

25. TECHNICAL RULES FOR SPORTRAP, adapted to Swedish conditions.

25.1 Except as detailed below all the rules and regulations for English Sporting are fully applicable to the discipline of 'SPORTRAP'.

LAYOUTS

25.2 A 'Sportrap' layout will consist of 5 stands within safety enclosures set side by side in a straight line and numbered 1 to 5 starting from the left when viewed from behind the stands. Shooting stands shall be clearly defined squares of 1-1,2 m sides

25.4 Stands will be set at 3m to 3.3m centres.

25.5 Entry to and exit from all stands will be from the rear of the enclosure only

25.6 Five traps clearly identified and labelled A, B, C, D, E or 1, 2, 3, 4, 5 on the layout from left to right when viewed from behind the shooting stands, set to throw targets specified in rules 24.5, 24.6, 24.7, 24.8 & 24.9.

Each trap position must be clearly indicated by its own letter/number in the vicinity of the trap and must be visible from all stands.

Traps can be placed anywhere the shoot organisers decides, behind or in front of the shooters line of fire. Target trajectories are determined by the preference of the shoot Organiser and by the geographical area, clearly identified sequentially (left to right or clockwise) as follows: -

- Trap A must always be to the furthest left side of the shooting layout;
- Traps B, C, D must be placed in a left to right alphabetical sequence;
- Trap E must always be to the furthest right side of the shooting layout.

25.7 'Menu' boards in front of each stand will list the traps in the order in which they will be released at that stand.

25.8 When two or more layouts are installed in adjacent positions, there should be a minimum distance of 35m between stand no. 5 on one layout and stand no. 1 on the next.

25.9 A minimum exclusion zone of 255m in every direction in which shooting is likely to occur must be provided in front of every layout and in full accordance with standard safety regulations.

25.10 If any traps are placed near the competitors or spectators, or will send a target into those same areas, consideration must be given to ensure the safety of all concerned.

CONDUCT OF EVENTS

25.11 Squads will consist of up to a maximum of five competitors and only one competitor shall shoot at any one time.

25.12 The competitors comprising the squad shall stand within the designated shooting cages marked 1 to 5, in the same order in which their names appear on the official score card. All guns at this stage must be open and empty.

25.13 A "Round" will comprise of twenty-five targets as detailed below. Competitions may be made up of a multiple number of rounds on the same layout or different layouts.

25.14 At each stand, each competitor will shoot a single target (full use of the gun) plus one pair on report (O/R) or following (FOL), plus one simultaneous pair (SIM). A total of five targets per stand.

25.15 Any squad that has not had a chance to view the flight of the targets may request the Referee to show one individual target from each trap in alphabetical order.

SHOOTING SINGLES

25.16 When all is ready and correct the Referee shall call "Line Ready". At that point, all competitors may load two cartridges, but their guns must remain open.

25.17 Competitor No. 1 shall then close their gun and, when ready, call for the target. The first target on the menu board shall then be released. The competitors will then fire at this target at any point within the designated area with either one or two shots. The resulting score (1 or 0), as determined by the Referee will then be recorded.

25.18 After the result of the previous shot has been established, competitor no. 2 will then follow the same procedure, followed in turn by competitors nos. 3, 4 and 5.

SHOOTING DOUBLES

25.19 After competitor No. 5 has shot the single target, competitor No. 1 shall again call for a target which will be a double as per the menu board in front of the stand.

25.20 Shooting will then continue in the same format as in 25.19 until all competitors have shot at all their five targets in that stand.

25.21 At this point, the Referee shall call loudly and clearly "UNLOAD and Change" competitors Nos.1 to 4 will then move to the next stand on their right whilst competitor No. 5 will walk behind and to the left to Stand No.1. All guns must be opened and empty when moving between stands.

25.22 When all competitors are ready, the Referee shall call "Line Ready". competitor No.1, who will be standing at Stand 2, will then re-commence the round and the procedure detailed above in 25.17 through 25.21 will start all over again.

25.23 When all members of the squad have shot at all the targets in every stand, the round will be finished and the Referee shall call loudly "Unload and check your scores". At this point, all guns shall be opened and emptied before the shooters turn to leave their stands.

MALFUNCTIONS

25.24 Shooters will be allowed up to two gun or ammunition malfunctions, not attributable to them, in each round without being penalised. The third or subsequent malfunction in the same round shall be counted as lost or pair lost.

INDIVIDUAL TIE-BREAK

25.25 In the event of a tie, whenever practicable and in accordance with the Jury's instructions, a tie-break will decide the winner(s).

25.26 Ties will be broken by shooting a standard round (twenty-five targets) from a layout decided by the Jury or Organiser.

25.27 If after one standard round a tie still exists, the remaining tied competitors will go into a "sudden death" shoot-off.

25.28 The "sudden death" tie-break will consist of the remainder of the tied competitors shooting from stand 3, one single target, followed by a report pair and a simultaneous pair. Should a tie still exist, the same variety of targets will be shot at from stand 4, and then stand 5. Should a tie still exist after stand 5 has been shot, then tied competitors shall start again at stand 3 and continue the same rotation until a winner is determined. At all times competitors must shoot at an equal number of targets.

