

REGULATION

TRAP 4



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TABLE OF CONTENTS

Chapter I - Introduction	3
Chapter II - General Rules.....	3
Chapter III - Shooting Fields	3
Chapter IV - Trap Machines.....	4
Chapter V - Distances; Heights, Angles and Schemes (Grids)	4
Chapter VI - Clay Target Specification.....	5
Chapter VII - Shooting Stations and Shooting Boards	5
Chapter VIII - Shotguns and Ammunition	6
Chapter IX - Dress Code and Behavior	7
Chapter X - Rules of Shooting.....	7
Chapter XI - Rules of Conduct and Safety in the Shooting Field	8
Chapter XII - Squads, Rounds and Final	9
Chapter XIII - "Regular" and "Irregular" Clay Targets	10
Chapter XIV - Clay Targets "Hit", "Lost" or "no Target"	11
Chapter XV - Results and Scores Qualification Round (6 Rounds/180 Targets/180 Points) Record of Results on Scorecards	13
Chapter XVI - Results and Scores on Final (One Round of 30 Targets / 50 Points) Record of Results on Scorecards	14
Chapter XVII - Results and Scores on the Qualification Round and Final Record of Results on Manual Scorecards	15
Chapter XVIII - Classification	16
Chapter XIX - Tie Breaks	16
Chapter XX - Ranking/Teams	17
Chapter XXI - Referees and Jury	17
Chapter XXII - Protests and Appeals	19
Chapter XXIII - Penalties and Miscellaneous Provisions	19
Chapter XXIV - Awards	20
Chapter XXV - Grand Prix Fedecat, the European and the World Championships	20
Chapter XXVI - Others.....	21

CHAPTER I INTRODUCTION

This shooting discipline recently created and called TRAP 4, has as its goal to promote the sport of Clay Pigeon Shooting. It is spectacular and exciting because it is composed not only by SINGLES, but also DOUBLES, making it different from any existing discipline.

TRAP 4 has the potential to attract young talented shooters and serve as a steppingstone to other more demanding disciplines, such as Olympic Shooting. It includes DOUBLES and the FINAL awards first barrel shots instead of amendments (second barrel shots). It stands by the notion that the amendment is the correction of a mistake and therefore it will be penalize, as it is in most sports. Notwithstanding, the use of second barrel will be preserved because it would be unnatural not to use the full capacity of our shotguns that have always had 2 barrels/2 shots.

To sum it up, TRAP 4 is different from any shooting discipline, for the following reasons:

- The use of 4 Trap Machines;
- The inclusion of 5 DOUBLES in each round;
- The round comprises of 30 clay targets for each shooter;
- Qualification of 6 shooters that will go to the Final
- Classification in the Final, using the method of Points:
The shooter breaks the clay target with a FIRST BARREL SHOT and is assigned two (2) points on the scorecard; the shooter breaks the clay target with a SECOND BARREL SHOT and is assigned 1 (one) point; the shooter who misses the target is assigned 0 (zero) points;
- Six Setting Tables totally original.

CHAPTER II GENERAL RULES

Article 1. - This Regulation applies to the shooting sports with hunting weapons, in the discipline of "TRAP 4".

CHAPTER III SHOOTING FIELDS

Article 2. - The shooting fields must satisfy at least the following conditions:

- a) Be flat and level from the shooting positions up to about 20 to 25 meters beyond the trench that holds the trap machines;
- b) From the distance specified in the preceding paragraph, and up to the point of collapse of the target, the fields must be cleared of obstacles preventing the good regularity of the flight of the target and visibility of the shooter;
- c) To be north-eastern oriented, so that in the normal hours of shooting the sun is most of the time behind the shooter;
- d) Being oriented as much as possible in a place sheltered from prevailing winds;
- e) The shooting positions must have a roofing to protect the shooters from any adverse weather conditions;

f) The area where the lead pellets fall, should be levelled and cleared of obstacles to permit its recovery;

g) They should have Electronic or Manual Scoreboards, where the results of each Round should be registered;

h) To have an area with a gun stand, chairs and all other requirements for the convenience of shooters.

Article 3.

1 – For the installation of Trap machines (four), the field must have a trench built with the necessary depth so that the top surface of its roof has the same height as the level of the shooting stations.

CHAPTER IV TRAP MACHINES

Article 4.

1 - The horizontal distance between each of the 4 trap machines shall be one meter (1.0) to one meter and 10 centimetres (1.10) centre to centre. The two centre traps are released simultaneously (DOUBLE) and, will not deviate more than 5 degrees each side and the right and left hand trap machines will throw clay targets to its opposite side, that means, to the left and right sides, respectively (ANNEX I).

2 - A collared lamp could be used as a warning for the launching of DOUBLES, fitted on the sides between the edge of the trench and the shooting stations. The collared lamp will be turned on by one of the Assistant referees. If this lamp is not available, the Assistant referees should, with their voices and with the help of the scorecards, warn the athletes before the DOUBLES are released. However, no athlete can refuse shooting a DOUBLE by claiming that there was no previous warning.

3 - An automatic voice activation system will be used (electric or electronic) to instantly release the clay target from the trap.

CHAPTER V DISTANCES; HEIGHTS, ANGLES AND SCHEMES (grids)

Article 5.

1 - The flight of the SINGLE clay target under normal conditions should reach a distance of 65 meters (+/- 1 meter) and at the optimum angle of elevation. It should be measured from the edge of the trench.

2 - In the DOUBLES this distance should be of 50 meters (+/- 1 meter).

3 - The height of the targets are measured from the horizontal plane and at a distance of 10 meters from the centre of the machine, at a minimum height of one meter and seventy centimetres (1,70 m) and a maximum height of three meters and twenty centimetres (3,20 m).

4 - The heights, distances and angles of the fall of the targets, are provided in six (6) different schemes (ANNEX II).

CHAPTER VI CLAY TARGET SPECIFICATION

Article 6.

1 - The clay targets should have a diameter of 110 mm (+ or - 2 mm), a height of 25 to 28 mm and the weight of 105 grams (+ or - 5 grams).

2 - The colour of the clay will be the one that best highlights the background under normal light conditions. The clay target will be a recognized brand to ensure perfection and uniformity of flight as well as the ability to break easily when shot.

3 - During an official competition the colour, brand, manufacturer and model of the clay must always be the same.

4 - In Shotgun Final, "Flash" targets containing a coloured powder must be used.

CHAPTER VII SHOOTING STATIONS AND SHOOTING BOARDS

Article 7.

1 - The shooting stations are five in total. They are located at 15 meters from the front edge of the trench. They measure 1m x 1m square and there will be a distance of 2.50 meters (centre to centre) between each of them (ANNEX I).

2 – From station number 1, at about 2 meters behind it, there should be a sixth station. Because it is a "waiting" station, the shooter that occupies it should, compulsorily, maintain the weapon opened and unloaded.

3 – The centre of station nº 3 should coincide in a perpendicular line to the front edge of the trench, exactly between machines nº 2 and 3 (ANNEX I). This intermediate point must be clearly visible in the front edge of the trench.

4 - Next to each shooting station there should be a table, seat or bench, on which the shooter can put his/her cartridges and other equipment.

5 - Behind the line of the shooting stations there should be a path that shooters should mandatorily use when going from the 5th shooting station back to the 1st shooting station.

CHAPTER VIII

SHOTGUNS AND AMMUNITION

Article 8.

1 - To the exception of semi-automatics, all other weapons may be used, provided their caliber does not exceed 12 gauge. Also only shotguns with a length greater than 66cms are allowed to be used.

2 - The maximum load of lead permitted is 24 grams, with a tolerance of 0.5 grams (half gram).

3 - The cartridge should not be more than 70 mm in length.

4 - It is not allowed the use of compensators, shock-absorbers or any other identical devices, adapted to the shotgun. It is also not allowed the use of slings or straps.

5 - The lead should be spherical, coated or not and have maximum size of 2.5 mm in diameter, with a tolerance of one-tenth of a millimetre.

6 - Tracer Ammunition are prohibited, as are those with special dispersion effect and also ammunition with different calibre pellets.

7 - In the same round, unless the referee verifies that there is a malfunctioning in the shotgun, it is prohibited to change weapon or parts of the weapon, including the replacement of "chokes".

Article 9. - Shotgun fault.

1 - In the case of a shotgun malfunction, any shooter can shoot with another shotgun, if they obtain the shotgun within three minutes. If they are unable to obtain a shotgun, they will leave their position and stop their round. They will complete their round when they receive consent from the Jury to complete it in a time to be determined.

2 - In the case of a shotgun fault that can be repaired before the expiry of the period stated above, and with the authorization of the arbitrator, the shooter may test it with a test firing.

3 - In the case of a malfunction of a shotgun, regardless of whether the shooter has used more than one shotgun, the shooter shall be entitled to another clay target(s) (SINGLE or DOUBLE) up to the maximum of two times in each round.

4 - If the shotgun fails a third time, or more, then a zero(s) is recorded in the final result: one zero for a SINGLE and two zeros for a DOUBLE.

5 - When, for technical reasons, a misfire happens due to a percussion cap defect, it will be considered as a "NO TARGET", unless such failure had been verified for more than two times, which would mean the marking of "LOST" (for SINGLES) or "LOST" "LOST" (for DOUBLES) in accordance with the stipulated in the preceding paragraph.

6 - In the case of the previous paragraph, if the shooter, unable to fire the first shot, risks firing a second shot, the result must be scored.

CHAPTER IX DRESS CODE AND BEHAVIOR

Article 10. - Clothing and Equipment.

- 1 - All participants in an official competition should be dressed in a manner appropriate for a public sports event, bringing credibility to our sport before the public and the media.
- 2 - All athletes should wear shooting vests and the respective bib number on their backs and above the waist and they should be totally visible.
- 3 - Ear muffs or similar adequate ear protection is mandatory.
- 4 - All athletes are advised to wear protection eye glasses.
- 5 - As it happens in Sport in general, also in Clay Pigeon Shooting you should wear athletic clothing (training trousers and jackets, sport polo shirts, etc). Blue jeans are not recommended.
- 6 - Trousers or Bermuda type shorts and also skirts are allowed, not exceeding 5cm above the knee.
- 7 - Camouflage clothing is prohibited.
- 8 - The shirts must be at least short sleeve and those without sleeves are not allowed. They may or may not have a collar but it should be close to the neck.
- 9 - The use of just the Shooting Vest on bare skin, is forbidden.
- 10 - The use of sandals, slippers, open toe shoes or high heels, is also not allowed.
- 11 - Failing to comply with the stipulated in the previous paragraphs, is motive for a Warning. If the athlete's behaviour is not corrected, he/she can be sanctioned with the exclusion from the competition.

CHAPTER X RULES OF SHOOTING

Article 11. - The shooters must stand in their designated shooting station, which was drawn by lottery, and their feet must not exceed the limits of that station.

Article 12. - When the competitors are ready to shoot they must call for the clay target ("ask for the clay" either SINGLE or DOUBLE), so that the target can be released immediately.

Article 13. - From the moment that the shooter on the left side opens the shotgun and the result has been registered, the shooter on his/her turn, will have **ten (10) seconds** to take the shot and only after that shot, may the left side shooter close the gun.

Article 14. - The ten (10) second rule is also applied when the referee gives permission for the start of any Round or Shoot-Off.

CHAPTER XI

RULES OF CONDUCT AND SAFETY IN THE SHOOTING FIELD

Article 15. - All shooters must comply with this regulation and all its safety aspects and they should pay attention to:

- a) All shotguns, even if unloaded, should be handled with the greatest of precautions;
- b) Within the area of the shooting field, the shotguns should always be open and unloaded;
- c) The shotguns can only be loaded on the shooting stations and after the referee authorizes the start of the Round;
- d) All shotguns must be opened between stations 1 and 5;
- e) When moving from station 5 to station 1 the gun must be carried open and unloaded;
- f) Shotguns should never be loaded in station number 6;
- g) Shotguns not in use must be placed in the armoury and the shooters should not handle the weapon of any other shooter without their consent;
- h) All shooters are expected to behave in a sportsmanlike manner. They should be in control and composed. They must refrain from unnerving shooters, or anyone present, with their behaviour;
- i) If, in the preliminary phase of qualification, a shooter refuses to be a referee or leaves the layout, he/she will have THREE (3) targets deducted from their score;
- j) All shooters are expressly forbidden from using any electronic or mechanical device that can reveal the trajectories or sequences of the targets;
- k) During competition or practice, the use of mobile phones in the shooting area is prohibited;
- l) Smoking is prohibited either by athletes, referees or any other staff, in the shooting area;
- m) Flash photography in the shooting area during competition, is prohibited.

Article 16. - Shooters can only aim in duly marked areas or in their shooting stations (1 to 5) and only in the beginning of each Round and with proper referee permission. It is therefore forbidden:

- a) To 'sight' or aim at or shoot at another Competitor's target;
- b) Aiming or shooting at animals.

Article 17. - The shooter, when called, must be ready to shoot immediately and possess the necessary and mandatory ammunition and equipment.

Article 18. - The shooters at the beginning of their Round, can only load the shotgun when they are in their shooting stations, with the exception of station number six (6). They must do so only after the referee gives the signal to begin ("READY") and they must close the weapon facing the trench.

- 1 - Shots may be fired only when it is the athletes' turn and after their target has been thrown.
- 2 - An athlete can close the weapon only after the athlete on his/her left has fired and opened their gun.
- 3 - Under normal circumstances, and after taking the shot, shooters should immediately open their weapons, eject the cartridges and stay in their shooting stations until the next athlete shoots. As soon as that happens, they should then abandon the shooting station and proceed to an intermediate station, hoping that the other athlete does the same, so as to occupy the next available station and so on. Only on station number 5 can shooters proceed immediately to station number 6 or station number 1, if already available.
- 4 - Athletes in their shooting stations with their weapons closed cannot, under any circumstance, direct the weapon backwards, even if they have fired both shots.
- 5 - If another clay target has to be thrown, shooters should open their weapons, closing them again only when the shooting restarts and at the command "READY" from the referee.
- 6 - In case of an interruption during a Round, all athletes must open and unload their shotguns.
- 7 - When a shooter prepares to fire, the athletes on the left and right sides, should maintain still in their respective stations.
- 8 - Until the last target of the Round has been shot at, all athletes should maintain their shooting stations with the exception of the first shooter to end the Round, who should liberate the fifth station.

Article 19. - In the case of any malfunction of the shotgun or cartridge, the shooter must remain in the shooting station with the shotgun facing "down range". The shooter must not open the shotgun or touch the 'safety catch' before the referee is able to inspect the shotgun.

Article 20. - The shooters when in their shooting station are only allowed to call for the target using recognized 'command words', to call/say "Protest" or to answer any questions from a referee.

CHAPTER XII

SQUADS, ROUNDS AND FINAL

Article 21.

- 1 - Squads are composed by a maximum of six (6) shooters and a minimum of five. If for instance, after the draw it is established that the last squad has less than 5 shooters, the same should be completed by using a shooter or shooters from the previous squads.
- 2 - The rounds are comprised by thirty clay targets (30), distributed by twenty (20) SINGLES and five (5) DOUBLES.
- 3 - In each of the 5 shooting stations, each athlete will shoot at two (2) SINGLE clay targets to the right (Trap machine 1), two (2) SINGLE clay targets to the left (Trap machine 4) and at a simultaneous DOUBLE (Trap machine 2 and 3). Therefore, each athlete will shoot randomly at SINGLE clay targets twenty (20) times, and will shoot in a sequential order at DOUBLES five (5)

times, in a total of thirty (30) clay targets. As it is explained in the scorecards (ANNEX III), the DOUBLE will exit after the athletes shoot at four (4) SINGLE clay targets. But in the following sequences, the DOUBLE will exit after only 3 SINGLE clay targets.

Example: After shooting 4 SINGLES in the 1st, 2nd, 3rd, 4th stations, the shooter n° 1, will then shoot at the first DOUBLE in the fifth station. After that, the same shooter will shoot at 3 SINGLES in stations 1, 2 and 3 and finally the DOUBLE in station n° 4 and so on. It will end with four (4) SINGLE clay targets.

This sequence is the same for all shooters.

4 - Rounds should conform to a rotation of shooters. Therefore, the athlete who on the First Round starts in station n° 1, should, on the Second Round, start in station n° 2 and so on.

5 - The best six (6) shooters of the General Ranking (QUALIFICATION ROUND) compete in a FINAL, consisting of thirty (30) clays each, which will determine the three athletes with a place at the Podium.

6 - The order of the shooters for the FINAL is decided by the Preliminary Qualifying Round. The shooter with the best score occupies the First Station. In case shooters have the same points, they should be arranged by the ascending order of their Bib Number.

CHAPTER XIII

"REGULAR" AND "IRREGULAR" CLAY TARGETS

Article 22. - The clay targets are considered to be "REGULAR" or "IRREGULAR".

1 - The SINGLE clay target is considered "REGULAR", when it is called for by the shooter and thrown in accordance with the rules.

2 - The DOUBLE is considered REGULAR, when two (2) clay targets are called for by the shooter and thrown simultaneously, in accordance with the rules.

3 - The clay target is considered "IRREGULAR" when it flies with a different trajectory from the one specified in the Regulation, either by wrong angle, elevation or distance.

4 - An "IRREGULAR" DOUBLE must be declared when:

- a) The clay targets cross paths or collide;
- b) Both targets are not released simultaneously;
- c) Only one (1) target is thrown.

5 - A SINGLE "IRREGULAR" or a DOUBLE "IRREGULAR" clay targets should be considered "NO TARGET" by the referee, either the shooter took the shot or not.

CHAPTER XIV
CLAY TARGETS "HIT", "LOST", OR "NO TARGET"

Article 23. - The results are reflected in clay targets "HIT", "LOST", or "NO TARGET".

1 - The clay is considered "HIT", when the competitor shoots the clay target in accordance with the rules and the referees are able to see the detachment of a broken piece of clay, or its total fragmentation, at the moment of the shot.

2 – The same rule should be applied to FLASH targets, used in the FINAL.

3 - The target (SINGLE or DOUBLE) is considered "LOST", in the following cases:

- a) If it is not hit during its flight;
- b) If it is only “dusted” (no visible piece falls off) or if it is only deflected from its flight;
- c) If the competitor does not fire at a SINGLE or DOUBLE that has been called for because they have not released the safety catch;
- d) If the competitor does not fire at a SINGLE or DOUBLE that has been called for because they have forgotten to load cartridges;
- e) If the first shot is a miss and the competitors fail to fire their second shot because they forgot to place a second cartridge in the shotgun;
- f) If the safety catch has moved to the “safe” position from the recoil of the first shot;
- g) If the competitor does not fire at a SINGLE “REGULAR” target or a DOUBLE “REGULAR” target that has been called for, having no plausible cause or external reason for this to happen;
- h) In the event of a fault or malfunction of the shotgun and the shooter opens the gun or touches the safety before the Referee has examined the shotgun;
- i) If the same shooter, during the same round (including the shoot-off phase) and for a third time, has a shotgun or cartridge malfunction. A cartridge defect is considered to be a non explosion of the primer or when the shot charge does not exit properly;
- j) When the position of an athlete’s foot violates the limits which the Regulation dictates and the athlete has been warned **once** already;
- k) When the athlete has exceeded the time limit of 10 seconds and has been warned **once** already.

4 - The clay targets (either SINGLE or DOUBLE) are considered “NO TARGET” and another clay target (SINGLE or DOUBLE) is thrown, either the athlete has shot at it or not, in the following cases:

- a) If the clay target, or two clay targets, are thrown broken or if they break after the launch and before they are shot at. Also if with their exit comes out a piece of clay, or dust in the case of Flash targets;

- b) If two or more clay targets are thrown instead of a SINGLE (one) target. Also if only one or more than two targets are thrown instead of DOUBLE target (two);
- c) If the colour of the targets is clearly different from what has been used;
- d) If the athlete suffers an allowable malfunction of gun or cartridge and is unable to fire the first shot and a second shot has not been fired. However, if the athlete fires at the target with the second shot, the result must be scored;
- e) If the athlete is able with a first shot to break both targets of the DOUBLE. However, if the same situation occurs for a second time, the first target must be declared a "HIT" and the second a "LOST";
- f) If in a DOUBLE, fragments from the first target break the second target;
- g) If the referee notices a first time violation of the athlete's READY position. It is considered a violation to be stepping on the dividing line;
- h) If the Referee detects a first time violation of the 10 seconds time limit;
- i) An athlete shoots out of turn;
- j) If a SINGLE or DOUBLE targets are IRREGULAR;
- k) The shot is discharged involuntarily before the athlete has called for the target. However, if the same situation occurs for a second or subsequent time in a round, the SINGLE should be declared "LOST" and the DOUBLE should be declared "LOST" "LOST";
- l) If the SINGLE or DOUBLE targets are not thrown or are thrown before the athlete's call; If the shooter did not shoot at the clay or if he/she fired only ONE SHOT. However, if the athlete then fires at the target with the second shot, the result must be scored because this means the athlete "accepted";
- m) If a target is shot at and remains intact in its trajectory and only later breaks apart.

Article 24. - If the shotgun shoots simultaneously both barrels (double discharge), the clay target is considered "NO TARGET", without regard if the targets have been hit or not. However if the same happens a second time in the same round, the targets should be considered "LOST" if it is a SINGLE or "LOST" "LOST" if it is a DOUBLE.

Article 25. - By breach or defect in the mechanism of the shotgun or ammunition, if the shooter is not blamed for that breach or defect, he/she will have the right to REPEAT THE CLAY in the following case:

- a) If the first shot missed the target and the second shot could not be taken due to a fault in the shotgun or because the primer did not ignite;
- b) In these cases, for the clay to be considered "HIT" it must be missed with the first shot and hit only with the second shot. If the target is immediately hit with the first shot, it must be declared "LOST";

c) The shooters that use a shotgun with two shots with a single trigger and shoot first with the second barrel, must declare it before the competition starts so that they can benefit from a new target, if it proves necessary, but only after the referee verifies which in deed was the shot that could not be fired.

Article 26. - By breach or defect in the mechanism of the shotgun or ammunition, if the shooter is not to be blamed for it, they will have the right to **REPEAT THE DOUBLE**, as a all, which means that no previous result will be taken into account, in the following case:

a) If the first **shot missed both targets** and the second shot could not be taken due to a fault in the shotgun, because the primer did not ignite or also because of a defective ammunition. In this case, (when the target is not hit with the first shot) after a second time in which there is a malfunction of the shotgun or cartridge in the same round, and if it happens again and again, the DOUBLE should be considered "LOST" "LOST";

b) If the first **shot is fired and hits any of both targets**, and the second shot could not be fired due to a fault in the shotgun, because the primer did not ignite or also because of a defective ammunition. In this case, (when the target is hit with the first shot) after a second time in which there is a malfunction of the shotgun or cartridge in the same round, and if it happens again and again, the DOUBLE should be considered "HIT" and "LOST".

Article 27. - The referee may order the release of another clay target, either SINGLE or DOUBLE, whenever:

a) The shooter was clearly disturbed by a third party;

b) Another athlete shoots at the competitor's SINGLE or DOUBLE target;

c) The referee, for any reason, finds that it is impossible to decide if the target was "HIT", "LOST" or "NO TARGET", even after consulting with the assistant referees.

Unique: A referee can declare a SINGLE "NO TARGET" or a DOUBLE "NO TARGET" before the shot (ideal situation) or after the shot, either the targets have been hit or not. If for any reason, and after the athlete makes that request, a SINGLE or DOUBLE is not thrown, a "NO TARGET" should not be declared. In this case the referee should only check if the system is operational and warn the shooter with the word "READY".

CHAPTER XV

RESULTS AND SCORES QUALIFICATION ROUND (6 ROUNDS/180 TARGETS/180 POINTS) RECORD OF RESULTS ON SCORECARDS

Article 28. - The Score will be prepared in a conventional way, that is, one point for each target hit. On scorecards (two), the targets "HIT" and "LOST" should be recorded (ANNEX III), as follows:

a) - The shooter who hits the SINGLE target is assigned one (1) point;

- In this case the referee will issue no sound.

b) - The shooter who does not hit the SINGLE target ("LOST"), is assigned zero (0) points.

- In this case the referee should issue one sound;

c) The shooter who hits both targets of the DOUBLE ("HIT" "HIT"), is assigned one (1) point plus one (1) point;

- In this case the referee will issue no sound.

d) The shooter who hits only one (1) target of the DOUBLE ("HIT" / "LOST" or "LOST" / "HIT"), is assigned on the scorecard one (1) point and zero (0) points or zero (0) points and one (1) point, respectively;

- In this case the referee should issue one sound.

e) The shooter who is unable to hit any of the DOUBLE targets, is assigned zero (0) points plus zero (0) points.

- In this case the referee should issue two (2) sounds.

CHAPTER XVI
RESULTS AND SCORES ON THE FINAL
(ONE ROUND OF 30 TARGETS / 50 POINTS)
RECORD OF RESULTS ON SCORECARDS

Article 29. - Scoring will be prepared as follows (ANNEX III):

a) The shooter who breaks a SINGLE target with a FIRST BARREL hit, is assigned two (2) points on the scorecard;

- In this case the Main referee will issue no sound.

b) The shooter who breaks a SINGLE target with a SECOND BARREL hit, is assigned one (1) point on the scorecard;

- In this case the Main referee should issue one sound which corresponds to one (1) negative point.

c) The shooter who does not hit the SINGLE target ("LOST"), is assigned zero (0) points;

- In this case the Main referee should issue two (2) sounds which correspond to two (2) negative points.

d) The shooter who hits both targets of the DOUBLE ("HIT" "HIT"), is assigned one (1) point, plus one (1) point;

- In this case the Main referee will issue no sound.

e) The shooter who hits only one (1) target of the DOUBLE ("HIT" / "LOST" or "LOST" / "HIT"), is assigned on the scorecard one (1) point and zero (0) points or zero (0) points and one (1) point, respectively;

- In this case the Main referee should issue only one sound, which corresponds to one (1) negative point.

f) The shooter who is unable to hit any of the DOUBLE targets ("LOST"/"LOST"), is assigned zero (0) points, plus zero (0) points.

- In this case the Main referee should issue two (2) sounds, which correspond to two (2) negative points.

CHAPTER XVII
RESULTS AND SCORES ON THE QUALIFICATION ROUND AND FINAL
RECORD OF RESULTS ON MANUAL SCORECARDS

Article 30. - Record referent to the Preliminary Qualifying Round of access to the FINAL (ANNEX IV).

1 - The maximum score for the one hundred and eighty (180) targets sum up one hundred and eighty (180) points.

2 - In the manual scoreboard only the "LOST" results of each shooter should be registered, as explained in Article 28 – paragraphs b), d) and e).

Article 31. - Record for the FINAL (ANNEX IV).

1 - The maximum score for thirty (30) targets, sums up fifty (50) points.

2 - In the manual scoreboard only the negative points of each shooter should be registered, as exemplified:

a) A shooter breaks one (1) SINGLE target with a first barrel hit or breaks both targets of the DOUBLE. In such cases, given that the shooter was not penalized, no record should be made in the scorecard;

b) A shooter breaks one (1) SINGLE target with a second barrel hit. In this case one (1) negative point should be recorded;

c) A shooter missed the SINGLE target. In this case two (2) negative points should be recorded on the scorecard;

d) In case of DOUBLES, for each target not hit, one (1) negative point should be recorded.

Article 32. - In order that all the participants, including the public, are aware of the progress of the FINAL, the manual scoreboard should be prepared as follows (ANNEX IV):

a) For the FINAL the negative points that reflect the difference between the best score and the other scores, should be recorded on the scoreboard. This means that the shooter with the best score or any other shooter with the same score, should appear in the scoreboard without any marker. If for example, a shooter that comes next after the best shooter (after the Qualifying Round) has one (1) less hit target, that is one (1) point, then on the scoreboard in front of his/her name there should be a marker and so on for the other finalists;

b) To these pre-marked results, the negative points that arise from the FINAL should be added;

c) So that there is a distinction between negative points related to the Qualifying Round and the ones of the FINAL, those points should be signalled in the manual scorecard with different colours, giving everybody a clearer picture of how the competition is going.

CHAPTER XVIII CLASSIFICATION

Article 33. - Individual classifications, levels and teams.

1 - For the finalists, the scores from the General Classification of the Qualifying Round (OPEN) should be added to the scores of the FINAL.

2 - The classification of National Teams in the different ranks, will be ordered by the sum of the respective results of the Qualifying Round (180 clay targets).

3 - If National Teams are tied, they will be ordered by the results of the Rounds (of the team), in reverse order from the way they were held.

CHAPTER XIX TIE BREAKS

Article 34. - Tie-Breaks for the FINAL.

1 - Athletes participating in the FINAL (6 shooters) who are tied, will enter a two barrel SHOOT-OFF, using the score method, as stipulated in article 29 and exemplified next:

a) The order of the competitors will be decided according to the Bib Numbers, being, the lowest number shoots first;

b) Shooters must form a line in the order that was already determined. That line should be formed a little behind station nº 1, where the first shooter should stand;

c) The referee will show the shooters the clay target or the double in each station;

d) After the referee has given the voice "READY", all shooters will in turn, fire on the same Single or Double targets, sequentially;

e) If shooters are involved in a Tie-Break, after they have fired, they should go and stay behind station nº 2 and wait for other shooter(s) to do the same until the tie breaks.

2 - Eventually, for a shooter to be immediately eliminated from the tie-break, it will suffice that he/she fails to break the target with a first barrel hit.

Article 35. - Tie-Breaks after the FINAL.

1 - If after the FINAL there are still shooters tied for one of the three spots left in the Competition, a Tie-Break SHOOT-OFF with both barrels should be employed, as stipulated in nº 1 of article 34.

2 - Other situations resulting in a tie, will be decided by the score of the last Round, or if necessary, by the penultimate Round and so on.

If the results of all the Rounds are the same, the lead will be found by counting the "HIT" targets, from the first target of the last Round until one "LOST" is found. The shooter with the highest succession of hit targets, will have precedence over another shooter.

CHAPTER XX RANKING/TEAMS

Article 36 - Age Groups and National Teams.

1 - Ranks:

- a) SENIOR (up to 60 years old);
- b) VETERAN (over 60 years old);
- c) S-VETERAN (over 70 years old);
- d) JUNIOR (up to 20 years old);
- e) LADY.

2 - Teams:

- a) SENIOR;
- b) VETERAN;
- c) S-VETERAN;
- d) JUNIOR;
- e) LADY.

CHAPTER XXI REFEREES AND JURY

Article 37. - Referees, Jury and their qualifications.

1 - The shooting is directed by a Main Referee and aided by two Assistant (Side) Referees who were shooters from the previous round. This is done by the criteria set by the organization.

2 - Any shooter that refuses to be a referee or who does not attend the round as a referee or is not replaced by another shooter will be punished by having 3 zeros deducted from their final score. If there is any case of recurrence in the same competition then the shooter will be disqualified.

Article 38. - The referee's main responsibility:

a) Ensure that shooter's stations correspond to the order of call and that they are equipped according to regulation (shooting jackets with bib number, hearing protection, appropriate dressing, shoes, weapon, etc);

b) Verify the attendance of Assistant Referees;

c) In case it is the First Round, show the clay targets;

d) To give authorization for the start of the round by allowing **the test shots (test firing)**. This test should start in the first station by the 6th shooter and then followed by the 1st shooter, and then the 2nd and so on. Test shots should be fired upwards so not to hit the trench, the ground, trees, etc;

e) To give authorization for the start of the Round, by using the word **"READY"**;

f) Target by target the referee must call the result, using silence, voice, buzzer or other easily understandable means;

g) To check the record of the result in the scoreboard and if necessary to suspend the shooting to correct it;

h) In any case of doubt, the referee will consult with each assistant referee. If they disagree then the main referee has the right to make the final decision;

i) To examine the weapons and ammunition in the form stipulated in this Regulation;

j) To suspend the shooting, if he/she has the proper competence to do so, namely when it concerns security reasons, health problems of the athletes or weather conditions (heavy rain, thunder storms, fog, hail, strong winds, etc);

k) To invite people and other shooters that are not essential, to leave the round;

l) To meet with the Jury for consultation before any final decision, unless it is to decide on a "HIT", "LOST", or "NO TARGET", particularly if it is to decide on the possible disqualification of an athlete which is the sole responsibility of JURY.

Article 39. - After the consultation with the assistant referees, in case of doubt, as to whether a target was a HIT, LOST, or NO TARGET, the decision of the main referee is final. It is not open to further appeal.

Article 40. - The Assistant Referees help the main referee and in particular:

a) Give their opinion in cases of doubt, so that the main referee can decide;

b) In case the assistant referees disagree with some decision of the main referee, they should visibly demonstrate so, although the last decision is always of the Main Referee;

c) To record on the scoreboard or on the scorecards, the results of the round.

Article 41. - The Main Referee and their Assistants, under the control of the jury, are obliged to comply with this regulation.

Article 42. - In international events, the JURY shall be composed by three or more people. This Jury should:

a) Check, before the shooting starts and preferably during official training, that the shooting field (or layout) is in accordance with regulation. Check if all preparations have been made and that the clay targets that are going to be used comply with the regulatory specifications. They may examine the clay targets by opening a box and checking 2 at random;

b) Verify that the schemes of training, later on used in competition, are in accordance with the Regulation;

c) Take the necessary deliberations in cases of technical defects or other cases that require resolution;

d) Responding to complaints, as well as decide in cases of omission, or when requested exclusive decision of their competence;

- e) Decide the penalties to be applied at the time of the offence for any shooter that does not comply with the regulations, behaves in a manner that is less than correct or is unsportsmanlike;
- f) To resolve matters that both the referee or the organizations cannot decide;
- g) The deliberations of the Jury are valid when taken in assembly and those decisions are final.

CHAPTER XXII

PROTESTS AND APPEALS

Article 43. - If the shooter does not agree with the referee's call, they must protest immediately the incident occurs by raising their arm and saying 'PROTEST' or 'STOP'.

1 - The referee then stops the shooting and consults with the Assistants Referees. He then announces the decision.

2 - If the shooter that has protested does not find the decision of the referee satisfactory, then he can 'appeal' in writing, to the JURY.

Article 44. - Any APPEAL of the decision of a referee, or any organizational irregularities, should be made 'in writing' to the Jury and accompanied by a fee to be determined by the Competition Jury.

§ Unique - The "JURY" is charged of resolving or dealing with the "APPEAL".

Article 45. - At the end of each round, shooters must be given their result and they must sign the scorecard.

Article 46. - If the shooter does not comply with the conditions laid down in the preceding article, then the shooter forfeits the right to make any 'later' APPEAL of the result.

Article 47. - If a shooter or a competition delegate comes across a case that is not within the Regulation, they should immediately inform the referee or a member of the jury, so that appropriate action can be taken.

CHAPTER XXIII

PENALTIES AND MISCELLANEOUS PROVISIONS

Article 48. - All shooters are obliged to know and accept the current Regulation. They are also obliged to accept the 'PENALTIES' that will result from its non-compliance or breach, or their refusal to accept any instructions from the referee (or other official representative).

Article 49. - If shooters use "weapons or ammunition" other than those set out in Article 8, of this Regulation, they will be disqualified.

1 - A JURY member or the REFEREE may take an athlete's cartridges for inspection when the athlete is in the shooting area.

§ Unique - In respect of excess ammunition load, i.e., slightly above the established tolerance (24,5 grams), if the Jury finds that the shooter was not aware of the fault and that he has attained

no essential advantage, the Jury may decide not to impose a penalty. The shooter however, is obliged to change ammunition.

Article 50. - Even an involuntary breach of the Rules of Conduct and Safety presented in Chapter XI of this Regulation, may lead to the disqualification of the shooter by the Jury.

Article 51. - When the round is ready to start and a shooter is missing, the referee will take one minute to call the shooter's name three times. That athlete can only continue in the competition in case they present themselves to the referee or the jury of competition during the course of the Round that they missed. The jury will give the possibility to the competitor to shoot the Round later, in a time to be determined and always in that same shooting field. In this case the shooter will be penalized with three (3) "LOST".

§ Unique - If "absent" shooters provide credible reason justifying their delay, the Jury may, exceptionally, not penalize them, even if they present themselves after the Round has finished.

Article 52. - If the jury becomes aware that a shooter behaves inappropriately and deviates from the spirit of the shooting rules, then this shooter will be punished as follows:

a) Any breach of provisions of paragraph b) and c) of Article 15, and also of Article 47 of this Regulation, and the shooter is disqualified;

b) Any breach of the provisions of paragraphs a); d); e); f); h); j) e k) of Article 15 and Article 48, the shooter is warned;

c) After three warnings, the shooter will be disqualified.

CHAPTER XXIV AWARDS

Article 53. - Awards. General Classification - Open; Levels and Teams.

1 - General Classification (Open) – Shooters Award Money Prize, in accordance with the programme.

2 - Levels - Shooters Award Money Prize, in accordance with the programme.

3 – Teams - 1st, 2nd and 3rd place for each level (Trophy + Medal).

CHAPTER XXV GRAND PRIX FEDECAT, THE EUROPEAN AND THE WORLD CHAMPIONSHIPS

Article 54. - International Championships and National Teams.

1 - The Grand Prix FEDECAT, European Championship and the World Championship will be played shooting hundred and eighty (180) clay targets (6 rounds of 30 targets), finishing with a FINAL for the best six (6) shooters (1 round of 30 targets), always using both barrels.

2 - The official practice grid will be identical to the competition grid.

3 - The clay targets used in official practice will be of the same type (brand) in the course of the competition.

4 - Two (2) days before the competition starts, the organization of the competition should provide the necessary conditions for the execution of official practice.

5 - National teams of each country, previously enrolled, are composed by three (3) representative shooters of different ranks.

6 - The Jury of competition consists of one (1) representative of each country.

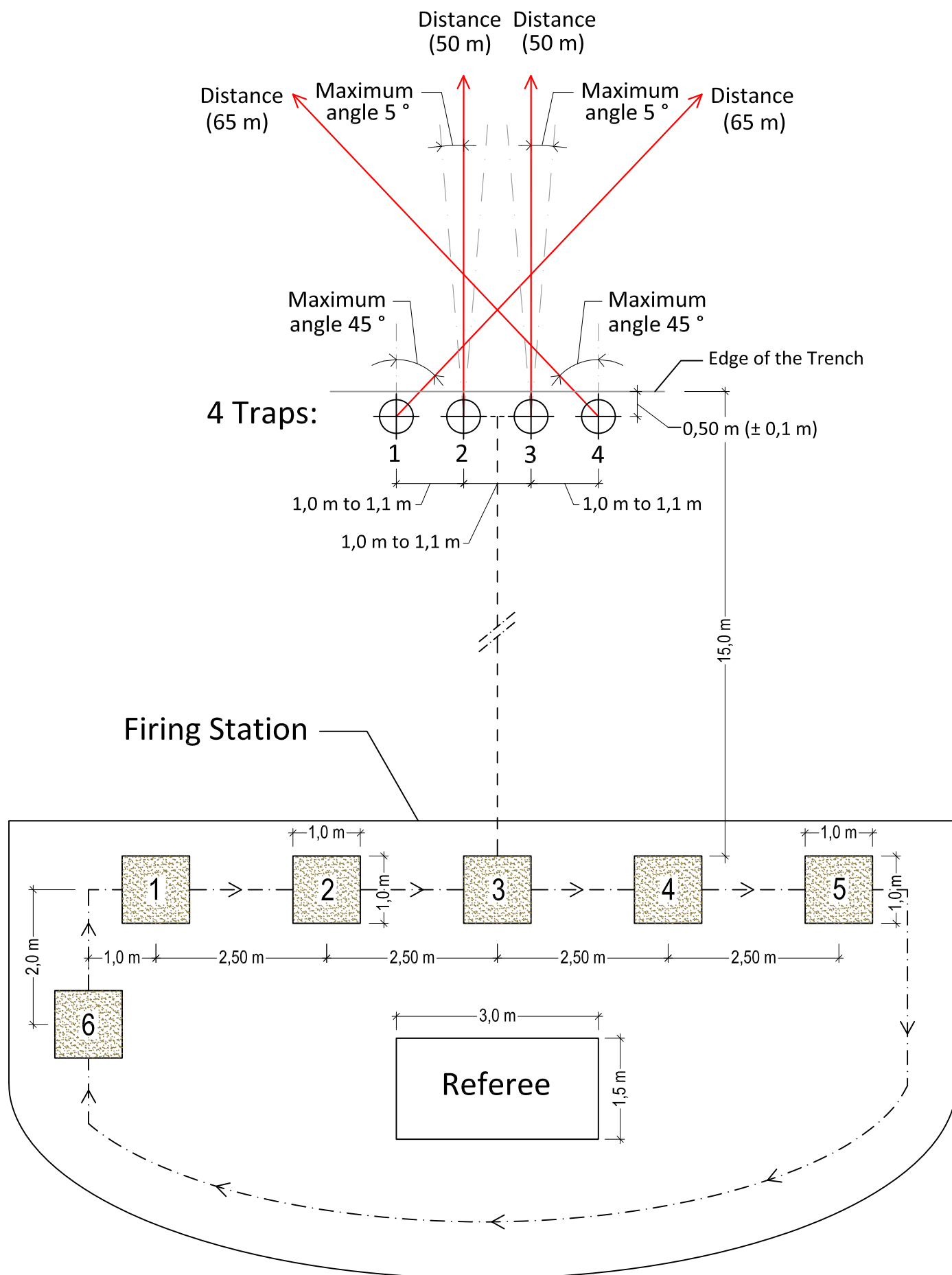
7 - If a National team is absent then the previous paragraph is not applicable.

CHAPTER XXVI OTHERS

Other provisions are laid down in the specifications of the competitions.

ANNEXS

TRAP 4 - Trap Range



Note: Distances, heights and angles see Annex II .

TRAP 4 - Scheme Tables

SCHEME A

Trap No.:	Angle [°]	Height [m]	Distance [m]
1	30° Right	1,7	65
2 } Double	0°	3	50
3 }	0°	3	50
4	45° Left	2,6	65

SCHEME B

Trap No.:	Angle [°]	Height [m]	Distance [m]
1	35° Right	2	65
2 } Double	5° Left	3	50
3 }	5° Left	3	50
4	40° Left	2,9	65

SCHEME C

Trap No.:	Angle [°]	Height [m]	Distance [m]
1	45° Right	2,3	65
2 } Double	5° Right	3	50
3 }	5° Right	3	50
4	30° Left	3,2	65

SCHEME D

Trap No.:	Angle [°]	Height [m]	Distance [m]
1	40° Right	2,6	65
2 } Double	5° Left	3	50
3 }	0°	3	50
4	30° Left	1,7	65

SCHEME E

Trap No.:	Angle [°]	Height [m]	Distance [m]
1	35° Right	2,9	65
2 } Double	0°	3	50
3 }	5° Right	3	50
4	35° Left	2	65

SCHEME F

Trap No.:	Angle [°]	Height [m]	Distance [m]
1	30° Right	3,2	65
2 } Double	5° Left	3	50
3 }	5° Right	3	50
4	35° Left	2,3	65



Consejo Mundial de Federaciones Deportivas de Caza y Tiro

Club: Organizing Club

TRAP 4

30 Clay Targets

Championship: Name of the Championship

Trap Range No. _____

Round _____

Squads _____

No.	Name	Singles				DOUBLE ALERT		Singles			DOUBLE ALERT		Singles			DOUBLE ALERT		Singles			DOUBLE ALERT		Singles				Total	Signature						
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25			26	27	28	29	30	
01	Example 1 (Preliminary Phase)	/	/	/	/	/	●	/	●	/	/	/	/	●	●	●	/	/	/	●	/	/	/	/	/	/	/	●	/	/	/	23		
02	Example 2 (Preliminary Phase - Maximum Score)	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	30		
03	Example 3 (Final)	2	1	2	2	1	1	2	2	0	0	1	2	0	2	1	1	2	2	2	1	0	2	2	1	2	1	1	2	2	0	1	39	
04	Example 4 (Final - Maximum Score)	2	2	2	2	1	1	2	2	2	1	1	2	2	2	1	1	2	2	2	1	1	2	2	2	1	1	2	2	2	2	50		
		5	1	2	3	4		5	1	2	3		4	5	1	2		3	4	5	1		2	3	4	5		1	2	3	4			
		1	2	3	4	5		1	2	3	4		5	1	2	3		4	5	1	2		3	4	5	1		2	3	4	5			

Date: ____ / ____ / ____

Referee: _____

TRAP 4 - Marking on Scoreboard

Preliminary Phase of Qualification (180 targets)

Athlete's Name ↴	Lost targets counting ↴																	

(Example)


 - Only the lost targets should be marked


Note: In case the lost targets of a athlete exceed the number of available markers, restart the marking using the other colour .

Final (6 Athletes)

Athlete's Name ↴	Negative Points ↴																	

(Example)

 - Negative Points regarding to the shooter in first place

 - Negative points accumulated in the Final