



**THE  
CLAY TARGET SHOOTING ASSOCIATION  
OF SOUTH AFRICA**

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**COMPETITION RULES  
FOR PARTICIPANTS**

in the

**9<sup>th</sup> World DTL Championship**

**12<sup>th</sup> to 21<sup>st</sup> March 2010**

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Hosted by

**Valley Gun Club, Paarl, South Africa**

# Competition Rules for Competitors

## 1. Dress Code

1.1. The purpose of this code is to protect the image of the sport of clay target shooting by requiring that all competitors and officials (“participants”) present a wholesome and dignified appearance while participating in the sport.

### 1.2. Dress Standards

1.2.1. During the course of this event, participants’ dress will be expected to be in a tidy and clean condition and free of any messages, images or slogans that might reasonably cause offence to others. Offensive messages or images of a sexual or racial nature are specifically forbidden, as well as any messages that violate accepted standards of decency and good taste. The byword for the standard will be “smart casual”.

1.2.2. Listed below are specific examples of personal appearance or clothing that will be considered unacceptable in terms of this code:

- Nakedness of the torso or limbs, other than lower arms or legs;
- Wearing of shooting jackets over the naked torso;
- Shirts or tops that have their sleeves cut or torn off;
- Cut-off jeans or trousers, or any type of shorts which do not, when worn normally, reach down to at least 15cm above the knee;
- Torn, slashed or shredded shirts, jeans, trousers or skirts;
- Military or camouflaged wear; balaclava helmets or camouflage paint;
- Any excessively worn, dirty, or disheveled clothing or footwear;
- Open sandals or “slip slops”;
- Any other garments or items of personal appearance that contradict the spirit of this code, or that seek to exploit any possible loophole within it, at the discretion of CTSASA officials, event organisers, Umpires, or Jury members.

### 1.3. Dress Code Penalties

1.3.1. Any participant who is in breach of this code will be asked to rectify his / her appearance without delay. Failure to comply with such instruction will disqualify the offender from further participation in the event, without the right of a refund, and may further expose him / her to the risk of disciplinary action in terms of the CTSASA’s Code of Conduct.

1.3.2. CTSASA officials, shoot organisers, Umpires and Jury members will have the power and the responsibility to interpret the spirit of this code, and to implement all the provisions contained herein.

## 2. Competitors and Rules

2.1. It is the responsibility of all competitors to be familiar with any unique requirements of the CTSASA, as well as ensuring that they are conversant with the rules contained herein.

- 2.2. Every competitor is required to acquaint himself / herself with all the rules applicable to competitors. By entering the competition, competitors agree to submit to any penalty that they might incur through failure to comply with the rules or any Umpire's decision.

### 3. Duly Notified

- 3.1. A competitor is "duly notified" to compete when his / her name is called by an Umpire, scorer, or other person authorized to do so.
- 3.2. If a competitor is absent after being called three times within one minute by an Umpire, he / she will be declared "absent" and not be allowed to join the squad during that round.

#### 3.3. Penalties

- 3.3.1. Competitors shall be at the firing mark when duly notified.

- 3.3.1.1. Each competitor shall have sufficient cartridges to complete each round.

- 3.3.1.2. Any competitor who has insufficient cartridges to complete the round will incur a one target (three points') penalty on each such occasion.

- 3.3.2. If a competitor is declared absent, he / she will be penalized two targets (six points). He / she may be given the opportunity to shoot that range's targets at the Jury's discretion.

- 3.3.3. A competitor who is not present when his / her name is called for a shoot-off shall be declared absent, and lose the shoot-off by default.

### 4. Time Limits

- 4.1. Each competitor must call for his / her target within **10 (ten) seconds** of the Umpire acknowledging that shooting may commence, or after the previous shot has been fired, unless "*Break and Change*" has been called.

- 4.2. A competitor failing to call a target within 10 seconds will incur an Umpire's warning on the first occasion of a round, and a one-target (three points') penalty for each subsequent transgression in that round.

### 5. Definition of a Regular (Legal) Target

A regular target is a whole (unbroken) target, whose flight is within the legal limits, and which appears promptly after a contestant's recognizable call.

### 6. Definition of a "Killed" / Hit Target

- 6.1. A killed / hit target is a regular target which, *in the opinion of the Umpire only* (the opinions of the other competitors in the squad or spectators are of no consequence), is either completely destroyed ("smoked" or "powdered"), or, at the very least, has a visible piece broken from it, in flight, by the competitor's shot.

- 6.2. A killed target is scored three points if it is killed with the competitor's first shot, and two points if the target is broken with the competitor's second shot.

## **7. Definition of a “Lost” Target**

A target is declared “lost” when *in the opinion of the Umpire only* (the opinions of the other competitors in the squad or spectators are of no consequence):

- 7.1. A regular target remains unbroken in flight after being fired at by the competitor;
- 7.2. A regular target only has “dust” removed from it in flight by the shot, but remains otherwise intact (no visible piece is broken from it);
- 7.3. A regular target is only moved in flight by the shot, but remains otherwise intact (no visible piece is broken from it);
- 7.4. The competitor, after an apparent malfunction or misfire:
  - 7.4.1. opens the gun, or,
  - 7.4.2. touches the gun’s safety catch

before handing the gun to the Umpire for inspection.
- 7.5. The competitor, after an apparent malfunction or misfire, hands the unopened gun to the Umpire, who recognizes that:
  - 7.5.1. no cartridge had been loaded in the gun, or,
  - 7.5.2. the cartridge had been loaded in the wrong chamber, or,
  - 7.5.3. the gun’s safety catch had not been deactivatedprior to calling the target.
- 7.6. A competitor suffers a third or subsequent malfunction or misfire in the same round (for a first or second malfunction, see below).
- 7.7. Where a competitor fails to fire at a legal target for any reason, including personal error, involuntary failure to fire (“freeze”), or negligence.
- 7.8. A “lost” target is scored zero.

## **8. Definition of a Broken Target / “No Target”**

### **8.1. Broken Target**

- 8.1.1. A broken target is a target that emerges from the trap broken, or which has been broken by any means other than having been hit by a competitor’s shot.
- 8.1.2. Such targets will be called “no target” by the Umpire, and no score will be registered, regardless of whether the competitor fires or not.

### **8.2. “No Target”**

- 8.2.1. When an Umpire has declared a target a “no target”, on no account may it deliberately be shot at by the competitor.

8.2.1.1. When a no target is intentionally shot at in the opinion of the Umpire, the Umpire will warn the competitor and mark the scorecard accordingly.

8.2.1.2. Should there be a recurrence of this transgression in the same round, the Umpire will report the matter to the Jury for a decision.

8.2.2. A target may be called a no target by the Umpire if:

8.2.2.1. It is unbroken when released, but it is released too soon or much later than the competitor's call, and the competitor does not fire at it (if the competitor fires at the target, the result is scored);

8.2.2.2. It is unbroken when released, but it follows an erratic or irregular trajectory (for example, a "floppy"), and the competitor does not fire at it (if the competitor fires at the target, the result is scored).

8.2.3. A target will be called a no target by the Umpire if it is unbroken when released, but it emerges from the trap together with pieces (shards) of a broken target, or simultaneously with a second, whole target.

8.2.4. If a competitor involuntarily fires at a target after the Umpire has called "no target", then the result of the shot will not count, and an additional target will be thrown for the competitor (see also 8.2.1 above).

## **9. Shooting Stand or "Peg"**

9.1. Competitors may shoot only from within the peg's demarcated area:

9.1.1. Both feet must be **entirely within the boundary of the peg**;

9.1.2. Failure to stand with both feet entirely within the designated area will incur:

9.1.2.1. a warning from the Umpire for the first offence;

9.1.2.2. a deduction of one target (three points) for the second and subsequent offences within each round.

9.2. Whilst on the peg, competitors may not "sight" or track birds, other objects, or other competitors' targets.

9.3. Gun position is optional prior to firing, but, at the point of firing, the gun must be evidently in the competitor's shoulder.

If the gun is not evidently "in the shoulder" at the moment of discharge:

9.3.1. The competitor will be warned by the Umpire for the first offence;

9.3.2. The Umpire will recommend the competitor's disqualification to the Jury for any subsequent infringement.

## **10. Shooting Order**

10.1. With the traps set as detailed in Appendix A, the competitors comprising the squad will stand at the designated firing marks ("pegs") from 1 to 5 (from left to right facing the trap) in the order in which their names appear on the scorecard (the first competitor – or competitor 1 – is the competitor assigned to peg 1).

10.2. All guns must be OPEN and EMPTY at this time.

### 10.3. Clearing Barrels

10.3.1. Competitors may ask the Umpire to “clear their guns” (or “warm their barrels”) in the first round only.

10.3.2. If permission to “clear guns” is given by the Umpire, each competitor, in turn, beginning with the first competitor, may fire two shots down-range, or indicate that he / she does not wish to clear his / her gun.

### 10.4. Viewing Targets (“Sighters”)

10.4.1. When the Umpire determines that the squad is ready, he / she will signal the first competitor to call a single target for the squad to view.

10.4.2. Competitors may mount their guns and track the sighter called by competitor 1.

10.4.3. This procedure will be permitted on each range shot by each squad.

## 11. Shooting Procedure

11.1. When the Umpire is satisfied that all is ready and correct, he / she shall call **“line ready”**.

11.1.1. All competitors may insert two cartridges into their barrels, but guns must remain open.

11.1.2. Competitors using semi-automatic shotguns must keep the bolt to the chamber of their guns open, but they may load two cartridges into the magazine.

11.2. The first competitor may close his / her gun and adopt a shooting stance, and then call for a target when he / she is ready.

11.3. Upon this command, the puller, who must be positioned behind the line of shooters, will immediately release a target.

11.4. A target will be immediately released if an electronic acoustic system is in use.

11.5. Where an Umpire does not call “no target”, no claim of a quick or slow pull will be allowed if the competitor fires at a target.

If a competitor believes either a quick pull or a slow pull has taken place, he / she should be guided by clause 8.2.2.1 above and clause 31 below.

11.6. The first competitor may shoot at this target in flight with one or two shots.

## **12. Second and Subsequent Shooters**

- 12.1. Provided that a “no target” has not been called, and the Umpire has announced the result of the shot from the previous competitor, the competitor on the second peg (the second competitor, or competitor 2) may then follow the same procedure, followed thereafter by the ensuing competitors.
- 12.2. After the final competitor has shot, competitor 1 shall again call for a target and all the shooters in the squad will follow this sequence until each competitor has attempted the required number of targets on that peg.
- 12.3. Each competitor will shoot at **five targets** from **each one of the five pegs** during a round of 25 targets.

## **13. Changing Stands**

- 13.1. After five targets have been attempted by each of the shooters in the squad, the Umpire / scorer will call “*break and change*”.
- 13.2. Should more than five targets have been shot at from a stand, these additional targets will not be considered part of the competition, and they will be ignored for scoring purposes.
- 13.3. As the competitors move to the next peg, the Umpire or scorer will call each competitor’s result (points’ score out of 15) for the completed peg, in sequence, starting with competitor 1, for example, “15, 12, 15, 9, 15”.
- 13.4. Each competitor (except competitor 5) moves to the next peg on the right, and competitor 5 moves to the peg 1.
- 13.5. When competitors move between the pegs (“down the line”):
  - 13.5.1. Guns must be **open**:
    - 13.5.1.1. A cartridge may only be retained in the breech when a competitor moves from stands 1 to 2; 2 to 3; 3 to 4, and 4 to 5;
    - 13.5.1.2. When competitors move from stand 5 to 1, **no cartridge may be loaded** in the chambers;
  - 13.5.2. In the case of semi-automatics and pump action shotguns, the breech must be open and empty for all movements between pegs;
  - 13.5.3. The competitor leaving peg 5 to take up position at peg 1 must move to that position by walking behind the line of competitors.

## **14. Re-Starting After Changing**

- 14.1. When all is in order and all the competitors are again in their correct positions and ready to shoot, the Umpire will call “*line ready*” and continue to do so after each change, and before the commencement of shooting.
- 14.2. Competitor 1 (after the first change, standing at peg 2) commences the second round, at the end of which, the squad again moves to the right.
- 14.3. Competitor 1 also commences the third and remaining rounds, finishing at peg 5.

## **15. End of Round**

Once all competitors in the squad have shot at five targets from each peg, the round will conclude. At this point the Umpire will call “**break, unload, and retire: please check your scores**”, and all guns must be opened and emptied of any unfired cartridges or cartridge cases.

## **16. Signing Scorecards**

16.1. All competitors must sign the scorecard prior to leaving the range.

16.2. It is the responsibility of each competitor to ensure that his / her score is correctly recorded on the official scorecard.

## **17. Coaching / External Assistance**

17.1. Umpires must ensure that no coaching, tuition or external assistance / advice is provided to any competitor from any quarter once an event has commenced and whilst the competitor is actually at the shooting mark or in the process of completing a round.

### **17.2. Penalties For Coaching**

17.2.1. If an Umpire determines that a competitor is receiving coaching, assistance, or advice from an external source he / she will, in the first instance, warn the offender to desist.

17.2.2. Failure to do so will result in a penalty of one target (3 points).

The Umpire will indicate this with the word “penalty” on the scorecard and deduct 3 points from the competitor’s final score for that round.

17.2.3. If the offender persists, the Umpire will ask the Jury to disqualify the offending competitor (the scorecard will be marked with a ‘DQ’ by the Umpire / scorer).

## **18. Safety**

18.1. Each competitor is to behave in a safe and responsible manner at all times.

18.2. Shotguns must be **kept open and unloaded** at all times, except when on the shooting peg and permission has been given to load by the Umpire.

18.3. Semi-automatic and pump action shotguns are to be carried with the breech open or flagged, and the muzzle either pointing at the ground or straight up in the air.

18.4. Guns may only be loaded when competitors are on the shooting peg and then only with the barrels pointing down range.

18.5. Before retiring from the range at the end of a round, each competitor must remove any cartridge case and / or unfired cartridge from the gun before leaving the peg.

- 18.6. In the event of a malfunction or misfire, a competitor must keep the gun pointing down range until the Umpire gives permission for the competitor to do otherwise.
- 18.7. No cartridges of different calibers may be carried onto the range under any circumstances.
- 18.8. It is expressly forbidden for a competitor to:
- 18.8.1. Aim or point his / her gun at anything other than a clay target thrown expressly for him / her. Any violation of this rule, in the Umpire's opinion, will result in a request to the Jury for the immediate disqualification of the competitor, and the offender will be reported to his / her home association for disciplinary action.
- 18.8.2. Shoot at anything other than a clay target thrown expressly for him / her. Any violation of this rule, in the Umpire's opinion, will result in a request to the Jury for the immediate disqualification of the competitor, and the offender will be reported to his / her home association for disciplinary action.
- 18.9. Any violation of safety rules will, in the first instance, incur a warning, and any further repetition may mean immediate disqualification from the event, and the offender being reported to his / her home association.

## **19. Hearing and Eye Protection**

- 19.1. The wearing of a suitable, purpose-made, evident (visible) hearing protection product is compulsory. This must be worn on – or in – both ears by all persons participating in the event whilst shooting (including as members of an active squad; umpiring; scoring, or officiating in any capacity). This requirement also includes spectators at or near the range.
- 19.2. The wearing of appropriate, purpose-made, evident (visible) eye protection by all competitors, scorers, Umpires, and all persons near any shooting position, is mandatory. This rule applies regardless of weather conditions.
- 19.3. Umpires and Jury members have the power, the authority, and the responsibility to prevent anyone stepping onto a shooting peg, or officiating on a range, unless he / she is wearing appropriate hearing and eye protection.

## **20. Banned Substances**

- 20.1. No alcohol may be consumed by any competitor, either before or during the shooting of any targets for that day.
- 20.2. No drugs (as defined by the World Anti-Doping Agency) or any performance-enhancing substance in any form may be consumed by any person, either before or during the shooting of any targets.

## **21. Guns**

- 21.1. Competitors may only use guns which are safe and in good condition.

An Umpire may ask the Jury for a ruling on a competitor's intended use of a gun which, in his / her opinion, appears unsafe or in poor condition.

21.2. All types of shotguns, including semi-automatic and pump action shotguns, with a bore size of 12-gauge or smaller may be used for the event.

21.2.1. No allowance will be made for competitors using guns with a caliber smaller than 12-gauge.

21.2.2. Semi-automatic shotguns must be adjusted by the competitor to ensure that their operation does not inconvenience or interfere with other competitors (for example, ejecting spent shells onto or near other competitors).

21.3. Barrels must be a minimum of 66cm (26 inches) in length, and may be ported.

21.3.1. Ventilated barrel attachments / compensators are specifically excluded,

21.3.2. Interchangeable chokes (internal and extended choke tubes, including ported extended choke tubes) are permitted.

21.4. If any competitor intends using a gun with any form of release trigger, it is mandatory for that competitor to notify the shoot organiser accordingly when registering for the competition.

21.4.1. The shoot organiser will mark all appropriate scorecards with this information.

21.4.2. The competitor must also notify the Umpire on every round prior to the commencement of shooting that he / she is using a gun with a release trigger. Failure to comply with this rule will result in the loss of one target (three points) for each such occasion.

21.5. Changing of a gun or parts of a gun between pegs is not permitted unless the Umpire has officially accepted that a gun malfunction cannot be quickly repaired.

21.6. If a gun fails to function and the Umpire, on inspection, finds that it is not quickly repairable, and that the malfunction has not been caused by the shooter, two options are open to the competitor.

21.6.1. Use another gun, providing one can be secured **within three minutes**.

21.6.2. Drop out of the squad – with the Umpire's permission – and complete the sequence of targets left on that round at a later time, when a vacancy in another squad occurs, and the applicable Umpire gives permission for the shooter to join that squad.

21.7. Guns with straps or slings may not be used.

In the case of disabled competitors, the Umpire's permission to use a gun with a strap or sling may be requested, and such permission will not be unreasonably refused.

21.8. No person other than an Umpire or a Jury member may handle a competitor's gun, and then only in that person's presence, and with his / her full knowledge and permission.

## **22. Double Discharge**

22.1. If in the course of shooting, both barrels of a competitor's gun are discharged simultaneously, the following rules will apply:

22.1.1. The Umpire will try to ascertain the reason for the malfunction, and make a decision on whether to allow the competitor to continue using that gun on the grounds of safety.

22.1.2. Following the Umpire's decision on the continued use of the gun, the target will be declared "no target", and a new target will be made available to the competitor, and the result will be scored.

## **23. Malfunctions**

23.1. Competitors will be allowed a **two malfunctions per round** – one relating to the gun and one relating to ammunition, whether or not they have changed the gun prior to the malfunction.

23.1.1. Any regular target on which any subsequent malfunction of either gun or ammunition occurs will be scored lost.

23.1.2. In all cases where malfunctions / warnings / faults occur, an appropriate mark will be made against the competitor's name on the score sheet for later reference.

23.2. A **second barrel malfunction** will be handled as follows:

23.2.1. If the first shot is a miss and the second shot malfunctions, a new target must be thrown.

23.2.2. The first shot at the new target must miss the target and the competitor must attempt to break the target with the second shot. If the target is hit with the first shot (or missed with the second shot), it is scored "lost".

## **24. Ammunition**

24.1. Cartridge charge may not exceed 28gm (one ounce) of lead.

24.2. Cartridge length may not exceed 70mm (2¾ inches) before being fired (except for .410 cartridges).

24.3. Shot diameter may not exceed 2.5mm (European and American shot size 7; British 6).

24.4. Reloaded cartridges, black powder cartridges, and tracer cartridges may not be used.

The Umpire may at any time take unfired cartridges out of a competitor's gun for examination and analysis. Any competitor found using prohibited ammunition will be liable for disqualification from the entire event.

## **25. Protests**

- 25.1. An Umpire may not be interfered with, or pressurized by competitors.
- 25.2. If a competitor disagrees with the Umpire's decision regarding a shot, he / she should make an immediate protest by raising the arm and calling "**protest**" or "**appeal**".
- 25.3. The Umpire shall then interrupt the shooting, consider the situation, and make a decision.
- 25.4. It is specifically forbidden to attempt to pick up a target from the field in order to establish whether or not it was hit.
- 25.5. If the competitor is of the opinion that the score called at the end of a peg is incorrect, he / she should make an immediate protest by notifying the Umpire.
- 25.5.1. The Umpire will suspend shooting to examine the score sheet, and reach a conclusion.
- 25.5.2. The Umpire will announce his / her decision, and then allow shooting to be resumed.
- 25.6. If a protesting competitor is not satisfied with the decision of an Umpire, he / she may submit to the Jury a short written protest, accompanied by the protest fee prescribed by the event organizers.
- 25.7. The Jury will establish and publicize on a visible notice board the protest fee before shooting starts.
- 25.7.1. If the Jury finds a competitor's protest justified, it may amend the Umpire's original decision, and refund the competitor the protest fee.
- 25.7.2. Protests involving an Umpire's decision on a scored target – "killed", "two", or "lost") will not be entertained as the Umpire's decision on a scored target is final and binding.
- 25.7.3. No further review of protests or appeals is available to competitors after the Jury has reviewed and adjudicated on a competitor's formally-lodged protest.
- 25.8. All queries and protests are to be made in a dignified and orderly manner.

## **26. Commencement of Shooting after a Trap Breakdown**

- 26.1. After a trap has broken down and been repaired / replaced, the competition shall resume from the point at which the breakdown occurred.
- 26.2. Under no circumstances will a shooter be allowed to repeat any shot taken prior to the breakdown.
- 26.3. Competitors have the right to request a "sighter" after the competitors have returned to the stand after a trap breakdown.

## **27. Umpire**

27.1. An Umpire is a competent person appointed by the Jury to oversee the transaction of competition in accordance with the general, technical and event-specific rules of the event.

### **27.2. Umpire's Duties**

27.2.1. The Umpire shall ensure that competitors comply with, and compete according to the rules of the event.

27.2.2. If the Umpire is satisfied that a range's target trajectory differs materially from the trajectory contemplated in the rules of the discipline, he / she has the right to suspend shooting and request that the trap be reset by the Jury.

27.2.3. The Umpire shall "duly notify" competitors when they are required to take up their positions to shoot by calling out their names as they appear on the scorecard.

27.2.4. The Umpire has the right to declare a competitor absent if the shooter fails to appear on the range when called. In such event, the competitor will not be allowed to join the squad. This will be noted on the score sheet and the Jury will then act according to 3.3.2 above.

27.2.5. The Umpire shall intervene against any competitor whose conduct or actions adversely affect another shooter (the Umpire may caution the offending competitor, and, if the situation does not change, he / she will refer the matter to the Jury).

27.2.6. The Umpire shall make the final decision on whether or not a target has been "killed" (with the competitor's first shot or second shot); "lost", or is a "no target".

27.2.7. In all cases when a target is not a full score (three points), the Umpire shall give a clear, audible indication to the competitor of the result:

27.2.7.1. He / she will call "**lost**" or "**zero**" in the case of a target that remains unbroken after the competitor's shots;

27.2.7.2. He / she will call "**two**" in the case of a second barrel hit.

27.2.8. The Umpire shall ensure that competitors are notified of their scores at the end of shooting at each peg.

## **28. Jury**

28.1. A Jury of no fewer than five persons shall be appointed by the event organizers.

28.2. The Jury shall include:

28.2.1. Persons who are experienced in the role of Jury members, and who possess a thorough knowledge of the discipline;

28.2.2. Members from a representative selection of participating Countries. A Jury member from the Country from which a protest emanates, should withdraw from the associated deliberations.

28.3. The role of the Jury is to oversee the running of the event. Its members must:

28.3.1. Check the trajectory of the targets at the beginning of the competition, and, subsequently, whenever necessary, to ensure that the targets conform to the technical rules of the discipline;

28.3.2. Adjudicate on formal protests properly lodged by competitors;

28.3.3. Determine and apply penalties and sanctions against competitors (only the Jury may disqualify a competitor, or deduct targets from a competitor's score as a result of a penalty decision being upheld);

28.3.4. Make all decisions directly relating to the fairness of the transaction of the competition.

28.4. A minimum of three Jury members, one of whom must be the shoot organizer, will be required to constitute a quorum for all decisions.

### 29. **Disqualification**

Disqualification will involve the forfeiture, by the participant, of all entry fees and rights in the competition, as well as possible disciplinary measures by the competitor's home association.

### 30. **"Balk"**

30.1. A "balk" is any occurrence which, *in the opinion of the Umpire*, materially handicaps the competitor after his / her call for a target, but then only if it deters the competitor from shooting, or if it distracts him / her at the moment of shooting.

30.2. Only the affected competitor may claim a "balk".

30.2.1. Any claim must be made immediately after the incident: later claims, however presented, will not be considered.

30.2.2. A claim for "balk" which is upheld will be ruled a "no target" by the Umpire, and this will entitle the competitor to a repeat target.

30.2.3. A claim for "balk" which is not upheld by the Umpire will be scored.

### 31. **Shoot-Offs**

A competitor who is not present for a shoot-off when his / her name is called in accordance with the "duly notified" clause will be declared absent, and he / she will lose by default.

### 32. **Individual Tie-Break**

32.1. All competitors involved in a shoot-off will shoot a standard full round, with normal scoring, to establish final positions.

32.1.1. Peg positions for a shoot-off will be determined by "drawing straws".

32.1.2. If there are fewer than five competitors involved in a shoot-off, competitor 1 will start on peg 2, and the other competitors will be positioned on the ensuing pegs.

32.1.3. If there are only two competitors involved in a tie-break, competitor 1 will start on peg 2, and the other competitor will be positioned on peg 4.

32.2. If after the first shoot-off round a tie still exists, those competitors remaining will shoot a further full round, single barrel only, under the same conditions to reach a decision.

32.3. If, after these two shoot-off rounds, competitors are still tied, they will engage in a "sudden death", single barrel, shoot-off, on a basis determined by the Jury, until the tie is broken.

### **33. Team Ties**

If two or more teams obtain the same scores, the Captain of each team shall:

33.1. Nominate three members of his / her team to take part in the tie-break (the Captain may include himself / herself as one of the three).

33.2. The full team must be present at the start of the tie-break: incomplete teams will be disqualified.

33.3. The shooting order shall be decided by the tossing of a coin:

33.3.1. Each team member will shoot at a single target from Peg 3, with no cartridge loaded in the second barrel;

33.3.2. The first member of each team will shoot, and each will be followed by the second member of each team, and then the third member, in rotation, until all team members have shot.

33.3.3. The total score for each team is then calculated: if a tie still exists, then the procedure will be repeated until the tie is broken.

### **34. Unfinished Competition**

34.1. Should any competition fail to be completed as a result of extreme weather, poor light, or equipment failure, then the competition may be curtailed or suspended, at the discretion of the Jury.

34.2. If the competition is curtailed, the awarding of prizes will be determined by the Jury at some point in the competition, consistent with the requirements of fair play.

### **35. Rule Infractions or Safety Hazards**

Should a competitor or spectator observe anything at the event that does not conform to the accepted rules of the discipline, or that constitutes a safety hazard, he / she may not interfere with the shooting, but he / she should report the issue promptly to an Umpire or a member of the Jury who will take the necessary action.

### **36. Range Housekeeping**

36.1. Competitors should leave the range in a neat and tidy condition at the conclusion of each round. Spent shells may not be ejected and abandoned on the ground, but should be deposited in the receptacles provided at each peg, or retained by the shooter.

36.2. Spent shells deposited in the containers become the property of the hosting club.

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## Competition Rules for Competitors

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