

2. Shooters may not leave their station until instructed to do so by the referee or until the last shooter has fired his/her last shot.
3. May only load gun while in Shooting Stand in ready position.
4. Shooter's feet must be behind the front opening of the Shooting Stand except when changing stands. Shooters will be warned, a NO-BIRD will be called, continued disregard will result in losing a target or being disqualified.
5. No chokes may be changed after the round has begun. Failure to comply will result in loss of all targets attempted (in that round) after choke changed.
6. Target sequence menu cards must be posted.

NOTE: Chapters and numbers correspond with official Federation rules. The Federation may from time to time change or alter rules of Parcours de Chasse (F.I.T.A.S.C.) or Compak during a NSCA shoot year. Should a material change of rule occur please take note that the Federation rules supercede the rules contained in the Parcours de Chasse (F.I.T.A.S.C.) and Compak sections of this rulebook. Any material changes will be clearly posted on www.mynsca.com website and take effect upon posting.

VI. PARCOURS DE CHASSE

(F.I.T.A.S.C.)

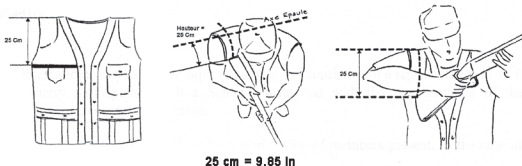
F.I.T.A.S.C. (Federation Internationale de Tir aux Armes Sportives de Chasse), headquartered in Paris, France, has recognized the National Sporting Clays Association as the sole, exclusive association to govern Parcours de Chasse Sporting and Compak Sporting in the United States. F.I.T.A.S.C.

targets will be registered separately and shot under F.I.T.A.S.C. rules. The F.I.T.A.S.C. gun mount rule applies in all F.I.T.A.S.C. events. The NSCA Classification system used and all targets will be included in the shooters total targets shot for the year. In case of controversial interpretation of the present regulation, the text written in French will make faith.

A. GENERAL (CHAPTER 1)

- 1. (1.01) Shooting Stand**—Taking into considerations the terrain, a sporting course must be equipped with a sufficient amount of traps so that the competitors will shoot under conditions as close as possible to game shooting: partridges, pheasants, ducks, rabbits, etc. In front, low and high, crossing and quartering in fields or in woods, hidden or not by trees and bushes.
- 2. (1.02)** The course must have been approved by the National Federations, for the organization of national competitions and by the International Federation for the organization of international competitions.
- 3. (1.03) Traps**—A minimum of four (4) traps are required for each old system layout. And a minimum of three (3) traps for each new system shooting stand, that is twelve (12) traps for each layout machines may be either manual, automatic or mixed, MARKED by alphabetical letters (A, B, C, D) from left to right of the shooting stand.
- 4. (1.04) Clays**—The clays to be used are the standard targets and rabbit clays, as well as thinner clays and clays with a smaller diameter. They may also include midi, mini, battue, bourdon, flash and zz targets. The targets must be black or orange according to the layout background.

5. **(1.05) Shooting Position**—The shooter will adopt the ready position, i.e. standing with both feet within the limits of the shooting stand, terial changes will be clearly posted on www.mynsca.com website and take effect upon posting. **With the heel of the gun touching the body under a horizontal line marked on the shooter's jacket. This line will be indicated by a tape of contrasting color fixed to the jacket by some permanent means. The horizontal line shall be located 25 cm (9.85") below an imaginary line drawn over the top of the shoulders along their axis.** The shooter will maintain this position with the gun not premounted until the target(s) are in sight (*see diagram below*).



6. **(1.06)** In a double on report, simultaneous or rafale, the position of the gun is optional for the second target only.
7. **(1.07)** If the shooter is in a position that is not in accordance with (1.05, #5 above) or if he aims his gun before the target appears, he will receive an initial WARNING.
8. **(1.08)** After the first such occurrence on the same layout the target(s) will be declared:
- Zero for a single target
 - Zero and no bird for a double on report
 - Zero & Zero for a simultaneous double
 - Zero & Zero for a rafale double

9. (1.09) The shooter does not have the right to refuse a target unless he has not called for it. The referee alone shall decide on the regularity of a trajectory or on NO BIRD.
10. (1.10) The shooting stands will be marked by a one (1) meter square or by a circle of one (1) meter in diameter.
11. (1.11) The shooter must fire with his gun shouldered for all targets.
12. (1.12) Under no circumstances, once the referee has clearly declared a target NO BIRD, may it be fired at. After the first warning, the shooter will be penalized:
 - a. Zero for a single target
 - b. Zero & no bird for a double on report
 - c. Zero & Zero for a simultaneous double
 - d. Zero & Zero for a rafale double
13. (1.13) *Testing Guns* - Under no circumstances can a gun be tested on the shooting stand before the beginning of the round.

Before taking part in a Sporting event, the shooter can test his/her gun, if he/she wishes, on a designated stand specially designed and laid out for test firing.

B. ORGANIZATION OF COMPETITION (CHAPTER 2)

JURY

1. (2.01) International events will be supervised by a jury consisting of a representative of each country participating with a seniors team with the representative of the organizing country as chairman.
2. (2.02) The jury shall make decisions by majority vote of members present. In the case of equal votes, the chairman's casting vote is final.

3. (2.03) The jury can only make valid decisions in the presence of its chairman or his representative accompanied by a quarter of the members of the jury.
4. (2.04) In urgent cases (i.e. the risk of cessation of shooting) two (2) members of the jury, nominated by the chairman, may make a decision with the consent of the referee, provided that this decision is endorsed by the jury.

THE ROLE OF THE JURY IS:

5. (2.05) To verify, before the shooting begins, that the course conforms to regulations and that the preparatory arrangements are suitable and correct.
6. (2.06) To appoint a technical committee whose responsibility shall be to set, on the day before the competition, the various trajectories, the location of the shooting stands, the choice and speed of the targets which will be shot during the event.
7. (2.07) No practice will be permitted before the start of events over the layouts set by the technical committee.
8. (2.08) Before the beginning of the championships the director of shooting will publish a list of the trajectories for each of the traps. Should these trajectories, established and calculated in calm conditions, be disturbed by the wind, they will still be considered regular.
9. (2.09) To require that, during the shooting, the rules are adhered to and to check the weapons, ammunition and targets by means of technical tests.
10. (2.10) To make the necessary decisions in cases of technical defects if these are not resolved by the referee.
11. (2.11) To deal with protests.
12. (2.12) To make decisions regarding penalties to be imposed on a shooter who does not adhere to the rules or behaves in an unsporting manner.

- 13. (2.13)** To ensure that there are always at least two members of the jury present at the shooting grounds.

APPEAL JURY

- 14. (2.14)** An appeal jury will be set up for each international competition.
- 15. (2.15)** In the case of a dispute concerning the decision of the jury by the shooters or by F.I.T.A.S.C., an appeal jury may be referred to. This appeal jury will consist of: the President of F.I.T.A.S.C. or his representative, the President of the Technical Committee or his representative, and the President of the Organizing Federation. This appeal jury will be formed at the same time as the jury. If there is no Appeal Jury, the Jury's decision is definitive. All the disciplinary problems will be submitted to the F.I.T.A.S.C. Disciplinary Commission.
- 16. (2.16)** During international competitions, representatives of the same country shall be dispersed over the various squads. The organizing committee will announce the time and arrangements for a draw for the composition of the squads. Delegates from participating nations may be present.
- 17. (2.17)** Shooting shall take place in squads of six (6) shooters as drawn, with rotation of shooters not only at each stand but also for shooting doubles. At each stand all six (6) shooters of a squad will first fire at the single targets before any shoot at the doubles.
- 18. (2.18)** All target trajectories will be presented at each stand to the first shooter of each group. This shooter must observe them from within the shooting stand.
- 19. (2.19)** At the time of the presentation of the target, no shooting, aiming or pretense of firing is permitted (1.07, VI-A-7)

- 20. (2.20)** Report pairs will not be shown, only targets of SIMULTANEOUS and RAFALE doubles will be shown to the first shooter of each group.
- 21 (2.21)** Only targets having already been fired at as singles may be shot at as report pairs.
- 22. (2.22)** In international competitions, shooting will be conducted in stages of 25 targets. However, exceptionally, the technical committee may change this if it is judged necessary.
- 23. (2.23)** Shooters must take all precautions in order to be at the shooting stand on time. If a shooter is not present when his/her name is called, the referee must call the name and number of the shooter loudly three (3) times during the period of one (1) minute. If he/she has not missed his/her turn to shoot the singles on the first stand, he/she may rejoin the squad. If he/she has failed to join the squad before his turn, those targets not fired at, singles or doubles will be scored zero. If the shooter presents him/her self at one of the following stands, all the clays not shot at the previous stand will be scored ZERO. In no circumstances may the shooter shoot that layout in another squad. (See VI-B-24.)
- 24. (2.24)** If the shooter feels that he/she has a valid excuse for his lateness, he/she **MUST**
- Not join his/her squad if it is in the process of shooting on that layout.
 - Put his/her case to the Jury in writing.
 - Abide by the Jury's decision.
 - Only the Jury may authorize him/her to repeat the shoot of that layout in another squad.
 - If the Jury decides that the reason put forward by the shooter is unacceptable, the latter will be scored 25 zeros corresponding to the 25 clays not shot at.

25. (2.25) In the case of malfunction of a trap during the shoot, the referee will decide if the stage should be continued or interrupted because of mechanical troubles. After the trouble has been rectified the shooter has the right to have the regular target(s) shown before continuing the shoot.
26. (2.26) During international competitions the scores will be recorded by the referee or his/her delegate who may be a shooter. The results of each stage will then be posted on a central notice board.
27. (2.27) On leaving each stand the shooter must check that his correct score is recorded on the score card. If the shooter **contests** the result, **he/she must inform the referee immediately, but the final decision rests with the referee.** However, the referee may seek information and advice before making his/her final decision. **No objection will be allowed after this check.**

C. FIREARMS AND AMMUNITION (CHAPTER 3)

1. (3.01) All firearms, including semi-automatics, are permitted providing their caliber does not exceed 12 bore, with a barrel length of 66cm minimum.
2. (3.02) All firearms, even unloaded, must be handled with the greatest care at all times.
3. (3.03) Guns must be carried open; semi-automatic guns must be carried with the breech open, and the muzzle pointing straight upwards or downwards.
4. (3.04) Straps or slings on guns are forbidden.
5. (3.05) When the shooter is not using a gun, it must be placed vertically in a gun rack or in a similar place as designated.
6. (3.06) It is forbidden to handle another shooter's gun without his/her specific permission.
7. (3.07) It is forbidden, during a competition or official championship, for two shooters of the same squad to use the same gun. (See 3.08.)

8. (3.08) In exceptional cases, owing to a malfunction of his/her gun, a shooter may be permitted to borrow the gun of another shooter with his/her permission.
9. (3.09) Complete or partial CHANGING OF A FIREARM, MOBILE CHOKE OR BARREL is allowed during the same round, between two stands or between single or double targets. However, no delay will be permitted for any of these reasons.
10. (3.10) Once the shooter is on the shooting stand he/she will not be allowed to carry out any changes which are permitted in 3.09 above.
11. (3.11) A shooter is permitted a maximum time to ready him/her self between targets, whether singles or doubles, of 20 seconds. In a case where the shooter exceeds this time the referee may, after two warnings to the shooter, apply article 1.08. (VI-A-8)
12. (3.12) In the case of a gun malfunction, verified by the referee, the shooter will twice only have the right to a new target in the course of the same round. The third and subsequent malfunction will be considered ZERO. Following the decision of the referee, the shooter will have the right to continue with his/her squad on condition that he/she obtains another weapon without delay (3.08). If this is not possible he/she must leave his/her place in the squad and shoot his/her remaining birds when there is a free place in another squad and when the Jury has given permission. If the gun is repaired before the sequence on that stand is finished by his/her squad, the shooter may retake his/her place in the squad with the referee's permission.
13. (3.13) Should both barrels fire simultaneously (double discharge) due to a gun malfunction and not the shooters error, the target, whether a single or the first of a double will be declared NO BIRD with nothing established and Rule 3.12 will apply.

14. (3.14) The cartridge shot load must not exceed **28 grams**. The shot will be SPHERICAL and between 2.0 and 2.5 mm in diameter.
15. (3.15) The use of dispersers or any other unusual loading device is strictly forbidden (spreader or duplex loads are not allowed). Reloaded cartridges are not permitted.
16. (3.16) The mixing of various qualities and diameters of shots is strictly forbidden.
17. (3.17) The use of black powder and tracers is forbidden.
18. (3.18) Two cartridges may be used on each single target, but the shooter will only be allowed two (2) cartridges for each double.
19. (3.19) In a double if the two targets are broken by one shot they will be scored KILL and KILL.
20. (3.20) The referee may, at any time, remove unused cartridges from a shooter's gun for inspection.

D. DRESS AND RULES OF CONDUCT (Chapter 4)

1. (4.01) Participants in competitions must be correctly dressed. Only knee-length shorts (Bermuda style, the hem may be no more than 5 cm above the knee.) are permitted. Shirts must have at least short sleeves, with or without a collar, but must come at least to the base of the neck. Stripping to the waist under the shooting jacket is not allowed. Sandals are not permitted for safety reasons. The shooter's number must be worn in its entirety and the whole of the number must be visible. Any failure to comply with these rules of conduct will be penalized by A REFEREE'S FIRST WARNING which may be followed by penalties up to exclusion from the competition, following the Jury's decision.

2. (4.02) A shooter may only fire on his/her proper turn and only when a target has been thrown, except when permitted by the referee (test firing).
3. (4.03) It is forbidden to aim or shoot at another shooters' target or targets.
4. (4.04) It is also forbidden to aim or shoot intentionally at living animals or birds.
5. (4.05) No pretense of shooting is permitted on the shooting stand or outside it.
6. (4.06) If a shooter, on the shooting stand, before saying READY makes a pretense of shooting, or involuntarily fires a shot, the referee is obliged to issue a WARNING to the shooter. After two warnings, any further occurrence will be scored ZERO for the next target hit.
7. (4.07) When his/her name is called, the shooter must be ready to shoot immediately and must have sufficient ammunition and equipment for that stand.
8. (4.08) In no case may a shooter move to a stand before the preceding shooter has left it and it is his/her turn to shoot.
9. (4.09) The shooter is allowed to load his/her gun only when on the stand where he/she has taken his place, the gun always pointing down the range and only when the referee has authorized him/her to start shooting.
10. (4.10) Semi-automatic guns may only be loaded with a maximum of two (2) cartridges.
11. (4.11) The shooter may not turn around or leave the shooting stand before he/she has broken his/her gun and removed the cartridges from the chambers, whether they have been fired or not.
12. (4.12) During the presentation of targets or when shooting is temporarily interrupted, the shooter must open and unload his gun. It shall only be closed when authorized by the referee.

13. (4.13) In the case of a misfire or any other malfunction of the gun or ammunition, the shooter must remain in place, the gun pointing safely down the range, not broken, and without touching the safety catch until the referee has examined the gun.
14. (4.14) Shooting must proceed without interruption, shooters are allowed to speak only the necessary words of command "READY", "PULL", "GO" or another command and to answer the referee's questions.
15. (4.15) If a member of the Jury observes anything which is not according to the rules, he/she must inform the referee. If the referee is unable to take the immediate necessary action, he/she must inform the Jury.
16. (4.16) **Hearing Protection** - The shooters, referees, staff and members of the public on or near a layout event must wear hearing protection.
17. (4.17) *Safety Glasses* - *The shooters, referees and staff must wear safety glasses.*

E. REFEREE (CHAPTER 5)

1. (5.01) The referees must be approved by the Jury before the competition. In the case of a large number of referees not being fully qualified or experienced, they must be supervised by international referees.
2. (5.02) A referee must have a wide experience of clay shooting and must possess a valid F.I.T.A.S.C. Referee's Certificate and National Association's License. If this is not the case, the Jury must agree to accept assistant referees.
3. (5.03) The referees are to ensure order and proper conduct on the shooting stand and during shoot-offs.

4. (5.04) The referee alone shall make decisions. If a shooter disagrees with the referee, the objection must be made immediately on the shooting stand by raising the arm and saying "PROTEST" or "APPEAL". The referee will then interrupt the shooting and pronounce his final decision.
5. (5.05) The shooter may appeal against the referee's decision. The objection must be made in writing to the jury, accompanied by a deposit of a certain sum in operation on the day of the competition and which will be returned only if the objection is upheld.

If the jury finds the objection justified, it may give instructions to the referee concerning future judgments or name a new referee or, finally, alter the referee's decision. No dispute shall be concerned with whether a clay was hit or missed, nor whether the thrown clay was defective - in these cases, no appeal may be made against the referee's decision.

6. (5.06) When the competitor is ready to shoot, he/she shall say "READY" to the referee and the target must be thrown between 0 and 3 seconds after the referee has passed on the shooter's command to the pullers.
7. (5.07) The referee must pass on the shooter's command to the pullers in the shortest time possible.
8. (5.08) In exceptional circumstances, the referee may suspend the shooting if there is sudden heavy rain or a violent storm which appears to be a short duration. However, he/she must inform the jury if it looks likely that this interruption will last any length of time.
9. (5.09) Under no circumstance, is it permitted to pick up a target to verify if it has been hit or not.

F. SINGLE BIRDS – HIT OR MISSED (CHAPTER 6)

THE TARGET IS DECLARED KILLED WHEN:

1. **(6.01)** It has been launched and the shooter has properly fired and at least one visible piece of it is broken off or is totally or partially destroyed. This applies equally to FLASH clays.

THE TARGET IS DECLARED ZERO (MISSED):

2. **(6.02)** If it is not hit, no piece is broken off or if only dust is raised (dusted bird).
3. **(6.03)** If the shooter is unable to fire because he/she has left the safety catch on, has forgotten to load or cock it, the gun was not sufficiently broken or closed or the shooter has forgotten to take the necessary measures to load the cartridge into the chamber when he/she is using a semi-automatic gun.
4. **(6.04)** If there is a third malfunction of the gun during the same round Article 3.12 will apply.
5. **(6.05)** If the shooter is unable to fire his/her second shot because he/she has not loaded the second cartridge or has not canceled the locking device of the loading chamber in a semiautomatic weapon or for any other reason.
6. **(6.06)** If the second shot cannot be fired because the shooter, using a single trigger gun, has not released it sufficiently after firing the first shot.
7. **(6.07)** If the shooter, in the case of malfunction of the gun, opens it him/her self or touches the safety catch before the referee has examined the gun.
8. **(6.08)** If the shooter adopts a ready position which is not according to Articles 1.05, 1.07 and 1.11 and has already been warned once during the same round.

G. SINGLE CLAYS – NO BIRD (CHAPTER 7)

1. **(7.01)** The target will be declared NO BIRD and a new target will be launched, whether the shooter has fired or not:

- a. If the bird is thrown broken.
 - b. If the bird is thrown from the wrong trap.
 - c. If for a single bird two clays are launched from traps on the same shooting stand.
 - d. On a rabbit, if the clay breaks after being launched and missed by the first shot, but before the second shot has been fired, the rabbit will be declared NO BIRD. A new target will be launched, the shooter must miss with his first shot, and the result of the second shot scored.
2. (7.02) If the target is definitely of another color from that of the other targets used on the same trajectory of the same stand.
 3. (7.03) If the target is thrown before the shooter has called "READY".
 4. (7.04) If the target is thrown after a delay of more than three (3) seconds after the referee's command.
 5. (7.05) If the trajectory is judged irregular by the referee.
 6. (7.06) If, when a semi-automatic gun is being used, the ejection of the first cartridge impedes the loading of the second cartridge (in this case when the target is thrown again the first shot shall be directed near the target but must not hit it and the result of second shot only shall be scored).
 7. (7.07) If there is a fault on the first shot as a result of failure of the cartridge or malfunction of the gun not attributable to the shooter and if the shooter does not fire the second shot. **If the shooter fires the second shot, the result will be scored.**
 8. (7.08) The referee may also declare a target NO BIRD when the shooter has clearly been disturbed.
 9. (7.09) When another competitor shoots at the same target.
 10. (7.10) When the referee, for any reason, cannot decide if a target has been hit or missed.

11. (7.11) All targets not declared NO BIRD by the referee, must be shot at. However, the referee may declare NO BIRD after the target(s) have been shot at (as in the case of a fast or slow pull or irregular trajectory).
12. (7.12) In the case of a cartridge misfire or malfunction of the gun not attributable to the shooter, a target will be declared NO BIRD and a new clay will be thrown. After two misfires or two malfunctions of the weapon in the same stage (whether the shooter has changed the gun or not) further incident or incidents will be declared ZERO. (See Article 3.12)

H. DOUBLE ON REPORT (CHAPTER 8)

DEFINITION OF DOUBLES “ON THE GUN” (REPORT PAIRS)

1. (8.01) Two targets from one or two different traps, the second clay being launched within a period of 0 to 3 seconds after the first clay has been shot at.

NO BIRD SHALL BE DECLARED:

2. (8.02) If two targets are launched simultaneously.
3. (8.03) When a shooter does not fire, without legitimate reason, at his first target. The second target cannot be thrown (because there is no first shot), the double will be declared ZERO/NO BIRD and a second double will be thrown to determine the result of the second shot only.
4. (8.04) If the clay is not thrown by the correct trap.
5. (8.05) If the first target is regular and the second irregular, (however, the result of the first target shall be scored KILL or ZERO as the case may be)
6. (8.06) The double will be declared NO BIRD and the shooter will be asked to fire a second double to determine the scores of both shots:

- a. Violation of article 1.05, ready position for the first target (1.07 & 1.08).
 - b. If during a double, the two shots are fired simultaneously due to a gun malfunction, even if the first bird was broken (3.12 & 3.13).
 - c. If the shooter fires his/her gun involuntarily on the shooting stand, whether while loading or because of a mishap before saying "READY".
- 7. (8.07)** In a double when the second target is irregular a NO BIRD shall be declared and the double must be attempted again, but the result of the first target will be recorded. The shooter will not have the chance to repeat the first target if it was declared ZERO but must still shoot at it.
- a. If the shooter misses the first clay, and this clay hits the second one, before the second shot.
 - b. If pieces from the first clay hit and break the second one before the second shot.
 - c. If during a double, the second shot cannot be fired because of the malfunction of gun or ammunition. (3.12 & 3.13).
- 8. (8.08)** A malfunction of the gun or cartridge prevents the shooter from shooting his first bird articles 3.12 & 3.13 will apply.
- 9. (8.09)** If the shooter does not shoot in his proper turn he will receive a WARNING, at the third incident on the same layout, the target will be declared ZERO FOR A SINGLE CLAY or ZERO NO BIRD IF IT IS A DOUBLE ON REPORT or ZERO/ZERO IF IT IS A SIMULTANEOUS DOUBLE OR RAFALE DOUBLE.
- 10. (8.10)** The rules of articles 6.01 to 7.12 ARE APPLICABLE TO THE FIRING OF DOUBLES ON REPORT.
- I. DOUBLE ON REPORT -DECLARED KILL (CHAPTER 9)**

ZERO AND ZERO/KILL OR ZERO/ZERO

1. **(9.01)** If the shooter, without legitimate reason, does not shoot at the second target of a regular double, the result of the first target shall be recorded and the second declared ZERO.
2. **(9.02)** The target will be declared ZERO on the third malfunction of the gun or cartridge in the same round. (See articles 3.12 & 3.13)
3. **(9.03)** When a shooter in a double fires both shots at the same target. The result shall be scored, and the second target of the double be declared ZERO.
4. **(9.04)** The rules of articles 6.01 to 7.12 are applicable to the shooting of doubles.

J. SIMULTANEOUS DOUBLE (CHAPTER 10)

1. **(10.01)** There are two targets thrown at the same time by one or two traps.
2. **(10.02)** In a simultaneous double NO SCORE shall be recorded if either target has been declared NO BIRD.
3. **(10.03)** May be broken by a single shot and scored KILL/KILL.
4. **(10.04)** The targets may be shot in any order.
5. **(10.05)** Without any legitimate reason, the shooter does not shoot a regular double, both clays will be ZERO (8.03, VI-H-3).

SIMULTANEOUS DOUBLE NO BIRD

6. **(10.06)** The double will be declared NO BIRD and the shooter will be asked to shoot a second double to determine the results of both shots:
 - a. If the target(s) break on being thrown.
 - b. If the target(s) are not thrown by the correct trap.
 - c. If the target(s) are of clearly a different color from those used for the same double.
 - d. If the target(s) are thrown before the shooter has called ready.

- e. If the double is thrown more than three (3) seconds after the referee's command.
- f. If one of the trajectories of the doubles is judged irregular by the referee.
- g. If the shooter misses his first target and it collides with the second before the shooter has fired the second shot.
- h. If the fragments of the first target breaks the second before the shooter has fired the second shot.
- i. Violation of articles 1.05 & 1.06, ready position for the first target (1.07 & 1.08).
- j. A malfunction of the gun or cartridge prevents the shooter from shooting his first target(s) (3.12 & 3.13).
- k. If in a double, the second shot cannot be fired simultaneously due to gun malfunction, the double is NO BIRD and must be repeated (3.12 & 3.13).
- l. If, during a double, the two shots are fired simultaneously due to gun malfunction, the double is NO BIRD and must be repeated (3.12 & 3.13).
- m. If the shooter involuntarily fires the gun on the shooting stand, whether while loading or because of a mishap before calling "READY".

7. (10.07) The rules of articles 6.02 to 6.08 are applicable to the shooting of simulataneous doubles.

K. RAFALE DOUBLES (CHAPTER 11)

DEFINITION OF A RAFALE DOUBLE (following pair)

- 1. (11.01)** Two targets are thrown from the same trap on the same trajectory.
- 2. (11.02)** Two cartridges may be fired at the same target.
- 3. (11.03)** They may be fired at in any order by the shooter.
- 4. (11.04)** In a rafale double NO SCORE IS OBTAINED in the case of a NO BIRD of one of the targets.
- 5. (11.05)** All the rules relating to a simultaneous double are applicable to a rafale double, that is articles 10.04 to 10.06.

6. **(11.06)** Also rules of articles 6.02 to 6.08 ARE APPLICABLE TO THE SHOOTING OF RAFALE DOUBLES.

L. PENALTIES (CHAPTER 12)

1. **(12.01)** All shooters are required to acquaint themselves with the current regulations which apply to shooting under PARCOURS DE CHASSE rules. By taking part in competitions, they accept the penalties and other consequences resulting from violation of the rules and referees' orders.
2. **(12.02)** Deliberate violation of the rules will, in the first place, incur a warning from the referee or jury. In the case of further or more serious offenses, the jury may penalize the shooter with a lost bird and, in more serious cases exclude him from the round and/or competition.
3. **(12.03)** In the case of a jury being aware that the competitor has intentionally delayed the shooting or has acted in a dishonorable manner, it may give him/her a warning or penalize one bird or disqualify him/her from the competition.

M. SHOOT-OFF (CHAPTER 13)

1. **(13.01)** In the case of a shoot-off, if the time allows, a new layout may be set up by the jury.
2. **(13.02)** Shoot-offs for the first three places (Individual or National teams) will take place in a round of 25 targets, if a result has not been established, the shooters will shoot a second zero eliminator (sudden death) round, i.e. the first target on which scores differ, the shooter with a ZERO will be eliminated, until only the winner remains. Other shooters with the same score will show as drawn.
3. **(13.03)** Shooting will be carried out in accordance with the preceding rules, the empty places in the squad will not be filled.

4. (13.04) When the shoot-off is not carried out at a previously announced time, the shooters concerned must remain in contact with the committee in order to be ready to shoot within 15 minutes after being called.
5. (13.05) Shooters not present at the start of the shoot-off will be declared withdrawn.
6. (13.06) The Jury may, in exceptional circumstances, decide that the shoot-off should be carried over to the following day. Shooters not present in this case shall be considered withdrawn.
7. (13.07) *Team places are decided by count-back.*

N. SCORE SHEET (CHAPTER 14)

1. (14.01) The score sheet will be held by the referee or someone under his/her responsibility, selected by him/her self. Every referee will use a different color pen on the same layout or on the same shooting line.
2. (14.02) Only clays ZERO will be notified on the score sheet. Every clay ZERO will be written down in order from left to right on the score sheet. Clays will be numbered in shooting order.

Example = station n°1

Clay n°1, n°2, n°3, n°4, Double n°5 and n°6.

Example = station n°2

Clay n°1, n°2, n°3, Double n°4 and n°5, Double n°6 and n°7.

To allow a further control, the number of the clay ZERO will be written in the corresponding space of the score sheet.

**RULES APPROVED BY THE TECHNICAL COMMISSION
SPORTING 2ND NOVEMBER 1996.**