



INTERNATIONAL REGULATIONS FOR UNIVERSAL SKEET™

- I. THE DEFINITION OF UNIVERSAL SKEET
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I. THE DEFINITION OF UNIVERSAL SKEET

Chapter 1. General Information

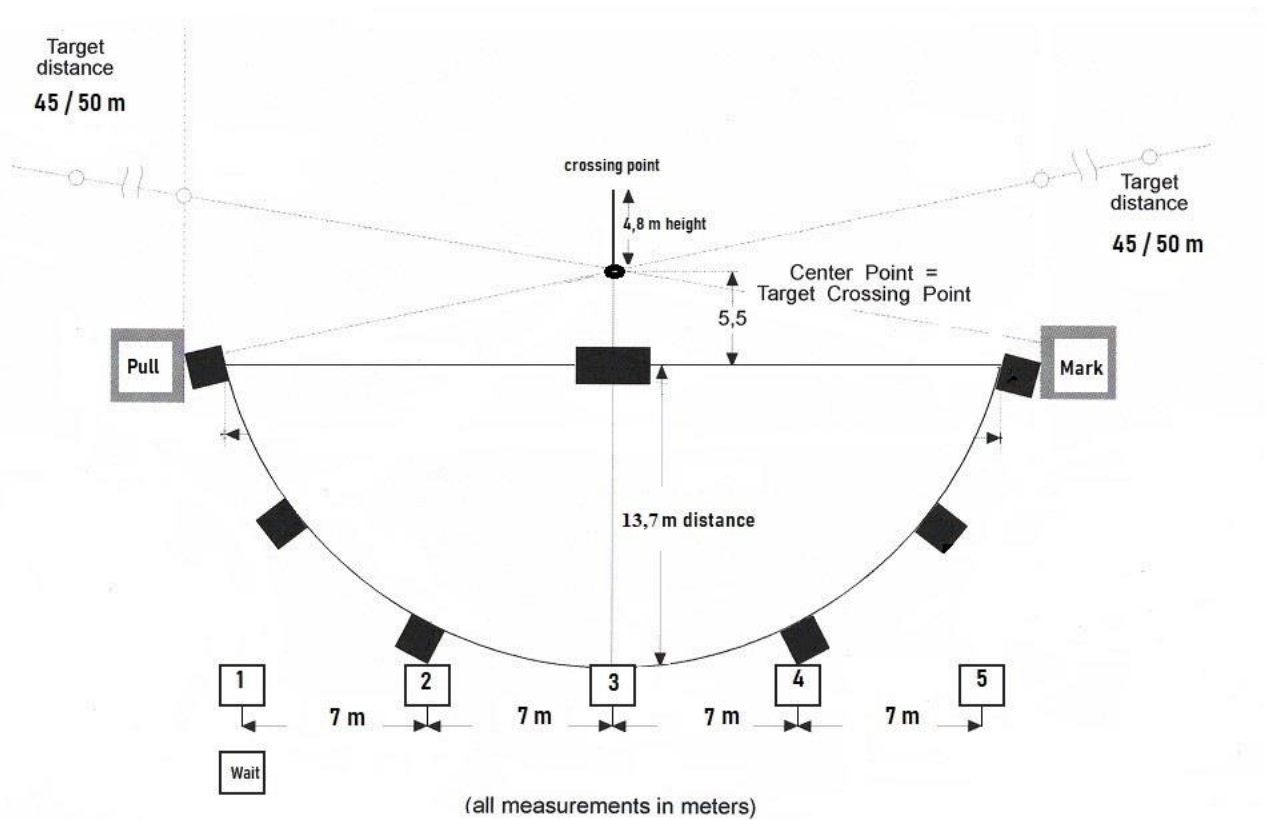
The Universal Skeet is a clay target sports shooting discipline, whose installations are composed of 2 traps (pull and mark) with a fixed trajectory and of 5 shooting positions lined up on either side of shooting position 4 of traditional skeet.

Its sports regulations are protected and registered by FITASC.

Chapter 2. Shooting Installations

2.1 Shooting installations

The 2 traps as per the traditional skeet layout, but with 5 shooting positions lined up on either side of shooting position 3.



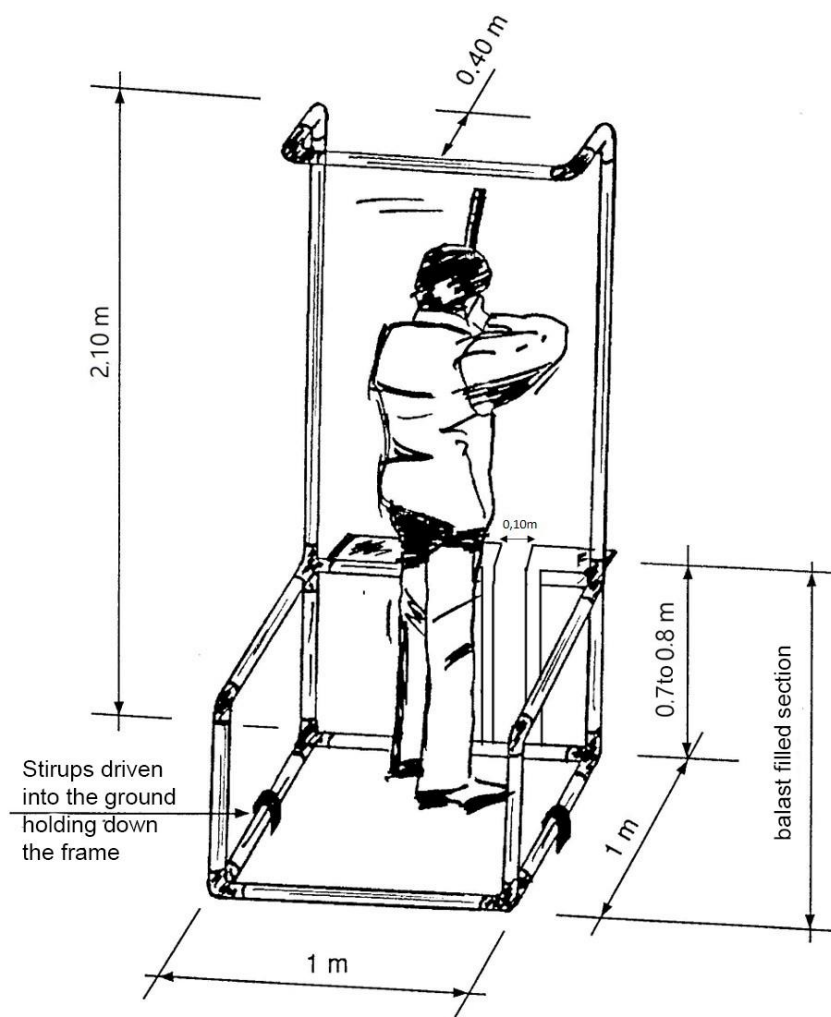
2.2 Shooting positions

5 shooting positions aligned between the high (Pull) and low (Mark) houses, on both sides of the shooting position 4 of the traditional skeet layout.

The five shooting positions are defined as 1 m squares, aligned with 7 meters between their centres (See under shooting installation) and parallel to the high and low skeet houses.

At shooting positions 1, 2, 4 and 5, the targets must be released in the menu order.

At shooting position 3, the single target and the double on report order are randomly chosen by the sonopull. The simultaneous double is shot in the order chosen by the shooter



Shooting position in coloured 50mm diameter PVC tubes

Straight tubes + interlocking elbows.

All of the lower part to be filled with water
or sand or fixed to the ground.

2.3 Triggering system

The traps can be operated either manually, by remote control, or with a sonopull type system.

In the case of a manual operation, the target must be thrown as quick as possible by the trapper.

When operating with sonopull, the electronic box must automatically regulate the delay of throwing the targets in 0.5 seconds, with no possibility for modification.

2.4 Shooting position menus

2.4.1 Shooting position 1

- 1 pull
- 1 double on report pull / mark
- 1 double simultaneous pull / mark

2.4.2 Shooting position 2

- 1 pull
- 1 double on report pull / mark
- 1 double simultaneous pull / mark

2.4.3 Shooting position 3

- 1 pull or 1 mark
- 1 double on report pull / mark or mark / pull
- 1 free double simultaneous pull / mark, shot in the order chosen by the shooter

2.4.4 Shooting position 4

- 1 mark
- 1 double on report mark / pull
- 1 double simultaneous mark / pull

2.4.5 Shooting position 5

- 1 mark
- 1 double on report mark / pull
- 1 double simultaneous mark / pull

2.5 Trajectories

The trajectories are from 45 to 50 meters long.

The target crossing point is 4.8 meters above the centre point between the high (Pull) and the low (Mark) houses.

2.6 Targets

Only standard targets (110mm) can be used.

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

2.6.1 Single target

The single target is broken with only one cartridge.

2.7 Definition of doubles

2.7.1 Double on report:

Two targets thrown from pull and mark, the first is triggered by the shooter, and the second is triggered by the shot fired at the first target and is throw within a time-lapse conform with article 2.3.

2.7.2 Simultaneous double:

Two targets thrown at the same time triggered by the shooter's call, and thrown from pull and mark.

2.7.3 In the doubles, only one cartridge must be fired per target. It is prohibited to double the first target.

In a double on report, if the 2 targets are broken with only one cartridge, the result of the shot on the first target is recorded, and that of the second target is NO BIRD. The double is repeated.

In a simultaneous double, if the 2 targets are broken with only one cartridge, the double is declared NO BIRD, no score is obtained and the double is to be reshot.

II – THE ORGANISATION OF COMPETITIONS

Chapter 3. Jury

3.1 Constitution of the Jury

International events are run by a jury composed of:

1. The members present from the technical commission.
2. The representative of each country presenting a man national team.
3. The members present at the FITASC executive committee, with the exception of those who are members of the appeal Jury.

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

Each member of the jury wears a badge so that they can be recognised by everyone.

There must always be at least two members of the Jury present at the event.

Jury members who have observed an irregularity, cannot intervene directly with the referee, but they must make a report on what they have observed to the jury who will rule on which decision to take.

3.2 Role of the jury

1. Before the start of the competition, the jury delegates either a member of the jury or a member of the technical commission to control that the trajectories comply with the rules.
2. The jury in conjunction with the competition secretariat, sets the shooting times and supervises the drawing of lots for the shooting order of the participants.
3. The jury must oversee that the regulations are observed during the shooting, to check the guns, the ammunition and the targets by means of technical tests.
4. The jury processes complaints.

Under no circumstances can a complaint be concerning whether or not a target has been hit or missed, nor whether the target thrown was defective or off the planned trajectory. In these cases, no appeals can be made against the referee's decision.

The shooters can contest all other decisions of a referee.

The complaint is to be made in writing to the jury, adjoined by a deposit of the amount in effect on the day of the competition.

To be accepted, a complaint must only concern an incident that happened on the same day. It can in no way be concerning events of the previous days. If the jury judges that the complaint is acceptable then the deposit will be refunded.

If the jury finds that the complaint is justified, they can give instruction to a referee towards future judgements, or name a new referee.

5. The jury take the necessary decisions regarding technical failures, if they haven't been taken by the referee responsible.
6. The jury decides on sanctions that need to be made when it concerns a shooter who hasn't observed the regulations or who has behaved in a non-sporting manner.
7. In the case of an emergency (e.g.: a risk of the shoot stopping), two members of the jury appointed by the President, can take an exceptional decision with the agreement of the Head Referee but with the reserve that the jury ratifies this decision.

8. The jury can only validly deliberate in the presence of their President or the President's representative, and when accompanied by a quarter of the jury members.
9. If a member of the jury observes something that does not conform with the regulations, they must warn the jury who must immediately take appropriate measures.

The decisions are taken with a majority of members present. In the case of a tied vote, the President's vote prevails.

3.3 Jury of appeal

An appeal jury is set up.

The appeal jury is created at the same time as the jury at each international competition.

The appeal will consist of:

1. The President of the FITASC or their representative,
2. The Chairman of the Technical Committee or their representative,
3. The Chairman of the organizing federation or their representative.

A member of the jury cannot, by any means, be a member of the jury of appeal.

In the event that a decision of the jury is contested by the shooters or by FITASC, the jury of appeal can be called on.

Everything concerning disciplinary problems is brought before the FITASC disciplinary committee.

Chapter 4. Practice

Practice can take place on the trajectories used during the competition. However, these trajectories could have some modifications during the tour of the members of the Commission or during the implementation of the trajectory setting tables.

Chapter 5. Dress code

5.1 Dress code

The shooter is obliged to show up at the shooting position dressed in an appropriate and practical manner for a public event.

Short shorts are prohibited, only long shorts (such as Bermuda shorts arriving no higher than 5cm above the knee) are allowed.

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

It is prohibited to be bare chested under the shooting jacket.

Wearing sandals is forbidden in training and during the competition for safety reasons.

At the opening ceremony, during the parade of the national teams, their members must wear either their national team's outfit, or smart trousers with a blazer type jacket.

At the closing ceremony, all the winning shooters must show up to the prize giving, wearing either their national team's outfit, or with smart trousers and a blazer type jacket.

5.2 Competition numbers

A shooter's competition number must be fixed on their back between the shoulders and the waist, and must be visible in its entirety.

Any breach of this rule will first be sanctioned by a "WARNING" from the referee. Failure to rectify their outfit will result in supplementary sanctions that can go as far as exclusion from the competition by decision of the jury.

Chapter 6. Shooting Times

The shooters are informed of the shooting times by notices and/or by the distribution of a leaflet with the times.

The shooters are responsible for respecting this schedule.

They must arrive sufficiently early behind the skeet that they must shoot, so as to:

- Compulsory: Present themselves to the referee and to confirm their presence.
- Be certain not to be late.
- Be prepared to shoot their round without delay.
- Look at the layouts.

During the competition, the shooters must stay informed of delays or advances of shooting times in the competition, so as to be able to take measures to be available to shoot their round.

Chapter 7. Lateness of a Shooter

At their round/turn, the competitor must be ready to shoot immediately and to have with them the equipment and ammunition for a full round.

For a squad: if a shooter is late and the first shooter of their squad has already called for their first target, then the score for the late shooter is 25 zeros.

For in line shooting, if the competition number of the late shooter had already been cancelled in the computer system, and the following shooter is at station 1, then the score of the late shooter will be 25 zeros.

In both these situations it is not the referee's responsibility to search for or call the missing shooter.

If the shooter feels that they have a valid reason for their lateness, they **MUST**:

1. Appeal to the jury in writing, the same day, with the accompanying sum designated for an appeal.
2. Comply with the decision of the jury.
3. If the jury considers that the reason given is valid it can authorise them to shoot a round with another group, without penalty (the sum given will be reimbursed).
4. If the jury judged that the reason given isn't valid, the shooter will have 25 zeros corresponding with the 25 targets not shot, (the sum given will not be reimbursed).

Chapter 8. Universal Skeet in line / Absence of a shooter

A shooter who is absent on the first day of the competition is removed from the list of shooters from the second day of the competition and on the following days.

If they show up on the second day or on subsequent days to shoot, they must, appeal to the jury according to the terms laid out in chapter 3.

Chapter 9. Testing Guns

Before taking part in a Universal Skeet event, if they wish the shooter can test the functioning of their shotgun, on a stand specially designed and set up for that 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 10. Borrowing a Shotgun

It is exceptionally allowed, but only when a gun is malfunctioning, that a shooter can borrow the shotgun of another shooter who isn't part of their group/squad, to finish their round, with the agreement of the other shooter and the referee.

Chapter 11. The Use of a Shotgun by Several Shooters

The use of the same shotgun by several shooters in the same group is forbidden.

Chapter 12. Shoot-offs

The Universal Skeet where there are shoot-offs, and also the layouts, are chosen by the members of the FITASC Technical Commission present.

If no members of the Technical Commission are present, it is the Jury who are given this responsibility.

The shoot-offs are shot on a skeet comprising one single and two simultaneous doubles:

Poste 1, 2 et 3:

- 1st simultaneous double pull / mark;
- 2nd simultaneous double mark / pull.

Poste 4 et 5:

- 1st simultaneous double mark / pull;
- 2nd simultaneous double pull / mark.

The shoot-offs for the first three places of the open ranking and for the different categories are done in a round of 25 targets. In case of a draw after this round, the shoot-off is done on a 2nd round by "FIRST ELIMINATING ZERO" following sudden death (see ANNEX 5), the same number of targets for each of the play-off shooters at the same stand.

In the case where the competitors in the shoot-off for the open ranking are in the same category the results of the shoot-off also count towards their open ranking.

Shoot-offs are held according to the current regulations, the empty places in the squad however are not filled.

When the shoot-off doesn't take place at a time established in advance, the competitors involved must remain in contact with the jury, so as to be ready to shoot in "LESS THAN 15 MINUTES AFTER THE CALL".

Shooters absent at the moment of the shoot-off are considered to have withdrawn.

The jury can decide that the shoot-off is put off till the next day for exceptional reasons. Absent shooters, in this situation will be considered withdrawn.

Below the third place in the individual ranking, the tied shooters will be ranked as equals and presented in the ranking in order of their scores by counting them back from the 8th skeet to the 1st.

The tiebreaking of national teams that have drawn, is resolved by the accumulative score of the members of the teams on the 8th skeet, and if they are still tied going back to the 7th, 6th, 5th, 4th, 3rd, 2nd, 1st skeet.

Chapter 13. Score Sheet

For shooting by squad, the score sheet, (an example is included in ANNEX 1), is kept by the referee.

For in line shooting, when it is marked manually, the score sheet, (an example included in ANNEX 2), is kept by the referee.

For in line managed by an electronic system, the results are displayed on a screen.

The ZEROS will be announced by the referee in a loud and clear voice or with a sound signal audible to the shooters allowing them to protest immediately when they disagree with the referee's decision.

The "MISSED" targets will be marked with an "O" and the "ONE" targets by an "X" on the marking sheets.

In all cases the shooter is required to sign the score sheet at the end of shooting a round. If this is refused no complaints will be admissible.

Chapter 14. Glossary

RANGE:	All of the sporting installations.
SKEET :	The shooting installation for this discipline.
SQUAD :	Group of maximum 6 shooters shooting the same round at the same time on the same installations.
(Universal Skeet by squad).	

GROUP (in line)	A group is made up of the total number of shooters in the competition divided by the number of skeet. All the shooters start at the shooting station N°1 and finish the round with the shooting station n°5.
ROUND :	A round consists of 25 targets shot on the same skeet.
TRAP :	Machine or equipment used to throw the target.
SONOPULL :	Acoustic equipment that triggers the tap at the sound of the shooters voice.
SHOT :	Corresponds to the firing of one cartridge
TARGET :	Clay pigeon.
TRAJECTORIES :	The path followed through the air by a target.

III – THE RUNNING OF COMPETITIONS

Chapter 15. Execution of a Round

15.1 Squads and groups of shooters

Squad Universal Skeet: a squad is made up of maximum 6 shooters.

In line Universal Skeet: the number in a group is established by dividing the total number of shooters by the number of skeets used.

15.2 Shooting sequence for a round

Shooter positions (see annex 3):

The shooters in the squad go to the shooting positions in the order established by the score sheet.

The waiting shooter behind the N°1 shooting position, is ready to take the place of the current shooter, as soon as the shooter on Station N°5 has finished shooting the targets on his menu.

The position of the gun at the moment of calling is free (gun shouldered or not).

All targets must be shot gun shouldered.

In turn, the shooters shoot each single and double target in the order on their menu.

A maximum time lapse of 10 seconds is given to the shooter to call their targets after the target of the previous stand has been shot.

The referee must indicate to the shooter on Station N°1 when it is their turn to shoot.

When the shooter at station N°5 has finished shooting the targets from his menu:

- They position themselves waiting behind station N°1
- The other shooters move to the station directly to their right.
- The shooter who was previously waiting takes their place on station n°1.

After having shot their position, the competitor waits until the following shooter has finished shooting theirs, before taking their place, while taking care not to disturb the shooter in action.

It is always the shooter at Station N°1 who starts the series of five targets.

The station change over must be done with the gun "OPEN AND UNLOADED".

For Universal skeet by squad or online, only the single targets are shown once in the morning to the first shooter of the first position. When the interruption lasts longer than 10 minutes the referee will demonstrate pull and mark targets.

Chapter 16. Shooting Equipment.

16.1 Gun

All smooth barreled hunting guns with a caliber that is no greater than caliber 12 and whose length is not less than 66cm (26 inches), are admissible, except pump action shotguns and drilling which are prohibited.

Shooters using semi-automatic shotguns must equip them with a device that prevents their spent cartridges from disturbing the shooter beside them.

They must be charged with the maximum of two cartridges.

Straps and slings are prohibited on all guns.

The use of micro cameras mounted on shotguns or any artificial aiming device is forbidden.

Changing a gun, fully or partially, "mobile choke" or barrel is prohibited within the same round. It is authorised between rounds (see also conduct and penalties).

16.2 Ammunition

The cartridge shot load is limited to 28 grams of lead, with a +2% tolerance.

The lead must be spherical and of a regular diameter between 2 and 2.5 mm, with a +/-0.1 mm tolerance.

The use of reloaded ammunition is prohibited:

- The use of dispersers or all other loading devices is strictly prohibited, as is the use of reloaded cartridges.
- The mixing of dimensions and/or different qualities of lead is strictly prohibited.
- The use of black powder, as well as tracer cartridges is prohibited.

When a shooting position is provided with a waste bin or a container for empty cartridges, the shooter is obliged to use it to dispose of theirs. The shooters using a semi-automatic shotgun are obliged, on leaving the stand, to gather their empty cartridges, and to dispose of them in the waste bin.

Ammunition checks may be carried out by order of the Jury or Chief Referee.

Not observing this rule will result in the usual penalties (yellow card / red card).

16.3 Hearing protection

The competitors, the referees, the personnel, and the public who find themselves in the proximity of a Universal Skeet event are required to wear obligatory hearing protection.

Competitors present without hearing protection at the shooting position are considered absent and don't have the right to shoot.

16.4 Protective eyewear

The competitors, referees and the personnel must wear protective eyewear.

The competitors who come to the shooting position without protective eyewear are considered absent and don't have the right to shoot.

IV - REFEREEING

Chapter 17. Referees

The referees taking part in an international competition pledge on their honour:

1. To respect and enforce the regulations.
2. To show proof integrity and independence in their judgements.
3. To not take into consideration their own nationality and home federation, during international competitions.
4. To stay in a position, which allows them to judge in the best possible conditions and respect the regulations.
5. To announce their decisions in a clear and loud enough manner for the shooter to hear.
6. To receive appeals from shooters in a respectful manner, without allowing themselves to be influenced.
7. To have with them the up-to-date sports regulations of Universal Skeet, at least in the FITASC official languages.

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

Each referee must hold a valid refereeing card issued by their own national federation.

In the situation where a referee doesn't have sufficient international references, they must be supervised by the international referees.

The Head Referee must hold an international refereeing card and qualify as a Head Referee with the FITASC.

The referee must ensure order and propriety at the shooting position.

The referee must judge the results of a shot.

They must declare all zeros with a sound signal.

They take their decisions alone.

If the shooter disagrees with the referee's decision, the objection must be made immediately and before the next shooter calls their target or targets, on the shooting position by raising their arm and saying "PROTEST" or "APPEAL".

The shooter must express the reason for their objection.

The referee must then interrupt the shooting and announce their final decision immediately.

If the referee, in good consciousness, is certain of their judgement, they immediately confirm their decision, which must be binding, with no option for appeal.

If the referee has any doubt on their decision, they can consult with the following (to be informed) before making it conclusive:

1. Another referee present at the scene,
2. The trapper,
3. The shooters belonging to the squad,
4. The shooters holding the score sheet.

The referee is not obliged to follow the opinions that they have been given.

Following this consultation, the referee lets their definitive decision be known. This cannot be contested and it is therefore imposed on the shooter (see the article "refusal to comply")

Under no circumstances will the shooter be authorised to pick up the target to verify if it has been hit or not.

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

The Head Referee can exceptionally interrupt the shoot if there is a sudden heavy down pour of rain or a violent storm which seems brief, however they must inform the jury if there is a risk of this interruption lasting.

Chapter 18. Judging targets

18.1 The target is declared “ONE”

When it has been thrown and the shooter has shot according to the rules, and at least one visible piece comes away or it is pulverised totally or in part.

This is also valid for flash targets.

18.2 The target is declared “ZERO”

If it isn't hit, and when no visible piece comes away or if only particles of dust are visible. (smoking or dusty targets)

18.3 Case of “NO BIRD”

18.3.1 Due to guns or ammunition

The table below applies when it is a first incident during a given round of 25 targets of a Universal Skeet event. The first incident gets a first warning (yellow card).

For a second incident of the same type, all targets NOT shot at will be scored as “ZERO” (red card).

1st incident	Default	Action
Both shots fired at the same time	On a single target	NO BIRD another target thrown
	On the first target of a double on report	NO BIRD Another double thrown
	On a simultaneous double	NO BIRD Another double thrown
Failure of the first cartridge	On a single target	NO BIRD another target thrown
	On the first target of a double on report	NO BIRD Another double thrown
	On a simultaneous double	NO BIRD Another double thrown
Failure of the second cartridge	On a single target	NO BIRD another target thrown. It can only be broken by the second shot.

	On a double on report	NO BIRD Another double thrown Result of the first target acquired
	On a simultaneous double	NO BIRD Another double thrown

18.3.2 Bad weather

There are no “no bird” calls due to bad weather.

Otherwise all targets broken count as “ONE” and all missed targets count as “ZERO”.

Chapter 19. Refereeing, rules of conduct and penalties

19.1 Firing time

A time lapse of maximum 10 seconds is given to a shooter to call their target after the shot of the target at the previous stand.

If shooter doesn't observe this rule, after having received a warning (noted by the referee on the score sheet), on the same round, the targets will be counted as defined in article 20.5.

19.2 Refusal of a target

The shooter doesn't have the right to refuse a target, except when they didn't call for it.

If the shooter refuses to shoot a target judged regular by the referee, the shooter will be penalised as defined in article 20.5

19.3 Shooting a target declared “NO BIRD”

Under no pretext, following a referee's clearly announced “NO BIRD”, can this target be shot at. Warning, the shooter will be penalised, as defined in article 20.5.

19.4 Malfunctioning gun or cartridge

When a gun or ammunition malfunctions, after the first incident or if the shooter opens the shotgun or touches the safety catch before the referee had inspected the gun the shooter shall be penalised as defined in article 20.5.

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

On the decision of the referee, the shooter has the right to continue with their group, on the condition of obtaining another shotgun. Otherwise the targets not shot will be counted as “zero”.

It is not permitted to share a shotgun with someone in the same squad.

19.5 Penalties

After the first warning, for all other breaches on the same round, the referee will show a red card and the following targets will be counted:

Article		Single target	Double Report	Simultaneous double
20.5.1	Firing time	ZERO	ZERO / NO BIRD	ZERO / ZERO
20.5.2	Refusal of a target			
20.5.3	Shooting a No bird			
20.5.4	Malfunction	ZERO		
20.5.5	Malfunction on the first target of a double		ZERO / NO BIRD	ZERO/ZERO
20.5.6	Malfunction on the second target of a double		1st ACQUIRED & 2nd ZERO	1st ACQUIRED & 2nd ZERO

19.6 Rules of conduct, safety

If a shooter, by their attitude or behaviour, shows that they are losing control of themselves (if they throw their shotgun, if they are violent towards a referee or other competitors, etc.) the referee is obliged to alert the jury as soon as possible.

A shooter only has the right to shoot when it is their round and only once a target has been thrown.

It is forbidden to aim at other's targets.

Equally it is forbidden to deliberately aim or shoot at living animals.

The shooter must only load their shotgun at the shooting position where they are set up, the shotgun oriented in the direction of the firing range and only once the referee has given them the authorisation to start shooting.

Semi-automatic shotguns must not be charged with any more than the maximum of two cartridges.

The shooter must not turn around on the shooting range before having opened their shotgun and removed the cartridges from their chambers, if they have been shot or not.

During the presentation of the targets or in an interruption of the shooting, the shooter is obliged to have the shotgun open and not charged. They must not close it again until the referee gives the authorisation.

In the event of failure or malfunction of the shotgun or the cartridge, the shooter must stay in place, the shotgun aimed in the direction of the firing range, without opening or touching the safety catch before the referee has controlled and inspected the shotgun.

19.7 Refusal to comply

On the referee pronouncing the definitive decision, the shooter must start the shoot again in a maximum delay of 10 seconds.

Failing this their attitude will be considered a refusal to comply and by that, possibly be subject to sanctions detailed in Chapter 22.

If a referee realises that the competitor is intentionally delaying the shoot, or that they are behaving in an obviously unfair manner, their attitude could be regarded as a refusal to comply.

Chapter 20. Attempts to influence

There is an attempt to influence when:

1. A shooter, despite the resumption of shooting, continues to challenge the definitive decision of the referee, either in words or actions.
2. A shooter ostensibly argues the referee's decision.
3. The shooters or the public in attendance ostensibly show their opinion or criticism of a decision, without having been authorised by the referee.

Chapter 21. Sanctions

All shooters participating in a competition accept the FITASC regulations in their totality and declare knowledge of the current Universal Skeet regulations. In taking part in competitions, they accept to submit to sanctions and other consequences resultant from the violation of regulations or the refusal of orders or decisions of the referee.

The violation of an article in the regulations first gives rise to a warning signalled by the referee by means of a yellow card.

In the event of reoffending or attempting to influence, the jury can condemn the shooter to:

1. The loss of a target
2. The loss of a round of 25 targets
3. The exclusion from the competition

On the referral of the referee, the jury can immediately exclude from the competition a shooter or shooters, who demonstrated loss of self-control, or who are guilty of attempting to influence or of shooting at live animals.

All exclusions will be reported to the home federation of the shooter and to the FITASC headquarters who will keep it on record for five years.

A second exclusion, in a lapse of time of three years can result in the exclusive decision of the FITASC executive committee, of a definitive exclusion of the offender from all competitions organised under the aegis of FITASC.

The exclusion of a shooter from a competition can in no-way result in a reimbursement or financial compensation.

If the shooter uses guns or ammunition which do not comply with current regulations, all shots fired with such guns or ammunition before the inspection will be considered as zero.

If the jury judges that the shooter didn't have the possibility of knowing that they had transgressed the regulations, and that this didn't give them an advantage, the jury can decide to accept the result, on the condition that the fault is rectified as soon as it is recognised.

Chapter 22. Safety rules

All shotguns, even unloaded, must be manipulated with the greatest precaution.

The shotguns must be carried open (un-cocked and not loaded)

The breech of semi-automatic shotguns must be open and the shotgun carried with the muzzle directed straight up or down.

When a shooter is not using their shotgun, they must place them vertically in a shotgun rack or in a storage space planned for that purpose.

It is forbidden to touch another competitor's shotgun without their authorisation.

It is forbidden to aim at or deliberately shoot living animals.

No simulated shooting is authorised outside the shooting positions.

No simulated shooting is authorised while a shooter in the squad shoots their targets.

The shooter must not in any circumstances enter the shooting position, before the preceding shooter has left.

Once they are in place on their shooting position the shooter can charge/load their gun, on the condition of keeping it open (or the breech open for semi-automatics), with the release off, and the barrel directed toward the shooting range and inside the firing angle limiter. The shooter can close their shotgun (or breech) only when it is their turn to shoot.

When there is failure or malfunction of a shotgun or a cartridge, the shooter must stay in place until the referee has inspected the shotgun.

If the shooter, in the case of failure or malfunction of a shotgun or a cartridge, opens their shotgun or touches the safety catch before the referee has inspected the shotgun, the target(s) will be counted ZERO.

The shooter must not leave the shooting position, before having opened their shotgun and removed the cartridges from the chamber(s)/magazine, whether they are spent or not.

During the presentation of the target, or during an interruption in the shoot, the shooter must have their shotgun open and not charged.

No pretense of firing is permitted during presentation of the targets.

ANNEX 1: SCORE SHEET – BY SQUAD



FEDERATION INTERNATIONALE DE TIR

AUX ARMES SPORTIVES DE CHASSE

World Championship

SQUAD N°: 1

ROUND N°: 1

REFEREE: _____

Numb.	Surname/Name	Cat.	Targets																						Total	Signature								
			<u>Station1</u> 1 2 3 4 5					<u>Station2</u> 6 7 9 9 10					<u>Station 3</u> 11 12 13 14 15					<u>Station 4</u> 16 17 19 19 20					<u>Station 5</u> 21 22 23 24 25					Wait						
			<u>Station2</u> 1 2 3 4 5					<u>Station 3</u> 6 7 9 9 10					<u>Station 4</u> 11 12 13 14 15					<u>Station 5</u> 16 17 19 19 20					Wait	<u>Station1</u> 21 22 23 24 25										
			<u>Station 3</u> 1 2 3 4 5					<u>Station 4</u> 6 7 9 9 10					<u>Station 5</u> 11 12 13 14 15					Wait	<u>Station1</u> 16 17 19 19 20					<u>Station2</u> 21 22 23 24 25										
			<u>Station 4</u> 1 2 3 4 5					<u>Station 5</u> 6 7 9 9 10					Wait	<u>Station1</u> 11 12 13 14 15					<u>Station2</u> 16 17 19 19 20					<u>Station 3</u> 21 22 23 24 25										
			<u>Station 5</u> 1 2 3 4 5					Wait	<u>Station1</u> 6 7 9 9 10					<u>Station2</u> 11 12 13 14 15					<u>Station 3</u> 16 17 19 19 20					<u>Station 4</u> 21 22 23 24 25										
			<u>Wait</u>					<u>Station1</u> 1 2 3 4 5					<u>Station2</u> 6 7 9 9 10					<u>Station 3</u> 11 12 13 14 15					<u>Station 4</u> 16 17 19 19 20					<u>Station 5</u> 21 22 23 24 25						

ANNEX 2: SCORE SHEET – ON LINE - REFEREEING MANUAL

FEDERATION INTERNATIONALE DE TIR AUX ARMES SPORTIVES DE CHASSE World Universal Skeet Championship XX/XX – XX/XX 200X A XXXXXXXXXXXXX Du shooter N°: XX Round N°: 1 Referee: 1 _____ 2 _____ 3 _____ 4 Au shooter N : XX																															
Numb.	Surname/Name	Cat.	Targets																									Total			

ANNEX 2 : TRAJECTORY SETTINGS – ON LINE - ELECTRONIC REFEREEING



FEDERATION INTERNATIONALE DE TIR AUX ARMES SPORTIVES DE CHASSE

EUROPEAN / WORLD CHAMPIONSHIP COMPAK SPORTING

Range: 1 - CAMPO 1 - 18/09/2014

Page 1 of 1

<i>Bib</i>	<i>NOC</i>	<i>Cat</i>		<i>1° Penalty</i>	<i>2° Penalty</i>	<i>Results</i>	<i>Name</i>	<i>Signature</i>
1	AUT	VET					FELIX, Tobias	
2	EST	JUN					ANDRIS, Janis	
3	ZAF	SVT					MASI, Robert	
4	ESP	LAD					ALONSO MARTINEZ, Catalina	
5	USA	JUN					BROW, Robert	
6	CYP	SEN					ANTONISIS, Antoniades	
7	FRA	LAD					CHEVALIER, Pauline	
8	GBR	SEN					TIFFANY, Robert	
9	ITA	SEN					MORI, Marco	
10	POR	SVT					ROSSAO, Franco	
11	BEL	VET					VAN MARTEN, Frank	
12	RUS	LAD					ANTONIN, Ioanna	

ANNEX 3: OLD SYSTEM POSITION THE SHOOTER FOR THE PROGRESSION OF A ROUND

<u>6 Shooters</u>	1st round	Station1 Shooter N° 1	Station2 Shooter N° 2	Station 3 Shooter N° 3	Station 4 Shooter N° 4	Station 5 Shooter N° 5
		WAIT Shooter N° 6				
	2nd round	Station1 Shooter N° 6	Station2 Shooter N° 1	Station 3 Shooter N° 2	Station 4 Shooter N° 3	Station 5 Shooter N° 4
		WAIT Shooter N° 5				
	3^{eme} round	Station1 Shooter N° 5	Station2 Shooter N° 6	Station 3 Shooter N° 1	Station 4 Shooter N° 2	Station 5 Shooter N° 3
		WAIT Shooter N° 4				
	4th round	Station1 Shooter N° 4	Station2 Shooter N° 5	Station 3 Shooter N° 6	Station 4 Shooter N° 1	Station 5 Shooter N° 2
		WAIT Shooter N° 3				
	5th round	Station1 Shooter N° 3	Station2 Shooter N° 4	Station 3 Shooter N° 5	Station 4 Shooter N° 6	Station 5 Shooter N° 1
		WAIT Shooter N° 2				
	6th round	Station1 Shooter N° 2	Station2 Shooter N° 3	Station 3 Shooter N° 4	Station 4 Shooter N° 5	Station 5 Shooter N° 6

<u>5 Shooters</u>	1st round	Station1 Shooter N° 1	Station2 Shooter N° 2	Station 3 Shooter N° 3	Station 4 Shooter N° 4	Station 5 Shooter N° 5
	2nd round	Station1 Empty	Station2 Shooter N° 1	Station 3 Shooter N° 2	Station 4 Shooter N° 3	Station 5 Shooter N° 4
		WAIT Shooter N° 5				
	3^{eme} round	Station1 Shooter N° 5	Station2 Empty	Station 3 Shooter N° 1	Station 4 Shooter N° 2	Station 5 Shooter N° 3
		WAIT Shooter N° 4				
	4th round	Station1 Shooter N° 4	Station2 Shooter N° 5	Station 3 Empty	Station 4 Shooter N° 1	Station 5 Shooter N° 2
		WAIT Shooter N° 3				
	5th round	Station1 Shooter N° 3	Station2 Shooter N° 4	Station 3 Shooter N° 5	Station 4 Empty	Station 5 Shooter N° 1
		WAIT Shooter N° 2				
	6th round	Station1 Shooter N° 2	Station2 Shooter N° 3	Station 3 Shooter N° 4	Station 4 Shooter N° 5	Station 5 Empty

<u>4 Shooters</u>	1st round	Station1 Shooter N° 1	Station2 Shooter N° 2	Station 3 Shooter N° 3	Station 4 Shooter N° 4	Station 5 Empty
	2nd round	Station1 Empty	Station2 Shooter N° 1	Station 3 Shooter N° 2	Station 4 Shooter N° 3	Station 5 Shooter N° 4
	3^{eme} round	Station1 Empty	Station2 Empty	Station 3 Shooter N° 1	Station 4 Shooter N° 2	Station 5 Shooter N° 3
		WAIT Shooter N° 4				
	4th round	Station1 Shooter N° 4	Station2 Empty	Station 3 Empty	Station 4 Shooter N° 1	Station 5 Shooter N° 2
		WAIT Shooter N° 3				
	5th round	Station1 Shooter N° 3	Station2 Shooter N° 4	Station 3 Empty	Station 4 Empty	Station 5 Shooter N° 1
		WAIT Shooter N° 2				
	6th round	Station1 Shooter N° 2	Station2 Shooter N° 3	Station 3 Shooter N° 4	Station 4 Empty	Station 5 Empty

<u>3 Shooters</u>	1st round	Station1 Shooter N° 1	Station2 Shooter N° 2	Station 3 Shooter N° 3	Station 4 Empty	Station 5 Empty
	2nd round	Station1 Empty	Station2 Shooter N° 1	Station 3 Shooter N° 2	Station 4 Shooter N° 3	Station 5 Empty
	3^{eme} round	Station1 Empty	Station2 Empty	Station 3 Shooter N° 1	Station 4 Shooter N° 2	Station 5 Shooter N° 3
	4th round	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 Shooter N° 1	Station 5 Shooter N° 2
		WAIT Shooter N° 3				
	5th round	Station1 Shooter N° 3	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 Shooter N° 1
		WAIT Shooter N° 2				
	6th round	Station1 Shooter N° 2	Station2 Shooter N° 3	Station 3 Empty	Station 4 Empty	Station 5 Empty

<u>2 Shooters</u>	1st round	Station1 Shooter N° 1	Station2 Shooter N° 2	Station 3 Empty	Station 4 Empty	Station 5 Empty
	2nd round	Station1 Empty	Station2 Shooter N° 1	Station 3 Shooter N° 2	Station 4 Empty	Station 5 Empty
	3^{eme} round	Station1 Empty	Station2 Empty	Station 3 Shooter N° 1	Station 4 Shooter N° 2	Station 5 Empty
	4th round	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 Shooter N° 1	Station 5 Shooter N° 2
	5th round	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 Shooter N° 1
		WAIT Shooter N° 2				
	6th round	Station1 Shooter N° 2	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 Empty

RULES ACCREDITED BY THE ORDINARY GENERAL ASSEMBLY DATED 30th June 2020

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