



# Council for Cadet Rifle Shooting

**President:** Lieutenant General AR Magowan CB CBE

**Chairman:** Brig M P Lowe MBE

**General Secretary:** Brig (Retd) MN Pountain CBE

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CCRS/8021

See Distribution

04 May 21

## CCRS POSTAL CLAY COMPETITION 2021

1. **Introduction.** The CCRS Postal Clay Competition 2021 has been instigated to replace the National Cadet Clay Shoot 2021 and the CFAV Clay Competition 2021, due to restrictions in place for the COVID-19 pandemic. The competition is open to CFAV and cadets from any CCF, SCC, ACF or RAFAC unit. Prizes are awarded for the following in English Skeet (ESK) and Down The Line (DTL):

- a. Individual, as follows:
  - i. All CFAV.
  - ii. All cadets.
- b. One team of four cadets from a unit, detachment, squadron or school.
- c. Overall high gun (highest score combined for both ESK and DTL) for both the cadet and the CFAV category.

2. **Entry Form.** The entry form can be found on the CCRS website; teams will receive scorecards, witness and scorer declarations for validating scores by return. Scorecards are to be returned before 30 Sep 2021.

3. **Shotguns.** All shotguns are to be 12 bore or smaller, pump actions are not permitted.

4. **Cartridges.** Factory loaded CIP approved cartridges only. Maximum load 28g shot size 6.5 or smaller. Recommended shot size 9 for ESK and 7.5 for DTL.

5. **Targets.** Are to be set in accordance with CPSA rules, which can be found at <https://www.cpsa.co.uk/files/download/544/Booklet-1---Rules.pdf>. Extracts can be found for ESK and DTL at Annex B. Where possible local CPSA grounds should be used.

6. **Scoring.** As per CPSA rules:

- a. ESK – 1 shot per target. 1 Point per hit, 0 per miss. 25 targets (first target a competitor misses must be repeated) HPS 25.
- b. DTL – 2 shots maximum per target. 3 Points first barrel hit, 2 points second barrel hit, 0 per miss. 25 targets HPS 75.

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7. **Shooting Sequence.** As per CPSA rules.
- a. ESK – See Annex A for diagram of layout. First target missed must be re-shot.
    - i. Stand 1: 2 Singles (High House, Low House), Pair (High House shot first)
    - ii. Stand 2: 2 Singles (High House, Low House), Pair (High House shot first)
    - iii. Stand 3: 2 Singles (High House, Low House)
    - iv. Stand 4: 2 Singles (High House, Low House), Pair (first target is to be nominated by the shooter)
    - v. Stand 5: 2 Singles (High House, Low House)
    - vi. Stand 6: 2 Singles (High House, Low House), Pair (Low House shot first)
    - vii. Stand 7: 2 Singles (Low House, High House), Pair (Low House shot first)
    - viii. If shooter has missed no targets, they choose their final single from stand 7.
  - b. DTL. Firers take turns down the line of 5 firing positions. 5 targets are shot at before moving position. See Annex A for layout.
8. **Dress.** Uniform is not required to be worn. Shooters must wear sensible clothing for outdoor activity; a shirt with at least short sleeves and enclosed footwear are required. Skeet vests are highly recommended to hold cartridges and aid the shooter.
9. **Training.** All shooters must have passed CPSA Shotgun Skills 1&2 or have received introductory gun handling training to an appropriate standard before shooting in this competition.
10. **Adjudication.** Scorecards are required to be scored by an independent witness, either a member of the ground staff or a Commissioned Officer not in the team.
11. **Questions.** Any questions should be addressed to [competitions.officer@ccrs.org.uk](mailto:competitions.officer@ccrs.org.uk).

*(original signed)*

Lulu Watson  
CCRS Competitions Officer

Annexes:

- A. CCRS Postal Clay Competition: ES and DTL Layout Diagrams.
- B. CPSA Technical Rule Extracts ESK and DTL.

Distribution:

Action:

HQ MS-SC (for Staff Officer Shooting)  
HQ Army RC (for SO2 Training)  
HQ RAFAC (for OC Marksmanship Competitions Team)

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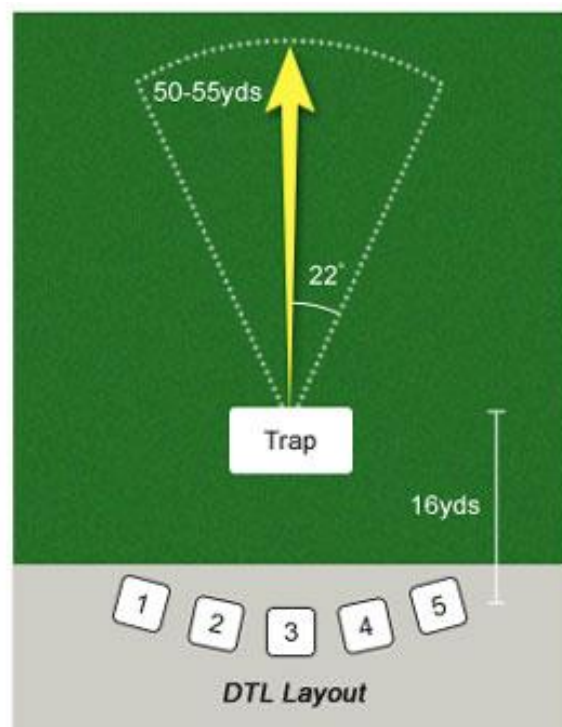
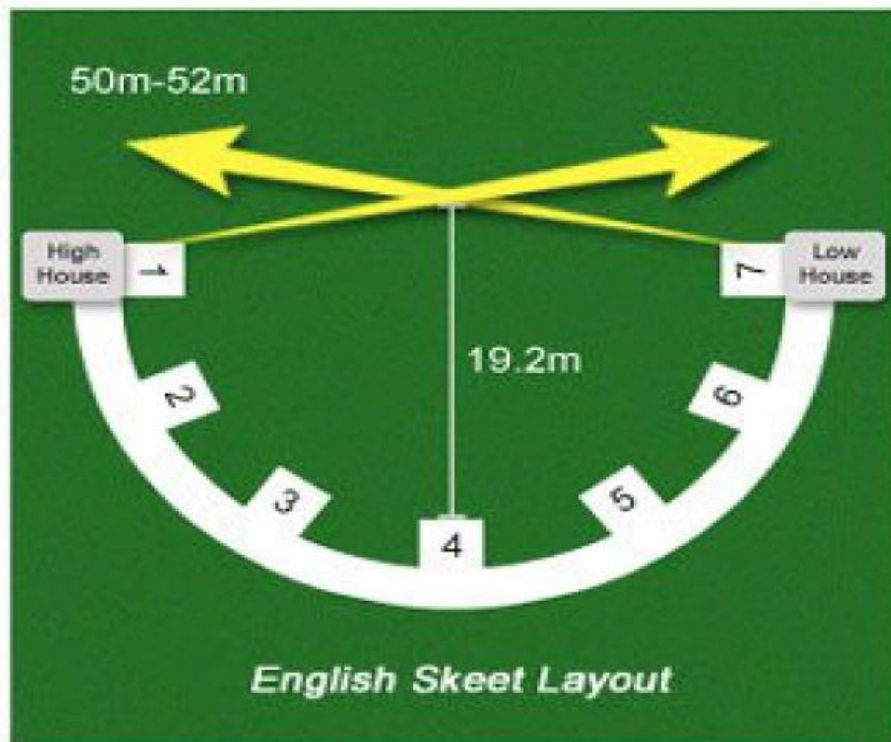
Information:

HQ Army RC (National Shooting Advisor)  
HQ Army RC (National Chief Coach)  
HQ RAFAC (SO1 Director of Training)  
Cadet Clay Committee

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**CCRS Postal Clay Competition: ESK and DTL Layout Diagrams**



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## **CPSA Technical Rule Extracts ESK and DTL**

### **22. TECHNICAL RULES FOR ENGLISH SKEET**

#### **SQUADDING**

22.1 Shooting should normally be conducted in squads of five competitors. If it becomes necessary, squads of less than five members may be formed but squads of more than six must be avoided for control and safety reasons.

#### **SHOOTING ORDER**

22.2 Competitors will shoot in the order their names appear on the score sheet, and shoot each of the seven stations in turn, according to the sequence below.

#### **SEQUENCE**

22.3 25 Targets will be shot at in the following sequence:-

a)	Station 1	Two singles and a double
b)	Station 2	Two singles and a double
c)	Station 3	Two singles
d)	Station 4	Two singles and a double (the shooter must nominate the first target of the double to be shot at)
e)	Station 5	Two singles
f)	Station 6	Two singles and a double
g)	Station 7	Two singles and a double

22.4 The first target to be shot at in singles on stations 1 through 6 will be the target from the High House but, on station 7, it must be the Low House target.

22.5 The first target to be shot at in Doubles on stations 1 and 2 will be the High House, and on stations 6 and 7 will be the Low House.

22.6 Each Competitor must complete their shooting on each stand before leaving that stand, and not move to the next stand before the remainder of the squad has completed the sequence on that stand.

#### **OPTION**

22.7 To complete the round of 25 targets, the first missed target will be repeated and the result will be recorded as the twenty-fifth shot. However, should the competitor hit twenty-four targets in the required sequence on stations one through seven, they shall have the "option" to shoot the twenty-fifth as either a High or Low House target from station seven.

#### **LOADING OF CARTRIDGES**

22.8 During the shooting of singles it is compulsory to load two cartridges, except when repeating the second single (option or other valid reason), when only one cartridge should be loaded.

#### **REPEAT TARGET**

22.9 The Referee will call for a "Repeat Target" to be taken after the competitor has either missed their first target during a round, or after a "No Target". The competitor must reload the gun with another cartridge before taking the repeat target.

#### **VIEWING TARGETS**

22.10 At the beginning of each round when the squad is assembled at station 1, they shall be entitled to observe one regular target from each trap house in the sequence requested by the first shooter in the squad. A competitor may also ask to have one regular target thrown after two sequential irregular targets or trap breakdown.

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## **SCORING**

22.11 One point shall be given for each target hit and zero for a target that has not been hit.

## **TARGET DISTANCES & TRAJECTORIES**

22.12 Both traps shall be set to throw targets at the required speed to achieve the distance set out in 22.15 below when set in still/calm air conditions on level ground (when possible); so that a single target shall emerge and follow that which is described below. The target speed can be determined either through the use of the measured distances or alternatively through the use of a Radar Speed Gun. For current guidance on the use of a Radar Speed Gun for target setting please refer to the notes published in the downloads section of the CPSA web site.

### **HIGH HOUSE**

22.13 At a point 91cm (35.82in) beyond the station marker 1 (measured along the base chord extended), and 3.05m (3.33yd) above the level of station 1.

### **LOW HOUSE**

22.14 At a point 91cm (35.82in) beyond station marker 7 (measured along the base chord extended), and 76cm (29.92 in) from the base chord extended (measured on the side of the target crossing point), and 1.07m (1.17yd) above the level of station 7.

22.15 The targets shall fly a distance of 50m (54.68yd) to 52m (56.86yd) and pass within 45cm (17.71in) of a point 4.57m (4.99yd) above the ground known as the Target Crossing Point (see Layout).

22.16 Where the Referee is satisfied that a variation in target trajectory, due to wind or some other unavoidable condition, is such that the equity of the competition cannot be maintained, a request may be made by the Referee to the Jury to reset the targets.

## **REGULAR TARGET**

22.17 Is one, which having been set as in the rules above appears instantly the competitor calls for it.

## **IRREGULAR TARGET**

22.18 An unbroken target which has not conformed to the definition of a regular target.

22.19 Two targets thrown simultaneously in singles.

22.20 Targets thrown broken: Under no circumstances shall the result of firing upon a broken target be counted.

## **REGULAR DOUBLES**

22.21 A regular target thrown from each trap house simultaneously.

## **SHOOTING RULES**

22.22 One shot only may be fired at each target during its flight.

## **SHOOTING POSITION**

22.23 Competitors must stand with both feet entirely within the boundary of the shooting station (See Foot fault 2.10 - 2.11). The gun position is optional prior to firing but at the point of firing, the gun must be seen to be in the shoulder.

22.24 When the Competitor is ready to shoot they must call loudly "pull" or some other verbal command at which point the target shall be thrown instantly.

## **NO TARGET**

22.25 Whether or not the competitor has fired, under the following circumstances "No Target" shall be

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declared and another target thrown:

- a) If the target breaks on throwing.
- b) If the target is thrown from the wrong trap house.
- c) If two targets are thrown simultaneously in singles.
- d) If the target is of a colour manifestly different from that of the others used in the competition.

22.26 In the following circumstances and only if the competitor has not fired, will a "No Target" be declared and another target thrown:

- a) When the target is thrown before the shooter has called.
- b) At the referee's discretion only. When the target flutters, has insufficient velocity or takes an irregular course on leaving the trap for any reason. This may also apply to the second target of a double if the competitor has fired at the first target.
- c) When the shooter does not conform to the "Shooting Position" and has not been warned in the round.
- d) No claim will be entertained of an alleged "quick" or "slow pull" unless the Referee has distinctly called "No Target" prior to the firing of the shot in the event of the "quick pull" or prior to the emergence of the target in the event of the "slow pull". If the competitor fires the result shall be scored.
- e) In the case of a misfire or other allowable malfunction of gun or ammunition through no fault of the competitor, "No Target" shall be declared and another target[s] thrown.

22.27 The Referee may also permit a new target to be thrown if:

- a) The competitor has been visibly distracted (See Balk).
- b) Another shooter fires at the same target.
- c) The Referee cannot for some reason decide whether the target was hit or missed.

22.28 The Referee will not declare a "No Target" if the competitor misses a target for reasons other than those covered by the rules regarding "No Target".

22.29 The foregoing Rules also apply to "Doubles" and will be interpreted as follows:

22.30 REPEAT DOUBLES: A repeat double will be thrown to establish the results of both targets if:

- a) The first target leaves the trap broken.
- b) The targets collide before the shooter fires at the first target.
- c) The shooter does not fire due to either target being an irregular target. In this case, the referee will be the sole judge of whether a target is an irregular target.
- d) A gun malfunction occurs when taking the first shot. On the third malfunction in a round, the target will be scored lost.
- e) Both targets are broken with the first shot. A "No Target" is declared and the double is repeated with nothing established. The competitor is allowed two attempts on one station. On the third attempt if the same situation occurs, the double will be scored "Hit and Lost".
- a. The result of the first shot is established and a repeat double taken to determine the result of the second shot only when:
  - f) The second target emerges broken.
  - g) The flight of the second target is irregular and is not shot at.

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- h) A gun malfunction occurs when taking the second shot. On the third malfunction in a round the target will be scored lost.
- i) The second target is not thrown.
- j) It is not a simultaneous pair.
- k) The first target is missed (scored "lost") and the second broken with the first shot.
- l) The first target is missed (scored "lost") and the targets then collide.
- m) Pieces from the first target properly shot break the second target before it can be shot.

22.33 When the first target of a regular double is scored "lost" and for whatever reason a repeat double is then required, if the shooter fires at or breaks the wrong target first, the result of the repeat double will be scored as "pair lost".

22.34 If the first target of a regular double is scored "hit" and for whatever reason a repeat double is required, if the shooter fires at or breaks the wrong target first, the result of the repeat double will be scored as first target "hit", second target "lost".

22.35 For Station Four, any repeat double must be shot in the same nominated order as the first regular double.

22.36 The Referee prevents the competitor from shooting their second shot because of a violation of Rule 2.10 and 2.11 (Foot Fault). If the competitor has already been warned of the same violation during the same round, the result of the first shot will be recorded and the second target will be declared "Lost".

#### **TARGETS WILL BE DECLARED "LOST" when:**

22.37 The competitor, without legitimate reason, does not fire at a regular double. Both targets will be declared "Lost".

22.38 The Competitor (without legitimate reason) does not fire at the second target of a regular double. The result of the first target will be recorded and the second target declared "Lost".

22.39 In the course of shooting at doubles, both shots are discharged simultaneously; it should be treated as a Gun Malfunction with the double declared "No Target" and repeated as a regular double to determine the results of both shots. (See Malfunctions 2.46).

22.40 The competitor is allowed two attempts on one station. On the third attempt if the same situation occurs, the double will be scored "Lost and Lost".

- a) A regular double is shot in inverse order; both targets will be scored "Lost".
- b) The target is not broken by shot or is not hit whilst in flight.

#### **TARGETS SHOT AT WILL NOT BE SCORED IF:**

22.41 The competitor fires out of turn.

22.42 The shot is discharged involuntarily before the competitor has called for their target. Accidental discharges that are caused by the competitor may be reason for penalty or elimination from a competition for having an unsafe gun or gun handling.

#### **RULES OF CONDUCT**

22.43 No competitor shall advance to the shooting mark until it is their turn to shoot and the previous Competitor has left the shooting mark.

22.44 No competitor having shot one station shall proceed towards the next station in such a way as to interfere with another competitor.

#### **DISABLED SHOOTERS**

22.45 The Referee at their discretion and for the safe conduct of the competition, shall at all times be able

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to override the “two cartridge” rule to allow wheelchair/severely disabled shooters to load only one cartridge for singles.

#### **SLOW OR FAST PULL**

22.46 If the target is not thrown instantly, the competitor is to indicate that they refuse the target by remaining in the “Ready” position and inform the Referee of the reason for the refusal. The Referee shall be the sole judge of determining a slow or fast pull.

22.47 After a shot has been fired or after a regular target has been thrown without the shot being fired, the competitor must not turn away from the target flight area before opening their gun. When an irregular target (no target) is thrown or the shooting interrupted, the gun shall be opened. It is not to be closed again until permission is given by the referee for shooting to continue.

22.48 In the case of a misfire or other malfunction of gun or ammunition the competitor shall remain standing with the gun pointed to the flight area without opening the gun or touching the safety catch until the Referee has either inspected the gun or ascertained the cause of the problem.

22.49 The shooting shall be carried out without interruption. Competitors shall indicate that they are ready and call for their targets, or indicate a protest if necessary. The Competitor shall answer any of the Referee’s questions.

22.50 The Referee, under the supervision of the Jury, shall see that these regulations and safety precautions are adhered to.

#### **PENALTIES, ETC.**

22.51 If, whilst shooting at singles, a competitor opens the gun after shooting at the first target, the Referee will, in the first instance, give a warning. On the second and subsequent occasions within a round of twenty-five targets, the Referee will declare the next target lost, and it will not be shot at. However, if it is the first target declared lost in that round, a repeat target will be called for and shot at.

22.52 If when shooting at singles a competitor deliberately shoots at the same target twice, the result of both shots will be declared lost regardless of whether the target was hit or not. If this is the first target lost in a round a repeat target will be called for. The referee will warn the competitor that any further repetition of that action will result in them being disqualified from the event by the Jury.

#### **TIME LIMIT**

22.58 Competitors must call for and fire at their targets according to the following time limits:

- a) After the Referee has given the signal to ‘start’ or after the previous competitor has left the station, the next competitor must occupy the station within 10 seconds.
- b) The competitor must stand with both feet entirely within the station boundaries, take position, load the gun, adopt the ready position and call for the target in the required sequence for the station.
- c) The maximum total time allowed to call for and fire at the required sequence for that station is 30 seconds.

### **18. TECHNICAL RULES FOR DOWN THE LINE**

#### **SHOOTING ORDER**

18.1 With the trap and targets set as detailed in 18.24 - 18.31 the competitors comprising the squad shall stand at the designated firing marks from 1 to 5 (from left to right facing the trap) in the order in which their names appear on the scorecard. ALL GUNS SHALL BE OPEN AND EMPTY.

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## **VIEWING TARGETS**

18.2 When the squad is ready and the Referee has indicated competitor number one shall call to view a single target, this procedure will be permitted on all layouts shot by each squad.

## **PROCEDURE**

18.3 When all is ready and correct the Referee shall call "Line Ready". At this point all competitors may insert 2 cartridges into their barrels but guns must remain open.

18.4 Note: Those using semi-automatics must keep the bolt to the chamber open, but a cartridge may be loaded into the magazine.

18.5 The first competitor, standing on firing mark 1 (subsequently referred to as peg 1) may then close their gun and adopt a shooting stance and call "Pull" or some other word of command when they are ready.

18.6 Upon this command, the Puller, who shall be positioned behind the line of shooters, will immediately release a target. Should an acoustic system be in use this will activate and release an instant target at this time.

18.7 Where a Referee does not call a "No Target", no claim of a quick or slow pull will be allowed if the Competitor fires at a target. If the competitor considers either has taken place they should claim a balk. (see Balk 3.26 - 3.31)

18.8 The competitor on Peg 1 may shoot at this target in flight with full use of the gun.

## **SECOND & SUBSEQUENT SHOOTERS**

18.9 Provided that a "No Target" has not been called and the Referee has announced the result of the shot from the previous competitor, the competitor on the second firing mark may then follow the same procedure, followed afterwards by the third competitor and repeated for competitors No's to No. 4 and 5.

18.10 After competitor No.5 has shot, competitor No.1 shall again call for a target and all the shooters in the squad will follow this sequence until the required number of targets has been shot at.

18.11 Each competitor shall shoot at an equal amount of targets from each stand (five) during any round of 25 targets. (Excluding shoot offs)

## **CHANGING STANDS**

18.12 After five targets have been shot at from each stand, an indication to cease shooting and change stands shall be given by the Referee/Scorer calling "change please!" Should any additional targets be shot at from a stand they will not be considered as being part of the competition.

18.13 Each competitor (except No.5) then moves to the firing mark (Peg) next on the right and No.5 takes the place of No.1. NOTE: when competitors walk between firing marks (Pegs) each competitor must ensure that their gun is open. In the case of Semi-automatics, the breech must be open and empty.

18.14 The competitor leaving No.5 firing mark to take up position No.1 firing mark must move to that position by walking behind the line of competitors with their gun open and empty of cartridges or cases. Particular care must be taken to ensure that semi-automatic magazines and chambers are completely empty.

## **RE-STARTING AFTER CHANGING**

18.15 When all is in order and all the competitors are in their correct positions and ready to shoot, the Referee shall call "Line Ready" and continue to do so after each change and before the commencement of shooting.

18.16 No.1 competitor of the squad (after the first move and standing at Peg No.2) commences the second round, at the end of which the squad again moves to the right, the No.1 competitor also commences the third and remaining rounds, finishing at No.5 firing mark.

## **END OF STAGE**

18.17 Once all competitors in the squad have shot at the required number of targets from each firing mark,

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this will conclude the shooting of this particular stage. At this point the Referee shall call “unload and check your scores” and all guns must be opened and emptied of any cartridges or cases.

### **TIME LIMITS**

18.18 All competitors must call for their target within ten seconds of the previous shot unless “change” has been called by the Referee. Competitor No. 1 must then call within ten seconds of the Referee calling “line ready”. Competitors failing to call within ten seconds will be warned on the first occasion and a one-target penalty for each subsequent occurrence shall be imposed.

18.19 An exception will be made in the event of a shoot-off or incomplete squad: where competitors must position themselves, load their gun and call for their target within 15 seconds after the competitor to their left has fired at a regular target, or after the referee has given the signal to commence firing in the event of any delay.

### **SCORING & SCORER**

18.20 Competitions (unless otherwise stated) shall be scored using the following “Points” system:

- a) 3 POINTS FOR A 1ST BARREL HIT
- b) 2 POINTS FOR A 2ND BARREL HIT
- c) 0 POINTS FOR A TARGET NOT HIT BY EITHER SHOT

The Scorer shall:-

- d) Keep an accurate record of the result of shots at each target.
- e) Mark the scorecard clearly and consistently to indicate a first barrel hit, but always with a “2” for a second barrel hit and “0” for a lost target as the Referee so calls.
- f) Shall give an opinion as to whether a target is hit or not but only when asked by the Referee.
- g) Mark the scorecard appropriately to record malfunctions (MAL), foot faults (FF), safety warnings (SW), conduct warning (CW) or interruptions (INT) as the Referee so directs.
- h) Total the numbers of hits and points accurately at the completion of the required number of targets and announce the final scores aloud of each Competitor after they complete their final stage.

### **NO TARGET**

18.21 The Referee shall declare a “NO TARGET” and another target shall be allowed only if:-

- a) The competitor shoots out of turn.
- b) More than one Competitor shoots at the same target.
- c) A competitor shoots from the wrong firing mark.
- d) A broken target is thrown, (whether shot at or not).
- e) Simultaneous discharge occurs.
- f) A clay target of an entirely different colour to those used elsewhere in the competition is thrown, (whether shot at or not).
- g) An irregular whole target appears and is not shot at.
- h) In the opinion of the Referee, some occurrence takes place that may materially affect the equity of the competition.
- i) There is a permissible MISFIRE or MALFUNCTION.

### **SECOND BARREL MALFUNCTION**

18.22 If the first shot is a miss and the competitor’s second shot misfires, a new target must be thrown. The first shot at the new target must miss the target and the competitor must attempt to hit the target with their

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second shot. If the target is hit with the first shot it is scored "LOST".

#### **CLAIMS FOR A "NO TARGET"**

18.23 When a Referee does not declare a "No target" and the competitor in question considers that an award of "No Target" should be given, the Competitor must consult with the Referee immediately (by raising a hand) after the shot or target in question. IF THIS IS NOT DONE, ANY SUBSEQUENT CLAIMS WILL NOT BE ENTERTAINED.

#### **SETTING THE TRAP (Datum or Reference Point)**

18.24 All measurements are taken with reference to the top surface of firing mark No.3 (the datum point). Adjustments must be made where the ground is at a different level to the datum point. Height measurements are taken as the 'plate' at a height of 18 inches.

18.25 Distances, where given, are all measured from an imaginary line drawn between the centre of firing mark No.3 and the centre of the hoop positioned 9.14m (10yd) in front of the trap level with the centre of the pin and exit point of the clay (trap offset). Care should be taken that traps are set whenever possible, in still weather, slight adjustments may be necessary in certain wind conditions.

#### **TARGET HEIGHT**

18.26 At a distance of 9.14m (10yd) from the trap, a regular target shall attain a height of 2.44m (2.66yd) to 3.05m (3.33yd). To ensure the correct elevation, a 2.44m (2.66yd) pole with a hoop 61cm (24in) diameter attached to the top must be used. Place the pole upright at 9.14m (10yd) in front of the trap. The trap should then be set to throw the target through the hoop centre.

18.27 Care must be taken at all times to ensure that the correct measuring height is attained 9.14m (10yd) from the trap.

#### **TARGET DISTANCE**

18.28 With the trap set to throw a target straight away when viewed from firing mark No.3 a regular target shall travel a distance of 45.7m (49.97yd) to 50.3m (55yd). A suitable post shall be set at this distance.

#### **ANGLES**

18.29 The trap should be set to throw the target between horizontal angles of 22° to the left and right of the imaginary centre line of the trap house as measured from the front edge of the trap house.

#### **WIDELY DIFFERENT ANGLE**

18.30 To allow for unfavourable wind conditions an additional tolerance of 10° may be added onto, but not deducted from, either of the 22° angles to create what shall be considered as the boundary defining a WIDELY DIFFERENT ANGLE and two posts set at these further angles may be placed at 30m (32.8yd) from the trap. Targets thrown within this area shall be considered to be within bounds and therefore a regular target. If however, a target travels outside the prescribed extreme limits it shall be considered as being an irregular target.

#### **RECOMMENDATION**

18.31 The trap should be set so that the tip of the throwing arm, in the released position, is a minimum of 50cm (19.68in) above ground level. Ideally the arm should be as near as possible to the underside of the trap house roof.

- |    |                  |                                  |
|----|------------------|----------------------------------|
| a) | Height (at rear) | 0.76m ± 0.1m (0.83yd ± 0.10yd)   |
| b) | Width            | 2.44m ± 0.16m (2.66yd ± 0.175yd) |
| c) | Length           | 2.44m ± 0.16m (2.66yd ± 0.175yd) |

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Derby Lodge, National Shooting Centre, Bisley, Surrey GU24 0NY

T: 01483 473095 E: [Shooting.Manager@ccrs.org.uk](mailto:Shooting.Manager@ccrs.org.uk) F: 01483 797598 W: [www.ccrs.org.uk](http://www.ccrs.org.uk)