



COMBINED GAME SHOOTING RULES

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General

Combined game shooting is a discipline that combines shooting at clay targets with a shotgun and shooting at fixed paper game targets and at a running boar with a rifle. It is designed to test the skills of an all-round game shooter. The clay target competitions take place on a Game Trench and a Game Compak® ranges, while the game rifle shooting is organised on a shooting range at 100 metres for the fixed paper game targets and at 50 metres for the running boar.

The conditions defined by these rules are the ones required for international competitions.

1. INSTALLATIONS

1.1 Shooting range

1.1.1 Game Trench

The five shooting stands are formed by one-metre squares, two to three metres apart (measured from the centre) and eleven metres behind the front line of the trap machine(s).

1.1.2 Game Compak®

The five shooting stands are formed by one-metre squares, three to six metres apart (measured from the centre) arranged in a straight line to the rear and in parallel with the clay target “overflight” area (see Appendix 1). Angle limiters preventing the shooters from aiming at their left-hand or right-hand neighbour are put in place on each shooting station for safety purposes (see Appendix 1).

1.1.3 Game Rifle

The shooting ranges must comply with the rules applying in each country concerned. Each shooting range must be equipped with embankments, gantries, cap, etc to ensure that projectiles are confined within the shooting zone.

The fixed targets will be positioned 100 metres away on a cable return device or with an electronic reader system. The running boars will be shot from 50 metres with a ten-metre shooting window. The speed will be adjusted so that the target is visible for 2.5 seconds.

1.2 Traps

Game Trench takes place on an installation fitted with either:

- five traps,
- or fifteen traps using only the sixth, seventh, eighth, ninth and tenth traps,
- or only one trap with vertical and horizontal variation.

The Game Compak® is fitted with five traps.

1.3 Trap devices

1.3.1 Game Trench

The traps can be controlled by a “sonopull” voice activated device (electrical or electronic), with a scrambler so that all the shooters are offered the same clay target targets in a different order without knowing which of the five traps will launch the clay target, by an electronic remote control or manually.

1.3.2 Game Compak®

The traps can be controlled manually, by a semi-automatic system (remote control) or by a “sonopull system, with, in the latter case, a zero to three-second time delay incorporated.

1.4 Trajectories

1.4.1 Game Trench

It must be possible to modify the trajectories of the clay target targets launched by a Game Trench in order to vary the shooting conditions. The clay target trajectory is sixty metres, plus or minus five metres, with a maximum angle of 35° (thirty-five degrees) on the left and right of the installation axis. Three official schemes have been defined to make these adjustments (see Article 17.1). The launched clay target targets must have a trajectory with zero wind in accordance with the official shooting schemes. This distance will be measured from the edge of the trench irrespective of the direction. If a trench fitted with a single trap with angle variations, solely the limit data are taken into consideration (angles and height).

A round comprises 25 clay targets and it must be possible to fire two cartridges at each clay target.

1.4.2 Game Compak®

The traps can be placed in any arrangement and the trajectories must be as varied as possible, though there must always be one trajectory crossing from left to right, one trajectory crossing from right to left and one receding trajectory. The other two trajectories can be chosen freely from a rabbit, a tower, a teal, an incoming target or a Helice (see appendix 3). It must be possible for two cartridges to be shot at each target from the five shooting stands considering the absolute safety of the shooters as well as the spectators. All the trajectories must go through, in whole or in part, the so-called "overflight" area, marked by 70cm stakes placed at the four corners of a rectangle measuring 30 (thirty) metres wide and 20 (twenty) metres deep, with the base situated four to six metres in front of the shooting stands line.

2. CLAY TARGETS AND PAPER GAME TARGETS

2.1 Definitions

2.1.1 Single clay target (Game Trench and Game Compak®):

A single clay target launched after the shooter's command in accordance with the present rules and according to the scheme selected.

2.1.2 Double shot (Game Compak®):

Two clay targets from one or two traps, the first called by the shooter and the second released on the shot of the first clay target (on report) within 0 to 3 seconds delay for the second clay target, plus any time needed for it to appear).

No doubles on report will be sighted. Only clay targets that have already been shot as singles may be launched in the doubles.

2.1.3 Simultaneous doubles (Game Compak®):

Two clay targets launched at the same time by one or two traps. In this case sighters are shown. The targets may be shot in any order. Two cartridges may be shot at the same clay target. At each stand, shooters will shoot either (see Article 17.2) three single clay targets and one on report or simultaneous double, or one single clay target and two on report or simultaneous doubles.

2.1.4 Game Rifle shooting targets:

The four paper game targets used, shot at 100 (one hundred) meters, will be the DJV type, positioned at least one meter apart, while the running boar will have a standard DJV target measuring 76 cm x 132 cm (cf. Appendix 4 - paper game target drawings).

Organizers can use replaceable target centers (mirrors) including at least the 10, 9, 8 rings but one referee must be always present during target substitution. Every hit outside of the

mirror will be judged as a zero. On the mirror centre must be indicated by the referee the number of shots that were out of the mirror itself. These holes must then be hidden by means of an adhesive stick.

The use of mirrors must be adopted for all targets in a given competition and for all shooters uniformly.

2.2 Single clay targets (Game Trench and Game Compak®):

All types of clay targets are permitted for competitions. The clay target colours must be chosen so that they stand out clearly against the background.

2.2.1 Clay target counted good

A clay target is called “good” when it has been launched and shot in accordance with the rules and at least one piece visibly breaks off. This also applies to flash clay targets.

Two cartridges may be fired at the same clay target. The referee must call the clay target “no bird” if both shots are fired simultaneously.

2.2.2 Clay target counted zero

A clay target is called “zero” when it has been launched and shot in accordance with the rules and no pieces visibly break off.

2.3 Double shots (Game Compak®)

2.3.1 Good/good doubles

Good/good in the doubles occur when two clay targets have been launched and the shooter has shot them in paper game accordance with Article 2.1.1. If both clay targets in a double are broken by a single shot, they are both counted “good” and “good”.

2.3.2 Good/zero, zero/good and zero/zero doubles

Zeros must be called by the referee loudly and clearly or using any other means audible to the shooters so that they can protest immediately where appropriate.

If the shooter does not fire at the second clay target of a regular double, the result of the shot at the first clay target is recorded and the second one is called “zero”. If the shooter does not fire at the first clay target because of being taken by surprise or because the shooter did not see it, the result of the first clay target will stand as “zero and no bird”. Since the second clay target cannot be released until the shot is fired, the double will be repeated until the result for the second clay target is known. When a shooter in a double fires both shots at the same clay target, the result is recorded and the clay target not hit is counted “zero”.

2.4 Simultaneous doubles (Game Compak®)

2.4.1 Good/good doubles

Good/good doubles occur when two clay targets have been launched and the shooter has shot them in accordance with Article 2.1.1. If both clay targets in a simultaneous double are broken by a single shot, they are both counted “good” and “good”.

2.4.2 Good/zero, zero/good and zero/zero doubles

Zeros must be called by the referee loudly and clearly or using any other means audible to the shooters so that they can protest immediately where appropriate.

If the shooter does not shoot a regular double without a legitimate reason, both clay targets are called “zero”.

2.5 “NO BIRD” regarding Game Trench and Game Compak®

Every clay target has to be shot. If the referee considers that the clay target hasn't been regularly launched, he may announce “No bird” and have it launched again.

2.5.1 “NO BIRD” due to the weapon or ammunition

Defect	Type	Action
Two shots at the same time (double discharge)	At a single clay target (*)	«No Bird», clay target to be repeated
	At the first clay target of a double on report	«No Bird», double to be repeated
	At a simultaneous double	«No Bird», double to be repeated
	At a rafale double	«No Bird», double to be repeated
Malfunction with the first shot	At a single clay target (*)	«No Bird», clay target to be repeated
	At a double on report	«No Bird», double to be repeated
	At a simultaneous double	«No Bird», double to be repeated
	At a rafale double	«No Bird», double to be repeated
Malfunction with the second shot	At a single clay target (*)	«No Bird», clay target to be repeated The clay target can be broken only with the second shot and is counted zero if broken with the first shot.
	At a double on report	«No Bird», double to be repeated. Result of the first shot recorded.
	At a simultaneous double	«No Bird», double to be repeated
	At a rafale double	«No Bird», double to be repeated

(*) Also to be applied to Game Trench

2.5.2 «NO BIRD» due to the clay target

The table below applies in the following cases:

- if a broken clay target is thrown;
- if the clay target is not thrown from the correct trap;
- if two clay targets are launched from traps on the same shooting stand;
- if the clay target is not of the correct colour, size or type;
- if the trajectory is ruled incorrect by the referee;
- if the clay target is thrown more than three seconds after the referee's command;
- if the shooter has not called for the clay target;
- if the referee rules that the shooter has clearly been disturbed;
- if the referee is unable to give a ruling on the clay target.

Type	Action
Single clay target (*)	«No Bird», clay target to be repeated
Rabbit broken after being missed with the first shot and before the second shot	«No Bird», rabbit to be repeated The clay target can be broken only with the second shot and is counted zero if broken with the first shot.
First clay target of a double on report	«No Bird», double to be repeated
Double on report if the first target (or pieces of it) break(s) the second one before the shooter has fired the second shot	«No Bird», double to be repeated Result of the first target recorded.
Second clay target of a double on report	«No Bird», double to be repeated Result of the first Shot recorded.
Simultaneous double target	«No Bird», double to be repeated
Rafale double target	«No Bird», double to be repeated

(*) Also to be applied to Game Trench

2.5.3 Bad weather

There aren't any « no birds » due to the bad weather.

In all other cases, every broken clay target is counted "good" and every missed clay target is counted "zero".

On no account, a clay target is shot after the referee clearly announced "no bird".

3. SHOOTING A ROUND

3.1 Definition of a round

3.1.1 Game shotgun shooting

Each round comprises 25 clay targets.

3.1.2 Game Rifle shooting

A round comprises four series of five bullets at four targets.

3.2 Shooting squads

Shooting squads are formed by six shooters for all disciplines.

3.3 Weapon testing

3.3.1 Game shotgun shooting

Weapon testing is authorised solely at a stand designed for this purpose and made secure on the organiser's responsibility.

3.3.2 Game Rifle shooting

Weapon testing is authorised solely at a stand designed for this purpose and made secure on the organiser's responsibility.

3.4 Shooting position

3.4.1 Game shotgun shooting

Shooting takes place in the standing position. Shooters must position their feet within the limits of the shooting stand.

3.4.2 Game Rifle shooting

The position depends on the target:

1. The deer target is shot in the standing position, with the weapon resting on one side of the post.
2. The sitting fox target is shot in the prone position, 2 arms on the ground. The arm supporting the front part of the rifle must rest on the elbow.
3. The chamois target is shot in the standing position, with the weapon resting on a stick. The stick should be standardised 2mtr long with a diameter of 30mm.
4. The boar target is shot in the standing position straight arm or bended elbow, no weapon rest.

(Cf. Appendix 2 – game rifle shooting positions).

3.5 Turn-rounds

3.5.1 Game shotgun shooting (Game Compak® and Game Trench)

When shooting begins, five competitors must be ready, one at each shooting stand. The sixth competitor, at the waiting stand behind stand 1, he must be ready to take the place of competitor 1 once he/she has left the stand, etc. Shooter 1 must not load until the referee has given him/her permission to start shooting. The other shooters cannot close their loaded guns until the previous shooter has shot his/her clay target(s). In all cases, guns cannot be loaded unless pointing in the direction of the shooting zone.

When a competitor is ready to shoot, he/she calls "pull" or "go" for the clay target to be launched, After shooting, each competitor must wait until the following shooter has finished, before taking his/her place, After shooting, shooters must not turn around on the shooting range before opening and unloading their guns.

Guns must not be handled when staff are in front of the shooting stands.

After shooting from stand five, the shooters, with their guns **open and unloaded**, must go to the waiting stand, behind stand one, immediately. After the shooting of the last clay target in a round, all the shooters must stay in their places until the last competitor has shot and the judging referee has called "shoot over".

3.5.2 Game Rifle shooting

After firing his/her round of five shots at the paper game target, each shooter must remain in position on the shooting range until the other shooters in the squad have finished firing their rounds of five shots at their respective targets.

3.6 Clay target shooting menu or order

3.6.1 Game shotgun shooting (Game Compak® and Game Trench)

The trajectories must be presented to the first shooter in each squad, in the order of the traps from left to right. If shooting is interrupted for more than five minutes during a round because of a technical incident, the trajectories must be presented to the squad again.

Before the start of each Game Trench round, the referee must tell the puller, clearly and loudly, the number of shooters present in the squad, so that the scrambler can be positioned for the number given (six, five, four or three shooters). If shooting begins without the puller having correctly set the scrambler for the number of shooters in the squad, the shooters will not receive the same number of clay targets. **Upon realising such an occurrence, the referee must interrupt firing immediately.** The result of the already shot targets is accepted and the referee positions the counter at the correct number of shooters present (six, five, four or three) and shooting resumes at the point that it was interrupted.

The menu for each Game Compak® shooting stand must be displayed legibly before each shooter and the menu for all the stands must be displayed in large characters (visible to the referee and puller) between stations 3 (three) and 4 (four). The clay target menu will be the same for all shooters at each station.

3.6.2 Game Rifle shooting

Depending on the installations, the first competition will be shot at the deer target, the second at the sitting fox target, the third at the motionless chamois target and the fourth at the boar or running boar.

3.7 Preparation time

3.7.1 Game shotgun shooting (Game Compak® and Game Trench)

Shooters must be ready to shoot immediately when called and must have the necessary equipment and ammunition with them to shoot the full round in 25 (twenty-five) minutes. Each shooter is given **ten seconds** to call for his/her clay target after the shot at the previous clay target. If the shooter fails to call within this period, he/she will be warned by the referee

and then given another ten seconds to call for the clay target. If he/she fails to do so, the shot will be counted "zero". Shooting takes place without other interruptions other than those scheduled in the programme or caused by technical difficulties, though in exceptional circumstances the referee may interrupt shooting if there is a sudden heavy shower or storm likely to be of short duration. The jury must be informed if this interruption persists.

3.7.2 Game Rifle shooting

Shooters must be ready to shoot immediately when called and must have the necessary equipment and ammunition with them to shoot the full series. Each shooter has 30 (thirty) minutes to shoot the series of four targets.

3.8 Launch time

3.8.1 Game shotgun shooting (Game Compak® and Game Trench)

Once a shooter has called for a clay target it must be launched immediately at the Game Trench and within three seconds at the Game Compak®.

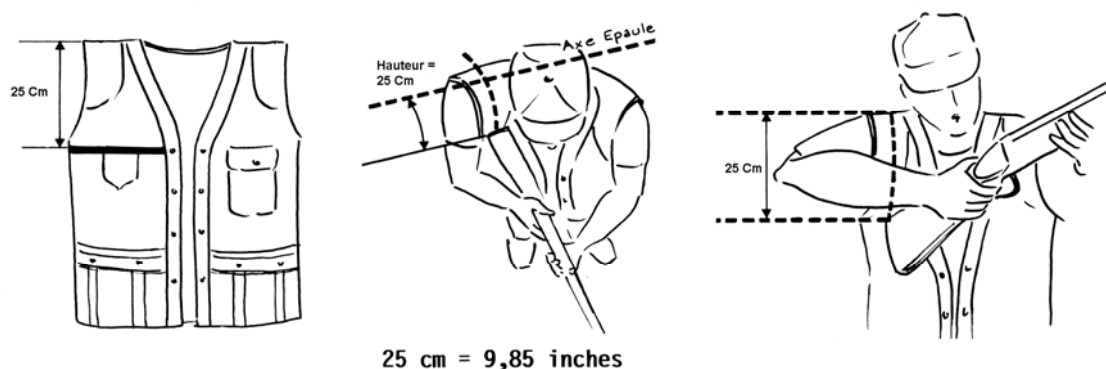
3.8.2 Game Rifle shooting

The running boar target must appear within three seconds of the shooter's command.

3.9 Gun position

3.9.1 Game shotgun shooting (Game Compak® and Game Trench)

When waiting for the target(s), each shooter should be in the standing position on the shooting range, with the heel of the gun touching the body under a horizontal line marked on the shooter's jacket 25 cm below the middle of the shoulder axis (see sketch below), maintaining this lowered gun position until the clay target(s) appear(s).



In a double on report or simultaneous double, shooters may position their guns as they please between the first and second clay targets only. Once the clay target(s) appear(s), the shooter must fire with the gun shouldered.

4. WEAPONS AND AMMUNITION

4.1 Weapon characteristics

The weapons used must comply with the operative laws on weapons. They must be commercially available and not have been modified in whole or in part.

4.1.1 Shotguns

All smooth-barrelled shotguns with a minimum barrel length of 66cm and a maximum calibre of 12 gauges, sold via commercial outlets, are permitted except:

- Semi-automatic guns without a guide system for the ejection of empty cartridges;
- Guns fitted with a release trigger.

Semi-automatic guns are authorised but they must be loaded with a **maximum of two cartridges**. They must be unloaded for each change of stand.

No advantage will be given to shooters using guns of a calibre below 12 gauges.

4.1.2 Game Rifles

Standard rifles complying with the operative legislation in the country concerned are accepted. They must not weigh more than five kilograms (the weapon will be weighted including scope, breech and magazine) and must have a minimum calibre of 22 Hornet. Use of a hair trigger is permitted. Rifles equipped with any kind of bipods, muzzle brakes, silencers are banned. Thumbhole stock are allowed.

Adjustable stocks are admitted but only for width and not for height and must be fixed by means of adhesive tape before the weapon control by the shooter. In any case rifles with dimensions exceeding the specified maximum dimensions, see sketch in Appendix 5, are not allowed in the competition.

Rifle length overall should not exceed 125cm.

Repeater and semi-automatic rifles must be used like one-shot rifles and be manually reloaded shot by shot. A 7 mm calibre will always be used to control the impact, regardless of what calibre the shooter used.

The scope magnification is free.

4.2 Straps and slings

Weapon straps and slings are banned.

4.3 Modifying or replacing a weapon

Replacing a weapon, in whole or in part, a “mobilchoke” or a barrel is not permitted during the same round but is permitted between singles and doubles. Replacing a scope is not permitted during competition.

4.4 Malfunctions

In the event of a gun malfunction, irrespective of the reason, the shooter must remain standing, weapon pointed towards the shooting zone, without opening the gun or touching the safety catch, until the weapon has been examined by the judging referee.

A weapon must be considered as out of order if:

- it cannot be fired in complete safety;
- it does not ignite the power charge;
- the empty cartridge is not ejected because of a mechanical problem in a semi-automatic weapon;
- simultaneous percussion of both shots occurs.

In these cases, the shooter is entitled, without penalty, to shoot another target twice in the same round, without taking account of the change of gun. The third and following times that the gun does not work properly are considered as zeros.

The following incidents are not counted as malfunctions and the referee will record the score on the launched clay target:

- mishandling by the shooter;
- chamber(s) not loaded or loaded with empty cartridges;
- weapon in safety position.

In the event of *force majeure*, the shooter, with the referee's permission, may leave his/her squad and complete his/her round at a time specified by the referee or the jury.

4.5 Borrowing a weapon

If the referee judges that a shooting incident is not attributable to the shooter and that the weapon cannot be repaired quickly, the shooter may use another weapon with the referee's permission on condition that the shooter obtains this weapon within three minutes of the gun being ruled out of order.

4.6 Sharing a weapon

Two shooters in the same squad may not use the same weapon.

4.7 Mistake in target

In case one shooter fires six shots in the same target, the worst five score must be counted as valid and the best one will be deleted.

In case the shooter A shoots in the target of his neighbour B, shooter A has no right to shoot more than 5 shots in total, and four shots will be counted as valid for the target A.

In order to evaluate the target of the shooter B (six holes on target), it will be proceeded as follows: if it is possible to identify the hole made by the shot fired by shooter A (different bullet diameter, therefore different hole diameter), this shot will be deleted; if it is not possible to identify this shot (same hole diameters), in this case will be counted as valid for the score of shooter B the five best shots and the worst one deleted.

4.8 Control of weapon

The shooter has the right to control his rifle and scope at any time during the competition, except during the execution of his round. For this effect, the organizer provides, at the shooters' disposal, a separate 100 m shooting range, for the control of rifles.

At any time the shooter remains responsible for his weapon and his ammunitions.

4.9 Ammunition

Solely commercially manufactured ammunition for clay shooting is permitted. All dispersal devices or mixing shot of different diameters are banned. The use of black powder, tracer cartridges and reloaded cartridges in international game shotgun competitions is banned.

The referee may take two cartridges from the gun or rifle of one or more shooters so that the jury can check that the rules are being observed.

Reloaded (self loaded) ammunition for rifle shooting is allowed.

4.9.1 Game shotgun shooting

Cartridges must be charged with a maximum of 28 grams of shot, with a tolerance of +2%. Shot must be spherical, of the same dimension and of a maximum diameter of 2.5 mm, with a tolerance of +0.1 mm.

4.9.2 Game Rifle shooting

Full jacketed bullets are banned.

5. CLOTHING

5.1 Personal clothing

The shooter must attend the shooting station dressed in hunting clothes as worn in his/her country (jacket). Shirts must at least have short sleeves, with or without a collar, but a crew necked tee-shirt or sweater at least must be worn. Shooters may not go bare-chested under their jackets. Wearing unattached footwear is not permitted for safety reasons. Shooters must comply strictly with the above rules to take part in competitions.

5.2 Numbers

Each shooter's number must be worn in full and be visible. Any shooter not wearing the full number will be ordered to leave the shooting range immediately and the jury may decide to exclude him/her from the competition.

5.3 Protection

Ear protection is obligatory for everyone (shooters and accompanying persons in the vicinity of shooting ranges) for all events.

Eye protection is obligatory for everyone (shooters and accompanying persons in the vicinity of shooting ranges) for shotgun shooting.

Shooting gloves are permitted for shotgun events.

Gloves of any kind are not permitted for rifle shooting.

The use of clothing accessories such as pads, padded jackets, padding, belts and cushioning systems is banned.

6. CONDUCT RULES

6.1 Safety

All shooting weapons, even unloaded, must be handled with the greatest care and on the sole responsibility of the user. Rifles must be carried open and unloaded. For weapons with fixed barrels (semi-automatic, repeaters, "Darne" system, etc), the breech must be open and the weapon carried with the muzzle pointing up or down.

When shooters are not using their weapons, they must place them vertically in a rifle rack or similar location.

Other shooters' weapons must not be touched without their permission.

Any shooter manipulating a loaded weapon without the referee's permission before the command "start firing" or after the command "cease firing" may be penalised by a **warning** and exclusion from the competition in the case of a repeat offence.

In the event of shooting being interrupted, the weapon must be immediately opened and must not be closed or reloaded before the shooting is resumed, with the permission of the judging referee.

Shooters and other persons in the immediate vicinity of the firing line must wear ear protectors or other suitable anti-noise protection.

6.2 Pretending to fire

No mock shooting is authorised on the shooting ranges or outside. Shooters are not permitted to aim or fire at other shooters' targets. It is also forbidden to aim or fire knowingly at live animals. Shooters may be penalised for any accidental shot.

6.3 Shooter absent at the time of the call

Any shooter failing to appear before the referee before the first shot of the round has been shot by his/her squad after being called three times **will be penalised by losing a round, so 25 clay targets or 20 bullets.**

Any shooter failing to attend or abandoning the competition without giving the jury a valid reason will be considered to have behaved in an unsportsmanlike manner. The disciplinary committee will rule on the penalty to be applied to the guilty shooter concerned at its following meeting.

6.4 Protests

If a shooter disagrees with the referee's decision on his/her shot, the protest must be made immediately by raising his/her hand and saying "Protest" or "Appeal". The referee must interrupt firing immediately and, after consulting the auxiliary referees, make his/her final decision known. Under no circumstances may a clay target be picked up to see whether it has been hit or not. Squad shooters are not entitled to intervene or express their opinions on the referee's rulings or decisions. Shooters may appeal to the jury to challenge the referee's decision. Appeals must be lodged in writing and be accompanied by a deposit determined by the jury before the competition, which is returned to the shooter if the protest is accepted by the jury, in which case the jury may instruct the referee to change his/her future decisions or appoint a new referee or, finally, modify the referee's decision. Appeals may not be made against a referee's decision in the following cases:

- Game shotgun shooting:
 - shot ruled "good" or "zero";
 - trajectory ruled correct or "no bird";
 - clay target launched within a period of time according to the rules.
- Game Rifle shooting:
 - judgement of a shot 10, 9 or ... zero.

ORGANISATION OF INTERNATIONAL COMPETITIONS

7. PARTICIPATION

Shooters presented by national federations belonging to the Fitasc are entitled to take part in competitions. The shooters must have the same nationality as the federation they represent.

Each participant must be covered by civil liability insurance.

The names of the shooters and replacements must be known at least four weeks before the start of the competition. By entering a competition, shooters accept the rules and waive all legal arguments.

8. NATIONAL TEAMS AND INDIVIDUAL SHOOTERS

A national federation may present a national team formed by six shooters. Only the five best scores will count towards the team's result. If the national federation presents only five shooters in its team, all five scores will count. If a nation attends with fewer than five shooters, they will be classified as individual shooters.

The entry of individual shooters is free.

The full team must start at the same point for each competition round. The starting teams will be drawn at random by the organiser under the supervision of one or more delegated jury members.

All entrants must take part in both types of competition, i.e.:

- shotgun: fifty Game Compak® clay targets and fifty Game Trench clay target targets;
- rifle: forty shots (two times twenty), i.e. five shots per paper game target (deer, fox, chamois and boar or running boar).

Number of points:

- rifle: four hundred points (forty ten-point shots);
- shotgun: four hundred points (one hundred four-point clay targets);
- individual maximum: eight hundred points;
- team maximum: four thousand points.

Each team member also competes for the individual ranking. Only the overall results for the best five shooters count for the team.

The title of European or World Champion will be awarded solely for combined game shooting, individually and on a team basis. The following will also be awarded:

- at the world championship: world cups for game rifle shooting and game shotgun shooting, individually and on a team basis;
- at the European championship: European cups for game rifle shooting and game shotgun shooting, individually and on a team basis.

Championship	Title	National team	Individual shooter	Game Rifle shooting	Game shotgun shooting	Game Rifle shooting points	Game shotgun shooting points	Total points
World	World Combined Game Shooting Champion	Five shooters		200 bullets	500 clay targets	2,000	2,000	4,000
World	World Combined Game Shooting Champion		1	40 bullets	100 clay targets	400	400	800
World	World Game Rifle Shooting Cup	Five shooters		200 bullets		2,000		2,000
World	World Game Shotgun Shooting Cup	Five shooters			500 clay targets		2,000	2,000
World	World Game Rifle Shooting Cup		1	40 bullets		400		400
World	World Game Shotgun Shooting Cup		1		100 clay targets		400	400
Europe	European Combined Game Shooting Champion	Five shooters		200 bullets	500 clay targets	2,000	2,000	4,000
Europe	European Combined Game Shooting Champion		1	40 bullets	100 clay targets	400	400	800
Europe	European Game Rifle Shooting Cup	Five shooters		200 bullets		2000		2,000
Europe	European Game Shotgun Shooting Cup	Five shooters			500 clay targets		2,000	2,000
Europe	European Game Rifle Shooting Cup		1	40 bullets		400		400
Europe	European Game Shotgun Shooting Cup		1		100 clay targets		400	400
Grand Prix	Combined game shooting ranking		1	40 bullets	100 clay targets	400	400	800
Grand Prix	Game Rifle shooting ranking		1	40 bullets		400		400
Grand Prix	Game shotgun shooting ranking		1		100 clay targets		400	400

9. JURY

International events are supervised by a jury consisting of a representative from each country that has entered a national team and chaired by the Chairman of the organising federation or his/her representative.

The jury can only rule validly in the presence of its Chairman or his/her delegate, accompanied by a quarter of the jury members. The jury makes decisions by a majority of the members present, with the Chairman having a casting vote in the event of a split decision.

Each jury member must wear an identification badge supplied by the organiser.

The jury's role is:

- to check the referees' national/international licences and, if there are not enough referees, to choose competitors to act as additional referees on the recommendation of the representative of the national federation or the competition organiser;
- to ensure that the sporting rules are applied during shooting, including checking the weapons, ammunition and targets via technical tests;
- to respond to protests;
- to decide on the necessary penalties given to any shooters failing to observe the rules or behaving in an unsportsmanlike manner (Chapter 13).

The jury members and referees are responsible for checking, before shooting starts, that the installations comply with the specifications and that the preparations have been carried out properly and effectively.

In an emergency (e.g. risk of shooting being stopped for an extended period), two jury members appointed by the Chairman may make an exceptional decision with the referee's approval, subject to the jury's ratification of this decision.

The jury Chairman must ensure that there are always at least two jury members present at all the stands.

The jury may reduce the number of competition targets in the case of *force majeure*, in which case shooters may claim a refund for the clay targets not shot on the basis of the charge for a practice series.

An appeal jury will be created for each international competition to hear any challenges to jury decisions by shooters or by the Fitasc. The appeal jury will be formed by the Chairman of the Fitasc (or his/her representative), the Chairman of the technical commission (or his/her representative) and the Chairman of the jury (or his/her representative). The appeal jury is created at the same time as the jury.

10. ORGANISING COMMITTEE (SEE AGREEMENT)

The organising committee devises a procedure for drawing lots in agreement with the jury. The membership of the squads and the shooting order are drawn on the eve of the competition at a prearranged time so that the participating nations' delegates can be present. The squads are formed by six shooters (minimum of three for shoot-offs). Depending on the number of shooters, the jury may decide to form two groups of squads firing in the morning or afternoon, with a change-round every other day.

11. FEDERAL OFFICIAL (SEE AGREEMENT)

The federal official is the Chairman of the organising federation or his/her representative.

12. REFEREES AND MARKERS

12.1 Referees

The officiating referees solemnly swear to:

- observe the rules and ensure that they are observed;
- make their decisions honestly and impartially;
- disregard their club and regional allegiances;
- remain close to the shooting range at a spot enabling them to judge observance of the rules under optimum conditions;
- announce their decisions clearly and loudly enough for shooters to hear them;
- listen attentively to shooter's complaints;
- have a copy of the up-to-date sporting rules on their person.

Shooting is overseen by the chief referee with current referee and federal licences, who signals clearly whether each clay target should be counted "good" or "zero". The results of shooting at paper game targets are announced by a referee in the shooter's presence, in premises set aside for this purpose.

The referee and his/her assistants, under the jury's supervision, apply the rules, ensure the safety of the public present and make sure that members of the public do not disturb the shooters.

With the jury members, the referees are responsible for checking, before shooting starts, that the installations comply with the specifications and that the preparations have been carried out properly and effectively.

The referees and other designated officials are responsible for giving the orders “start firing”, “cease firing”, “unload” and all other necessary instructions for the smooth running of the shoot. The judging referees also ensure that orders are followed and that guns are handled without danger.

The chief judging referee makes his/her decisions alone. Any auxiliary referee with a different opinion should raise his/her hand to inform the chief referee, who will then make the final decision, though the other auxiliary referees may be consulted first.

Squad shooters are not entitled to intervene or express their opinions on the referee’s rulings or decisions.

Immediately after each rounds, the shooting results are examined and compared. If the marks do not correspond to each other, only those corresponding to the scoreboard are valid. After this check, the round results are announced in a loud voice by the referee, so that all the shooters can hear them. Each shooter must check and sign his/her final result before leaving the shooting range. No complaints will be accepted after this formality.

12.2 Markers / Assessors

12.2.1 Game shotgun shooting

The referee is assisted by three auxiliary referees chosen among the competitors from the previous squad. Shooters cannot refuse to perform this function if they are asked but the referee has the right to accept a replacement from among the shooters in the competition. Any shooter refusing to act as an auxiliary referee if asked or going to his/her post conspicuously late may be penalised.

One assistant must be positioned on either side of the shooting range, in a position where he/she can observe the whole of the shooting zone. The third assistant must be positioned near the scoreboard to record publicly the referee’s decisions and inform the shooters.

12.2.2 Game Rifle shooting

The scores are established by the designated referees once the targets have been taken back to the premises provided for this purpose.

13. MARKING SHEET

Standard Fitasc marking sheets will be used (universal trench sheet for Game Trench and Compak® Sporting sheet for Game Compak®).

13.1 Game shotgun shooting

The marking sheet is completed by shooters 1, 3 and 5 in the previous squad on the referee’s responsibility. One of the shooters is designated by the referee to mark solely what he/she calls. “Missed” clay targets are marked “O” and “good” clay targets marked “X” or “/” (cf. Appendix 6 – Game Compak® and Game Trench marking sheets).

13.2 Game Rifle shooting

Scores are recorded by an official referee on the targets and the total score is recorded on a marking sheet initialled by each shooter.

14. PENALTIES

All shooters taking part in competitions are deemed to be familiar with these rules and undertake to observe them. They agree in advance to accept sanctions and any other consequences of breaking the rules and disobeying referees’ orders.

14.1 Penalties

If a shooter uses weapons or ammunition not complying with Articles 4.1, 4.2 and 4.8, all shots fired with such weapons or ammunition **will be considered as zero**.

Any shooter behaving in a manner considered dangerous by the referee may be excluded from the competition after a single warning.

If a shooter leaves his/her squad without a valid reason, i.e. without one of the reasons quoted in the present rules or without a reason accepted and approved by the referee, **all the clay targets in his/her round remaining to be shot will be recorded as zero**. The referee will refer any repeat offence to the jury.

If the referee or a jury member realises that competitors are intentionally delaying the shoot or acting in an unsportsmanlike manner, the matter may be referred to the jury.

15. SHOOT-OFFS

In the case of tied scores, the ranking is established by counting back the squads in reverse order from the firing sequence rather than via shoot-offs. In the case of tied scores for one of the top three individual places for the competition, the shoot-offs for each round and category will take place over a complete round of Game Compak® and a complete boar series with a free arm. If the scores are tied, a new round will be shot on a Game Compak® with a single cartridge per clay target. The first zero in the following round will eliminate the shooter provided that the shooters have had the same number of clay targets. Below third place in the ranking, shooters finishing equal will be ranked by counting back the squads in reverse order from the firing sequence.

Shoot-offs take place in compliance with the rules above, though the empty places in the squad are not filled.

When the shoot-offs do not start at a time defined in advance, the shooters must remain in contact with the jury so that they are ready to shoot less than fifteen minutes after they are called. If they do not appear within this period, they will be deemed to have withdrawn.

16. GLOSSARY

Squad:	Group of six shooters maximum drawn at random and shooting at the same time on the same installations.
Round:	A round comprises 25 clay targets shot or 20 bullets at four targets.
Trap:	Machine or device for throwing targets.
Sonopull:	Acoustic device whereby the Trap is triggered by the shooter's voice.
Shot:	Corresponds to firing one cartridge.
Trench:	Excavation at the front of the shooting range where the machines are situated.
Clay Target:	Clay target.
Trajectory:	Line followed in space by a target.
Target:	paper game target

17. SCHEME EXAMPLES

17.1 On a Game Trench installation

Scheme 1			
Trap No.	Angle	Height at 10 metres	Length
1	22° right	1.7 m	60 m
2	12° right	2.2 m	55 m
3	0°	2.5 m	60 m
4	12° left	3.0 m	55 m
5	22° left	3.5 m	60 m
Scheme 2			
Trap No.	Angle	Height at 10 metres	Length
1	28° right	3.5 m	55 m
2	15° right	2.5 m	60 m
3	0°	1.0 m	55 m
4	15° left	2.5 m	60 m
5	28° left	3.5 m	55 m
Scheme 3			
Trap No.	Angle	Height at 10 metres	Length
1	35° right	1.0 m	60 m
2	22° right	2.0 m	55 m
3	0°	3.5 m	60 m
4	22° left	2.5 m	55 m
5	35° left	1.0 m	60 m

17.2 On a Game Compak® installation

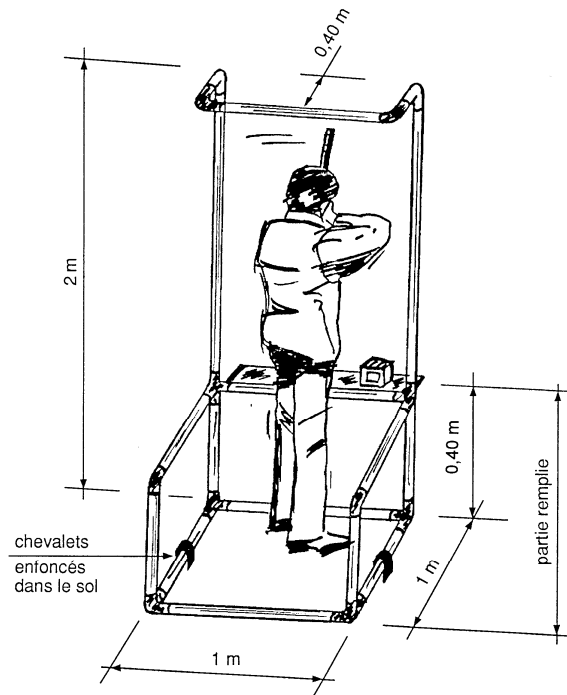
Course design examples:

Round menu example with three singles and one double					
Stand	1	2	3	4	5
Singles	F (standard)	F (standard)	F (standard)	F (standard)	F (standard)
	A (mini)	A (mini)	A (mini)	A (mini)	A (mini)
	B (rabbit)	B (rabbit)	B (rabbit)	B (rabbit)	B (rabbit)
Doubles	F / C (CF)	F / C (CF)	F / C (CF)	F / C (CF)	F / C (CF)
Menu example with one single and two doubles					
Single	D ("Teal")	D ("Teal")	D ("Teal")	D ("Teal")	D ("Teal")
Double (CF)	A (mini)/B (rabbit)	A (mini)/B (rabbit)	A (mini)/B (rabbit)	A (mini)/B (rabbit)	A (mini)/B (rabbit)
Double (sim)	C ("Battue")/D ("Teal")	C ("Battue")/D ("Teal")	C ("Battue")/D ("Teal")	C ("Battue")/D ("Teal")	C ("Battue")/D ("Teal")

APPENDIX 1 GAME COMPAK®



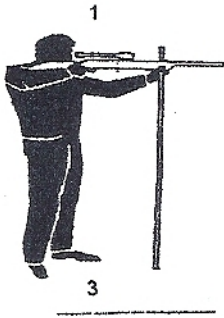
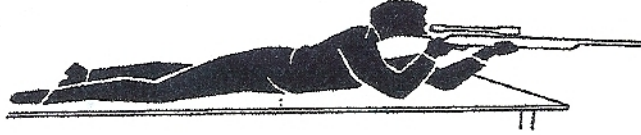
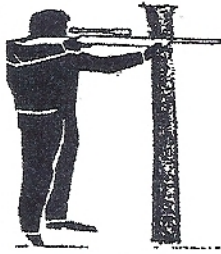
Firing angle limiter (recommended design)



Shooting station made of coloured PVC tubing, □ 50 mm
Straight tubes + interlocking elbows
 Entire lower part filled with water or sand or attached to the ground.

APPENDIX 2

GAME RIFLE SHOOTING POSITIONS



APPENDIX 3
CLAY TARGETS



Figure 1- Rabbit



Figure 4 -Super Mini



Figure 2 -Battue



Figure 5 -Standard



Figure 3-Mini



Figure 6 -Flash

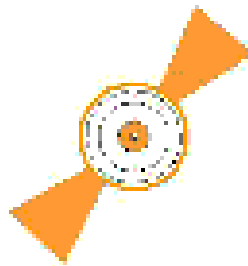
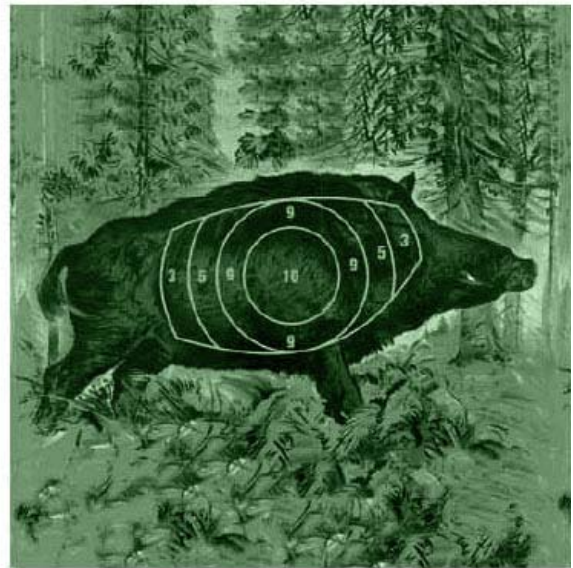


Figure 7 -Helices-ZZ

APPENDIX 4
PAPER GAME TARGETS

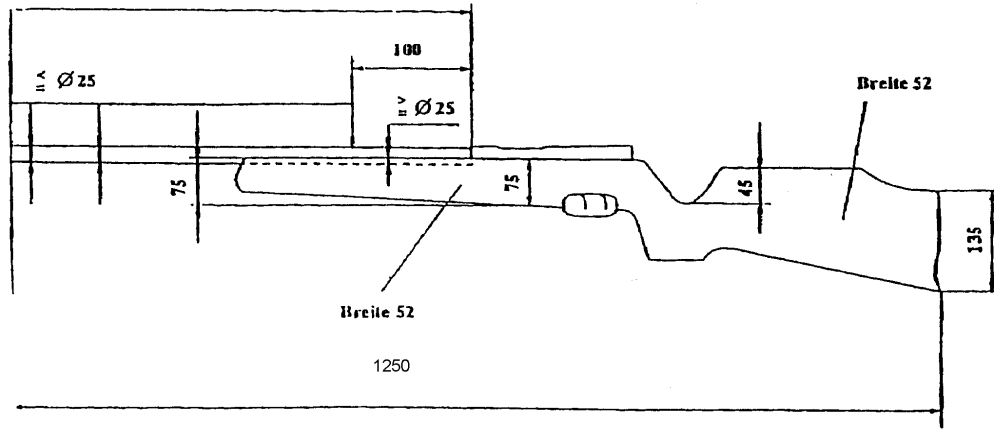


RUNNING BOAR



APPENDIX 5

RIFLE DESIGN



APPENDIX 6

GAME COMPAK® MARKING SHEET

**Fédération Internationale de Tir aux Armes Sportives de
Chasse**

Competition: ...

Squad No. 1

Round No. 1

Referee: _____

Number	Surname / First name	Cat.	Clay targets																									Total	Signature					
			Station 1					Station 2					Station 3					Station 4					Station 5											
			1	2	3	4	5	6	7	9	9	10	11	12	13	14	15	16	17	19	19	20	21	22	23	24	25	Waiting						
			Station 2					Station 3					Station 4					Station 5					Waiting					Station 1						
			1	2	3	4	5	6	7	9	9	10	11	12	13	14	15	16	17	19	19	20	Waiting					21	22	23	24	25		
			Station 3					Station 4					Station 5					Waiting					Station 1					Station 2						
			1	2	3	4	5	6	7	9	9	10	11	12	13	14	15	Waiting					16	17	19	19	20	21	22	23	24	25		
			Station 4					Station 5					Waiting					Station 1					Station 2					Station 3						
			1	2	3	4	5	6	7	9	9	10	Waiting					11	12	13	14	15	16	17	19	19	20	21	22	23	24	25		
			Station 5					Waiting					Station 1					Station 2					Station 3					Station 4						
			1	2	3	4	5	Waiting					6	7	9	9	10	11	12	13	14	15	16	17	19	19	20	21	22	23	24	25		
			Waiting					Station 1					Station 2					Station 3					Station 4					Station 5						
			Waiting					1	2	3	4	5	6	7	9	9	10	11	12	13	14	15	16	17	19	19	20	21	22	23	24	25		

