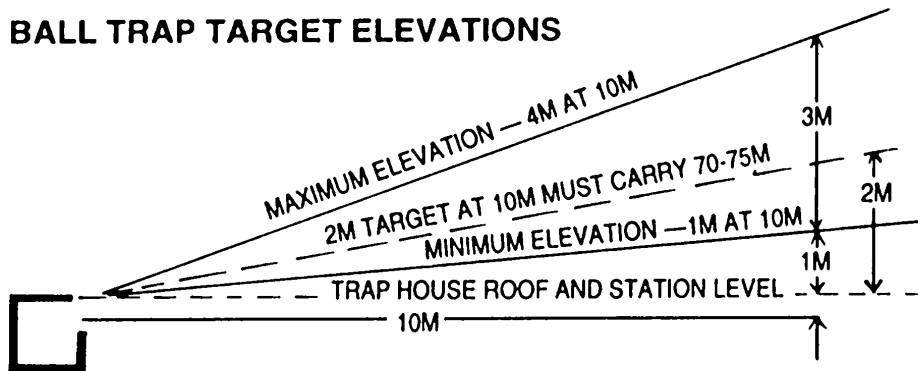
Continental events shall be shot double barrel, single barrel and points scoring with the traps set as follows:

- (a) Standard targets shall be thrown 3.0 metres above the level of the centre lane at a point 10 metres from the trap with a tolerance of 15 centimetres above or below.
- (b) Low targets shall be thrown 1.5 metres above the level of the centre lane at a point 10 metres from the trap, with a tolerance of 15 centimetres above or below.
- (d) High targets shall be thrown 4.5 meters above the level of the centre lane at a point 10 metres from the trap, with a tolerance of 15 centimetres above or below.
- (e) Distance – the low target shall be thrown 46 metres (+/- 2 metres) in still air.
- (f) Angles – flight of targets shall be thrown at unknown angles a maximum of 22 degrees right and left of the centre lane.

1.23 BALL TRAP AND TRAP SETTINGS

- (a) Until such times as a shooter records his initial 50 Ball Trap targets, he shall be placed in the same grade as his current ACTA down the line grade.
- (b) Grades shall be: AA 93% and over; A 82% and under 93%; B 70% and under 82%; C under 70%.
- (c) A shooter may have his grade increased after shooting 200 targets, but must shoot three (3) consecutive groups of 200 targets at a lower grade percentage to be down graded.
- (d) Cartridges for Ball Trap events shall be restricted to a maximum of 28 grams and to a shot size of no larger than No.6.
- (e) When Ball Trap is being used as an ISSF Elimination, ISSF Rules shall apply, and cartridges are to be of 24 gram maximum.
- (f) Target distances and elevations – with a throwing elevation of 2 metres at 10 metres forward of the pit, a properly released target will carry a minimum of 70 metres and a maximum of 75 metres when measured over ground level.
- (g) The height of the targets path above the level of the trap house roof and 10 metres forward of the trap shall be at least 1 metre and shall not exceed 4 metres.

- (h) The targets shall be thrown within an angle bounded by angles 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 station three. The horizontal angles will be measured from the front of the trap house.



1.24 HANDICAP

Handicap shooting is to be shot from the competitors official handicap mark.

SKEET

1.25 SKEET ROUND PROCEDURE

- (a) A squad shall start shooting at Station 1 in the order in which the names appear on the score sheet. The first shot scored lost in the

round shall be repeated immediately as the optional shot and recorded in the 25th column on the score sheet. Should the first target lost occur in a double, the lost target shall be repeated as a single.

- (b) The first shooter shall start shooting singles at Station 1, shooting the high house target first and the low house target second. Then, loading two shells, he/she shall proceed to shoot doubles, shooting the first shot at the target from the high house and the second shot at the target from the low house, before leaving the station. The second shooter shall then proceed likewise, followed by the other members of the squad in their turn.
- (c) Then the squad shall proceed to Station 2 and repeat the same sequence as on Station 1.
- (d) The squad shall then proceed to Station 3 where each shooter will shoot at a high house single target first and a low house single target second before leaving the shooting station.
- (e) The same procedure shall be followed at Station 4 and 5.
- (f) Upon advancing to Station 6 the leadoff shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, he shall shoot doubles by shooting the low house target first and the high house target second before leaving the station. The other shooters will follow in their turn.
- (g) The same procedure will be followed at Station 7.
- (h) The squad will advance to Station 8 where each shooter shall shoot at a target from the high house before any member of the squad shoots at a target from the low house.
- (i) The squad shall then turn to Station 8 low house and the leadoff shooter will shoot at the low house target.
- (j) The shooter shall repeat the low house target for his optional shot before leaving the station, provided he is still straight (no lost targets in the round). The other shooters will follow in turn.
- (k) At this time the shooter should verify his own score.
- (l) During the shooting of single targets a shooter may load 2 shells except at Station 8 high house, or for the last single target on any station.
- (m) When a shooter intentionally fires a second time at the same target, he shall be warned by the referee. The second time the shooter intentionally fires a second shot at the same target in any event, the penalty shall be automatic disqualification from the event.

1.26 RULES AND PROCEDURE FOR DOUBLES EVENTS

- (a) Open Double Championships shall be shot at 25 pairs or multiples of 25 pairs.
- (b) Uneven numbered rounds ie Rounds 1 and 3: Commencing on Station 1 and proceeding through Station 4, a double is to be shot from each station, taking the high house first. On Stations 5, 6 and

7 a double is to be shot taking the low house first. Reversing back through Stations 6, 5 and 4 a double is to be shot taking the low house first. On Stations 3 and 2, a double is to be shot taking the high house first. Total number of targets = 24. Even numbered rounds ie Rounds 2 and 4: To be shot as in uneven numbered rounds but finishing on Station 1. Total number of targets = 26.

- (c) The rules for double in a Doubles event are the same as the rules for doubles in a regular round of Skeet.
- (d) Clubs have the option of conducting a 25 target event. This event will be the same as an uneven numbered round with the addition of a single high house target immediately following the concluding double from Station 2.

1.27 SKEET HANDICAP EVENTS

Each competitor will commence the shoot-off with a handicap allowance equivalent to the surplus of his ACTA handicap remaining after qualifying for the shoot-off and will continue in the shoot-off until he has lost one target in excess of the handicap allowance irrespective of the length of the shoot-off.

Examples:

- (a) 25 target event. A competitor whose ACTA handicap is 5 shoots 22-25. He will commence the shoot-off with a handicap allowance of 2 and will be eliminated immediately he loses one target in excess of the allowance. Should he shoot 23-25 in the first round of the shoot-off he will commence the second round with an allowance of 0 targets.
- (b) 50 target event. A competitor whose ACTA handicap is 5 shoots 42-50. He will commence the shoot-off with a handicap allowance of 2 and will continue in the shoot-off as in (a) above.

1.28 SKEET SWEEPSTAKES ON HANDICAP EVENTS

The normal method in a Skeet Handicap is to divide the sweepstakes amongst those shooters attaining twenty-five broken targets, with handicaps included:

Example:

Smith 25-25, handicap 3 total = 25-25
Jones 22-25, handicap 3 total = 25-25
Brown 20-25, handicap 5 total = 25-25

1.29 SWEEPSTAKES DEDUCTION AND CASH DISTRIBUTION

- (a) Clubs have the option of taking 60% in cash divide events.
- (b) No deduction is permitted by clubs in optional sweepstakes.
- (c) In all sweepstakes, distribution shall be on the basis of 60% (1st), 30% (2nd), 10% (3rd). A competitor scoring the only possible in the event wins only 60% (1st place). All optional sweeps shall be compulsory division as in the above formula. The Management shall clearly indicate on the official score sheet or scoreboard those who have

entered for the optional sweep. When running Graded Sweeps/Cash divide each grade monies to be divided between that grade.

- (d) Sweepstakes at State Carnivals or Championships may be decided by the State concerned. State Associations have the option of conducting either compulsory or optional sweepstakes at State Carnivals.

Note: In all events, including handicap events, for cash prizes or trophies including sweepstakes, trophies and placing's shall be decided by shoot-off. The grading and handicap formula will apply.

- (e) The inclusion of either compulsory or optional sweepstakes at National Championships and their method of division to be at the discretion of the Executive Committee. Sweepstakes at any competition shall be determined by scores off the gun and shootoffs shall not apply.
- (f) Jackpots must be determined in the manner for when and which they are introduced.

HANDICAPPING/GRADING

SECTION 2

TRAP (AND WHERE APPLICABLE, STANDARD RULES APPLY TO SKEET)

2.01 COMMON MARK AND HANDICAP SHOOTING

- (a) All appropriate 15 metre scores (common mark) shall be recorded for percentage performance classification irrespective of how the event is run.

Note: All targets that are shot under 15 metre (common mark) competition conditions to be entered on the ACTA shooters record card – with the exception of Eye Openers (maximum of 10 targets), Double Rise, and those shot Targets Only.

- (b)
 - (i) A graded event is a competition common mark shooting event in which all the competitors shoot from the same mark and prizes are allocated for various grades of competitor.
 - (ii) A graded meterage event is where a shooters grade is used to determine a mark from where all shooters in that grade shall compete, eg AA Grade may shoot from 21 metres; A grade from 19 metres, B grade from 17 metres and C grade from 15 metres. Scores shot in this event shall not be recorded on a shooters handicap card.
- (c) Shooters shall be graded into four grades by their percentage performance over all standard targets fired upon in 15 metre competition day or night, including shoot-off targets, with broken targets to count in Double Barrel and Pointscoring events. Results in events shot from other than 15 metres shall not be included. (Except as in sub-section 2.01(h)).
- (d) Clubs shall have the option of running all Championships other than State or Commonwealth Championships either as graded events or as one class events.

- (e) Grades shall be: AA 97% and over; A 94% and under 97%; B 87% and under 94%; C under 87%.

Note: Club Managements have the option of shooting D Grade under 80%.

- (f) Shooters failing to produce their ACTA Score Book at competition shoots shall pay a \$20.00 penalty fee to the club.
- (g) Club Managements have the option of running common mark events OA,AA,A,B,C; AA,A,B,C; First, Second, Third; or by combining. AA & A.or A & B or B & C grades.
- (h) It shall be the responsibility of a designated club official to enter individual event scores and progressively mark the shooter's card with his 15 metre results. After each 200 targets regrade the shooter if necessary. Any bad scores entered on the Double Barrel column will be wiped off and transposed for any good scores from the other events column (of equal target amounts if possible) ie Continental and Single Barrel. If the 200 targets fall during an event or shoot-off, regrading will not take place until the completion of that event. All targets to the end of that event and shoot-off targets are to be used in calculation of percentage.

Process of percentage calculation

- (i) Once 200 or more targets have been shot at and recorded, the percentage shall be calculated
This shall be known as the 200 target percentage. (example $215 / 225 = 95.6\%$)
- (ii) This 200 target percentage figure shall be recorded in the percentage column above the ruled off line.
- (iii) This 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 is the percentage that shall be used for determining the shooters grade. (example previous grading percentage 97.2 — 200 target percentage 95.6 — $[97.2 + 95.6]$ divided by 2 = new grading percentage 96.4).
- (iv) This grading percentage shall be recorded in the percentage column below the ruled off line.
- (i) A shooter must shoot a minimum of three (3) consecutive groups of 200 targets, ie 600 targets, at a lower grade percentage to be down graded. He can only be downgraded one grade. All scores after the last grading must be carried forward onto a new record card. Once attaining A grade a shooter cannot be regraded to C grade and once attaining AA grade a shooter cannot be regraded to B grade. Other than in the authority vested in Rule 2.4(g).
- (j) Shooters awaiting the issue of a card after registering for the first time shall be allowed to enter in any competition. Scores shot during this period must be kept and entered on his card when received.
- (k) If a shooter has lost his card he shall be allowed to compete providing he is registered with the ACTA. He shall be allowed to

compete in his grade in common mark events and shall be allowed to compete in handicap events from the mark he claims to be his correct handicap mark. Should he win prize money or trophies they must be retained by the club until such time as the shooter presents his card to the club for marking.

- (l) Should it be found that the shooter has claimed the wrong handicap mark or grade, the Club shall advise the State Association so that the matter may be investigated. If it is determined that the shooter deliberately misled the club Management regarding his grade and/or his handicap, the shooter may be suspended for a period of up to three (3) months.
- (m) A shooter must not shoot in a grade higher than his best performance. Once having attained a grade he cannot elect to remain in a higher grade when due for regrading.
- (n) Managements conducting graded common mark events shall provide a minimum of one prize or trophy for each grade.
- (o) All wins shall be recorded with a OW (overall) or GW (grade) beside scores on handicap cards.
- (p) Any shooter re-registering after a period of non-registration shall be placed in the same grade and handicap as when he was last registered.
- (q) A shooter registering for the first time shall be graded on the first 50 double barrel targets. These 50 targets will then become part of the first 200 targets for grading purposes. Newly registered ACTA shooters with experience and grade classification in other shotgun codes (eg. Field and Game) shall for the first 200 targets shoot at the highest grade attained in that code.
- (r) Upgrading of shooters is limited to one grade at a time.

2.02 HANDICAPPING FORMULA

- (a) Each club must appoint an official to handicap and grade shooters, check to see that all 15 metre double barrel and handicap scores are entered on cards and to check that handicap and grade changes are recorded on cards.
- (b) Minimum handicap marks are tied to grades and are as follows: AA Grade – 21 metres, A Grade – 19 metres, B Grade 17 metres and C Grade – 15 metres.
- (c) Backward movement is to apply on high scores according to the following table:

EARNED METERAGE TABLE (HIGH SCORES)

<i>No of Shooters</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
15-39	1/2			
40-69	1			
70-124	1	1/2		
125-249	1 1/2	1	1/2	
250+	2	1 1/2	1	1/2

- (d) Handicapping on percentage will apply after every 100 handicap targets shot, earned meterage will apply as per the following table:

EARNED METERAGE TABLE (PERCENTAGE)

<i>Percentage</i>	<i>Increase</i>
96	1/2
97 to 99	1
100	1 1/2

- (e) Any score of 50/50 will earn 1/2 metre provided it does not earn at least that much under the above tables.
- (f) Maximum Handicap 25 metres.
- (g) The shooters card is to be ruled off at any handicap change and the 100 targets will then restart.

Note: With earned 1/2 metres no backward movement is necessary until the shooter has earned a total of 1 metre. Penalties via High Scores and Percentages are not accumulative. However the highest penalty shall apply.

- (h) There shall be no group Handicaps.
- (i) All handicap events including Sweepstakes, must be shot to finality – broken targets to count and not points to determine the outcome.
- (j) Maximum load for Handicap shooting to be 32g.
- (k) All shooters registering for the first time with the ACTA shall commence on 15 metres.
- (l) Members from other Clay Target Associations will commence from the following handicap marks unless their current handicap is greater than that stated: AA Grade – 21 metres, A Grade – 19 metres, B Grade 17 metres and C Grade – 15 metres.

2.03 INWARD MOVEMENT

- (a) A one (1) metre inward movement will apply if a shooter's recorded percentage is less than 87% for 5 consecutive groups of 100 targets.
- (b) When downgrading occurs (e.g. A to B) a shooter's handicap will return to the minimum meterage for that grade, providing no earned meterage above the minimum has applied under the handicapping formula.
- (c) A competitor may apply through the State Handicapper for inward movement due to proven physical disability.

2.04 ADJUSTMENTS

- (a) Club Management and Secretaries are instructed that after any event the Management must immediately re-handicap each and every shooter who for any of the reasons prescribed in the ACTA Handicapping Formula qualified for any movement of his handicap. Such adjustments are to strictly conform with the handicapping formula. No shooter is to be permitted to compete in another event should he refuse to accept his new mark.
- (b) If some clerical error appears on a shooters handicap card, it is the

shooter's responsibility to have the mistake corrected and to shoot off the correct handicap mark.

- (c) Errors and/or amendments may be corrected by the Club Secretary, a member of the Executive Committee of the ACTA, Rule Supervisors or the State Handicapper.
- (d) Correction to errors and amendments must be ruled out and signed with the correction or amendment clearly visible. Correction fluid or the likes of are not permitted to be used.
- (e) It is the shooters responsibility to ensure that all handicap and common mark scores have been entered correctly, and progressively totalled.
- (f) Club managements are informed that a Handicap Return must accompany EVERY result sheet forwarded to the ACTA office within FOURTEEN DAYS of each shoot being held.
- (g) Club Management, Rule Supervisors, State or Zone Handicappers or a member of the ACTA Executive Committee have the right to re-handicap or re-grade any obviously under-handicapped or over-handicapped, under-graded or over-graded shooter immediately. The Association is to be notified within 14 days with the reason given on a handicap return form.
- (h) In determining a shooters grade an official may disregard any score obviously not indicative of the shooters ability.
- (i) Handicap cards may carry a signed directive by a State or Zone Handicapper, Rules Supervisor or ACTA Executive member.
- (j) Should a shooter's handicap card carry any signed directive, then no person can vary the directive without the prior consent of the State Handicapper through which the shooter is registered, or a member of the ACTA Executive Committee. Any alteration to the directive must be accompanied by the signature of the respective State Handicapper or ACTA Executive member. It shall be the shooter's responsibility to ensure that any directive is carried over to any new or replacement card.

SKEET (TO BE READ IN CONJUNCTION WITH RULE 2.01)

2.05 SKEET HANDICAPPING FORMULA

- (a) A skeet shooter with no past performance or handicap rating shall shoot his first round on a zero handicap to establish a handicap.
- (b) For his second round his handicap allowance shall be the difference between his score in the first round and 25.
- (c) For his third round his handicap allowance shall be the difference between the average of his first two rounds and 25.
- (d) For his fourth round his handicap allowance shall be the difference between the average of his first three rounds and 25.
- (e) For his fifth round his handicap allowance shall be the difference between the average of his first four rounds and 25.
- (f) After shooting five rounds the lowest score of the five shall be discarded and the difference between the average of the other four rounds and 25 shall be his handicap allowance.

- (g) After shooting the next 200 targets and each successive 200 targets the shooter's handicap and grading shall then be adjusted according to the handicap and grading formula. A shooter must shoot a minimum of three (3) consecutive groups of 200 targets at a lower grade percentage, to be downgraded. All scores after the last grading must be carried forward onto the new handicap card.
AA Grade 97% and over – Handicap 0; A Grade 94% and under 97% – Handicap 1; B Grade 87% and under 94% – Handicap 2 or 3; C Grade Under 87% – Handicap 4 or 5.
- Note: Club Managements have the option of shooting D Grade under 80% – Handicap 6.*
- (h) All wins shall be recorded with a OW (overall) or GW (grade) beside scores on Handicap cards.
- (i) No shooter shall have a handicap greater than 5 except when Club Management programs D Grade (handicap 6) and then for that event only.
- (j) After shooting the first five rounds the shooter's handicap shall then only be adjusted after each successive 200 targets as in 2.05(g).
- (k) All full skeet rounds of 25 targets are to be recorded and used for handicapping/grading (championship events, handicap events and any shoot-off full rounds). It shall be the responsibility of the designated club official to progressively mark the shooter's card with each full round score (25 targets) and after each 200 targets to calculate his new handicap/grade.

COMPETITION CONDITIONS

SECTION 3

3.01 MACKINTOSH INTERNATIONAL TRAP TEAMS MATCH

International Trap Teams match shall be shot under the conditions that apply at the time.

Qualifications shall be as follows:

- (a) Each team member shall be an official Australian citizen. In the event of a member being unable to take his place in the team, his place will be filled by another shooter, agreed upon by the Organising Committee.
- (b) The necessary highest scores over the National Double Barrel; National Single Barrel; and the Australian and New Zealand Championship; point scoring 1 and 2 shall become Australia's International Team. In the event of a tie, to be shot off in the order of qualification, squad system, at full rounds of 5 targets Double Barrel, 5 targets Single Barrel, 5 targets point scoring 1 and 2, for a possible score of 25, from 15 metres.
- (c) Highest scorer in the Australian team will hold the special International High Gun Cup (presented by the late J M Bauman,

Esq of Brisbane) for 12 months (or until the next International match) and will be awarded a special trophy and the International High Gun Sash.

- (d) Every member of the Australian Team will receive the special “International Badge”.
- (e) Women, Junior and Veteran teams of five (5) shooters will be selected under the above conditions.
- (f) Only ACTA official referees to officiate, scorer and check scorer to be provided, score sheets to be signed by scorers and referees. The team members to be squadded in the order in which they qualify.

3.02 AUSTRALIAN NATIONAL DOUBLE BARREL CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.03 AUSTRALIAN NATIONAL SINGLE BARREL CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.04 AUSTRALIAN NATIONAL DOUBLE RISE CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.05 AUSTRALIAN NATIONAL DEAUVILLE DOUBLES CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.06 AUSTRALIA-NEW ZEALAND CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.07 CHAMPION OF CHAMPIONS CUP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.08 AUSTRALIAN SKEET CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.09 AUSTRALIAN SKEET DOUBLES CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.10 GRAND AUSTRALIAN HANDICAP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

3.11 ENTRANCE FEES

Entrance fees and trophies for all National Championships to be determined each year by the full Executive Committee.

3.12 NATIONAL OVERALL HIGH GUN TROPHIES

(a) RON PORTER REMEMBRANCE TROPHY

Shall be determined from the highest overall scores in the six major trap events comprising Grand Australian Handicap, National Double Barrel, Single Barrel, ANZ Trap (PS), Champion of Champions and Double Rise. In the event of ties, to be shot-off in the sequence of the program, five of each type of trap target on the high gun program.

(b) J NEWTON THOMAS OVERALL HIGH GUN TROPHY

Shall be determined from the highest overall scorers in the six major events of Grand Australian Handicap, National Double Barrel, Single Barrel, ANZ Trap (PS), Champion of Champions, Double Rise. In the event of ties, to be shot-off in the sequence of the program, five of each type of trap target on the high gun program.

3.13 AUSTRALIA-NEW ZEALAND TRAP TEAMS MATCH

- (a) Teams to consist of five shooters. Both teams shoot at 50 targets per shooter, Double Barrel from 15 metres. Each competitor to shoot from five lanes, squad system. Cartridges shall be the prescribed maximum 28-gram shot load as for all Championship series.
- (b) Team Selection – when conducted in Australia: the five top Australian scorers in the Australia-New Zealand Championship comprise the Australian team. When conducted in New Zealand: the Australian team will be selected in accordance with an Executive Committee decision.
- (c) The match is to be hosted alternatively by arrangement, in Australia during the odd numbered years.

3.14 AUSTRALIAN/NEW ZEALAND SKEET TEAMS MATCH

The five top scorers in the Australian National Skeet Championship will comprise the Australian Team. Both teams will shoot at two rounds of 25 targets per shooter. In the event of tied scores, the result to be a tie. When the match is conducted in New Zealand, the Australian team selection policy will be determined by an Executive Committee decision. Cartridges shall be the prescribed maximum 28-gram shot load as for all Championship series.

3.15 COMMONWEALTH EVENTS (Day or Night)

- (a) The Double Barrel Championship shall be shot as a graded event at 50 targets from 15 metres.
- (b) The Single Barrel Championship shall be shot as a graded event at 50 targets from 15 metres.
- (c) The Points Score Championship shall be shot as a graded event 50 targets from 15 metres.
- (d) The Mixed Target Championship shall be shot as a graded event at 10 targets double, 10 targets Single Barrel, 10 targets Points Score and 10 pairs Double Rise off 15 metres except Double Rise, which is shot off 15 metres – total 70 points.
- (e) The Champion of Champions shall be shot as a 75 target graded event comprising 25 targets Double Barrel, 25 targets Single Barrel and 25 targets Point Score from 18 metres.
- (f) The Handicap shall be shot at 50 targets from the shooter's official ACTA handicap mark.
- (g) The Walk-Up Championship shall be shot as a graded event at 25 targets.
- (h) The Double Rise Championship shall be shot as a graded event at 25 pairs of targets from 15 metres.
- (i) The Deauville Doubles Championship shall be shot at 20 pairs of targets from 24 metres. Conditions: The Management shall provide four trophies – two for first and two for second.
- (j) The Tower Championships shall be shot as a graded event at 40 targets. Double Rise to be shot at 20 pairs of targets.
- (k) The Continental Championships shall be shot as a graded event at 50 targets from 15 metres.
- (l) The Ball Trap Championship shall be shot as a graded event of 50 targets (minimum), 75 targets or 100 targets (maximum).
- (m) The Skeet Championship shall be shot as a graded event at 100 targets.
- (n) The Skeet Doubles Championship shall be shot as a graded event of 50 pair.

3.16 STATE EVENTS (Day or Night)

- (a) The Double Barrel Championship shall be shot as a graded event at 50 targets from 15 metres.
- (b) The Single Barrel Championship shall be shot as a graded event at 50 targets from 15 metres.
- (c) The Points Score Championship shall be shot as a graded event at 50 targets from 15 metres.
- (d) The Champion of Champions shall be shot as a 75tgt event, comprising 25tgt B, 25tgtSB, 25tgt Point Score from 15 or 18 metres.
- (e) The Mixed Target Championship shall be shot as a graded event at 10 targets Double Barrel, 10 targets Single Barrel, 10 targets Points Score and 5 pairs Double Rise from 15 metres – total 60 points.

- (f) The Handicap shall be shot at 50 targets from the shooter's official ACTA handicap mark.
- (g) The Walk-Up Championship shall be shot at 20 targets.
- (h) The Double Rise Championship shall be shot as a graded event at 25 pairs of targets from 15 metres.
- (i) The Deauville Doubles Championship shall be shot at 20 pairs of targets from 22 metres. Conditions: The Management shall provide four trophies – two for 1st and two for 2nd.
- (j) The Tower Championship shall be shot at 30 targets. Double Rise to be shot at 15 pairs of targets.
- (k) The Continental Championship shall be shot at 50 targets from 15 metres.
- (l) The Ball Trap Championship shall be shot at 50 targets (minimum), 75 targets or 100 (maximum).
- (m) The Skeet Championship shall be a graded event shot at 50 or 100 targets.
- (n) The Skeet Doubles Championship shall be a graded event shot of 25 or 50 pair.

3.17 ZONE EVENTS (Day or Night)

- (a) The Double Barrel Championship shall be shot at 25 or 50 targets from 15 metres.
- (b) The Single Barrel Championship shall be shot at 25 or 50 targets from 15 metres.
- (c) The Points Score shall be shot at 25 or 50 targets from 15 metres.
- (d) The Mixed Target Championship shall be shot at 10 Double Barrel, 10 Single Barrel, 10 Points Score and 5 pairs Double Rise targets – total 60 points.
- (e) The Champion of Champions shall be shot as a 75tgt event, comprising 25tgt DB, 25tgt SB, and 25 Points Score from 15 metres.
- (f) The Handicap shall be shot at 25 or 50 targets from the shooters official ACTA handicap mark.
- (g) The Walk-Up Championship shall be shot at 20 targets.
- (h) The Double Rise Championship shall be shot at 15 pairs of targets from 15 metres.
- (i) The Deauville Doubles Championship shall be shot at 20 pairs of targets from 20 metres.
- (j) The Tower Championship shall be shot at 25 targets.
- (k) The Continental Championship shall be shot at 25 or 50 targets from 15 metres.
- (l) The Ball Trap Championship shall be shot at 50 targets (minimum), 75 targets or 100 targets (maximum).
- (m) The Skeet Championship shall be shot at 50 or 100 targets.
- (n) The Skeet Doubles Championship shall be shot of 25 or 50 pair.

3.18 DISTRICT EVENTS (Day or Night)

- (a) The Double Barrel Championship shall be shot at 25 targets from 15 metres.
- (b) The Single Barrel Championship shall be shot at 25 targets from 15 metres.
- (c) The Points Score Championship shall be shot at 25 targets from 15 metres.
- (d) The Mixed Target Championship shall be shot at 5 Double Barrel, 5 Single Barrel, 5 Points Score and 5 pairs Double Rise – total 35 points.
- (e) The Champion of Champions shall be shot as a 75tgt event, comprising 25tgt DB, 25tgt SB, and 25 Points Score from 15 metres.
- (f) The Handicap shall be shot at 25 targets from the shooters official ACTA handicap mark.
- (g) The Walk-Up Championship shall be shot at 20 targets.
- (h) The Double Rise Championship shall be shot at 10 pairs of targets from 15 metres.
- (i) The Deauville Doubles Championship shall be shot at 20 pairs of targets from 20 metres.
- (j) The Tower Championship shall be shot at 25 targets.
- (k) The Continental Championship shall be shot at 25 targets from 15 metres.
- (l) The Skeet Championship shall be shot at 25 or 50 targets.
- (m) The Skeet Doubles Championship shall be shot at 25 pairs.

3.19 SASHES/DONATED TROPHIES

- (a) Sash colours for clubs to be any colour other than those designated for National, Commonwealth – both royal blue, State – red or alternatively Official State colours.
- (b) In all Championships the Management shall provide a sash or badge for the overall winner.
- (c) In all National, State and Zone Handicap events the Management shall provide a sash or badge for the overall winner.
- (d) Any person/s or organisations may donate a trophy or trophies for competition but must comply with ACTA regulations.

3.20 INTERSTATE TEAMS' MATCHES – DTL

- (a) Team 15 members, 10 highest scores to count. 50 targets per member from 15 metres, Double Barrel points scoring, shot squad system in two visits of 25 targets. In the event of a tie for High Gun to be shot off squad system, points scoring first miss out. Standard load shells 28 grams shot No. 6 size or smaller only.
- (b) Women and Juniors to comprise 6 shooters to shoot at 25 targets, Double Barrel points scoring from 15 metres, shot squad system with 5 scores to count.

- (c) Qualifications: each team member shall have registered in the State which he represents and may only represent one State in any one calendar year. In the event of a tie, to be shot off in the order of qualification, squad system at full rounds of 5 targets double barrel, 5 targets single barrel, 5 targets pointscore.
- (d) State Associations shall select their team on the results of an elimination shoot or series.
- (e) Shooters who qualify to represent more than one team, eg open and juniors, must compete in each match. Scores may not be transposed.
- (f) An appropriate High Gun trophy shall be provided and a souvenir badge shall be given to each of the 15 State Team members. The program and venue of the Interstate Teams' Match shall be advertised in the ACTA Shooting News prior to the event.
- (g) Only official ACTA Referees to officiate, scorer and check scorer to be provided. Score sheets to be signed by Scorers and Referees.
- (h) No other major shoot is permitted in the particular State on the day or days when elimination and State Teams Shoot is held.
- (i) Results of the competition, which must be completed by December 31, must not be publicised until all teams have contested. These result, including the score sheets signed by both the Referee and Principal Scorer, must be sealed and lodged with the ACTA Executive Director by December 31. A check scorer should be used at each set of tracks. Final details of the Interstate Teams' Matches to be published in the first available ACTA Shooting News.
- (j) Should a tie occur between competing teams, then the score sheets shall be checked, points scoring, with a countback for the 10 members of each team (or the 5 women and 5 juniors) to break the tie.
- (k) In the event of the competition being suspended, for whatever reason, all targets shot shall count and competition completed as soon as possible, commencing from where the competition was suspended. (Refer Rule 4.23)

3.21 INTERSTATE TEAMS' MATCHES – SKEET

- (a) Team 15 members. Best 10 scores to count, 50 targets per member, to be shot in two rounds of 25 targets as a separate event. In the event of tie for High Gun, to be shot off squad system, first miss out. Standard load shells not to exceed 28 grams of shot, No. 7 size or smaller. Women and Junior teams to be 6 members with 5 best scores to count, 25 targets per member.
- (b) Qualifications: each team member shall have registered in the State which he represents and may only represent one State in any one calendar year. In the event of a tie, to be shoot off squad system, first miss and out.
- (c) State Associations shall select their team on the results of an elimination shoot or series.

- (d) Shooters who qualify to represent more than one team, eg open and juniors, must compete in each match. Scores may not be transposed.
- (e) An appropriate High Gun trophy shall be provided and a souvenir badge shall be given to each of the 15 State Team Members. The program and venue of the Interstate Skeet Teams' Match shall be advertised in the ACTA Shooting News prior to the event. The competition to be completed in each State not later than December 31st of each year.
- (f) Skeet elimination match shall be a minimum of 50 targets.
- (g) Only official ACTA Referees to officiate, scorer and check scorer to be provided. Score sheets to be signed by Scorers and Referees.
- (h) No other major skeet shoot is permitted in the particular State on the day or days when elimination and State Teams' Shoot is held.
- (i) Should a tie occur between any of the respective State Skeet Team scores, then the count back system is to be applied to achieve a decision.
- (j) In the event of the competition being suspended, for whatever reason, all targets shot shall count and competition completed as soon as possible, commencing from where the competition was suspended. (Refer Rule 4.19)

3.22 EVENT TIES – TRAP

- (a) All double barrel, single barrel points score and handicap events shall be shot off squad system, first miss out. All competitors to commence on the same trap. Competitors shall close up when commencing at each trap or at the recommencement of shooting after a break for ammunition where the shoot-off is being solely conducted on one trap. Shoot-off competitors shall carry enough shells for a complete run over each trap or for at least 25 targets where the shoot-off is being conducted over one trap. Failure to comply "lost target".
- (b) Competitors shall be re-squadded at the commencement of each run over a line of traps or immediately there is only one survivor of a run over a particular trap (ie, no competitor shall be required to commence a run over a trap on his own unless he is the last competitor in the shoot-off).
- (c) Deauville Doubles: First miss & out shot from lanes 2 and 4 as per Rule 1.16.
- (d) Double Rise: In the event of a tie to be shot off squad system, 5 pairs, total 10 points until finality.
- (e) Walk Up: To be shot from centre lane, best of five targets until finality.
- (f) Mixed Targets: To be shot in any order from No. 3 lane, 2 double barrel, 2 single barrel, 2 points score, 2 pair double rise. Total 14 points until finality.

- (g) Tower: Double barrel, single barrel and points scoring shoot-offs to be shot squad system, first miss out.
- (h) Champion of Champions: To be shot 5 targets double barrel, 5 targets single barrel, 5 targets point score, squad system, across the tracks.
- (i) In all shoot-offs, competitors shall shoot in the order in which they qualified.
- (j) At the discretion of club Management, shoot-offs may be conducted in conjunction with the following event providing it is the same type of event.
- (k) At the completion of qualification in a Double Barrel event club management have the right to decide on the method for finalisation of the event.

3.23 EVENT TIES – SKEET

- (a) All ties shot in championships must be shot off to determine the placings. Regular Skeet shoot-offs shall be miss and out by target. Doubles shoot-offs shall be miss and out by station. Any number of shooters that management deems practical may be squadded together for a shoot-off. However when more than one squad participates in a shoot-off, they may commence shooting together on different fields providing management deems that situation equitable. Pacer for lone participant on a field in a shoot-off shall not be permitted.
- (b) At the discretion of Club Management, skeet shoot-offs may be conducted in conjunction with following events or as doubles from Stations 1 to 7, or as doubles from Stations 3, 4 and 5, or any other format that is mutually agreed between shoot management and all shooters involved.
- (c) Shoot-off competitors shall carry enough shells for a complete run over a Skeet layout. Failure to comply may be grounds for disqualification.
- (d) Competitors are allowed five (5) minutes to replenish ammunition between rounds of shoot-off. Failure to comply “lost target”.
- (e) Skeet doubles shoot-offs shall be conducted from doubles stations 3-4-5, miss and out by station. This means that a shooter must break both targets on a station in order to beat a shooter who only broke one target (ie, if one shooter breaks the first target and another shooter breaks the second target, they are still tied).
- (f) Should a gun malfunction occur during a shoot-off, the competitor has ten (10) minutes to repair or replace the gun. Failure to comply means “lost target”.
- (g) If shooters involved in a shoot-off offer management a mutually agreed upon method of determining the places, management may accept. If management does not accept, shoot-offs must continue and any shooter who refuses to continue forfeits.

3.24 HIGH GUN – TRAP

- (a) High Gun shoot-offs at National Championships shall comprise of 5tgt handicap, 5tgt double barrel (15m), 5tgt single barrel (15m), 5tgt point score (15m), 5tgt double barrel (18m), 5tgt single barrel (18m), 5tgt point score (18m), 5pr double rise (15m) continuing until such time as the winner is determined.
- (b) The High Gun for a shoot shall be over the advertised program comprising a minimum of two events. High gun shootoff procedures can be determined by club management.
- (c) When ISSF Disciplines are involved, any two targets shall be shot from the centre station.
- (d) When graded High Guns are awarded over a program, each competitor will remain in the grade first nominated in, even if his grade or handicap changes during the program.

3.25 HIGH GUN – SKEET

- (a) High Gun Shoot-offs at Nationals shall comprise of skeet targets from 2, 4 & 6 (normal skeet, consisting of 10 targets in all), and one pair of doubles from stations 3 & 5, totalling 14 targets in all. The targets shall be shot on the stations in normal numerical sequence and the result shall be determined by total score to count, continuing until a result is achieved.
- (b) When Skeet or ISSF Skeet is included in a high gun over a trap shooting program, the High Gun Shoot-Off shall include a high and low target from station four. When Skeet Doubles are included over a program, the High Gun Shoot-off shall include a double from station four with shooting continuing in brackets of two targets from each type of event until a result is achieved.
- (c) When ISSF Disciplines are involved, any two targets shall be shot from the centre station.
- (d) When graded High Guns are awarded over a program, each competitor will remain in the grade first nominated in, even if his grade or handicap changes during the program.

3.26 ISSF POSTAL TEAMS' MATCH

- (a) Olympic Trap and ISSF Skeet – The qualifying event shall be conducted over 50 targets. Teams are to consist of 6 shooters with the top 4 scores to count – the course of the team's event is to be 50 targets. ISSF Women's and Junior teams to consist of 4 members with the 3 best scores to count – 25 targets per team member.
- (b) Double Trap – The qualifying event shall be conducted over 25 pairs (50 targets) for the men's team and 20 pairs (40 targets) for the women's and junior teams. Teams are to consist of 6 shooters, with top 4 scores to count for men, and 4 shooters in both the women's and juniors teams with the top 3 scores to count.

- (c) All Team Event Targets shot shall count and competition be completed as soon as possible, commencing from where the competition was suspended. (Refer Rule 4.19)

3.27 QUALIFICATIONS

- (a) Each team member shall have registered in the State which he represents.
- (b) State Associations shall select their team on the results of an elimination shoot or series.
- (c) In the event of a tie for placings it may be decided by the State Association concerned.
- (d) An appropriate High Gun shall be provided, and a souvenir badge shall be given to each member of the State Team.

3.28 ISSF CHAMPIONSHIPS – Olympic (ISSF) Trap & Skeet

- (a) Commonwealth, State, Zone and District Championships must be conducted using International Shooting Sport Federation. Cartridge specifications for all ISSF events restrict shot load to a maximum of 24 grams of shot size no larger than 2.5mm. ACTA grading system shall be in addition to ISSF Shooting Rules. The Conditions of Entry for State Championships shall be the same conditions as apply for National Championships.
 - (i) District and Zone ISSF Championships to be any number of targets.
 - (ii) State ISSF Championships to be any number of targets.
 - (iii) Commonwealth & National ISSF Championships to be of 125 targets.
 - (iv) All 125 target ISSF Trap and Skeet Championships should include a further ‘final round’ of 25 targets for the top 6 competitors to determine the first 3 placings.
 - (v) All Trap grade shoot-offs will be shot single barrel, miss and out. To be squad system.
- (b) All ISSF events shall be run as graded events, and equal trophies shall be provided for each grade. Section and grade ties after 125 targets.
- (c) Shooters shall be graded into four classes by their percentage performance at all targets fired upon both competition and shoot-offs in ISSF Trap.
- (d) The grades shall be: AA – 93% and over; A – 82% and under 93%; B – 70% and under 82%; C – under 70%.
- (e) It shall be the responsibility of a designated club official to progressively mark the shooter’s card and after each 250 targets, regrade the shooter if necessary. All targets to the end of that event and shoot-off targets are to be used in calculation of percentage. When he re-registers, the shooter shall be placed in the allowable grading indicated by his percentage at the conclusion of his last 250 targets.

Note: If the 250 targets fall during an event or shoot-off, regrading will not take place until the completion of that event.

- (f) A shooter may be upgraded after shooting 250 targets but he must shoot 750 targets, 3 sets of 250 targets at a lower grade percentage to be downgraded. All scores after the last grading must be carried forward onto the new record card.
- (g) Until such time as a shooter records his initial 125 ISSF targets he shall be placed in the same grade as his grading under ACTA rules.

3.29 ISSF DOUBLE TRAP

- (a) Commonwealth, State, Zone and District Championships must be conducted using International Shooting Sport Federation. Cartridge specifications for all ISSF events restrict shot load to a maximum of 24 grams of shot size no larger than 2.5mm. ACTA grading system shall be in addition to ISSF Shooting Rules. The Conditions of Entry for State Championships shall be the same conditions as apply for National Championships.
 - (i) District and Zone Championships to be of 25 pairs or 50 pairs.
 - (ii) State Championships to be 50 pairs (100 targets) or 75 pairs (150 targets).
 - (iii) Commonwealth & National Championships to be of 75 pairs (150 targets).
- (b) All ISSF Double Trap events shall be run as graded events, and equal trophies shall be provided for each grade.
- (c) Shooters shall be graded into four classes by their percentage performance at all targets fired upon both competition and shoot-offs in ISSF Double Trap.
- (d) The grades shall be – AA Grade 85% and over; A Grade 75% and under 85%, B Grade 65% and under 75%; C Grade under 65%.
- (e) It shall be the responsibility of a designated club official to progressively mark the shooter's card and after each 300 targets (150 pairs), regrade the shooter if necessary. All targets to the end of that event and shoot-off targets are to be used in calculation of percentage. When he re-registers, the shooter shall be placed in the allowable grading indicated by his percentage at the conclusion of his last 300 (150 pairs) targets.

Note: If the 300 targets (150 pairs) fall during an event or shoot-off, regrading will not take place until the completion of that event.

- (f) A shooter may be upgraded after shooting 300 targets (150 pairs) but he must shoot 600 targets (300 pairs) at a lower grade percentage to be downgraded. All scores after the last grading must be carried forward onto the new record card.
- (g) Until such time as a shooter records his initial 50 targets (25 pairs) he shall be placed in the same grade as his current ISSF Trap grade.

3.30 ISSF TEAMS' MATCHES – Olympic Discipline National Championships

- (a) Interstate Shoulder to Shoulder teams matches will be conducted at National OD Carnivals for Open, Women's and Junior teams in Olympic Trap, ISSF Skeet and Double Trap.
- (b) Team Events will be as follows:
 - (i) Olympic Trap and ISSF Skeet over 125 targets shot in conjunction with the National Championship. Open teams 3 members, Women and Juniors 3 members per team.
 - (ii) Double Trap teams match shot in conjunction with the National Championship, of 75 pairs (150 targets) for Men and 60 pairs (120 targets) for Women and Juniors. Men's team 3 members, Ladies and Juniors teams 3 members.

3.31 BALL TRAP

- (a) All Commonwealth, State, Zone Championships and Club Events must be conducted using ACTA Rules.
- (b) All Commonwealth, State and Zone Championships to be of 50 (minimum), 75 or 100 targets.
- (c) Until such time as a shooter records his initial 50 Ball Trap targets, he shall be placed in the same grade as his as his current ACTA Trap grade.
- (d) Grades shall be: AA 93% and over; A 82% and under 93%; B 70% and under 82%; C under 70%.
- (e) A shooter may have his grade increased after shooting 200 targets, but must shoot three (3) consecutive groups of 200 targets at a lower grade percentage to be downgraded.
- (f) Cartridges for all Ball Trap events shall restrict shot loads to a maximum of 28 grams and to a shot size no larger than No.6.
- (g) All shoot offs shall be conducted squad system, first miss and out as per Trap Rule 3.22.
- (h) When Ball Trap is used for ISSF Eliminations, ISSF rules shall apply, and cartridges shall be restricted to 24-gram loads.

3.32 ACTA SPORTING CLAYS

(To be read in conjunction with ACTA Trap and Skeet Rules.)

- (a) Shooting Range or Grounds
 - (i) Following the configuration of the grounds, a sporting clays range must be equipped with a sufficient number of traps so that the competitor will shoot under conditions as near as possible to field shooting.
 - (ii) In order to simulate the above, targets shall be thrown at various speeds, singles or doubles, from in front or from behind, low or high, straight away, crossing, quartering or incoming, from either side.
 - (iii) "When setting up a sporting clay course, the club concerned

must make sure that traps and boundary markers are positioned in such a way that they afford maximum safety, to the trapper, shooters and also spectators. A penalty of one target can be imposed by club management upon a shooter failing to observe the boundary markers when upon the shooting mark."

- (iv) The shooting station is defined as a caged area (1 square metre) from where the shooter will shoot his target or targets.
- (v) All stands are to have muzzle restraints to limit the arc of fire to safe areas.
- (b) Trajectory of Targets
 - (i) At each stand, the trajectories of the targets must be similar in height, angle, distance and speed for all shooters.
 - (ii) At each stand which has targets on report the targets must be thrown in the same order for each shooter.
 - (iii) The traps will not be changed during a round unless the target becomes unreasonable to shoot.
- (c) Traps
 - (i) Targets will be propelled by, and launched from any mechanical device which can achieve the desired trajectory and speed, using approved targets. Release may be by any means capable of producing the required release.
 - (ii) Devices which propel more than one target are acceptable.
 - (iii) Devices propelling targets of more than one type, and devices capable of providing targets at varying angles may be employed, but only in such a fashion that all targets presented are the same for all shooters. Hand throwers will be prohibited.
- (d) Squads
 - (i) The shooting will occur in squads with a maximum of 5 shooters.
 - (ii) Shooters may shoot for targets only at the discretion of the host club.
 - (iii) No.1. Shooter will commence at Station No.1, and after each station change he shall continue to commence the shooting on each station. Each station must be completed before moving to the next station, 5 shooters at 5 stations rotate until 25 targets are attempted.
- (e) Procedure
 - (i) The target sequence will be shown to all shooters prior to commencement of competition only and with any subsequent changes to the target sequence.
 - (ii) A round will consist of 25 targets with no more than 10 pairs of doubles per round.
 - (iii) A round may include: (1) single targets. (2) simultaneous doubles – where two targets are released simultaneously. (3) singles on report – when the second target can only be

- released when a shot has been fired at the first target. (4) following pair (rafale) – two single targets released one after the other in rapid succession. Piggy back doubles – or two targets released one on top of the other.
- (iv) Two cartridges can be used on each single target, but only two cartridges to be loaded into the gun at the one time.
 - (v) The shooter must be ready to commence shooting when called, and must take enough ammunition and equipment to complete the round.
 - (vi) The order of shooting targets shall be marked on a board placed in front of each station.
- (f) Targets
- (i) Regulation skeet or trap targets will be thrown as well as mini, midi, battue, rocket, rabbit or flash targets may be thrown or any other sporting clay target approved by the association.
 - (ii) Target type for any stand will be at the discretion of the shoot officials, but shall number five (5) in total.
- (g) No Targets – As for general rules Trap and Skeet with the following additions.
- (i) If double targets collide and break prior to being fired at.
 - (ii) If a target is released from the incorrect trap.
 - (iii) If two targets are thrown simultaneously, when a single should have been thrown or vice versa.
 - (iv) In a simultaneous double, either from a single or from two traps, either target is broken on leaving the trap, or breaks prior to being fired at.
 - (v) In a rafale pair, if either targets are broken on leaving the trap, or breaks prior to being fired at.
- (h) Doubles with Second on Report
- (i) The second target when shooting doubles on report is to be released immediately on report of the first shot.
 - (ii) If a shooter has a malfunction on the first shot when shooting doubles on report he will be able to repeat the pair of targets.
 - (iii) If the malfunction occurs on the second target, the result of the first shot counts. A proof pair will be thrown to determine the result of the second target.
 - (iv) If the second target is thrown simultaneously or before the first target has been fired upon, proof pair thrown to determine the result of both targets. If first target fired upon, abide by result, proof pair thrown to determine result of second target.
- (i) Ties
- (i) If two or more shooters in an individual event or two or more teams in a teams event have the same score in a competition the shoot off for placing's will be decided by the host club, on not less than ten targets.

- (ii) A competitor eligible for a shoot off is not permitted to practice that event between the event and the shoot off. To do so is automatic disqualification.
- (j) Gun Position
Gun position is optional. When a shooter is ready he will call pull or some word of command. At all stations the gun must be fired from the shoulder.
- (k) Guns and Ammunition
 - (i) All smooth bore shotguns are allowed providing their gauge does not exceed 12 gauge and their length is not less than 63cm overall.
 - (ii) No additional handicap will be given to shooters using guns of gauge smaller than 12 gauge.
 - (iii) Straps or slings must be removed before competing.
 - (iv) Ammunition to be any commercially available load or its equivalent in hand load not larger than No.6, and be not greater than 32g struck measure or equivalent.
 - (v) A maximum of two cartridges are allowed in any gun at any one time.
- (l) Grading Formula
 - (i) Gradings are to be as follows: AA 85% and over, A 75% and under 85%, B 65% and under 75%, C under 65%.
 - (ii) To be decided on a shooters last two hundred (200) targets.
 - (iii) Upgrading will take place every 200 targets. Downgrading every 600 targets. All completed rounds of 25 including shoot offs will be used.
 - (iv) All ungraded shooters will be graded on their first 50 targets, which will then become part of their first 200 targets.
 - (v) Shoot organisers have the option of combining AA and A grade
- (m) National Titles shall be a minimum of 150 targets. Two days may be taken to conduct this event.
- (n) State Titles shall be a minimum of 75 targets.
- (o) A shooter can refuse targets as per ACTA Rules GRST 17 & 1.08 (c)
- (p) Malfunctions, as per ACTA Rule 1.10 (f)
- (q) Pairs will be scored 1-1 when broken by one shot.
- (r) Baulk rule to apply as per ACTA Rule 1.11 (a)

ADMINISTRATION

SECTION 4

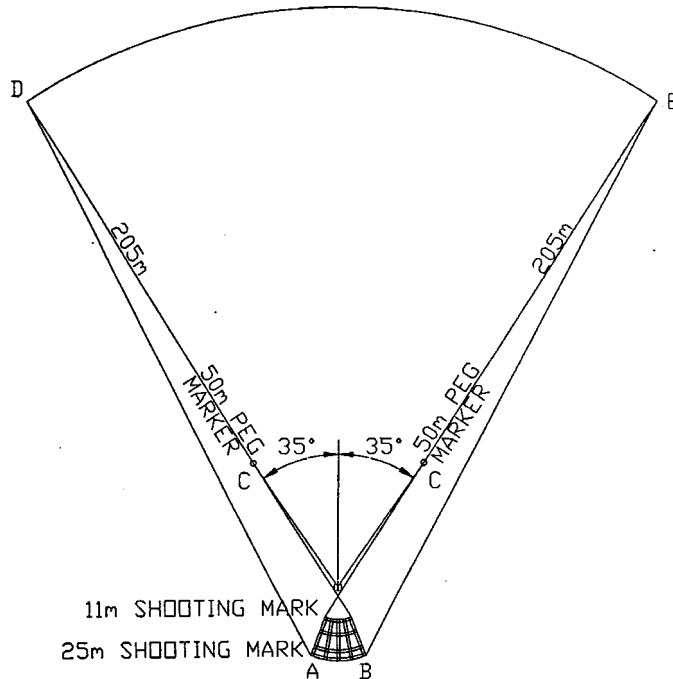
4.01 TRAP LAYOUT

- (a) A standard trap layout shall consist of five firing points arranged on the arc of a circle of radius 16 metres and whose centre is the trap, firing points to be 3 metres apart, numbered 1-5 from left to right when viewed from the firing points and facing the trap, with No. 3 firing point directly behind the trap.

a manner which will bring the top centre pivot point of the throwing arm 35 centimetres above the level of the centre lane and 1.5 metres from inside back of traphouse and 30 centimetres left of centre. A tolerance of 5 centimetres either side of this dimension is permissible.

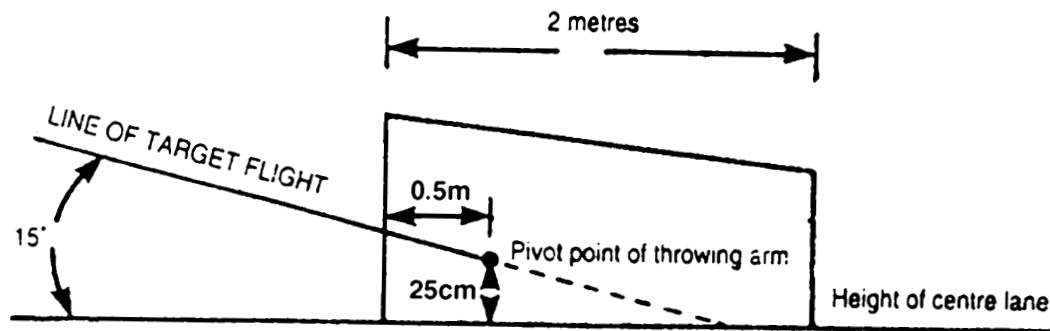
- (b) If when installing an automatic trap, rule 4.04(a) cannot be adhered to, then the target is to be thrown at an angle of 15 degrees from the centre line, with the height stick adjusted to make this possible.(See diagrams)
- (c) Trap Layout Safety Template

DTL LAYOUT
SAFETY TEMPLATE
MARCH 2000 SCALE 1:1414
ENLARGE A4-A3 FOR A SCALE 1:1000



A - SHOOTER No 1 25m MARK
 B - SHOOTER No 5 25m MARK
 C - 50m TARGET ANGLE & DISTANCE PEG
 D&E - 205m FROM SHOOTERS 1 & 5 ON AN
 11m MARK, ON A LINE EXTENDED THROUGH
 THE 50m ANGLE & DISTANCE PEG ON
 THE OPPOSITE SIDE OF THE CENTRE LINE
 SAFETY TEMPLATE COVERS AN AREA BOUNDED
 BY THE LINES BETWEEN POINTS A-D & B-E
 AND THE ARCS D-E & A-B

- (d) Trap houses shall be used to give full protection to the trappers. All traphouses constructed after 1st January 2005 shall be 0.8 metres high in the front, tapering or sloping to 0.65 metres at the back and shall be 2 metres from back to front and 2.5 metres wide. A tolerance of 10 centimeters either way is permissible on these dimensions. All height measurements shall be taken from the



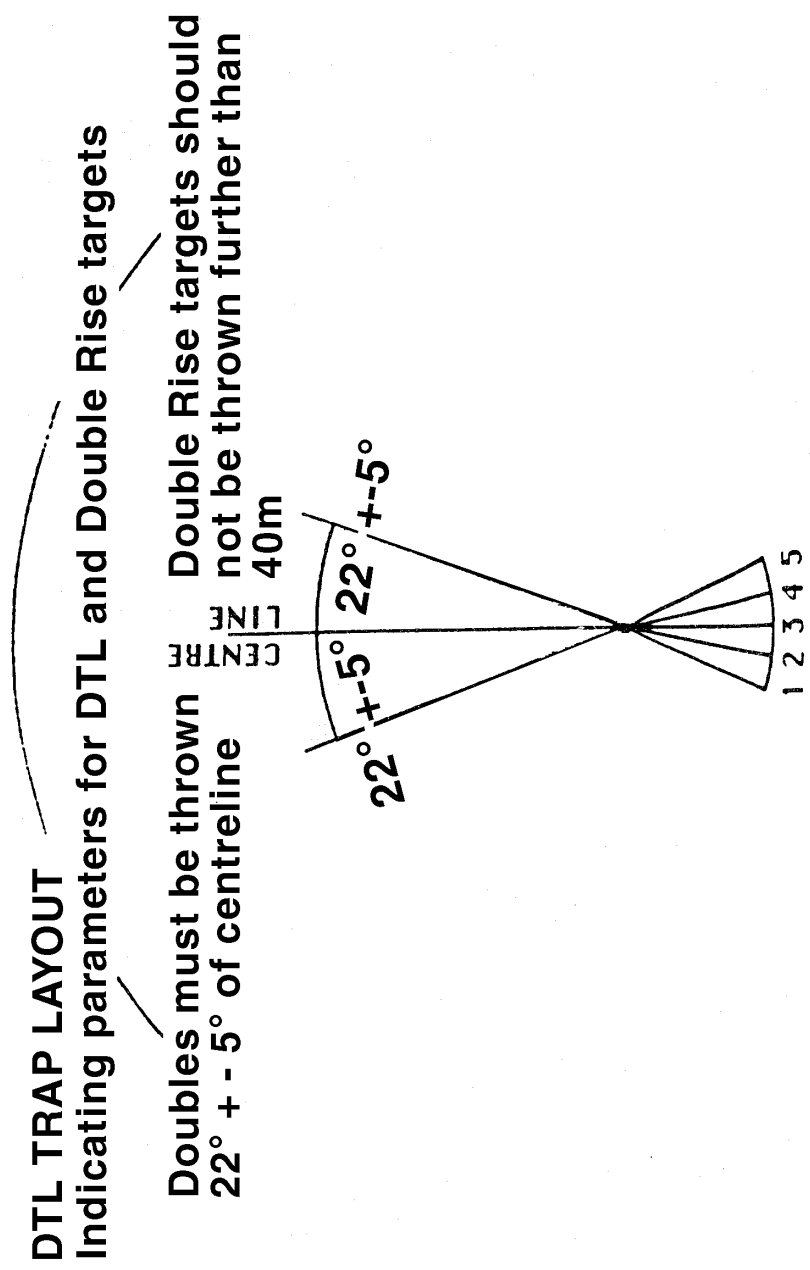
level of the centre lane. The trap shall be mounted in a manner which will bring the top centre pivot point of the throwing arm 25 centimeters above the level of the centre lane and 0.5 metres from the front of the traphouse and 30 centimeters left of centre. A tolerance of 10 centimeters either side of these dimensions is permissible.

4.04 LEGAL TARGETS – SINGLES

- (a) Targets, to be legal, shall be thrown a maximum of 46 metres (+/- 2 metres) in still air with a flight of 4.5 metres (+/- 0.5 metres) above the centre lane at a point 18 metres from the trap or 3 metres (+/- 0.5 metres) above the centre lane at a point 10 metres from the trap. Except in double rise shooting, the flight of targets shall be at unknown angles, thrown within an area subtending an angle at the trap of 22 degrees right and left of the centreline.
- (b) As an aid in determining the legality of targets, where possible three pegs at least 1 metre high are to be placed on the arc of a circle (known as the "Distance Circle") of radius 46 metres and whose centre is the trap; one on the centre line – "The Central Peg" – and one other each 22 degrees to the right and left of centre line respectively. These two pegs will be known as the "Lateral Limit Pegs". Concrete blocks and measuring sticks for measuring target height are to be standard equipment at all clubs.

4.05 LEGAL TARGETS – DOUBLES

Each pair of double rise targets shall be thrown as right and left quarterer respectively at an angle of 22 degrees (+/- 5 degrees) right and left of the centreline. Targets, to be legal, shall be thrown a maximum of 40 metres (+/- 2 metres) in still air with a flight of 4.5 metres (+/- 0.5 metres) above the centre lane at a point 18 metres from the trap or 3 metres (+/- 0.5 metres) above the centre lane at a point 10 metres from the trap.



4.06 TARGETS

Targets shall measure not more than 11 centimetres in diameter not more than 2.85 centimetres in height nor more than 110 grams in weight.

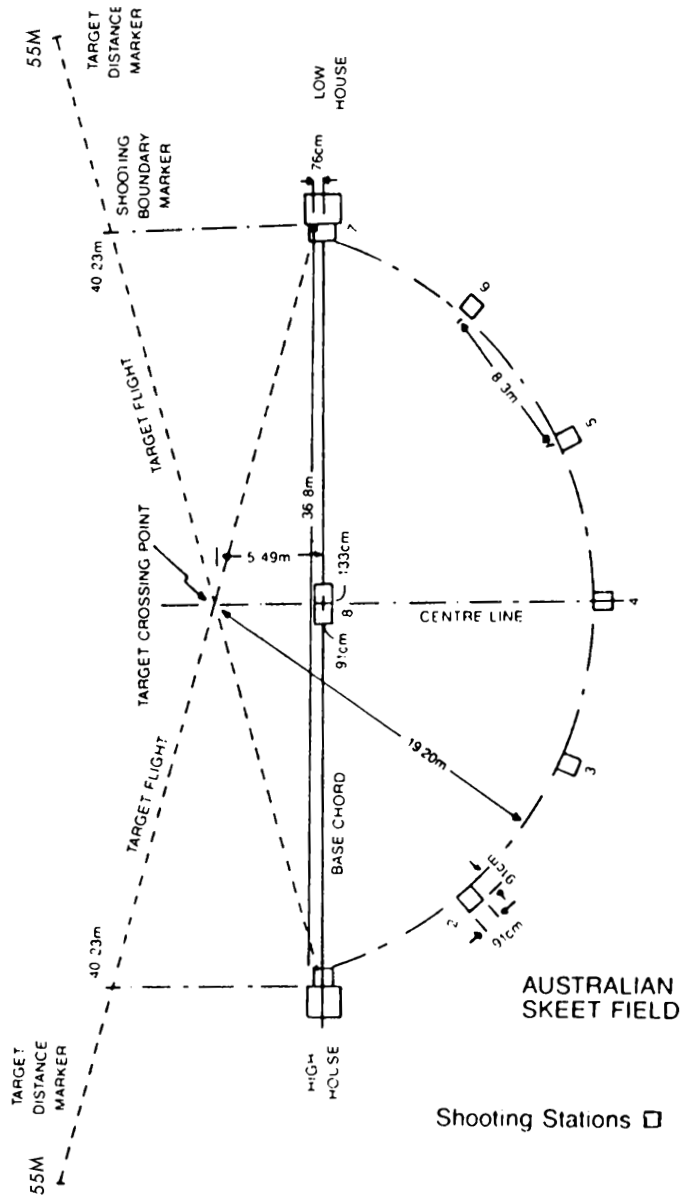
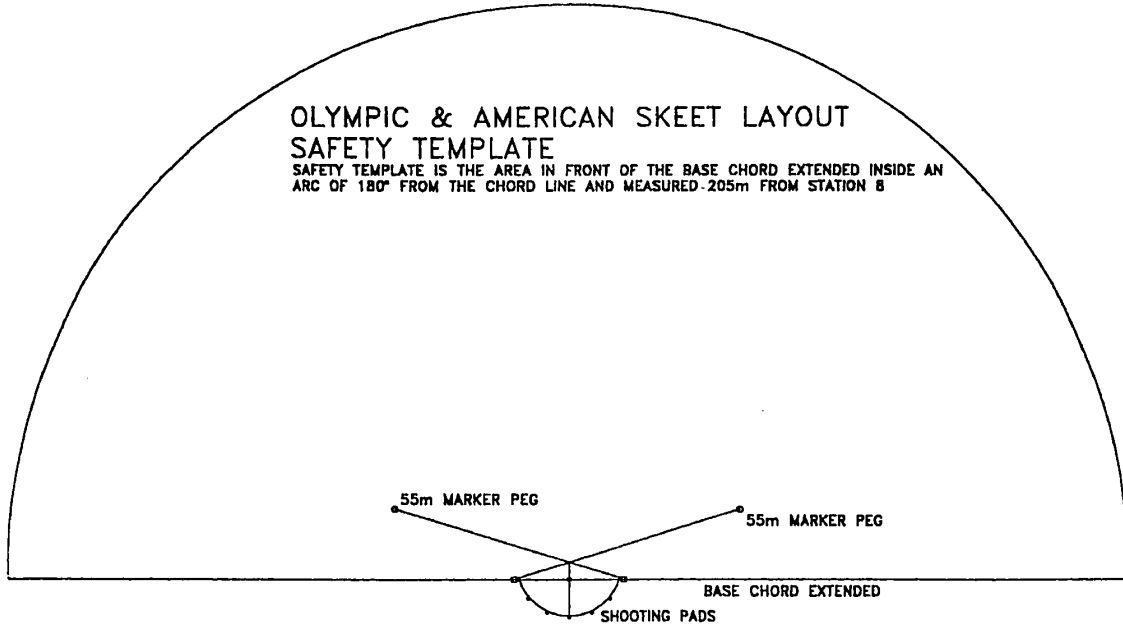
4.07 AUSTRALIAN SKEET FIELD LAYOUT

- (a) A skeet field shall consist of eight shooting stations arranged on a segment of a circle of 19.2 metres radius, with a base chord 36.8 metres long, drawn 5.49 metres from the centre of the circle. The centre of the circle is known as the target crossing point and is indicated by a marker.
- (b) Station 1 is located at the left end of the base chord, and station 7 at the right end when facing the centre while standing on the periphery of the segment. Stations 2 to 6 inclusive, are located on the

RADIUS 205m ARC

OLYMPIC & AMERICAN SKEET LAYOUT SAFETY TEMPLATE

SAFETY TEMPLATE IS THE AREA IN FRONT OF THE BASE CHORD EXTENDED INSIDE AN ARC OF 180° FROM THE CHORD LINE AND MEASURED .205m FROM STATION B



periphery at points equal distant from each other (the exact distance between stations 1 and 2, 2 and 3, etc is 8.14 metres). Station 8 is located at the centre of the base chord.

- (c) Shooting Stations one and seven are a square area 900 mm on a side with two sides parallel to the base chord. Shooting Stations two to six inclusive, are a square area 900 mm on a side, with two sides parallel to a radius of the circle drawn through the station marker. Shooting station eight is a rectangular area 900 mm wide by 1800 mm long, with the long sides parallel to the base chord. The location of each shooting station shall be accurately designated. For Shooting Stations one to seven it is in the centre of the nearest side to the target crossing point, of a suitable pad 900 mm square with the front edge on the periphery of the circle. However, the pad for shooting station eight is placed lengthwise on the centre point of the base chord and is 900 mm by 1800 mm. The centre of Station eight is on a line drawn between the centres of stations one and seven. The designated shooting station for each house, is the half of the rectangular pad, most distant from the respective house.
- (d) A shield must be installed at the target opening of each traphouse, so that the trap operator is not visible to the shooter when he is firing from any station. This precaution is required as a safety factor for the protection of the trap operator from possible injury from direct or ricocheting shot.
- (e) One target should emerge from a traphouse (called high house) at a point 90 centimetres beyond the front of pad one (measured along the base chord extended) and 3.05 metres above ground level. The other should emerge from a traphouse (called low house) at a point 90 centimetres beyond the front of pad seven (measured along the base chord extended) and 75 centimetres from the base chord extended (measured on side of target crossing point) and 1.07 metres above the ground.
- (f) Suitable markers shall be placed at points 40.23 metres and 55 metres from both the high and low house measured along the flight of a regular target. The first marker shall indicate the shooting boundary limit and the second marker shall indicated the minimum distance a target shall travel in still air.
- (g) The target crossing point must be marked in a visible manner where geographically possible.
- (h) It is recommended and desirable that the side of the Skeet house, from the bottom of the chute to the top of the house, be a very light colour or painted white where feasible.
- (i) As a safety precaution, safety fences should be erected running at right angles to the base chord from both the high and low trap houses to at least level with No. 4 Station. (Grounds should meet State safety requirements.)

4.08 SHOOTING BOUNDS – SKEET

For Stations 1 to 7 inclusive, to be an area 40.23 metres in front of the traphouse from which the target is released. These bounds must be clearly marked on the skeet field with a suitable marker (see field layout). For No. 8 Station, to be from the traphouse from whence the target is released to a point defined on the field layout as the centre line.

4.09 LEGAL TARGETS – SKEET

- (a) Is released “instantly” in response to the competitor’s acceptable call. It may be released by the puller, who must be either the referee or an authorised target release operator appointed by shoot management. Or it may be released by voice activated electronic equipment, provided that equipment incorporates a delay mechanism that is timed to imitate the biological reaction time of a human puller. This delay time is necessary to allow equitable integration between events using pullers, and events using phono-pulls.
- (b) Passes within 45 centimetres horizontally or vertically of a point 4.57 metres above the target crossing point. For this purpose a target setting hoop should be used. Such hoop is 90 cm in diameter and mounted on a 4.12 metre long pole.
- (c) In still air, when passing through the centre of the target setting hoop, must carry to a distance equivalent on level ground to 55 metres with an allowable tolerance of plus or minus two metres.

4.10 REGULAR DOUBLE

Two legal targets released simultaneously (one from each traphouse). Proof double, two legal targets released simultaneously (one from each traphouse) to establish a result not yet determined.

4.11 TRAPS

In all open events any trap which throws a legal target may be used, provided the target is released from a position in the field by mechanical or electrical device (NOT released from within the traphouse).

Automatic traps are strongly recommended for all disciplines.

4.12 FIREARMS

- (a) The term “Magazine gun” applies alike to self loading and pump action firearms and other firearms not directly dependent on hand loading and are permissible for clay target shooting.
- (b) Release trigger firearms shall only be used on registered ACTA ground, subject to the following conditions:
 - (i) ACTA shooters wishing to use a release trigger shall make application to a Rules Supervisor for approval. The Rules Supervisor shall, by whatever means he determines, have the applicant examined on his understanding of the use of a release trigger device. Where a Rule Supervisor has satisfied

himself that the applicant understands the use of a Release Trigger device the shooter shall be included on the master register of release trigger users and his Handicap Card shall be marked accordingly by the ACTA.

- (ii) No ACTA shooter other than those authorised by Rule 4.12 shall use a release trigger firearm.
 - (iii) All release trigger firearms used by ACTA shooters and overseas visitors shall be clearly labelled in a conspicuous place near the breech.
 - (iv) Release trigger firearms shall not be left in gun racks or in positions where they can be handled but shall be constantly under the control and supervision of the user.
- (c) No firearm which has a gauge larger than 12 gauge is permitted nor shall any barrel(s) length be shorter than 63 centimetres overall.

4.13 CARTRIDGES

- (a) For all 12 gauge events (Commonwealth, State, Zone, District, Club) other than Handicap, Sporting Clays or ISSF the load is limited to 28 gram struck measure or equivalent shot size not larger than no. 6 (Trap), no. 7 (Skeet). Reloads are permitted in all events including National Championships.
- (b) Twenty gauge events shall be open to all guns of 20 gauge or smaller using shot loads limited to 24 gram struck measure of shot size not larger than no 7.
- (c) Twenty eight gauge events shall be open to all guns of 28 gauge or smaller using shot loads limited to 21 gram struck measure of shot size not larger than no 7.
- (d) 410 bore events shall be open to all guns of 410 bore or smaller using shot loads limited to 14 gram struck measure of shot size not larger than no 7.
- (e) 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.
- (f) For Trap handicap and sporting clay events, load is limited to 32 grams struck measure or equivalent, shot size not larger than no. 6.

4.14 COMPETITOR AND COMPETITION

Wheresoever the word “Competition” may be used in the following rules, it is to be understood to refer to each particular event, and must at all times be construed by the Management in whose charge the carrying out of such “Competition” has been entrusted.

- (a) Open Shoots, that is Commonwealth, State and District Championships and open competitions (cases where more than \$200 is allotted for distribution in any one event), must have the

approval of the State Association before being advertised or conducted. (This rule applies to the actual event and the proposed date of holding.)

- (b) Clubs allocated Commonwealth Championships and Interstate Teams' Matches must advertise the event in ACTA Shooting News prior to the actual shooting date.
- (c) Clubs allocated State Championships must advertise these events in the ACTA Shooting News.
- (d) A competitor is one who has nominated for a particular event and whose name appears on the official score sheets or scoreboard. A competitor can participate only once in each event. Each competitor shall carry and present his current handicap/registration card at all shoots before they are allowed to participate.
- (e) Every competitor entering competitions agrees to accept all official decisions, and to abide by the rules controlling the competition.
- (f) All competitors must be registered through an affiliated club with the ACTA before taking part in competition. Unregistered competitors are not permitted to compete at any time.
- (g) Competitors must at all times use their correct names when entering a competition. Shooting nom-de-plumes are not permitted.
- (h) Any competitor who commences an event and withdraws, or is disqualified from the competition, forfeits the right to resume and to any refund from the event.
- (i) Non resident shooters shall be granted reciprocal rights if able to produce evidence of their membership of a similar international clay target shooting organisation. Their grade shall be determined by their current percentage.
- (j) All competitors are required to dress in an appropriate manner with the wearing of singlets and thongs/scuffs prohibited. This applies when competing and when they are to be presented with any prize or trophy.

4.15 AGE ELIGIBILITY REGISTRATION/COMPETITION

- (a) Junior to be under the age of 18 on the date of registration and/or competition.
- (b) Veteran to be over the age of 65 on the date of registration and competition.
- (c) Any person over the age of 60 years with 30 or more years continuous registration may claim concessional membership of an amount equal to that of a veteran shooter. Concessional membership under the age of 65 years does not qualify for veteran competition.
- (d) Minimum participation age shall be subject to State Law.

4.16 CATCHING UP

- (a) For Trapshooting, no shooter may be allowed to enter an event after the commencement of the second round of that event.
- (b) For Trapshooting, any shooter who after completing his event

shoots for targets only is deemed ineligible for any recognition in the event or High Gun program.

- (c) Practice is permissible between events on all occasions that an official practice trap is operating.
- (d) Where a shooter has registered in a Skeet event, but does not show up to start the event with his squad, he will not be permitted to shoot up after the first man in the squad has fired a shot at Station 2. He may join the squad for all later rounds, but the round missed because of lateness must be shot on the proper field in the first vacancy, or after all other contestants have finished. In the interest of conserving time the shoot management may modify this rule to meet special conditions, if it so desires.
- (e) Under normal conditions, a squad should complete a round of skeet in 22 minutes. Unusually slow shooting squads who are disrupting the normal sequence cannot object to being transferred to a substitute or practice field.

4.17 TARGETS ONLY

Shooting for targets only, is a term which shall be held to define the status of a competitor in any given event, or events, or in an entire tournament program, and shall signify that a competitor is “shooting for targets only” and has no interest in any trophy or trophies, nor any interest in money or monies in any specific event or events or in the entire program. The competitor’s name shall be placed on the squad board, signifying that he is shooting for targets only. “Shooting for targets only” shall be allowed in any event at the discretion of the Club Management.

4.18 CHALLENGE

- (a) At all major competitions a jury shall be appointed. Any appointed jury shall have the authority to supervise the setting of traps and their decision shall be binding.
- (b) A competitor may challenge the load of any other competitor. On receipt of a written challenge, with \$20 forfeit, the Management shall obtain a cartridge from the challengee, and if after examination the Management finds the challengee has violated requirements he may be disqualified providing the offence was wilfully committed. If the challengee is wholly innocent, the forfeit shall be paid to him, otherwise it shall be returned to the challenger. The Management of any club, or of any tournament has the power to examine any competitor’s cartridges at their discretion, without involving themselves in any penalty.
- (c) A competitor may appeal against the decision of a referee in regard to interpretation and application of these rules. The competitor shall advise the referee before he leaves the shooting track that he intends to appeal, and immediately upon completing his run over the traps the competitor shall lodge a written appeal and \$20 forfeit with the Management.

4.19 MANAGEMENT

- (a) The Management of any club holding a tournament or competition under these rules, has the authority to reject any entry in the said tournament or competition with good reason, and to disqualify any competitor who acts in an ungentlemanly or disorderly manner, or who violates safety requirements.
- (b) The Association shall keep a register of shooters. No person may enter or compete at any Association competition or event conducted by a member or members or sub-committee appointed for that purpose, unless such person is registered with the Association as a registered shooter and is not in arrears with his registration fees. The Association shall have the right of refusing to register any person as a registered shooter without giving any reason for such refusal. The registration fee payable by a registered shooter shall be such as the Executive Committee shall from time to time prescribe. The Association shall have the right to de-register any registered shooter for conduct which the Executive Committee decides is unsportsmanlike, or for any breach of the Rules or by-laws of the Association, or for failing to observe the decisions of the Association.
- (c) Should darkness, bad weather, or other cause interfere with the competition, the Management shall have the right to decide when and how the competition shall be completed. If postponed the event must be completed within one calendar month. Any competitor who defaults in respect of such postponed competition forfeits all his rights and standing therein.
- (d) All clay targets broken or otherwise shall remain the property of the club.
- (e) Handicap cards must be produced upon request by either Club Management, Zone or State Handicappers, Rules Supervisors, State Associations and National Executive members of the ACTA. In the event of an investigation by any listed parties they have the right to retain the Handicap card for the period of time necessary to undertake the investigation.

4.20 JURY

- (a) The Management shall appoint a jury of three. The jury shall be appointed from (in order) members of the Executive Rules Sub Committee, Executive Committee, Rules Supervisors, Referee Examiners, Qualified Referees on the grounds, to examine the matter.
- (b) Should the competitor's appeal be upheld, his deposit shall be returned and the correct ruling shall be applied to the target appealed against. Should the appeal be disallowed the deposit shall be forfeited and paid to the club concerned. There shall be no appeal against a referee's decision in regard to whether a target is legal or whether it has been missed.
- (c) For major ISSF Competitions the jury shall be appointed from (in

order) ISSF Judges, Referee Examiners, Executive Committee Members, Rules Supervisors, Qualified Referees on the grounds to consider the matter. All members of an appointed Jury are eligible to compete.

4.21 REFEREE

- (a) To become a registered referee, a candidate shall approach his Club Secretary and President, who (when they consider that the candidate has achieved a satisfactory standard) shall recommend in writing to the nearest registered Referee Examiner on the prescribed form that the candidate be given a practical and oral examination. When the candidate has passed this examination to the Examiner's entire satisfaction, the Examiner will then submit his recommendation plus the form to the ACTA Executive Director, who will issue a Referee badge to the candidate. Any candidate who has failed and wishes to be re-examined must be re-examined by the same Examiner.
- (b) The Rules Supervisors will keep a record of all Referees in their State.
- (c) The Club Management complaint of any Referee or Referee Examiner shall be referred to the nearest Rules Supervisor within the State for investigation. The Rules Supervisor has the power to suspend the person concerned until the State Association Meeting. If justified, the State Association has the power to further suspend and recall the Referee or Referee Examiner's badge and shall advise the ACTA Executive Director of the action taken.
- (d) Referees shall be appointed for a period of five (5) years and are eligible for re-examination. Any Referee or Referee Examiner who fails to register in any year will have his name automatically removed from the Association Referee and Referee Examiner list.
- (e) The Referee's decision in all cases coming under his jurisdiction as set forth in the rules shall be final. Referees are requested to wear their official badge at all shoots.

4.22 DUTIES OF REFEREES

- (a) The Referee, besides attending to special duties set forth in these rules, shall adjudicate the competition, he shall distinctly and loudly announce the result of each shot by calling out "one" when the target is broken, except Points Scoring where he shall call "one" or "two". He shall decide all other issues which arise in relation to the direct competition.
- (b) A check Referee may be employed for Deauville Doubles and Double Rise competition, with the Chief Referee to give the decision.
- (c) If the Referee is negligent, or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove him. This rule applies also to scorers, target release operators, trappers and any other of the staff.

- (d) The Referee is empowered to challenge the ammunition used by any competitor.
- (e) The Referee has power to alter his decision. If altering his decision on “lost target” or “balk” etc, during the competition, this must be done before the shooter in question shoots his next target or the shooter leaves the tracks should this be his last target.
- (f) The officiating Referee MUST have the trap adjusted immediately if it is not throwing legal targets. Immediately following such alteration, a target must be thrown and the competition continued. Unauthorised shooters are not to interfere with or attempt to interfere with the setting of the trap. Violation of this rule may be grounds for disqualification from the event.
- (g) He must have complete knowledge of the rules of the ACTA and shall adjudicate the competition at all times as set by the Management.
- (h) It is his responsibility to announce the conditions as set out in the rules for each event before the competition commences, also to deploy shooters to their correct firing lanes.
- (i) As shooting proceeds he must observe that shooters are commencing on their correct mark, not shooting out of turn, are handling their guns with safety, and using the correct cartridges as laid down for each individual event.
- (j) The referee must be efficient and alert at all times and it is most important that he should gain the confidence and respect of each and every competitor.

4.23 DUTIES OF A SHOOT MARSHALL

- (a) He must observe all the duties of the official referee.
- (b) He must be present at all shoot-offs.
- (c) He must see that all traps are checked for correct height and angles during competition and prior to shoot-off.
- (d) The shoot marshal shall be in charge of all operations and personnel, including referees relating to the shoot, and shall be responsible only to the Management.
- (e) He must instruct and roster the duties of all personnel prior to the commencement of each day’s shooting.

4.24 DUTIES OF REFEREE EXAMINER

- (a) To examine applicants for Referee in trap and/or skeet who have been recommended as required in the ACTA Shooting Rules. ISSF appointed Referee Examiner to examine applicants for Referees in ISSF who have been recommended as required in the ACTA Shooting Rules.
- (b) To assess the applicant’s temperament, fairness, his ability to control a situation and his personal behaviour on the shooting tracks as a shooter before considering an examination.

- (c) To observe the actions of existing Referees on the shooting ground and to discuss any problems or make any recommendations considered appropriate.
- (d) To make himself available when convenient to attend rules discussions when required by clubs.

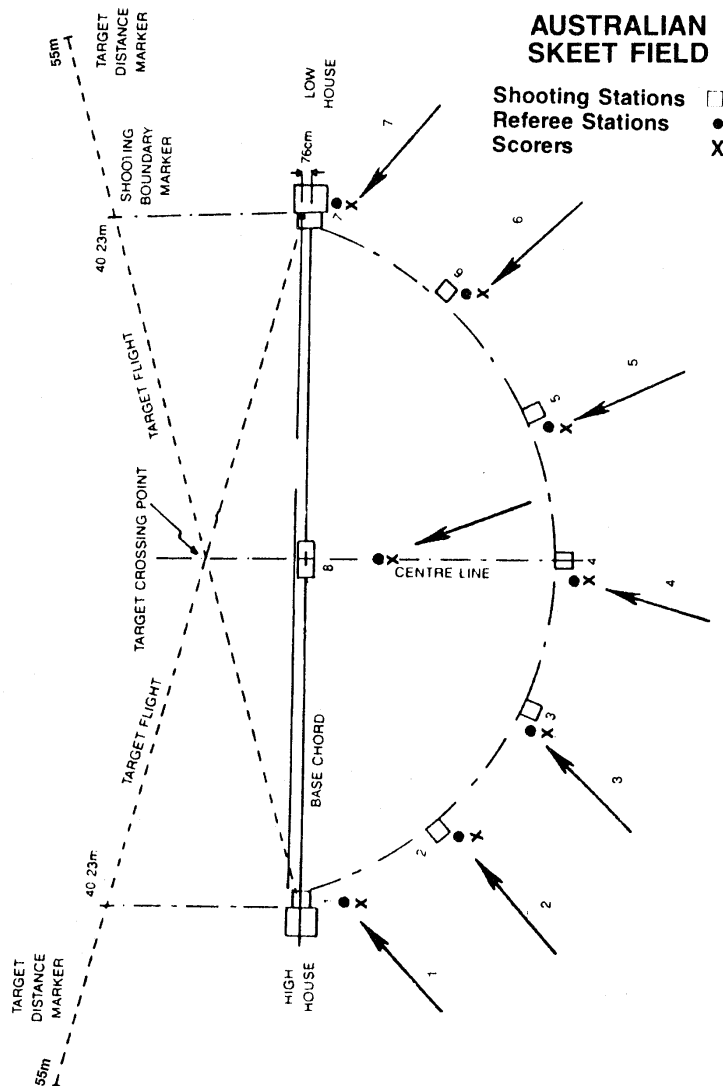
4.25 DUTIES OF RULES SUPERVISOR

- (a) A maximum of two suitable qualified persons appointed by the relevant State Association until such time as they may elect to resign or alternatively are replaced by their State Association. Rules Supervisors should be selected from experienced Referee Examiners.
- (b) To examine applicants theoretically and practically for the position of ACTA Trap and Skeet Referee Examiner and to advise the ACTA office when the applicant is successful. ISSF appointed Rules Supervisor to examine applicants theoretically and practically for the position of ACTA, ISU Referee Examiner and to advise the ACTA when the applicant is successful. Maximum of one ISSF Referee Examiner per State to be appointed.
- (c) To demand a degree of ability, before authorising new Referee Examiners, that will ensure a high standard of Refereeing. Prior to the applicant attaining the status of a Referee Examiner, an applicant must have completed a three year term as an official ACTA Referee.
- (d) To observe the actions of existing Referee Examiners and Referees and to discuss any problems concerning their duties.
- (e) To investigate the written complaint of any club management or Referee Examiner concerning the ability of existing Referees and to report to the appropriate State Association when action is considered necessary, with full facts so that the State Association concerned may recommend the action to be taken.
- (f) To investigate the written complaint of any club management concerning the ability of any Referee Examiner and to report the facts to the appropriate State Association concerned, so that the State Association concerned may recommend the action to be taken.
- (g) To arrange or require the re-examination of any Referee Examiner or Referee. (When investigating complaints concerning Referee Examiners and Referees, every effort should be made to correct the complaint by re-examination or re-training in preference to suspension.)
- (h) To control the number of Referee Examiners so that:
 - (i) Referee applicants cannot shop around for an easy examiner.
 - (ii) The principle of common interpretation is maintained – (the more examiners the more chance of interpretation becoming loose).
- (i) A Rules Supervisor should not generally carry out Referee examinations but may do so if requested or if there is no Referee Examiner in the area.

- (j) To make himself available when convenient to attend rules discussions when requested by clubs.

4.26 REFEREE AND SCORER

- (a) The scorer shall keep an accurate record of each shot, according to the referee's call. He shall mark the figure 1, 2 or 0 relative to the referees call. If the scorer is incompetent at scoring, the Referee has the right to change the scorer before commencement or during the event.
- (b) All malfunctions, faulty cartridges or misfires must be recorded on the score sheet as "M" for malfunction, "R" for all refusals.
- (c) The official score must be kept on a score sheet and be available for inspection by the competitor.
- (d) It shall be the responsibility of the competitor to check his score with the score sheets before leaving the shooting tracks. Any protest on his score must be lodged with the referee immediately, ie before leaving the shooting tracks. Such protest can only be made against incorrect score.



- (e) The positioning of skeet referees and scorers be mandatory in keeping with the positions in the illustrated Skeet Field.

Note: Scorers to be positioned in immediate proximity of the referee using the position illustrated in the rulebook for referees.

4.27 BREAK RECOGNITION

- (a) Break Badges will be recognised in sequences of 50, 75, 100, 150, 200, 250 and so on, provided these are shot over oscillating traps under double or single barrel conditions and in regular competition on one day only, excepting over a program of two or more successive days. Also for all ISSF events, ball trap and double rise, ie 25 pairs, 50 pairs and so on.
- (b) Break badges may also be similarly earned in Continental down-the-line events, or Tower events provided that the break is achieved from events of the same nature.
- (c) Clubs must submit form number 17, duly completed, to the ACTA, with the prescribed fee for each requested badge, before recognition can be considered or granted. Break badges, once they have been obtained, will not be repeated. Badges for “25 metres” will also be available to those attaining this as their registered handicap.
- (d) Break badges are available for all breaks up to and including the break, in the recognised sequence, as a result of any one break.
- (e) Break recognition and badges for Skeet shall conform to the Trap break rules above, except that separate breaks will be recognised for regular Skeet in all four gauges, and for Skeet Doubles. Any deviation from a break in progress, such as shooting a different event or changing the format of a shoot-off to make it different from the normal shoot-off format for that event, will neither add to nor terminate a break in progress. Shoot-off targets will only be recognised if they conform to the format of the event except in Skeet Doubles Shoot-offs, where doubles at 3, 4 & 5 is the normal shoot-off format, and thus shall be counted in the Skeet Doubles break.

4.28 LONG BREAK RECORDS

- (a) By an Australian – may be established either in Australia or overseas providing all criteria are met. These long break records may only be established by an Australian citizen.
- (b) In Australia – may be established by any shooter competing in Australia under ACTA rules. These long break records may only be established in Australia.
- (c) Long break records will only be recognised if shot over an advertised program and the shooter has finished his event.
- (d) Any tournament from club level upwards can be used for the purpose of establishment of long break records.

- (e) Long break records are only recognised in the following Disciplines.
 - (i) Down the Line/Trap – Double Barrel, Single Barrel, Point Score, Double Rise, Handicap (25M only), Continental DB, SB, and Points Score
 - (ii) Skeet
 - (iii) Skeet Doubles
 - (iv) Olympic (ISSF) Trap
 - (v) Olympic (ISSF) Double Trap
 - (vi) Olympic (ISSF) Skeet
 - (vii) Ball Trap (ACTA/FITASC/ISSF)
 - (viii) Tower
 - (ix) ACTA Sporting Clays
- (f) All applications for recognition of a long break record established in Australia must be accompanied by proper verification and submitted on the official ACTA form (available upon request). All applications for recognition of an Australian record established outside of Australia, besides the verification, must also have proof that all other conditions such as trapsetting were identical to the ACTA regulation standards.
- (g) Once a long break record is established the competitor's name shall be recorded in the appropriate category together with the long break record score. Any competitor who subsequently equals this score shall have his name recorded alongside the current record holder(s). Any competitor who subsequently betters this score shall have his name entered as the record holder together with the new long break record score and the previous holder(s) name(s) and score(s) shall be deleted.
- (h) The National Office shall keep a complete list, both past and present, of record holders and their scores, together with the dates established.
- (i) Any dispute over the recognition of any long break record shall be referred to the Executive Committee, whose decision shall be final.

4.29 SKEET RULES – OTHER

Any Skeet rules not specifically covered in these rules should be determined by reference to the current NSSA rulebook.

