



INTERNATIONAL RULES TRAP1®

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01/01/2024



I. INSTALLATIONS

CHAPTER 1. GENERAL POINTS

- 1.1 A Trap1 layout consists of a single multi-oscillating (vertical and horizontal directions) trap placed either in a trench covered at the ground level by a fixed or hinged roof, or on the ground, its base being at the same height as the shooting station. In this case, the machine must be covered by a hut (see appendix 2).
- 1.2 The trap will be so constructed and mounted that it will throw, totally random and unpredictable, continuously changing target trajectory angles and elevations within the limits stated in these rules.
- 1.3 The minimum distance between 2 trenches shall be 25 m, measured between the centers of both shooting positions #3.

CHAPTER 2. SHOOTING AREA

- 2.1 The shooting stations, consisting of an area 1 m x 1 m square, are placed in a straight line parallel to the trench. A horizontal distance of 15 m should be measured between the front line of the shooting stations and the front edge of the trench roof. The shooting stations are placed so that there are 2 to the left and 2 to the right of station number three they are placed 2.5 m from centre to centre so as to allow for intervals of 1.5 m between each of the five stations.

There is a shooting station called “waiting position” behind the shooting position #1.

- 2.2 Each shooting station must be equipped with a stand for shooters to place their cartridges.
- 2.3 In order to protect the shooters and referees in case of bad weather conditions, it is recommended that each layout is covered.
To the rear of each layout a tent or a shelter must be provided to allow the waiting squad to take shelter in case of bad weather conditions.



CHAPTER 3. TRAJECTORIES

- 3.1** The throw of the target shall have a trajectory length by 50 meters in still air conditions (with a tolerance of +/- 2 meters). This distance shall be measured from the pivot point of the throwing arm measured in the direction of the trajectory.
- 3.2** The height measurement of the trajectory is taken at 10 meters in front of the trap machine. The height of the target must be set as follows:
- From a trap machine buried in a trench:
Height of the trajectory measured at 10 meters: 1.70 meters minimum and 2.70 meters maximum, with an allowance of +/- 0,1 m (See appendix 1).
 - From a trap machine placed on the ground at the same level as the shooting positions:
Height of the trajectory measured at 10 meters: 2 meters minimum et 3 meters maximum with an allowance of +/- 0,1 m (See appendix 2).
- 3.3** The adjustment of the trajectory right or left must be done in such a way that the targets do not fall outside the limits represented by the two sides of an angle of 90°, where the apex is the center of the machine, so that the median extends behind the center of the shooting stand number three.
- The recommended patterns of trap trajectories (see Article 3.1) provide for a maximum extreme angle of 22 ° to the right and 22 ° to the left of the center line of the trap with a tolerance of +/- 5 (See appendix 1).
- The organizing club/range must supply the necessary equipment to measure and set the height, angle and trajectory
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- 3.5** The trap after having being checked according to these regulations must be solidly fixed so that the obtained trajectory cannot be involuntarily altered during the testing process.
- 3.6** The different adjustments devices for the trap (projection speed, height of trajectory etc) must allow for lead seals to be affixed preventing unauthorized alteration of the target during the competition.

CHAPTER 4. TARGETS

- 4.1** The targets must have a diameter of 11 cm, a height of 25 to 26 mm, and a weight of



between 100 and 110 g. For international competitions the targets must be the same color and the same agreed upon make and manufacture.

- 4.2** The situation of the shooting ground and the color of the targets must be such that the target stands out visibly against the background under normal lighting condition.

CHAPTER 5. THROWING DEVICE

- 5.1** The traps must be released by an electric (or electrical) acoustic release device.
- 5.2** Two cartridges maximum can be fired at each target.



II. ORGANIZATION OF CHAMPIONSHIPS

Four types of shooting organizations are possible:

- Shooting by squad with 6 shooters maximum;
- Shooting in line requiring the electronic pulling and refereeing equipment;
- Competition on 200 targets: 8 series of 25 targets, that is 5 targets per shooting stand;
- Competition on 300 targets: 10 series of 30 targets, that is 6 targets per shooting stand.

This decision will be taken upon attribution of the championship.

CHAPTER 6. SQUADDING ORGANIZATION

- 6.1** Within each squad, there must be a rotation of shooters between each round, either forwards or backwards, in agreement with the organizing federation. A shooter, who begins his first round at shooting station 1, will begin its second round at either the waiting position or shooting station 2.

CHAPTER 7. INTERNATIONAL CHAMPIONSHIPS

- 7.1** Prizes can be awarded to the best results of each day of shooting, but the official medals and international championship titles cannot be given without conforming to the rules and based on 200 or 300 targets (art 11.12)
- 7.2** The installations must be open for practice during the three days before the competition. During these practices, the targets will be of the same types that are used during the competition, see article n°4.1 and 4.2.
The Technical Commission, checks the adjustments the day before the championship.
- 7.3** Unless advised otherwise by the official organizer, during the championship, it is forbidden to practice between the rounds, on the trenches controlled for the competition.

CHAPTER 8. ARMS

- 8.1** All weapons, except pump guns, may be used including semi automatic models as long as the ejection of the empty cartridge does not disturb other shooters and on the condition that the caliber does not exceed 12 bore.



No advantage will be given to shooters using a caliber less than 12.

- 8.2** No weapon is allowed with a barrel length of less than 66 cm.
- 8.3** Straps and slings on weapons are forbidden and the use of any form of camera mounted on the shot gun is prohibited.
- 8.4** All guns, even if unloaded, must be handled with extreme care. Guns must be carried open and unloaded.
Semi-automatic guns must be carried with the breech open and the muzzle pointing straight upwards or downwards.
- 8.5** When the shooter is not using his gun it must be placed vertically in a gun rack or in a similar place. It is forbidden to touch the gun of another shooter without permission.

CHAPTER 9. AMMUNITION

- 9.1** After having been shot, the length of the cartridge case must not exceed 70 mm. The shot load must not exceed 28 g of lead with an allowance of +/- 0.5 g. The lead shot will be spherical with a maximum diameter of 2.5 mm with an allowance of + 0.1 mm. The use of black powder cartridges is forbidden as are tracer cartridges, reloaded cartridges or dispersant cartridges, in international competitions.
- 9.2** The official referee can remove two cartridges from the gun or from the pockets of the shooting vest of the shooter or several shooters to enable the jury to see if they conform to the rules.

CHAPTER 10. DRESS CODE

- 10.1** 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 and blazer.



At the closing ceremony all the shooters receiving awards shall attend the prize-giving either in the attire of their National team or wearing a pair of pressed trousers and blazer.

10.2 Numbers

The shooters competition number must be visible and worn in its entirety on the back. 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.

10.3 Equipment

All mobile telephones and portable audio equipment must be switched off or to silent.

10.4 Hearing protection

Hearing protection is compulsory for all shooters, referees, staff and members of the public on or in the proximity of a layout. Any shooter on a stand without propriety hearing protection is considered absent. In all circumstances outside the clubhouse, children present on a range must wear hearing protection.

10.5 Safety glasses

Safety glasses are compulsory, without any exceptions, for all shooters, referees, staff and anyone else in the immediate vicinity of a stand. Any shooter on a stand not wearing safety glasses is considered absent.

CHAPTER 11. JURY

The jury manages the technical aspects of the competition.

11.1 International events will be controlled by a Jury consisting of a representative from each participating country with a registered national team.

The Chairman of the Jury will be the delegate appointed by FITASC and will come from a country other than the host (organizing) country.

Jury members who notice an irregularity may not directly intervene to the referees but must report what they have observed to the Jury.

All the Jury members must wear an identification badge supplied by the organizing committee.

11.2 The role of the jury is to control the national and international licensed referees. To appoint, if there are not sufficient numbers, auxiliary referees from the competitors that are selected by the jury to offer their services to represent the National Federation of the championship organization.



- 11.3** The members of the jury and the referees are responsible for ensuring, before the start of the shooting, that the ranges and installations conform to the published specification and that the preparations of have been made in a suitable and effective manner.
- 11.4** The jury's verdict is only valid in the presence of the Jury Chairman or his delegate, accompanied by a quarter of the members of the jury, who will take their decision by majority of the members present. In the event of a tie the chairman's will have a casting vote.
- 11.5** In the case of an emergency (e.g. a risk of the shooting being stopped) two members of the jury, nominated by the chairman, may take an exceptional decision with the consent of the chief referee, provided that this decision is endorsed by the jury.
- 11.6** It is the duty of the jury to make sure that the discipline rules are adhered to during the competition, including checking the guns, the ammunition and the clay targets by means of technical tests.
- 11.7** The jury will rule on all protests.
- 11.8** The Jury will make all decisions regarding penalties to be imposed on any shooter who does not adhere to the rules, or who behaves in an unsportsmanlike manner (articles 17.3 and 17.4).
- 11.9** The chairman of the jury must ensure that there are at least two members of the jury present on the range whilst shooting is in progress.
- 11.10** The organizing committee will come to an agreement with the Jury for a plan to draw lots. The composition of the squads is drawn a day before the competition at a prearranged time so that the participating national delegates can be present. The squads are comprised of a maximum of six shooters and a minimum of three.
- 11.11** During the progress of an international competition, if necessary, the adjustment of each trap will be checked daily. After checking a test target will be launched from the trap and the machine will then be sealed (art 3.5).
- 11.12** In the case of an act of Providence the jury can reduce the number of targets for a competition. In this case the shooter can claim compensation for the targets not shot based on the price of a training round.
- 11.13** A jury of appeal will be appointed at the start of each international competition.
- 11.14** In the case of the shooter disputing the decision of the jury or of FITASC, the Jury of Appeal may be referred to. This appeal jury will consist of the President of the organizing country, the FITASC President, or his representative, the President of the Technical Committee, or his representative, and the FITASC technical director. This appeal jury will be formed at the same time as the jury.



III. REFEREEING

CHAPTER 12. REFEREES

- 12.1** Shooting on each range is overseen by a head referee who possesses a FITASC International referee's license.
- 12.2** After each throwing the referee must signal clearly the number of points:
- Target broken with the first cartridge: 3 points;
 - Target broken with the second cartridge: 2 points;
 - Target missed: 0 points.
- 12.3** The referee and his assistants, under the control of the jury, will apply the rules, assure the safety of everyone present and ensure that members of the public do not disturb the shooters.
- 12.4** When shooting is organized by squad, the referee is assisted by three auxiliary referees chosen from the competitors from the previous squad. Shooters cannot refuse to perform this function if asked but the referee has the right to accept a replacement from amongst shooters in the competition. The shooter, who refuses to accept the job as an auxiliary referee, if he has been asked, or is conspicuously late going to his post, can be sanctioned (art 17.3).
- 12.5** An assistant must be placed on each side of the shooting range, in a position where we can observe the whole of the shooting zone. The third assistant must be placed near to the display panel or scoreboard to publicly register the referee's decision and inform the shooters.

The use of small flags of communication for the auxiliary referees is compulsory. The small flags will be colored, and will be used to indicate a missed target or to inform the referee of a problem with the squad.

The main referee takes his decision alone. If one of the auxiliary referees has a different decision, he must lift his arm to indicate to the principal referee who will make his final decision. However before taking that decision he must consult with the other auxiliary referees.



- 12.6** After the score sheet verification the result of the rounds are announced in a loud voice by the referee in such a way that the shooters can hear them. Each shooter must verify and sign his final score before leaving the shooting range. No complaint will be accepted after this formality.
- 12.7** Before the start of each round the referee must clearly announce in a loud voice to the puller, the number of shooters present in the squad, so the puller can set his trap release to the announced number (6, 5, 4 or 3) of shooters.
- 12.8** Shooting takes place without interruptions other than those planned in the program or that come from technical difficulties.
- 12.9** The referee can however, in some circumstances, interrupt shooting if it suddenly starts to rain heavily or if there is a violent storm that appears to be only for a short duration. However he must inform the Jury if this interruption is likely to last.
- 12.10** When shooting is organized in line, the electronic refereeing announces the referee decision by a strong beep if he/she considers that the target is “zero”. The shooter have then the necessary 2 or 3 seconds to contest the referee decision, otherwise the referee will make his/her decision alone and the score will be recorded and display on the screen.

CHAPTER 13. PERFORMING A ROUND OF AUTOMATIC TRAP

- 13.1** The shooter will adopt the ready position and his gun may be shouldered before calling for the target. The shooter must place his feet within the limits of the shooting stand. If the shooter is found in an irregular position he will initially receive a warning.
- 13.2** Each round consists of 25 targets. However, for competitions of 300 targets each round may be increased to 30 targets dependent on the number of ranges available.
- 13.3** At the moment calling for the target, the shooter must be ready to shoot immediately and he must have with him the ammunition and equipment that he needs to shoot the whole round of 25 or 30 targets.
- 13.4** **For shooting in line:** before taking part in an event, the shooter can test his gun, if he so wishes, only 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.
- For shooting by squad:** the test firing of shotguns is allowed before the first round of each day. Only one shooter at a time may fire in squad order on the command of the referee.



- 13.5** At the start of the shooting, 5 competitors will be ready at each shooting stand and the sixth (6th) at the waiting position, behind the shooting position #1.

After having shot on stand number five the shooter must immediately return to the waiting position the gun being OPEN AND UNLOADED and with due consideration to the competitors on the firing line.

- 13.6** The referees, or other designated officials, are responsible for the orders START SHOOTING, STOP SHOOTING, UNLOAD and all other instructions necessary for the smooth running of the shooting event. The judging referees must equally make sure that the orders are made and that the guns are handled in a safe manner.

Every shooter who operates a gun without the permission of the referee before the order START SHOOTING or after the order STOP SHOOTING has been given can be sanctioned by a warning (art 17.3) and excluded from the competition in the case of subsequent offences (art 17.4).

- 13.7** Shooter number 1 must not load his gun until the referee has given him/her permission to commence shooting.

The other shooters cannot close their loaded guns until the preceding shooter has shot his clay target.

In all cases the gun cannot be loaded unless pointing in the direction of the trap installation.

After having shot, the shooter must not turn around on the shooting range before opening his gun.

The operation of guns is forbidden when staff is found in front of the shooting stands (art 17.4).

It is forbidden to aim at, or shoot at other competitors targets. It is equally forbidden to aim at, shoot at or pretend to shoot at living animals (art 17.4).

The shooters and other people found in the immediate proximity of the shooting line are to wear ear protectors or other suitable anti-noise protection (art 10.4/10.5) .

No test firing is allowed on the shooting stand (art 13.4).

- 13.8** When the competitor is ready to shoot he will order the target by PULL, GO, LOST or other audible command.

After having shot the 5 or 6 targets at his stand the competitor must wait until the following shooter has finished his shot before taking his place. If not he could receive a warning (art 17.3).

- 13.9** In the case of an interruption of the shooting the gun must be immediately opened and it must not be closed or reloaded before the shooting is resumed without the permission of the referee.



- 13.10** The shooter is given 10 seconds to call for his target target after the preceding target being shot.
In the case where this delay is exceeded the shooter is liable for a warning (art 17.3).
- 13.11** After the shooting of the last target of a round all the shooters must stay on their stand until the last competitor has shot and the referee has declared shooting is over.
- 13.12** When the shooter calls his target it must be launched immediately taking in to account only the time to react to the signal (approximately 1/10 of a second).
- 13.13** All targets launched must be shot at except that if the shooter considered that the release of his target did not correspond directly to art 13.12. In this case the target can be refused by clearly lowering the weapon. However if the referee judges that the target was launched according to the rules it will be scored zero.
- 13.14** All malfunctioning of the traps during the shoot must be pointed out to the maintenance staff by the referee.
In the case where the trap cannot be repaired in time and reasonable conditions the referee can decide to change the faulty trap and proceed later with its adjustment.
- 13.15** In the event that a trap moves from its set position during competition the referee responsible for the layout will immediately stop the round in order to reset the trap.
- 13.16** When a trap moves from its set position the results from targets already thrown from the trap will be counted, none of them will be re-thrown and no shooter can claim to reshoot the round.

CHAPTER 14. MALFUNCTION

- 14.1** In the case of any malfunction of gun or ammunition, for whatever reason, the shooter must remain standing, weapon pointing towards the shooting zone, without opening his gun or touching the safety catch, until the weapon has been examined by the referee.
- 14.2** A gun must be considered out of service if
- a) It cannot be shot in total safety.
 - b) If the striking of the primer does not ignite the powder charge for whatever reason.
 - c) If the empty cartridge is not ejected because of a mechanical problem on a semiautomatic gun.
 - d) If there is a simultaneous discharge.

In these cases the shooter has the right without penalty to new target twice in the same round of 25 targets, without taking into account any changing of the gun.
The third malfunction and all subsequent malfunctions will be considered as ZERO.



- 14.3** The following incidents are not considered as a malfunction and the referee will register the score if the target is launched correctly.
- a) Incorrect gun handling by the shooter.
 - b) Chambers not loaded or containing empty cartridges.
 - c) The safety catch is in the safe position
 - d) Firing of the second shot after a malfunction of the first shot
- 14.4** If the referee judges that the malfunction is not attributable to the shooter (Art 14.2) and that the weapon cannot be repaired quickly, the shooter can elect to use another weapon, with the agreement of the referee, on condition that he follows this procedure within 3 min of the declaration that the gun is out of service.
- 14.5** In the case of a major disablement of the gun the shooter, after having been authorized by the referee, can leave his group and finish the round at a time fixed by the referee or by the jury, with no penalty for the first incident and with a penalty of 3 ZEROS for subsequent incidents.

CHAPTER 15. SHOOTING RULES

- 15.1** Two cartridges can be fired at each target.
- 15.2** The target shot at is declared **KILLED** when it is launched and shot according to the rules and if at least one visible piece is broken from the target. The targets designated as **FLASH TARGETS** must comply with the same rules.
- 15.3** The referee must decide immediately if the launched target is considered as conforming to regulations or as **NO BIRD**, if possible before the shooter has fired his first shot.
- 15.4** The target is considered **LOST** when:
- a) The target is shot at and it is not hit during its flight.
 - b) It is only dusted and there is no visible piece broken from the target.
 - c) If the shooter does not shoot at target that has been called for and thrown correctly.
 - d) If the shooter cannot shoot because he has not released the safety catch, forgotten to load or cock his gun, or if it has been insufficiently closed (Art 14.3).
 - e) If the shooter has a malfunction with the first shot and fires the second shot missing the target.
 - f) If the shooter misses his target with the first shot and cannot fire the second shot because:
 - i. He has forgotten to load a second cartridge.
 - ii. He has not released the magazine cut-off on a semiautomatic weapon.
 - iii. The safety catch of the gun has slipped back into place following the recoil from the first shot.



iv. If the second cartridge comes unsealed and empties from the effect of the recoil.

- g) If the shooter, in the case of a malfunction or misfire of his gun or cartridge, opens the gun or touches the safety catch before the referee has examined the gun.
- h) If it is the third or subsequent malfunction of the gun or ammunition in the same round by the same shooter (Art 14.2)
- i) If the target is not shot at for any reason which does not entitle the shooter to a new target.

15.5 The target is declared NO BIRD and new target will be launched, whether or not the competitor has fired:

- a) If the target breaks on being released.
- b) If the trajectory is irregular (the target zigzags, has sufficient initial speed... etc)
- c) If two targets or more are launched at the same time from the trap.
- d) If the color of the target is very different from the color of the other targets used in the competition.
- e) If the target is launched before the shooter has given the command.
- f) If the target is not launched on command and the shooter clearly lowers his gun (art 13.13).

15.6 The referee can equally declare a shot target NO BIRD and order the release of a new target when:

- a) The shooter is visibly disturbed.
- b) Another competitor shoots at the same target.
- c) The referee, for any reason, is unable to determine if the target is hit or missed. Under these circumstances, the referee **MUST** consult his assistants before agreeing to new target.
- d) If a competitor misses with the first shot and has a malfunction with the second shot, a repeat target will be given but only the second shot will count subject to article 14.2.

15.7 A shot will be considered as not fired:

- a) If the competitor shoots when it is not his turn, he will receive a warning (art 17.3).
- b) If the shooter discharges his gun when it is his turn but before he called for the target. He will receive a warning (art 17.3). However, if the target is launched and the competitor fires his second shot the result will be scored.



CHAPTER 16. PROTESTS

- 16.1** If the shooter disagrees with the referee's decision regarding the assessment of a shot, the shooter must protest immediately, by raising the arm and saying « PROTEST » or « APPEAL ».

The referee must then immediately interrupt the shooting, and after having consulted the auxiliary referees, make his decision known.

In no case, he is allowed to pick up the target to see if it has been hit or not.

- 16.2** The shooter can appeal to the jury to contest the decision of the referee.

This appeal must be addressed in writing and accompanied with an amount which is a deposit that is determined by the jury, before the competition, and that will be returned to him if the protest is accepted by the jury.

In this case, the jury can give instructions to the referee for future judgments or name a new referee or finally modify the decision of the referee.

- 16.3** He cannot make an appeal against the decision of the referee in the following cases:

- a) on judging if target is killed or zero
- b) if a trajectory is judged correct or no bird
- c) if the launching of the target took place in the time that conforms to the rule

CHAPTER 17. PENALTIES

- 17.1** All the shooters taking part in competitions are obliged to know the present rules and to undertake to respect them. They will accept in advance to be subject to penalties and other consequences that result from the violation of these rules or the orders of the referees.

- 17.2** If the shooter uses weapons or ammunition that do not conform to the terms of art n°8.1, 8.2, 8.3 and 9.1, all shots fires with these weapons or ammunition « **WILL BE CONSIDERED AS ZERO** ».

If the jury judges that it was impossible for the shooter to have known his breach of the rules and through it has attained no essential advantage, it can decide to accept the result, on condition that the fault is rectified once it is known.

- 17.3** SANCTIONS

The referee gives the shooter when a rule is infringed:

- at the first fault: 1 warning
- at the second fault during the same round and for each of the successive faults, the next target that is broken will be counted as ZERO.



- 17.4** In certain cases on the referee's recommendation, the jury can exclude the shooter from the competition.
- 17.5** When the referee sentences a shooter to lose 1 target (17.3), this penalty will be deducted from the next target(s) broken in the round, in the following round or roll over until the last target(s) of the last round of the competition, on the final score of the shooter.
- 17.6** Late arrival of a shooter
- If a shooter arrives after the first shot of his/her squad, or for the shooting in line, after the following shooter has replaced him/her at shooting position #1, the shooter being late will penalized by 25 zeros.
- However, if the shooter considers that his/her delay is due to a case of force majeure, he/she can ask the jury (after paying the appropriate fee), and upon presentation of his/her arguments, to have this penalty withdrawn. The jury will examine the reasons put forward and will decide if it is a case of force majeure or not.
- 17.7** In all the cases where a shooter interrupts the course of the shooting without a viable reason, a penalty of zero will be accounted to him (art 17.5)
- 17.8** If the shooter leaves his group without one of the reasons quoted in the rules, or without a reason accepted and approved by the referee, **all the targets in his round waiting to be shot will be registered as ZERO**. In case of a subsequent offense, article 17.4 can be applied.
- 17.9** In the case where the referee or a member of the jury finds that a competitor intentionally delays the shoot or he acts in an unsportsmanlike manner, he can be sanctioned. (art 17.3 and 17.4).

CHAPTER 18. RESULTS AND SHOOT-OFFS

- 18.1** In the event of a tie for one of the three first places of a championship there will be a shoot off staged over one round of 25 targets to decide the winner. « **IF THE TIE IS NOT BROKEN, then the competitors will shoot a second round using only one cartridge per target** ». The first zero will eliminate the competitor after each shooter has shot the same number of targets.
- Below the third place in the ranking and concerning the tied shooters to be awarded, the tie will be broken by taking the score on the 8th round, then in case still tied, by counting back from the 7th, 6th, 5th, 4th, 3rd, 2nd, 1st rounds.
- Tied shooters without award will be ranked as equals.
- 18.2** The shoot off is done in accordance with the present rules, however, the empty places in the group are not replaced.



- 18.3** When the shoot offs are not done at a time fixed in advance, the shooters concerned must stay in contact with the jury, in order to be ready to shoot in less than « FIFTEEN MINUTES » after their call. If they do not present themselves within this time, they will be considered withdrawn.
- 18.4** In the case of teams tying, the ranking is done by taking the overall score of the team members on the 8th round, then in case still tied, by counting back from the 7th, 6th, 5th, 4th, 3rd, 2nd, 1st rounds.

CHAPTER 19. GLOSSARY

SQUAD: (shooting by squad)	Group of up to 6 shooters shooting in the same round at the same time and using same installations.
GROUP OF SHOOTER: (shooting in line)	a group is formed by the total number of shooters of the competition divided by the number of trenches.
ROUND:	consists of 25 or 30 targets thrown from the same trench.
TRAP:	machine or device for throwing the targets.
SONO-PULL:	automatic voice activated machine.
SHOT:	firing of a cartridge.
TRENCH:	excavation in front of the shooting stands where the machine are situated.
TARGET:	Clay target.
TRAJECTORY:	The line of flight of the target through the air.

RULES ACCREDITED BY THE ORDINARY GENERAL ASSEMBLY DATED OCTOBER 1st, 2021

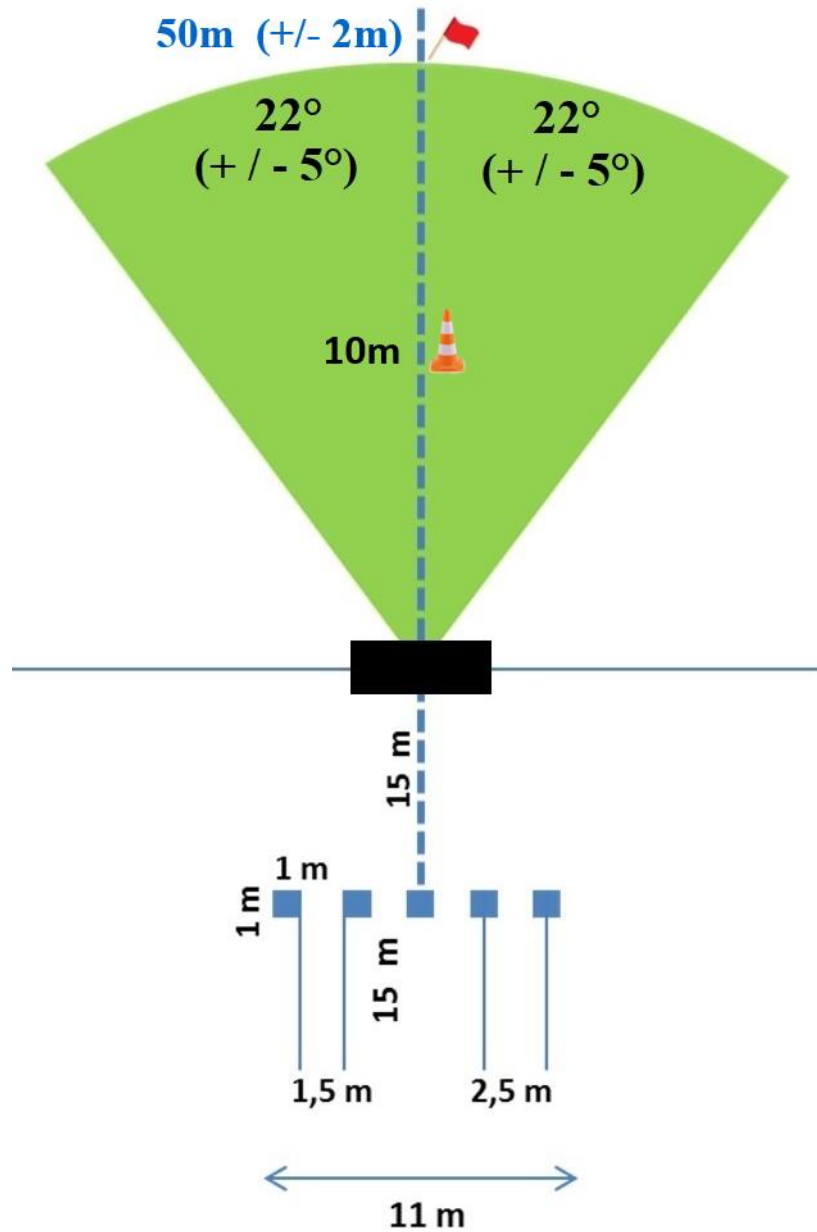
(The modifications of articles 3.1, 3.2 and appendix 1, approved by the Management Committee of 31 October 2023, will be tested during the season 2024 and submitted for approval to OGA 2024)

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APPENDIX 1

Regulatory Dimensions



APPENDIX 2



13.2 INSTALLATION DE LA TRAP POSEE SUR LE SOL

NOTES :

1/Ce schéma n'est pas à l'échelle

2/Dimensions de la fosse :

Longueur : **de 2.40m à 2.50m**

Profondeur : **de 1.25m à 2.50m**

Hauteur à l'avant : **de 0.90m à 1m**

Hauteur à l'arrière : **de 0.88m à 0.93m**

