



**FEDERATION INTERNATIONALE DE TIR AUX ARMES  
SPORTIVES DE CHASSE**

10, rue de Lisbonne - 75008 PARIS FRANCE Phone: (33) 1 42 93 40 53 Fax: (33) 1 42 93 58 22

e-mail: [fitasc@fitasc.com](mailto:fitasc@fitasc.com) – site: <http://www.fitasc.com>

**INTERNATIONAL  
COMPAK<sup>®</sup> SPORTING  
RULES**

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## A – RULES CONCERNING THE ACTIVITY

### CHAPTER 1: GENERALITIES

Compak<sup>®</sup> Sporting is a sporting activity involving clay pigeon shooting.

“Compak<sup>®</sup> Sporting” is a protected, registered trademark with sports rules, owned by F.I.T.A.S.C.

### CHAPTER 2: SHOOTING INSTALLATION

The area is delimited by a rectangular zone over which the targets must travel, 40 m wide and 25 m deep.

Whenever possible, this zone must be marked out on the ground by four stakes about 50 cm high, with a pennant, to make work easier for those setting trajectories, as seen in a clockwise succession, and starting from the left, the sides are: AB-BC-CD-DA.

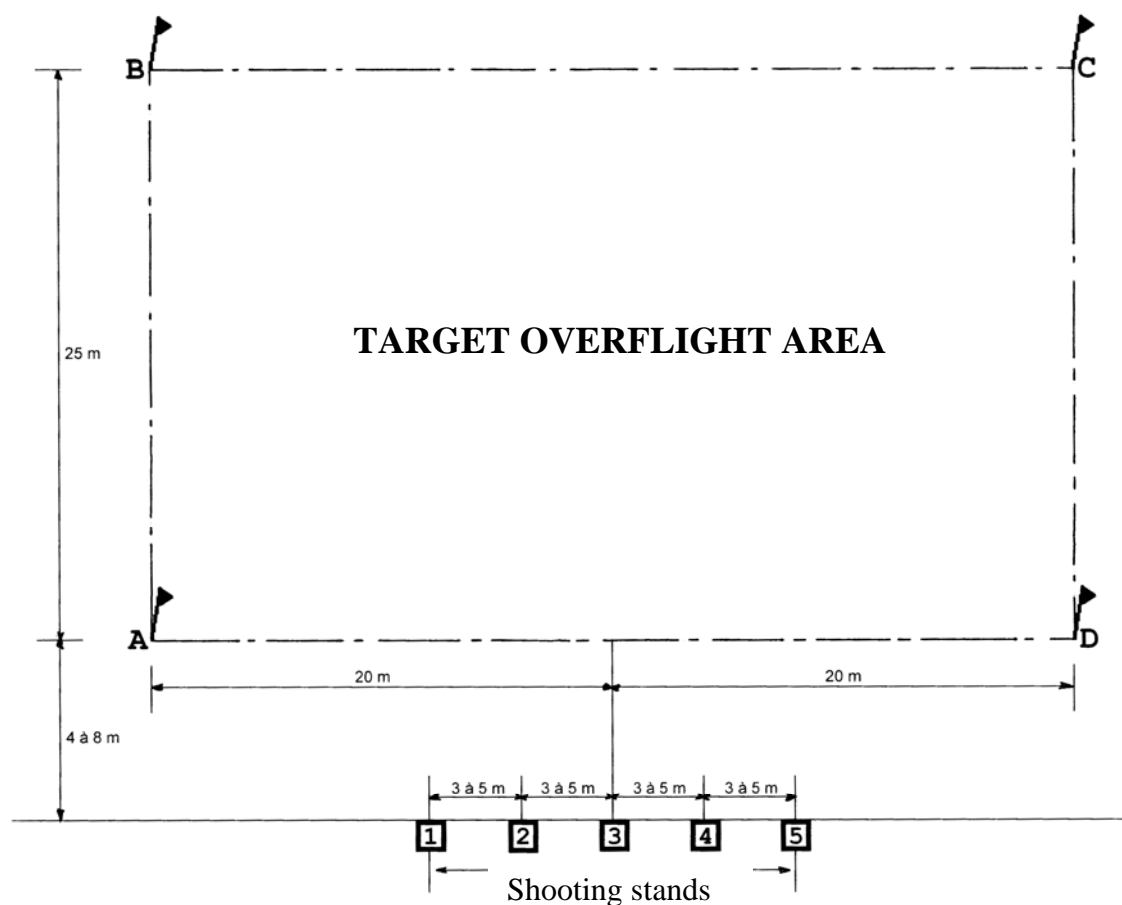
There must be at least six (6) trap machines.

**The position of the traps can be determined freely, provided that the targets launched do not represent a danger for the shooters, the referees, the staff or the spectators, even in the event of a No Bird.**

In the event that a trap is located behind the shooting positions, it must be placed at least 4 m higher than the shooting stands.

**When there is no wind, all the targets must pass over the rectangle ABCD in at least one point of their trajectory.**

There are five shooting stands (see chapter 2.6).



## **2.1 Trajectories** (see the plan of the installations)

They must be as varied as possible:

Rising, falling, receding, approaching, lofted, rabbit, etc.

It must be possible to shoot twice at each single target from each of the five shooting stands, in full safety for the shooters, the referees, the staff and the spectators.

A Compak<sup>®</sup> Sporting competition includes two types of trajectories:

### **Compulsory trajectories:**

- A trajectory from left to right crossing sides AB and CD.
- A trajectory from right to left crossing sides CD and AB.
- A receding trajectory crossing side BC.

The trap installations can be of two types:

- 1) Either a trench installation in front of the shooting stands,
- 2) Or a raised installation behind the shooting stands.

### **Free trajectories:**

These are determined by the organizer, and depending on the lie of the land.

## **2.2 Traps**

A Compak<sup>®</sup> Sporting competition uses at least six traps.

These traps can be manual, semi-automatic or automatic.

They must be given letters (A, B, C, D, etc.) or numbers (1, 2, 3, 4, etc.) from left to right, and each position must be clearly indicated by a board showing the corresponding letter or number.

## **2.3 Triggering systems**

The traps can be triggered either manually, via a remote control system, or using a sonopull type system.

In all cases, the clay pigeon must be released within in a time lapse of 0 to 3 seconds after the shooter's call. In the case of a sonopull, the latter must be fitted with a time delay system.

## **2.4 Targets**

All types of targets can be used, whether standard or special (battue, bourdon, mini, rabbit, rocket, etc.).

The colour of the targets must be selected to ensure that they are as distinctly visible as possible, depending on the surroundings.

## **2.5 Definition of doubles**

### **2.5.1 Double on report:**

Two targets thrown from one or two different traps, the first one is triggered by the shooter, and the second is triggered by the shot fired at the first target and thrown within a time lapse of 0 to 3 seconds.

### **2.5.2 Simultaneous double:**

Two targets thrown at the same time from one or two different traps at the shooter's call.

## 2.6 Shooting stands

The five shooting stands are made up of 1m x 1m squares, lined up and set 3 to 5 metres apart, from centre to centre.

The line passing through the fronts of the five shooting stands must be located 4 to 8 metres back from line AD of the rectangle and parallel to it.

Stand # 3 must be centred on the base AD of the rectangle.

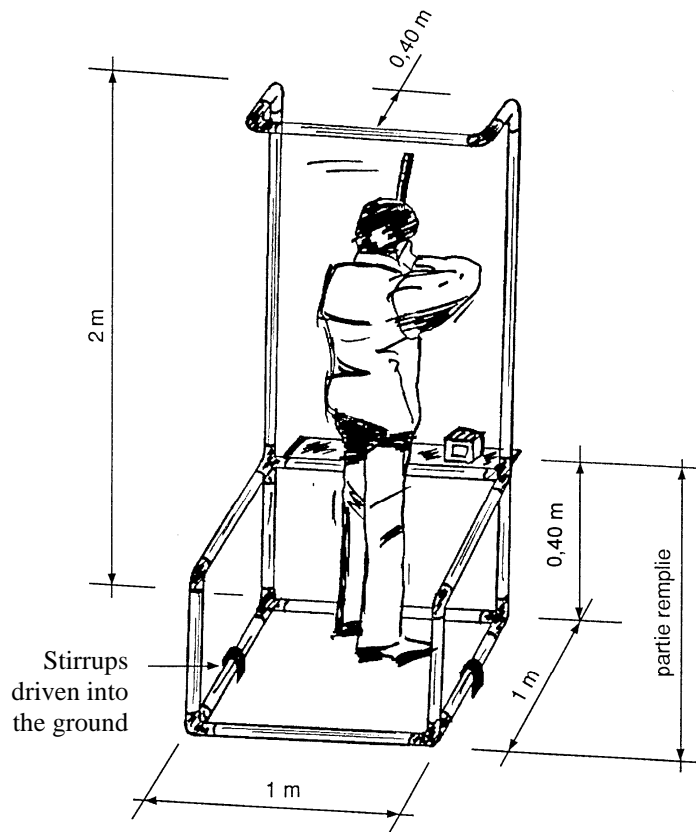
**Firing Angle Limiters (F.A.L.)** must be fitted on each shooting stand, to ensure general safety.

The recommended type of F.A.L. is as shown below, but they can also be designed differently.

In this case they must:

- Efficiently limit the firing angle to each side,
- Efficiently limit the vertical firing angle,
- Prevent the shooters from moving or leaning forward from the stand.

### Firing Angle Limiter (Recommended model)



**Shooting stand made of coloured P.V.C. tubes,  $\odot$  50 mm  
Straight tubes + interlocking elbows.  
All the lower elements are filled with water  
or sand, or fixed to the ground.**

## **CHAPTER 3: ARMS AND AMMUNITION**

### **3.1 Guns**

All shotguns are allowed, provided they are not over 12 gauge and the barrel length is not less than 66 cm (26 inches), except pump shotgun.

Shooters using semi-automatic shotguns have to fit them with a device ensuring that ejection of the spent cartridges does not disturb the other shooters alongside them.

**Two cartridges at most** can be loaded at any time.

Straps and slings are forbidden on all shotguns.

All complete or partial changing of shotguns, mobile chokes or barrels is forbidden in the course of a given round.

It is authorized between rounds.

### **3.2 Ammunition**

The ammunition used during Compak<sup>®</sup> Sporting competitions is limited to **28 grams of lead** (tolerance of + 0.5 gram).

The shot must be round and its diameter is limited to 2.5 mm (tolerance of + 0.1 mm).

**ALL LOADING OF FIREWORKS, MIXTURES OF SHOT OF DIFFERENT DIAMETERS, SHAPES OR GRADES ARE STRICTLY FORBIDDEN IN THE CARTRIDGE.**

The use of black powder or tracer cartridges is forbidden.

### **3.3 Hearing protection**

The shooters, referees, staff and members of the public on or near a Compak<sup>®</sup> Sporting event **must wear hearing protection**.

Any shooter on a stand without hearing protection is considered absent and will not be entitled to shoot.

### **3.4 Safety glasses**

The **shooters, referees and staff must wear safety glasses**.

Any shooter on a stand without safety glasses is considered absent and will not be entitled to shoot.

## **CHAPTER 4: ROUNDS**

### **4.1 Shooting rounds**

A round is made up of 25 targets, i.e. 5 targets per shooting stand under one of the following formulas:

- Five (5) single targets,
- Three (3) single targets and one (1) double, (on report or simultaneous).
- A (1) single target and two (2) doubles (on report or simultaneous)..

It is recommended to use different formulas from one Compak<sup>®</sup> Sporting event to another. But on a **Compak, the type of double shall be the same** (either on report, or simultaneous)

The single targets, together with the simultaneous doubles, are presented to the shooters only one time to the first squad each day, except in the event of unduly long break of the shooting.

#### 4.2 Menu or order of firing at the targets

The firing menus are stationd at each stand, in such a way that the shooter can read them easily.

The single targets on the menus can be selected in any order for the machines.

**The first target of each double has to be the last target shot at from the previous stand.**

**If the squad has less than six shooters, the last target of the empty station must be shown at the following competing shooter.**

**Pre-established trajectory settings are available in Annex 2, their use is recommended during championships.**

**Example of a menu for a round (3 singles and 1 double):**

Stand 1	Stand 2	Stand 3	Stand 4	Stand 5	
A	B	C	D	E	<i>Single</i>
D	C	B	E	F	<i>Single</i>
B	F	E	A	D	<i>Single</i>
D+A	A+F	F+C	C+B	B+E	<i>Double</i>

This is just an example but all the combinations are possible, provided that they comply with the rules set out above.

#### 4.3 Squads

Squads are made up of 6 shooters at most.

#### 4.4 Shooting sequence for a round

**Shooters position (See Annex 3):**

The shooters in the squad go to on the stands in the order set out on the score sheet.

The shooter waits behind stand # 1, is ready to take the shooter's place, once the shooter at stand 5 has finished shooting the clays on his/her menu.

The shotgun position is free at the time of calling for the target (at the shoulder or not).

All the targets must be fired at with the gun at the shoulder.

The shooters fire in turns at each single and double target in the order on the menu.

A time lapse of **10 seconds** at most is allowed for each shooter to call for his target or targets after the shooter at the previous stand has finished firing.

The Referee must announce to the shooter at the station # 1 when it has to shoot.

When the shooter at stand # 5 has finished firing at the targets on his menu:

- He moves to stand # 1 and waits behind it
- The other shooters move to the next stand on their right
- The shooter who was waiting previously takes his place on stand # 1.

It is always the shooter on stand # 1 who starts the round of five targets.

During stand changeovers the shotguns must be “OPEN AND UNLOADED”.

## **CHAPTER 5: JUDGING TARGETS**

### **5.1 The target is declared “ONE”:**

When it has been thrown and the shooter has shot it according to the rules, and at least one visible piece has come away from it, or if it has been totally or partially pulverized.

This is also valid for flash targets.

### **5.2 The target is declared “ZERO”:**

If it has not been hit, and no visible piece has come away from it, or if only dust is visible (smoking or dusty targets).

### **5.3 Case of “NO BIRD”**

#### **5.3.1 Due to the gun or the ammunition**

The table below is applicable in the case of the first incident during a given Compak® Sporting event. The first incident gives rise to a warning.

As from the second incident all the targets not fired at are recorded as “ZERO”.

	<b>Problem</b>	<b>Action</b>
Both shots are fired at the same time	On a single target	<b>NO BIRD</b> another target thrown
	On the first target of a double on report	<b>NO BIRD</b> another double thrown
	On a simultaneous double	<b>NO BIRD</b> another double thrown
The first cartridge fails to go off	On a single target	<b>NO BIRD</b> another target thrown
	On the first target of a double on report	<b>NO BIRD</b> another double thrown
	On a simultaneous double	<b>NO BIRD</b> another double thrown
The second cartridge fails to go off	On a single target	<b>NO BIRD</b> another target thrown. It can only be broken by the second shot.
	On a double on report	<b>NO BIRD</b> another double thrown. Result of the first target acquired
	On a simultaneous double	<b>NO BIRD</b> another double thrown

#### **5.3.2 Due to the Targets**

The table below is applicable in the following cases:

- A target is broken when it leaves the machine,
- A target is thrown from another machine,
- A target is a different colour,
- A target trajectory is judged to be irregular by the referee,
- The target is thrown more than 3 seconds after the shooter’s call,
- The shooter has not called for the target,
- The referee finds it clear that the shooter has been disturbed,

- The referee is unable to judge the target.
- A target is thrown by mistake from a machine of the same Compak during the shoot of a single or a simultaneous.

<b>Problem</b>	<b>Action</b>
Case of a single target	<b>NO BIRD</b> another target thrown
Case of a rabbit that breaks after the first shot has missed and before the second shot is fired	<b>NO BIRD</b> another rabbit thrown. It can only be broken by the second shot.
Case of the first target of a double on report	<b>NO BIRD</b> another double thrown
Case in which the first target (or pieces of it) break the second in a double, before the shooter fires his second shot	<b>NO BIRD</b> another double thrown Result of the first target acquired
Case of the second target of a double on report	<b>NO BIRD</b> another double thrown Result of the first target acquired
A target of the simultaneous double	<b>NO BIRD</b> another double thrown

### 5.3.3 Bad weather

There are no “NO BIRD” calls due to bad weather.

**In all other cases all targets broken are recorded as “ONE” and all targets missed are recorded as “ZERO”.**

## **CHAPTER 6: SAFETY RULES**

- All guns, even when not loaded, must be handled with great care.
- Guns must be carried open (uncocked and not loaded).
- For semi-automatic guns, the breech must be open and the gun held with the barrel facing upwards or downwards.
- When a shooter is not using his gun, he must place it vertically in a gun rack or store it safely in another approved place.
- It is forbidden to touch another shooter’s gun without his permission.
- It is forbidden to aim at or deliberately shoot at live animals or birds.
- No simulated shots are allowed outside the shooting stands.
- No simulated shots are allowed while a shooter in the squad is firing on his targets.
- Under no circumstances may a shooter move forward onto the shooting stand, before the previous shooter has left it.
- The shooter can load his shotgun after reaching his shooting stand, provided that he keeps the gun open (or the breech open for semi-automatic guns), **without putting it down, and keeping the gun barrel pointing towards the shooting range and within the angle limiter.** The shooter can only close his gun (or the breech of his gun) when it is his turn to shoot.

- In the event that a cartridge has not gone off or in the case of another malfunction of the gun or the cartridge, the shooter must remain at his stand, with the gun facing the shooting range, without opening it or touching the safety catch until the referee has checked the gun.
- The shooter must not turn round on the shooting stand before he has opened his gun and taken out all the cartridges from the chambers, whether they have been fired or not.
- During the presentation of the targets or a break in shooting, the shooter must keep his gun open and unloaded.

## DEFINITIONS

<b>RANGE:</b>	All the sporting installations.
<b>COMPAK<sup>®</sup> SPORTING:</b>	Shooting installation for the activity.
<b>SQUAD:</b>	Group of up to 6 shooters shooting in the same round at the same time and using same installations.
<b>ROUND:</b>	A round consists of 25 targets shot on a given Compak <sup>®</sup> Sporting installation.
<b>TRAP:</b>	Machine or equipment used to throw the targets
<b>SONOPULL:</b>	Acoustic equipment triggering the trap at the sound of the shooter's voice
<b>SHOT:</b>	Corresponds to firing one cartridge
<b>TARGET:</b>	Clay pigeon
<b>TRAJECTORY:</b>	Line followed in space by a target.

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**ANNEX 1: SCORE SHEET**



**FEDERATION INTERNATIONALE DE TIR  
AUX ARMES SPORTIVES DE CHASSE**

World Championship

Sheet #: 1

Round #: 1 (Winchester)

Referee: \_\_\_\_\_

Number	Name/First Name	Cat.	Targets																									Total	Signature					
			Stand 1					Stand 2					Stand 3					Stand 4					Stand 5							Wait				
			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							
			Stand 2					Stand 3					Stand 4					Stand 5					Wait	Stand 1										
			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	
			Stand 3					Stand 4					Stand 5					Wait	Stand 1					Stand 2										
			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	
			Stand 4					Stand 5					Wait	Stand 1					Stand 2					Stand 3										
			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	
			Stand 5					Wait	Stand 1					Stand 2					Stand 3					Stand 4										
			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						
			Wait	Stand 1					Stand 2					Stand 3					Stand 4					Stand 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						

## ANNEX 2

### TRAJECTORY SETTING TABLES

#### 5 singles per shooting position

TRAJECTORY SETTING TABLE N°1.

A	B	C	D	E
E	F	A	B	C
C	D	E	F	A
F	A	B	C	D
D	E	F	A	B

TRAJECTORY SETTING TABLE N°5.

E	F	A	B	C
C	D	E	F	A
A	B	C	D	E
D	E	F	A	B
B	C	D	E	F

TRAJECTORY SETTING TABLE N°2.

B	C	D	E	F
F	A	B	C	D
D	E	F	A	B
A	B	C	D	E
E	F	A	B	C

TRAJECTORY SETTING TABLE N°6.

F	A	B	C	D
D	E	F	A	B
B	C	D	E	F
E	F	A	B	C
C	D	E	F	A

TRAJECTORY SETTING TABLE N°3.

C	D	E	F	A
A	B	C	D	E
E	F	A	B	C
B	C	D	E	F
F	A	B	C	D

TRAJECTORY SETTING TABLE N°7.

A	C	E	B	D
F	A	C	D	E
B	D	F	A	C
E	B	D	F	A
C	E	B	C	F

TRAJECTORY SETTING TABLE N°4.

D	E	F	A	B
B	C	D	E	F
F	A	B	C	D
C	D	E	F	A
A	B	C	D	E

TRAJECTORY SETTING TABLE N°8.

D	B	E	C	F
F	A	D	B	E
C	F	A	D	B
E	C	F	A	D
B	E	C	F	A

## Per 1 shooting position : 3 singles and 1 double on report

**TRAJECTORY SETTING TABLE N°9.**

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>F</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
<b>E</b>	<b>F</b>	<b>A</b>	<b>B</b>	<b>C</b>
Double CF <b>C-D</b>	Double CF <b>D-E</b>	Double CF <b>E-F</b>	Double CF <b>F-A</b>	Double CF <b>A-B</b>

**TRAJECTORY SETTING TABLE N°13.**

<b>E</b>	<b>B</b>	<b>F</b>	<b>C</b>	<b>A</b>
<b>D</b>	<b>E</b>	<b>B</b>	<b>F</b>	<b>C</b>
<b>A</b>	<b>D</b>	<b>E</b>	<b>B</b>	<b>F</b>
Double CF <b>F-C</b>	Double CF <b>C-A</b>	Double CF <b>A-D</b>	Double CF <b>D-E</b>	Double CF <b>E-B</b>

**TRAJECTORY SETTING TABLE N°10.**

<b>B</b>	<b>D</b>	<b>A</b>	<b>F</b>	<b>C</b>
<b>E</b>	<b>B</b>	<b>D</b>	<b>A</b>	<b>F</b>
<b>C</b>	<b>E</b>	<b>B</b>	<b>D</b>	<b>A</b>
Double CF <b>A-F</b>	Double CF <b>F-C</b>	Double CF <b>C-E</b>	Double CF <b>E-B</b>	Double CF <b>B-D</b>

**TRAJECTORY SETTING TABLE N°14.**

<b>F</b>	<b>C</b>	<b>E</b>	<b>B</b>	<b>D</b>
<b>A</b>	<b>F</b>	<b>B</b>	<b>E</b>	<b>C</b>
<b>C</b>	<b>B</b>	<b>D</b>	<b>A</b>	<b>E</b>
Double CF <b>E-D</b>	Double CF <b>D-A</b>	Double CF <b>A-C</b>	Double CF <b>C-F</b>	Double CF <b>F-B</b>

**TRAJECTORY SETTING TABLE N°11.**

<b>C</b>	<b>E</b>	<b>D</b>	<b>A</b>	<b>F</b>
<b>B</b>	<b>C</b>	<b>E</b>	<b>D</b>	<b>A</b>
<b>F</b>	<b>B</b>	<b>C</b>	<b>E</b>	<b>D</b>
Double CF <b>D-A</b>	Double CF <b>A-F</b>	Double CF <b>F-B</b>	Double CF <b>B-C</b>	Double CF <b>C-E</b>

**TRAJECTORY SETTING TABLE N°15.**

<b>A</b>	<b>F</b>	<b>B</b>	<b>E</b>	<b>D</b>
<b>B</b>	<b>E</b>	<b>C</b>	<b>F</b>	<b>A</b>
<b>C</b>	<b>B</b>	<b>F</b>	<b>B</b>	<b>E</b>
Double CF <b>E-D</b>	Double CF <b>D-A</b>	Double CF <b>A-D</b>	Double CF <b>D-C</b>	Double CF <b>C-F</b>

**TRAJECTORY SETTING TABLE N°12.**

<b>D</b>	<b>A</b>	<b>F</b>	<b>C</b>	<b>E</b>
<b>B</b>	<b>D</b>	<b>C</b>	<b>F</b>	<b>C</b>
<b>E</b>	<b>F</b>	<b>B</b>	<b>D</b>	<b>A</b>
Double CF <b>A-C</b>	Double CF <b>C-E</b>	Double CF <b>E-A</b>	Double CF <b>A-B</b>	Double CF <b>B-F</b>

**TRAJECTORY SETTING TABLE N°16.**

<b>B</b>	<b>E</b>	<b>C</b>	<b>A</b>	<b>F</b>
<b>D</b>	<b>A</b>	<b>B</b>	<b>E</b>	<b>C</b>
<b>F</b>	<b>D</b>	<b>A</b>	<b>C</b>	<b>E</b>
Double CF <b>E-C</b>	Double CF <b>C-F</b>	Double CF <b>F-D</b>	Double CF <b>D-B</b>	Double CF <b>B-A</b>

## Per 1 shooting position : 3 singles and 1 simultaneous doubles

**TRAJECTORY SETTING TABLE N°17.**

<b>F</b>	<b>E</b>	<b>C</b>	<b>B</b>	<b>A</b>
<b>D</b>	<b>B</b>	<b>F</b>	<b>E</b>	<b>C</b>
<b>A</b>	<b>D</b>	<b>E</b>	<b>A</b>	<b>B</b>
<small>D.Simultaneous</small> <b>B-C</b>	<small>D.Simultaneous</small> <b>C-A</b>	<small>D.Simultaneous</small> <b>A-D</b>	<small>D.Simultaneous</small> <b>D-F</b>	<small>D.Simultaneous</small> <b>F-E</b>

**TRAJECTORY SETTING TABLE N°21.**

<b>B</b>	<b>F</b>	<b>A</b>	<b>B</b>	<b>E</b>
<b>A</b>	<b>B</b>	<b>F</b>	<b>C</b>	<b>D</b>
<b>C</b>	<b>D</b>	<b>B</b>	<b>E</b>	<b>F</b>
<small>D.Simultaneous</small> <b>F-E</b>	<small>D.Simultaneous</small> <b>E-C</b>	<small>D.Simultaneous</small> <b>C-D</b>	<small>D.Simultaneous</small> <b>D-A</b>	<small>D.Simultaneous</small> <b>A-C</b>

**TRAJECTORY SETTING TABLE N°18.**

<b>E</b>	<b>C</b>	<b>D</b>	<b>A</b>	<b>D</b>
<b>F</b>	<b>E</b>	<b>C</b>	<b>D</b>	<b>B</b>
<b>D</b>	<b>F</b>	<b>B</b>	<b>E</b>	<b>A</b>
<small>D.Simultaneous</small> <b>A-B</b>	<small>D.Simultaneous</small> <b>B-A</b>	<small>D.Simultaneous</small> <b>A-F</b>	<small>D.Simultaneous</small> <b>F-C</b>	<small>D.Simultaneous</small> <b>C-E</b>

**TRAJECTORY SETTING TABLE N°22.**

<b>C</b>	<b>E</b>	<b>B</b>	<b>F</b>	<b>A</b>
<b>D</b>	<b>F</b>	<b>A</b>	<b>C</b>	<b>B</b>
<b>F</b>	<b>B</b>	<b>D</b>	<b>B</b>	<b>E</b>
<small>D.Simultaneous</small> <b>E-A</b>	<small>D.Simultaneous</small> <b>A-C</b>	<small>D.Simultaneous</small> <b>C-E</b>	<small>D.Simultaneous</small> <b>E-D</b>	<small>D.Simultaneous</small> <b>D-F</b>

**TRAJECTORY SETTING TABLE N°19.**

<b>A</b>	<b>E</b>	<b>D</b>	<b>B</b>	<b>F</b>
<b>C</b>	<b>D</b>	<b>A</b>	<b>E</b>	<b>B</b>
<b>F</b>	<b>A</b>	<b>E</b>	<b>C</b>	<b>D</b>
<small>D.Simultaneous</small> <b>D-B</b>	<small>D.Simultaneous</small> <b>B-C</b>	<small>D.Simultaneous</small> <b>C-F</b>	<small>D.Simultaneous</small> <b>F-A</b>	<small>D.Simultaneous</small> <b>A-E</b>

**TRAJECTORY SETTING TABLE N°23.**

<b>C</b>	<b>A</b>	<b>F</b>	<b>D</b>	<b>B</b>
<b>E</b>	<b>F</b>	<b>C</b>	<b>A</b>	<b>D</b>
<b>B</b>	<b>E</b>	<b>D</b>	<b>F</b>	<b>A</b>
<small>D.Simultaneous</small> <b>A-D</b>	<small>D.Simultaneous</small> <b>D-B</b>	<small>D.Simultaneous</small> <b>B-E</b>	<small>D.Simultaneous</small> <b>E-C</b>	<small>D.Simultaneous</small> <b>C-F</b>

**TRAJECTORY SETTING TABLE N°20.**

<b>D</b>	<b>B</b>	<b>A</b>	<b>F</b>	<b>C</b>
<b>E</b>	<b>F</b>	<b>C</b>	<b>B</b>	<b>D</b>
<b>A</b>	<b>E</b>	<b>B</b>	<b>C</b>	<b>F</b>
<small>D.Simultaneous</small> <b>F-C</b>	<small>D.Simultaneous</small> <b>C-D</b>	<small>D.Simultaneous</small> <b>D-E</b>	<small>D.Simultaneous</small> <b>E-A</b>	<small>D.Simultaneous</small> <b>A-B</b>

**TRAJECTORY SETTING TABLE N°24.**

<b>D</b>	<b>F</b>	<b>A</b>	<b>C</b>	<b>E</b>
<b>B</b>	<b>A</b>	<b>D</b>	<b>F</b>	<b>C</b>
<b>F</b>	<b>B</b>	<b>C</b>	<b>E</b>	<b>A</b>
<small>D.Simultaneous</small> <b>A-C</b>	<small>D.Simultaneous</small> <b>C-E</b>	<small>D.Simultaneous</small> <b>E-B</b>	<small>D.Simultaneous</small> <b>B-D</b>	<small>D.Simultaneous</small> <b>D-F</b>

## Per 1 shooting position : 1 single et 2 double on report

**TRAJECTORY SETTING TABLE N°25.**

<b>C</b>	<b>E</b>	<b>A</b>	<b>F</b>	<b>D</b>
Double CF <b>D-B</b>	Double CF <b>B-F</b>	Double CF <b>F-C</b>	Double CF <b>C-A</b>	Double CF <b>A-F</b>
Double CF <b>F-A</b>	Double CF <b>A-D</b>	Double CF <b>D-E</b>	Double CF <b>E-B</b>	Double CF <b>B-C</b>

**TRAJECTORY SETTING TABLE N°29.**

<b>E</b>	<b>A</b>	<b>D</b>	<b>B</b>	<b>C</b>
Double CF <b>C-D</b>	Double CF <b>D-F</b>	Double CF <b>F-A</b>	Double CF <b>A-D</b>	Double CF <b>D-A</b>
Double CF <b>A-B</b>	Double CF <b>B-C</b>	Double CF <b>C-E</b>	Double CF <b>E-F</b>	Double CF <b>F-B</b>

**TRAJECTORY SETTING TABLE N°26.**

<b>D</b>	<b>F</b>	<b>B</b>	<b>C</b>	<b>E</b>
Double CF <b>E-A</b>	Double CF <b>A-D</b>	Double CF <b>D-F</b>	Double CF <b>F-B</b>	Double CF <b>B-C</b>
Double CF <b>C-B</b>	Double CF <b>B-E</b>	Double CF <b>E-A</b>	Double CF <b>A-D</b>	Double CF <b>D-F</b>

**TRAJECTORY SETTING TABLE N°30.**

<b>F</b>	<b>C</b>	<b>E</b>	<b>B</b>	<b>D</b>
Double CF <b>D-A</b>	Double CF <b>A-F</b>	Double CF <b>F-D</b>	Double CF <b>D-C</b>	Double CF <b>C-B</b>
Double CF <b>B-E</b>	Double CF <b>E-B</b>	Double CF <b>B-A</b>	Double CF <b>A-E</b>	Double CF <b>E-F</b>

**TRAJECTORY SETTING TABLE N°27.**

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
Double CF <b>E-F</b>	Double CF <b>F-D</b>	Double CF <b>D-E</b>	Double CF <b>E-A</b>	Double CF <b>A-B</b>
Double CF <b>B-C</b>	Double CF <b>C-A</b>	Double CF <b>A-F</b>	Double CF <b>F-C</b>	Double CF <b>C-D</b>

**TRAJECTORY SETTING TABLE N°31.**

<b>A</b>	<b>F</b>	<b>D</b>	<b>B</b>	<b>C</b>
Double CF <b>C-D</b>	Double CF <b>D-E</b>	Double CF <b>E-C</b>	Double CF <b>C-A</b>	Double CF <b>A-E</b>
Double CF <b>E-B</b>	Double CF <b>B-A</b>	Double CF <b>A-F</b>	Double CF <b>F-D</b>	Double CF <b>D-B</b>

**TRAJECTORY SETTING TABLE N°28.**

<b>B</b>	<b>D</b>	<b>F</b>	<b>A</b>	<b>C</b>
Double CF <b>C-E</b>	Double CF <b>E-A</b>	Double CF <b>A-C</b>	Double CF <b>C-D</b>	Double CF <b>D-A</b>
Double CF <b>A-F</b>	Double CF <b>F-B</b>	Double CF <b>B-E</b>	Double CF <b>E-F</b>	Double CF <b>F-B</b>

**TRAJECTORY SETTING TABLE N°32.**

<b>F</b>	<b>A</b>	<b>C</b>	<b>D</b>	<b>B</b>
Double CF <b>B-D</b>	Double CF <b>D-F</b>	Double CF <b>F-A</b>	Double CF <b>A-C</b>	Double CF <b>C-E</b>
Double CF <b>E-C</b>	Double CF <b>C-B</b>	Double CF <b>B-E</b>	Double CF <b>E-F</b>	Double CF <b>F-D</b>

## Per 1 shooting position: 1 single et 2 simultaneous doubles

**TRAJECTORY SETTING TABLE N°33.**

<b>D</b>	<b>C</b>	<b>F</b>	<b>A</b>	<b>B</b>
D.Simultaneous <b>B-F</b>	D.Simultaneous <b>F-A</b>	D.Simultaneous <b>A-B</b>	D.Simultaneous <b>B-E</b>	D.Simultaneous <b>E-C</b>
D.Simultaneous <b>C-E</b>	D.Simultaneous <b>E-D</b>	D.Simultaneous <b>D-C</b>	D.Simultaneous <b>C-F</b>	D.Simultaneous <b>F-D</b>

**TRAJECTORY SETTING TABLE N°34.**

<b>E</b>	<b>D</b>	<b>C</b>	<b>F</b>	<b>A</b>
D.Simultaneous <b>A-C</b>	D.Simultaneous <b>C-F</b>	D.Simultaneous <b>F-A</b>	D.Simultaneous <b>A-B</b>	D.Simultaneous <b>B-F</b>
D.Simultaneous <b>F-B</b>	D.Simultaneous <b>B-E</b>	D.Simultaneous <b>E-D</b>	D.Simultaneous <b>D-C</b>	D.Simultaneous <b>C-E</b>

**TRAJECTORY SETTING TABLE N°35.**

<b>B</b>	<b>F</b>	<b>A</b>	<b>E</b>	<b>D</b>
D.Simultaneous <b>D-C</b>	D.Simultaneous <b>C-E</b>	D.Simultaneous <b>E-D</b>	D.Simultaneous <b>D-A</b>	D.Simultaneous <b>A-F</b>
D.Simultaneous <b>F-A</b>	D.Simultaneous <b>A-B</b>	D.Simultaneous <b>B-F</b>	D.Simultaneous <b>F-C</b>	D.Simultaneous <b>C-E</b>

**TRAJECTORY SETTING TABLE N°36.**

<b>C</b>	<b>A</b>	<b>E</b>	<b>B</b>	<b>F</b>
D.Simultaneous <b>F-E</b>	D.Simultaneous <b>E-B</b>	D.Simultaneous <b>B-F</b>	D.Simultaneous <b>F-D</b>	D.Simultaneous <b>D-B</b>
D.Simultaneous <b>B-D</b>	D.Simultaneous <b>D-C</b>	D.Simultaneous <b>C-A</b>	D.Simultaneous <b>A-E</b>	D.Simultaneous <b>E-C</b>

**TRAJECTORY SETTING TABLE N°37.**

<b>A</b>	<b>D</b>	<b>B</b>	<b>C</b>	<b>E</b>
D.Simultaneous <b>E-B</b>	D.Simultaneous <b>B-C</b>	D.Simultaneous <b>C-E</b>	D.Simultaneous <b>E-F</b>	D.Simultaneous <b>F-D</b>
D.Simultaneous <b>D-F</b>	D.Simultaneous <b>F-A</b>	D.Simultaneous <b>A-D</b>	D.Simultaneous <b>D-B</b>	D.Simultaneous <b>B-A</b>

**TRAJECTORY SETTING TABLE N°38.**

<b>B</b>	<b>E</b>	<b>D</b>	<b>F</b>	<b>C</b>
D.Simultaneous <b>C-D</b>	D.Simultaneous <b>D-F</b>	D.Simultaneous <b>F-C</b>	D.Simultaneous <b>C-A</b>	D.Simultaneous <b>A-F</b>
D.Simultaneous <b>F-A</b>	D.Simultaneous <b>A-B</b>	D.Simultaneous <b>B-E</b>	D.Simultaneous <b>E-D</b>	D.Simultaneous <b>D-B</b>

**TRAJECTORY SETTING TABLE N°39.**

<b>C</b>	<b>B</b>	<b>E</b>	<b>A</b>	<b>D</b>
D.Simultaneous <b>D-E</b>	D.Simultaneous <b>E-A</b>	D.Simultaneous <b>A-D</b>	D.Simultaneous <b>D-F</b>	D.Simultaneous <b>F-B</b>
D.Simultaneous <b>B-F</b>	D.Simultaneous <b>F-C</b>	D.Simultaneous <b>C-B</b>	D.Simultaneous <b>B-E</b>	D.Simultaneous <b>E-C</b>

**TRAJECTORY SETTING TABLE N°40.**

<b>F</b>	<b>D</b>	<b>B</b>	<b>E</b>	<b>C</b>
D.Simultaneous <b>C-A</b>	D.Simultaneous <b>A-E</b>	D.Simultaneous <b>E-C</b>	D.Simultaneous <b>C-F</b>	D.Simultaneous <b>F-D</b>
D.Simultaneous <b>D-B</b>	D.Simultaneous <b>B-F</b>	D.Simultaneous <b>F-D</b>	D.Simultaneous <b>D-A</b>	D.Simultaneous <b>A-B</b>

## ANNEX 3

### SHOOTERS POSITION FOR A ROUND

<b>6 Shooters</b>	<b>1<sup>st</sup> round</b>	Station 1 <b>Shooter # 1</b>	Station 2 <b>Shooter # 2</b>	Station 3 <b>Shooter # 3</b>	Station 4 <b>Shooter # 4</b>	Station 5 <b>Shooter # 5</b>	
		Wait <b>Shooter # 6</b>					
	<b>2<sup>nd</sup> round</b>	Station 1 <b>Shooter # 6</b>	Station 2 <b>Shooter # 1</b>	Station 3 <b>Shooter # 2</b>	Station 4 <b>Shooter # 3</b>	Station 5 <b>Shooter # 4</b>	
		Wait <b>Shooter # 5</b>					
	<b>3<sup>rd</sup> round</b>	Station 1 <b>Shooter # 5</b>	Station 2 <b>Shooter # 6</b>	Station 3 <b>Shooter # 1</b>	Station 4 <b>Shooter # 2</b>	Station 5 <b>Shooter # 3</b>	
		Wait <b>Shooter # 4</b>					
	<b>4<sup>th</sup> round</b>	Station 1 <b>Shooter # 4</b>	Station 2 <b>Shooter # 5</b>	Station 3 <b>Shooter # 6</b>	Station 4 <b>Shooter # 1</b>	Station 5 <b>Shooter # 2</b>	
		Wait <b>Shooter # 3</b>					
	<b>5<sup>th</sup> round</b>	Station 1 <b>Shooter # 3</b>	Station 2 <b>Shooter # 4</b>	Station 3 <b>Shooter # 5</b>	Station 4 <b>Shooter # 6</b>	Station 5 <b>Shooter # 1</b>	
		Wait <b>Shooter # 2</b>					
	<b>6<sup>th</sup> round</b>	Station 1 <b>Shooter # 2</b>	Station 2 <b>Shooter # 3</b>	Station 3 <b>Shooter # 4</b>	Station 4 <b>Shooter # 5</b>	Station 5 <b>Shooter # 6</b>	

<b>5 Shooters</b>	<b>1<sup>st</sup> round</b>	Station 1 <b>Shooter # 1</b>	Station 2 <b>Shooter # 2</b>	Station 3 <b>Shooter # 3</b>	Station 4 <b>Shooter # 4</b>	Station 5 <b>Shooter # 5</b>	
	<b>2<sup>nd</sup> round</b>	Station 1 Empty	Station 2 <b>Shooter # 1</b>	Station 3 <b>Shooter # 2</b>	Station 4 <b>Shooter # 3</b>	Station 5 <b>Shooter # 4</b>	
		Wait <b>Shooter # 5</b>					
	<b>3<sup>rd</sup> round</b>	Station 1 <b>Shooter # 5</b>	Station 2 Empty	Station 3 <b>Shooter # 1</b>	Station 4 <b>Shooter # 2</b>	Station 5 <b>Shooter # 3</b>	
		Wait <b>Shooter # 4</b>					
	<b>4<sup>th</sup> round</b>	Station 1 <b>Shooter # 4</b>	Station 2 <b>Shooter # 5</b>	Station 3 Empty	Station 4 <b>Shooter # 1</b>	Station 5 <b>Shooter # 2</b>	
		Wait <b>Shooter # 3</b>					
	<b>5<sup>th</sup> round</b>	Station 1 <b>Shooter # 3</b>	Station 2 <b>Shooter # 4</b>	Station 3 <b>Shooter # 5</b>	Station 4 Empty	Station 5 <b>Shooter # 1</b>	
		Wait <b>Shooter # 2</b>					
	<b>6<sup>th</sup> round</b>	Station 1 <b>Shooter # 2</b>	Station 2 <b>Shooter # 3</b>	Station 3 <b>Shooter # 4</b>	Station 4 <b>Shooter # 5</b>	Station 5 Empty	

4 Shooters	1 <sup>st</sup> round	Station 1 <b>Shooter # 1</b>	Station 2 <b>Shooter # 2</b>	Station 3 <b>Shooter # 3</b>	Station 4 <b>Shooter # 4</b>	Station 5 Empty
	2 <sup>nd</sup> round	Station 1 Empty	Station 2 <b>Shooter # 1</b>	Station 3 <b>Shooter # 2</b>	Station 4 <b>Shooter # 3</b>	Station 5 <b>Shooter # 4</b>
	3 <sup>rd</sup> round	Station 1 Empty	Station 2 Empty	Station 3 <b>Shooter # 1</b>	Station 4 <b>Shooter # 2</b>	Station 5 <b>Shooter # 3</b>
		Wait <b>Shooter # 4</b>				
	4 <sup>th</sup> round	Station 1 <b>Shooter # 4</b>	Station 2 Empty	Station 3 Empty	Station 4 <b>Shooter # 1</b>	Station 5 <b>Shooter # 2</b>
		Wait <b>Shooter # 3</b>				
5 <sup>th</sup> round	Station 1 <b>Shooter # 3</b>	Station 2 <b>Shooter # 4</b>	Station 3 Empty	Station 4 Empty	Station 5 <b>Shooter # 1</b>	
	Wait <b>Shooter # 2</b>					
6 <sup>th</sup> round	Station 1 <b>Shooter # 2</b>	Station 2 <b>Shooter # 3</b>	Station 3 <b>Shooter # 4</b>	Station 4 Empty	Station 5 Empty	

3 Shooters	1 <sup>st</sup> round	Station 1 <b>Shooter # 1</b>	Station 2 <b>Shooter # 2</b>	Station 3 <b>Shooter # 3</b>	Station 4 Empty	Station 5 Empty
	2 <sup>nd</sup> round	Station 1 Empty	Station 2 <b>Shooter # 1</b>	Station 3 <b>Shooter # 2</b>	Station 4 <b>Shooter # 3</b>	Station 5 Empty
	3 <sup>rd</sup> round	Station 1 Empty	Station 2 Empty	Station 3 <b>Shooter # 1</b>	Station 4 <b>Shooter # 2</b>	Station 5 <b>Shooter # 3</b>
	4 <sup>th</sup> round	Station 1 Empty	Station 2 Empty	Station 3 Empty	Station 4 <b>Shooter # 1</b>	Station 5 <b>Shooter # 2</b>
		Wait <b>Shooter # 3</b>				
	5 <sup>th</sup> round	Station 1 <b>Shooter # 3</b>	Station 2 Empty	Station 3 Empty	Station 4 Empty	Station 5 <b>Shooter # 1</b>
Wait <b>Shooter # 2</b>						
6 <sup>th</sup> round	Station 1 <b>Shooter # 2</b>	Station 2 <b>Shooter # 3</b>	Station 3 Empty	Station 4 Empty	Station 5 Empty	

2 Shooters	1 <sup>st</sup> round	Station 1 <b>Shooter # 1</b>	Station 2 <b>Shooter # 2</b>	Station 3 Empty	Station 4 Empty	Station 5 Empty
	2 <sup>nd</sup> round	Station 1 Empty	Station 2 <b>Shooter # 1</b>	Station 3 <b>Shooter # 2</b>	Station 4 Empty	Station 5 Empty
	3 <sup>rd</sup> round	Station 1 Empty	Station 2 Empty	Station 3 <b>Shooter # 1</b>	Station 4 <b>Shooter # 2</b>	Station 5 Empty
	4 <sup>th</sup> round	Station 1 Empty	Station 2 Empty	Station 3 Empty	Station 4 <b>Shooter # 1</b>	Station 5 <b>Shooter # 2</b>
	5 <sup>th</sup> round	Station 1 Empty	Station 2 Empty	Station 3 Empty	Station 4 Empty	Station 5 <b>Shooter # 1</b>
		Wait <b>Shooter # 2</b>				
6 <sup>th</sup> round	Station 1 <b>Shooter # 2</b>	Station 2 Empty	Station 3 Empty	Station 4 Empty	Station 5 Empty	

# ANNEXE 4

## RULES GOVERNING COMPETITIONS

### **CHAPTER: 1 JURY**

#### **1.1 Constitution of the Jury**

International events are supervised by a jury made up of:

- The members of the technical committee present.
- The representative of each country presenting a senior national team.
- Those Fitasc Board members present, except for those sitting on the appeal jury.

The Jury members which noticed an irregularity cannot directly intervene to the referees, but they must report what they observed to the Jury.

It is chaired by the President or the representative of the organizing federation.

Each member of the Jury wears a badge so that he can be easily recognized by all concerned.

At least two members of the jury must be present on the range at all times.

#### **1.2 Role of the Jury**

- The jury makes sure that the rules are complied with during shooting, and checks the guns, the ammunition and the targets using technical tests.
- The jury deals with complaints.

Under no circumstances can a complaint concern whether a target has been hit or missed, or whether the target thrown was defective or off the planned trajectory. In these cases, no appeals can be lodged against the referee's decision.

The shooters can lodge an appeal against any other decision made by a referee.

All complaints are to be forwarded to the jury in writing, accompanied by a deposit of the amount in force at the date of the competition.

If the jury finds that the complaint is valid, the deposit is returned.

If the jury finds that the complaint is justified, it can give the referee instructions with a view to future assessments, appoint another referee, or modify the referee's decision.

- The jury makes the necessary decisions in the event of technical failures, if such decisions have not been made by the referee responsible.
- The jury decides on the sanctions to be taken if a shooter has failed to comply with the rules or has behaved in a non-sporting way.
- In the event of an urgent problem (e.g. a risk of stopping the shooting), two members of the jury appointed by the President, can make a decision on an exceptional basis with the referee's approval, provided that the jury ratifies the decision.
- The jury can only deliberate validly in the presence of its President or his delegate, accompanied by one quarter of the members of the jury.
- If a member of the jury observes a fact that is not in conformity with the rules, he must inform the referee of that fact, and the referee must take appropriate steps immediately.

The decisions are made by the majority of the members present. In the event of a tied vote, the President has the casting vote.

### 1.3 Appeal jury

The appeal jury is set up at the same time as the jury for each international competition.

The appeal jury is made up of :

- The President of the FITASC or his representative,
- The Chairman of the Technical Committee or his representative,
- The Chairman of the organizing federation or his representative.

In the event that a decision made by the jury is contested by the shooters or by the FITASC, the problem can be put to the appeal jury.

**All problems concerning discipline will be brought before the FITASC Disciplinary Committee.**

## **CHAPTER 2: LAYOUTS**

For international competitions, before the beginning of the competition and in the presence of the person in charge of the initial layout, the layouts are drawn up,

- Either by the Jury drawing pre-established grids (see annex 2), checked and modified if necessary (safety, variety, balance between trajectories) by the members of the FITASC Technical Committee present;
- Or by a person entrusted with the task, checked and modified if necessary (safety, variety, balance between trajectories) by the members of the FITASC Technical Committee present.

In both cases, if no member of the Technical Committee are present, it is the Jury that is entrusted with the task.

**Out of all the targets making up a competition, there cannot be more than 40% of special targets.**

The trajectories and/or the traps and/or the menus and/or the distances between shooting stands and/or between the shooting stands and the theoretical line can be changed after each full round (50 targets if there are 2 installations, and 100 targets if there are 4 installations) once all the shooters have shot at the same series of targets.

## **CHAPTER 3: PRACTICE**

Practice is preferably carried out using trajectories that are different from those that have been selected for the competition, if the stands provide this possibility.

## **CHAPTER 4: DRESS**

### 4.1 Personal dress

Shooters are requested to come to the shooting stand dressed in a suitable fashion for a public event.

Shorts are forbidden, only knee-length shorts (of the Bermuda type cut off 5 cm at most above the knee) are allowed.

Shirts must have at least short sleeves, with or without a collar, but must come to the base of the neck at least (tee-shirt).

Stripping to the waist under the shooting jacket is forbidden.

Sandals are forbidden for safety reasons.

At the opening ceremony, during the parade of National teams, their members have to be in the attire of their National team, or wearing a pair of pressed trousers & jacket, blazer kind.

At the closing ceremony, all the awarded shooters shall attend the prize giving, either in the attire of their National team, or wearing a pair of pressed trousers & jacket, blazer kind.

## 4.2 Numbers

The shooter's competition number must be visible and worn in its entirety.

Any failure to comply with these rules will be sanctioned by a “**WARNING**” from the referee leading to sanctions that can involve exclusion from the competition, by decision of the jury.

## **CHAPTER 5: LATE ARRIVAL OF A SHOOTER**

Shooters must provide for all eventualities in order to reach the shooting range on time.

When a competitor's turn is called the competitor must be ready to shoot immediately.

He must have with him the equipment and ammunition for the full round.

If a shooter is not present when his name is called, the referee must call out his/her number three times within the space of one minute.

Any shooter not present within this time will be considered absent, may not rejoin his/her squad under any circumstances and will therefore receive a penalty of 25 zeros.

If the shooter finds that he has a valid reason for being late, he must:

- Forward a written explanation to the jury accompanied by the required amount for a complaint.
- Comply with the jury's decision.
- If the jury considers that the reason put forward is valid, the shooter can be allowed to shoot his turn in another squad (the amount paid in will be returned).
- If the jury finds that the reason put forward is not valid, the shooter will be given 25 zeros, corresponding to the 25 targets not shot at (the amount paid in will not be returned).

## **CHAPTER 6: TESTING GUNS**

Before taking part in a Compak<sup>®</sup> Sporting event, the shooter can test his gun, if he so wishes, on a stand specially designed and laid out for the purpose, not far from the gun room.

Under no circumstances may guns be tested on the shooting stand before the start of the round.

## **CHAPTER 7: BORROWING A GUN**

If a shooter's gun is faulty, he is allowed to borrow a gun from another shooter to finish his round, on an exceptional basis, and provided that the other shooter is not in the same squad, with the other shooter's assent and that of the referee.

## **CHAPTER 8: USE OF A GUN BY SEVERAL SHOOTERS**

All sharing of a particular gun between several shooters in the same squad is forbidden.

## **CHAPTER 9: REFEREES**

Referees taking part in an international competition solemnly swear to:

- Adhere to the rules and ensure that the rules are adhered to;
- Take their decisions in an honest and impartial way;
- Disregard their nationality and home federation during international competitions;
- Place themselves at a spot enabling them to judge observance of the rules under optimum conditions;
- Announce their decisions clearly and loudly enough for the shooters to hear them;
- Listen to shooters' protests respectfully but without allowing themselves to be influenced by the shooter or other competitors.

- Have in their possession an up-to-date copy of the Compak sporting rules, in the Fitasc's official languages.

The referees must be approved by the jury before the competition.

Each referee must hold a valid referee's card made out by his original national federation.

In the event that a referee does not have sufficient international references, he must be controlled by international referees.

The head referee must hold an international referee's card made out by the FITASC.

The referee must ensure orderly, correct behaviour on the shooting stand.

The referee must judge the results of the shots.

He must announce all zeros using an audio signal.

He makes his decisions alone.

If the shooter disagrees with the referee's decision, he must protest immediately on the shooting stand by raising his arm and saying "PROTEST" OR "APPEAL".

The shooter must give the reason for the appeal.

The referee must then stop the shooting sequence and inform the shooter immediately of his final decision.

If the referee, in all conscience, is convinced that his/her ruling is correct, he/she immediately confirms the decision, which then becomes enforceable without any possibility of recourse

If the referee has any doubts about his/her decision, he may consult one of the following in a consultative capacity before making a definitive ruling:

- another referee present;
- the trapper;
- the shooters belonging to the squad concerned,
- the three shooters appointed to hold the score sheet.

The referee is not obliged to agree with the opinions given.

Following consultation as specified above, the referee gives his/her definitive ruling, which then becomes indisputable and is therefore binding on the shooter (see article "Refusal to comply").

Under no circumstances will shooters be permitted to leave their positions or pick up a target to check whether it has been hit.

Only the referee can judge whether a target has been hit or missed or whether it is defective or off the planned trajectory. His decision is final.

The referee can stop the firing sequence exceptionally if there is a sudden heavy shower or a violent thunderstorm that seems to be short-lived, but he must inform the jury if the interruption is likely to last a certain while.

## **CHAPTER 10: REFEREEING, RULES OF CONDUCT AND PENALTIES**

### **10.1 Firing time**

A period of **10 seconds** at most is allowed for a shooter to call his target after the final shot from the previous stand.

If a shooter fails to comply with this rule, after having received a **warning** (noted by the referee on the score sheet), during a given round, the targets will be counted as set out in **article 10.5**.

## 10.2 Refusal of a target

A shooter cannot refuse a target, except in the event that he has not called it.

If a shooter refuses to fire at a target found to be conforming by the referee, the shooter will be penalized as set out in **article 10.5**.

## 10.3 Shooting a target after a “NO BIRD” call

Under no circumstances can a target be shot after the referee has given a clear “**NO BIRD**” call. After a **warning**, the shooter will be penalized as set out in **article 10.5**.

## 10.4 Malfunctioning of a gun or ammunition

In the event of malfunctioning of a gun or ammunition, after an initial incident or if the shooter opens the gun or touches the safety catch before the referee has checked the gun, the shooter will be penalized as set out in **article 10.5**.

The shooter then has two minutes to repair or replace the gun.

If the referee so decides, the shooter is entitled to continue in the same squad, provided that he has obtained another gun. If not, he must leave his place in the squad and finish the rest of his round when there is a free place in another squad, if the jury has allowed him to do so.

## 10.5 Penalties

Article		Single Target	Double On report	Simultaneous Double
<b>10.1</b>	Firing time	<b>ZERO</b>	<b>ZERO / NO BIRD</b>	<b>ZERO / ZERO</b>
<b>10.2</b>	Refusal of a target			
<b>10.3</b>	Shooting a No Bird			
<b>10.4</b>	Malfunction	<b>ZERO</b>		
	Malfunction on first target of a double		<b>ZERO / NO BIRD</b>	<b>ZERO/ZERO</b>
	Malfunction on second target of a double		<b>1<sup>ST</sup> ACQUIRED AND SECOND ZERO</b>	<b>1<sup>ST</sup> ACQUIRED AND SECOND ZERO</b>

## 10.6 Rules of conduct, safety

If a shooter acts in a manner demonstrating that he/she has lost his/her self-control (throwing down the gun, abusive language or acting violently towards the referee or other competitors, etc), the referee must refer the matter to the jury as quickly as possible.

A shooter may shoot only in his/her proper turn and only when a target has been launched.

Shooters are not permitted to aim or fire at other shooters’ targets or to aim or fire knowingly at live animals.

Shooters must not load until they are in place at their stand, with the gun aiming down the range, and only once the referee has given permission to start firing.

Semi-automatic guns may be loaded with a maximum of two cartridges.

Shooters must not turn around on the shooting range before breaking their guns and removing the cartridges from the chambers, whether they have been fired or not.

During the presentation of targets or when shooting is interrupted, shooters must break and unload their guns. They may close their guns only when given permission by the referee.

If a shooter fails to fire or in the event of another gun or cartridge malfunction, the shooter must remain at his/her place with the gun pointing down the range, without breaking it or touching the safety catch, until the referee has checked the gun.

## **10.7 Refusal to comply**

Shooters must resume firing within twenty seconds of the referee's final ruling.

If a shooter fails to resume firing within ten seconds of the referee's final ruling, this is considered as a refusal to comply and the sanctions specified in Chapter 13 will apply.

If a referee decides that a competitor is deliberately delaying before firing or is acting in an obviously unfair manner, this will be considered as a refusal to comply.

## **CHAPTER 11: ATTEMPTING TO INFLUENCE THE REFEREE**

Shooters are considered as attempting to influence the referee where:

- the shooter concerned continues to challenge the referee's final ruling, via his/her attitude or verbally, despite the resumption of firing;
- the shooter concerned conspicuously challenge the referee's rulings;
- the shooters present conspicuously express their opinion or criticism of a ruling without being permitted to do so by the referee.

## **CHAPTER 12: SANCTIONS**

All shooters taking part in a competition accept all the Fitasc's rules and declare that they accept the present Compak® Sporting rules. They also agree to accept sanctions and any other consequences of breaking the rules, disobeying referees' orders and rejecting referees' rulings.

For a first breach of an article of the rules, the referee or jury will issue a warning.

In the event of a repeat offence, refusal to comply or an attempt to influence a referee, the jury may penalise a shooter as follows:

- loss of one target;
- loss of a round of twenty-five targets;
- Expulsion from the competition.

On referral by a referee, the jury may immediately expel from a competition any shooters who have lost their self-control or who have been guilty of refusal to comply and/or attempting to influence a referee or deliberately firing at live animals.

Any expulsion is notified to the shooter's home federation and the Fitasc head office, which will keep a record of the expulsion for a period of five years.

In the event of a second expulsion within a period of three years of the first expulsion, the offender may, exclusively by decision of the Fitasc Management Committee, be definitively refused entry to any competition organised under the Fitasc's auspices.

Shooters expelled from a competition will not be reimbursed or receive any financial compensation under any circumstances.

If a shooter uses weapons or ammunition that do(es) not comply with these rules, all shots fired with such weapons or ammunition will be considered as zero.

If the jury considers that the shooter could not be aware that he/she was breaking the rules and that he/she has not obtained any advantage, it may decide to accept the result, provided that the violation is rectified once it has been recognised.

### **CHAPTER 13: SHOOT-OFFS**

The Compak<sup>®</sup> Sporting stands on which the shoot-offs take place, together with the layouts, are selected by the members of the FITASC Technical Committee present.

If there are no members of the Technical Committee present, it is the Jury that deals with the task.

Shoot-offs are held for the first three places in the scratch results and for each category, with a round of 25 targets and in the event of a tie, with the “**FIRST ZERO ELIMINATORY**” in a 2<sup>nd</sup> round (once all those qualifying for the shoot-off have shot the same number of targets on the same station).

In the event that those qualifying for the shoot-off for the scratch results are in the same category, the results of the shoot-off for the category will also count as the scratch results.

Shooters finishing below third place with the same scores are ranked as equals, by counting back the squads (from stand 8 to stand 1).

Shoot-offs are held in accordance with the present rules, except that the empty spaces in the squad are not filled.

If the shoot-off is not held at a prearranged time, the shooters concerned must remain in contact with the jury, to enable them to be ready to shoot “**LESS THAN FIFTEEN MINUTES AFTER THE CALL**”.

Any shooters absent at the time of the shoot-offs will be considered as having withdrawn.

The jury can decide that shoot-offs are to be postponed until the following day, for exceptional reasons; shooters absent at that time will be considered as having withdrawn.

For team shoot-offs, the placing is set out by moving up the squads in the opposite order from that of the Compak<sup>®</sup> Sporting competition as determined before the beginning of the competition.

### **CHAPTER 14: SCORE SHEET**

The score sheet, a copy of which is attached as an annex, will be filled in by shooters #s 1, 3 and 5 of the previous squad, under the responsibility of the referee.

The three appointed shooters have to note down the final decision of the referee.

The “**MISSED**” targets will be marked by a “**O**” and the “**ONE**” targets by an “**X**”.

The ZEROS must be announced by the referee clearly and out loud, with an audio signal that can be heard by the shooters to enable them to protest immediately if they so wish.

Any refusal to score markings on the part of a shooter appointed will be sanctioned by three “**ZEROS**”.