



THE  
CLAY TARGET SHOOTING ASSOCIATION  
OF SOUTH AFRICA

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# COMPETITION RULES

For the

**DTL Trap World Championship**  
**12<sup>th</sup> to 21<sup>st</sup> March 2010**

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Hosted by

**Valley Gun Club**

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# Competition Rules

## 1. Dress Code

1.1. The purpose of this code is to protect the public image and perception of the sport of Clay Target Shooting, by requiring all participants, including officials, to present at all times a wholesome and dignified appearance while participating in the sport.

### 1.2. Dress Standards

1.2.1. During the course of the World DTL Championships, participants dress will be expected to be in a tidy and clean condition and should not contain any messages, images or slogans that may reasonably cause offence to others. Offensive messages or images of a sexual or racial nature are specifically forbidden as well as any that break accepted standards of decency and good taste. The byword for the standard to be achieved will be “smart casual”.

1.2.2. Listed below are specific examples of personal appearance or garments that will be considered unacceptable under this code :

- Nakedness of the torso or limbs other than lower arms or legs.
- Wearing of shooting jackets over naked torso.
- Shirts or tops that have sleeves cut off
- Cut-off jeans or trousers or any type of shorts which do not reach down when worn normally, to no more than 15 cm above the knee.
- Torn, slashed or shredded shirts, jeans, trousers or skirts.
- Military or camouflage wear, balaclava helmets or camouflage paint
- Any excessively worn, dirty or disheveled clothing or footwear.
- Open sandals or “slip slops”.
- Any other garments or personal appearances that go against the spirit of this code or that seek to exploit any possible loophole within it, at the discretion of CTSASA officials, shoot organisers, umpires and jury members.

## 2. Dress Code Penalties

2.1. Any participant who is in breach of this code must be asked to rectify his/her appearance without delay. Failure to comply with such instruction will disqualify the offender from further participation in the event, without the right of a refund, and may render him/her to disciplinary action under the CTSASA disciplinary Code of Conduct.

2.2. CTSASA officials, shoot organisers, umpires and jury members will have the powers and the responsibility to fairly interpret the spirit of this code and to implement all the provisions contained herein.

## 3. Competitors and Rules

3.1. It is the responsibility of all competitors of all visiting Associations to thoroughly familiarize themselves with any unique requirements of the CTSASA, as well as ensuring that they are conversant with the rules contained herein.

3.2. Every competitor is required to acquaint themselves with all rules as they apply to competitors. By entering the competition, competitors thereby agree to submit to any penalty that may be incurred through failure to comply with the rules or an umpire’s decision.

#### 4. Duly Notified

4.1. A competitor is "Duly Notified" to compete when their name is called out by an umpire, scorer or other person authorized to do so at the allocated range. If a competitor is absent after being called, the umpire shall call the name on the scorecard loudly three times equally spaced within one minute. If the competitor is still not present they will be declared "absent" and will not be allowed to join the squad during that round.

#### 4.2. Penalties

4.2.1. Competitors shall be at the firing mark when "duly notified" and take sufficient cartridges to complete each round. Any competitor failing to take enough cartridges to complete the round will incur a one target (three points) penalty on each occasion.

4.2.2. If a competitor is declared absent, they will be fined two targets (six points) by the jury and given the opportunity to shoot the remainder of the targets on that range at the jury's discretion.

4.2.3. A competitor who is not present when their name is called in accordance with "duly notified" for a "shoot off" shall be "declared absent" and lose by default.

#### 5. Time Limits

5.1. All competitors must call for their target within 10 (ten) seconds of the umpire acknowledging that shooting may commence, or after the previous shot, unless "Break and Change" has been called. Competitors failing to call within 10 seconds will be warned on the first occasion and a one target (three points) penalty for each subsequent occurrence shall be imposed.

#### 6. Definition of a Legal Target

6.1. When a whole target appears promptly after a contestant's recognizable command and is within the legal limits of flight.

#### 7. Definition of a Broken Target

7.1. A broken target is a target that has been broken by any means other than having been hit by shot. Such a target will be called "no target" by the umpire and no score will be registered regardless of whether the competitor fired or not.

#### 8. Target definition : "HIT"

8.1. A regular target which *in the opinion of the umpire only* :

8.1.1. Is a target which is either completely destroyed, or at the minimum, has a visible piece broken from it.

8.1.2. A target which has some "dust" removed from it by the shot, but remains otherwise intact, shall be called "lost".

#### 9. Target definition : "LOST"

9.1. A target shall be declared "lost" when *in the opinion of the umpire only* :

9.1.1. A regular target remains unbroken after being fired at and is not scored in accordance with the rule above.

9.1.2. The competitor after an apparent malfunction or misfire, opens the gun or moves the safety catch before handing the gun to the umpire for inspection.

9.1.3. A competitor suffers a third or subsequent malfunction or misfire in the same round.

9.1.4. Where a competitor voluntarily fails to fire at a legal target for any reason, including due to personal error, fault or negligence.

## 10. “NO TARGET”

10.1. After a target has been declared a “no target”, it is no longer part of the competition. When an umpire has declared a target as a “no target”, on NO ACCOUNT may it be shot at. When a “no target” is deliberately or intentionally shot at, the umpire will warn the competitor and mark the scorecard accordingly. Should there be a subsequent occurrence within the same round, the umpire will report the matter to the jury for a decision in relation to the loss of a target.

## 11. Shooting Station

11.1. Competitors may shoot only from within the demarcated area, with both feet entirely within the boundary of the peg. While on the peg, the competitor will not “sight” any birds, beasts, other objects, or other competitor’s clay targets.

11.2. The gun position is optional prior to firing, but at the point of firing the gun must be seen to be in the shoulder. (See rule 11.4.1 for penalty)

11.3. Foot fault. Failure to stand with both feet entirely within the designated area will incur a warning from the umpire in the first instance and a deduction of one target (three points) for the second and any subsequent offences within each stage or peg.

### 11.4. Penalty

11.4.1. At the point of firing, the gun must be seen to be "in the shoulder". Anyone firing a gun from anywhere but the shoulder will be warned in the first instance and, for any subsequent offence, a request will be made by the Umpire to the Jury for disqualification of that Competitor.

## 12. Shooting Order

12.1. With the trap and targets set as detailed in Appendix A the Competitors comprising the squad shall stand at the designated firing marks from 1 to 5 (from left to right facing the trap) in the order in which their names appear on the scorecard. ALL GUNS SHALL BE OPEN AND EMPTY.

### 12.2. Viewing Targets

12.2.1. When the squad is ready Competitor Number One shall call to view a single target, this procedure will be permitted on all layouts shot by each squad.

## 13. Shooting Procedure

13.1. When all is ready and correct the Umpire shall call “Line Ready”. At this point all Competitors may insert 2 cartridges into their barrels but guns must remain open.

13.2. Note: Those using Semi-automatics must keep the bolt to the chamber open, but a cartridge may be loaded into the magazine.

13.3. The first Competitor, standing on firing mark 1 (subsequently referred to as peg 1) may then close their gun and adopt a shooting stance and call “Pull” or some other word of command when they are ready.

13.4. Upon this command, the Puller, who shall be positioned behind the line of shooters, will immediately release a target. Should an acoustic system be in use this will activate and release an instant target at this time.

- 13.5. Where an Umpire does not call a "No Target", no claim of a quick or slow pull will be allowed if the Competitor fires at a target. If the Competitor considers either has taken place they should claim a balk (see rules 33.1 to 33.5)
- 13.6. The Competitor on Peg 1 may shoot at this target in flight with one or two shots.

#### 14. Second & Subsequent Shooters

- 14.1. Provided that a "No Target" has not been called and the Umpire has announced the result of the shot from the previous Competitor, the Competitor on the second firing mark may then follow the same procedure, followed afterwards by the third Competitor and repeated for Competitor Nos.4 and 5.
- 14.2. After Competitor No.5 has shot, Competitor No.1 shall again call for a target and all the shooters in the squad will follow this sequence until the required number of targets has been shot at.
- 14.3. Each Competitor shall shoot at an equal amount of targets from each stand (five) during any round of 25 targets. (Excluding shoot offs.)

#### 15. Changing Stands

- 15.1. After five targets have been shot at from each stand, an indication to cease shooting and change stands shall be given by the Umpire/Scorer calling "change please!" Should any additional targets be shot at from a stand they will not be considered as being part of the competition.
- 15.2. The Umpire shall call the result of each stand for each competitor starting with Competitor No. 1, e.g. "15, 12, 15, 9, 15".
- 15.3. Each Competitor (except No.5) then moves to the firing mark (Peg) next on the right and No.5 takes the place of No.1.
- 15.4. NOTE: when Competitors walk between firing marks (Pegs) each Competitor must ensure that their gun is open. In the case of Semi-automatics, the breech must be open and empty.
- 15.5. The Competitor leaving No.5 firing mark to take up position No.1 firing mark must move to that position by walking behind the line of Competitors with their gun open and empty of cartridges or cases. Particular care must be taken to ensure that Semi-automatic magazines and chambers are completely empty.

#### 16. Re-Starting After Changing

- 16.1. When all is in order and all the Competitors are again in their correct positions and ready to shoot, the Umpire shall call "Line Ready" and continue to do so after each change and before the commencement of shooting.
- 16.2. No.1 Competitor of the squad (after the first move and standing at Peg No.2) commences the second round, at the end of which the squad again moves to the right, the No.1 Competitor also commences the third and remaining rounds, finishing at No.5 firing mark.

#### 17. End Of Stage

- 17.1. Once all Competitors in the squad have shot at the required number of targets from each firing mark, this will conclude the shooting of this particular stage. At this point the Umpire shall call "unload and check your scores" and all guns must be opened and emptied of any cartridges or cases.

#### 18. Signing Scorecards

- 18.1. All competitors must sign their scorecard prior to leaving the range. It is the responsibility of the competitor to ensure that their score is correctly recorded.

## 19. Coaching

19.1. Umpires must ensure that no coaching or tuition is permitted from any quarter once an event has commenced and whilst the Competitor is actually at the shooting mark or in the process of completing a round.

## 20. Penalties For Coaching

20.1. If an Umpire is satisfied that the Competitor is receiving coaching from someone outside the shooting stand they will, in the first instance, warn the person(s) involved not to continue. Failure to do so will result in one of the following:

20.2. A one target penalty (i.e. 3 points) from the score achieved in the current round to be deducted from the score of the Competitor shooting.

20.3. The Umpire will indicate this with the word "penalty" on the scorecard and deduct 3 points from the final score on the scorecard.

20.4. If those involved continue:

20.4.1. A request by the Umpire will be made to the Jury to disqualify the offending Competitor(s). The scorecard to be marked with a 'DQ' to indicate the Umpire's decision.

20.4.2. The Umpire will make all deductions at the time of any incident and the decision will be confirmed or otherwise by the Jury at a later time.

## 21. Safety

21.1. It is the responsibility of the user of any shotgun to behave in a safe and sportsmanlike manner at all times. Competitors must always treat every shotgun as if it were loaded.

21.2. Shotguns must be kept open and unloaded at all times, except when on the shooting peg and permission has been given to load by the umpire.

21.3. Semi-automatics and pump actions are to be carried with the breech open, or flagged and the muzzle either pointing at the ground or straight up in the air. Always check that the barrels are clear before commencing shooting.

21.4. Guns are only to be loaded when a competitor is on the shooting peg and then only with the barrels pointing down range.

21.5. Before turning from the shooting peg at the cessation of a round, the competitor must remove any cartridge case and/or unfired cartridge from the gun. When moving from stands one through to four, competitors do not have to remove cartridges, although the gun must remain broken. When moving from peg five back to peg one, competitors MUST remove cartridges from the barrels, and walk behind the other competitors to take up the peg.

21.6. In the event of a malfunction or misfire, a competitor must keep the gun pointing down range until the umpire gives permission to do otherwise.

21.7. Competitors may only use guns which are in proof and in a safe and sound condition.

21.8. No cartridges of different calibers are allowed to be carried under any circumstances.

- 21.9. Any violation of safety rules will in the first instance incur a warning and any further repetition will mean immediate disqualification from the event.
- 21.10. It is expressly forbidden to shoot at anything other than clay targets and any violation in the umpire's opinion of this will result in a request to the jury for immediate disqualification and the offender will be reported to their governing body for disciplinary action.

## 22. Hearing and Eye protection

- 22.1. The wearing of a recognized and purpose made hearing protection product is compulsory and must be worn on or in both ears by all persons participating in the event while in the act of shooting, umpiring, scoring or officiating in any capacity. This should include all spectators who are near a range.
- 22.2. The appropriate wearing of adequate and effective visible eye protection by all competitors, scorers, umpires and all persons around any shooting position is mandatory. This rule is regardless of weather conditions.
- 22.3. Umpires and jury members have the power, the authority and the responsibility to prevent anyone stepping onto a shooting peg, or officiating on a range, unless they are seen to be wearing some form of acceptable eye and hearing protection.

## 23. Banned Substances

- 23.1. No alcohol, drugs (as defined by the World Anti-Doping Agency) or performance enhancing substances in any form may be consumed by any person who intends using a shotgun, either before or during the shooting of any targets for that day.

## 24. Guns

- 24.1. All types of shotguns, including semi-automatics and pump actions, 12 gauge or smaller may be used for shooting. No handicap will be given to competitors using guns of a caliber smaller than 12ga. Semi-automatics shall be so adjusted that their operation does not inconvenience other competitors.
- 24.2. It is not permitted to use guns with straps or slings. In the case of handicapped persons, the umpire's permission may be requested.
- 24.3. Changing of guns or properly functioning parts of a gun between pegs is not permitted unless the umpire has accepted a gun malfunction which cannot be quickly repaired.
- 24.4. If a gun fails to function and the umpire, on inspection, finds that it is not quickly repairable and that it has not been caused by the shooter, two options are open to the competitor.
- 24.4.1. Use another gun, providing one can be secured without delay. A maximum time of three minutes will be allowed.
- 24.4.2. Drop out of the shooting rota with the umpire's permission and complete the sequence of targets left on that round at a later time when a vacancy occurs and the umpire gives permission.
- 24.5. If requested, the umpire may allow competitors to "clear barrels" over the shooting range, providing it is done in a safe manner. This will only be allowed immediately prior to the commencement of the first round each day and not in any subsequent round.



24.6. No person other than an umpire or jury member may handle another competitor's gun and then only in that person's presence and with their full knowledge.

24.7. If any competitor is using a gun with any form of release trigger, it is mandatory to notify the shoot organiser when booking into the competition that he/she is doing so. The shoot organiser must then mark all appropriate scorecards with this information. The competitor must also notify the umpire on every round prior to shooting. Failure to comply on each occasion will result in the loss of one target (three points).

24.8. Ported barrels are allowed, but ventilated barrel attachments are specifically excluded.

## 25. Double Discharge

25.1. If in the course of shooting, both barrels are discharged simultaneously, the following rules will apply :

25.1.1. The umpire will try to ascertain the reason for the malfunction and make a decision on whether to allow the competitor to continue to use that gun on the grounds of safety.

25.1.2. Following the umpire's decision on the continued use of the gun, the target will be declared "no target" and a new target will be called for and shot at again with the result being scored.

## 26. Malfunctions

26.1. Competitors are allowed a total of two malfunctions per round – one relating to the gun and one relating to ammunition, whether or not they have changed their gun. Any regular target on which any subsequent malfunction of either gun or ammunition occurs will be scored lost. In all cases when malfunctions/warnings/faults occur, an appropriate mark should be made against the competitor's name on the score sheet for later reference.

26.2. A second barrel malfunction must be handled as follows : If the first shot is a miss and the second shot malfunctions a new target must be thrown. The first shot at the new target must miss the target and the competitor must attempt to hit the target with their second shot. If the target is hit with the first shot, it is scored "lost".

## 27. Ammunition

27.1. Only ammunition with a weight not exceeding 28gm may be used and which does not exceed 70mm, before being fired, (except for .410 cartridges).

27.2. Home loads, black powder and tracer cartridges may not be used. The umpire may at any time take unfired cartridges out of a competitor's gun for examination and analysis. Any competitor found using prohibited ammunition would render that competitor liable for disqualification from the whole event.

## 28. Protests

28.1. A fee to be established by the shoot organisers shall accompany protests submitted to a member of the jury in writing. If the jury upholds the protest, then the fee shall be refunded. An umpire shall not be interfered with or interrupted unnecessarily.

28.2. If a competitor disagrees with the umpire's decision regarding a shot, a protest should be made immediately by raising the arm and calling "protest" or "appeal".

28.3. The umpire shall then interrupt the shooting and make a decision.

- 28.4. It is specifically forbidden to attempt to pick up a target from the field in order to establish whether or not it was hit.
- 28.5. If the competitor is of the opinion that the score as read at the end of each peg is incorrect, they should protest verbally immediately. The umpire shall then immediately examine the score sheet and announce the decision.
- 28.6. If the competitor protesting is not satisfied with the decision of an umpire, a short written protest accompanied by the prescribed fee shall be handed to the jury. The competitor concerned will then be advised of the decision arrived at by the jury. No further complaints regarding scores will be entertained after this point.
- 28.7. If the jury finds the protest justified, the jury may alter the decision, *Providing that this does not concern a decision on "scored" or "lost" and "no Target"*. On these points the umpire's decision is final and binding.
- 28.8. Should a competitor or official observe anything that does not conform to the accepted rules, they must not interfere with the shooting, but must report their observations to an umpire or a member of the jury. Action must then be taken.
- 28.9. All queries and protests should be made in a quiet and orderly manner.

## 29. Jury

- 29.1. A jury of no less than five persons shall be appointed by the organiser, the protest fee shall be established and a notice displayed on a visible notice board giving this information before shooting starts.
- 29.2. The role of the jury is that of overseeing the running of the event. They must check at the beginning of the competition and when they feel necessary, reset the targets to conform to the technical rules. They are required to make all decisions directly relating to the fairness of the competition.
- 29.3. The jury shall include persons who are experienced in the roles of a jury and who possess a thorough knowledge of the DTL discipline.
- 29.4. The jury should include members from a representative selection of Countries who are participating. A jury member from the Country from which a protest emanates, should withdraw from the jury deliberations.
- 29.5. A minimum quorum of three jury members will be required for all decisions, one of whom should be the shoot organiser.
- 29.6. Only the jury may disqualify a competitor or deduct targets from a competitor's final score as a result of a penalty decision being upheld.

## 30. Commencement of shooting after a trap breakdown

- 30.1. On all occasions after a trap has broken down and been repaired/replaced, the competition shall recommence from the point at which the breakdown occurred. Under no circumstances may a shooter be allowed to repeat any shot. Competitors have the right to request a sighter target.

### 31. Umpire

31.1. Definition : The umpire is a person authorized and competent to adjudicate at the competition in accordance with the technical and general rules of the event.

#### 31.2. Duties :

31.2.1. The umpire shall ensure that the competitors comply with and compete according to all rules and that the equity of the competition is maintained at all times.

31.2.2. When the umpire is satisfied that a variation in target trajectory is such that the equity of the competition cannot be maintained, the umpire has the right to request that the target be reset.

31.2.3. Umpires shall “duly notify” a competitor when they are required to take up their positions, or to shoot by calling out the names on the scorecard.

31.2.4. An umpire has the right to declare a competitor absent, should the shooter fail to appear according to 31.2.3 above, after which the competitor will not be allowed to join the squad. This will be noted on the scoresheet and the jury will then act according to 4.2.2 above.

31.2.5. The umpire will make final decisions on whether or not a target is hit, lost or a no-target. On these matters the umpire’s word is final, and shall be marked accordingly on the scoresheet.

31.2.6. In all cases when a target is not a full score, the umpire must give a verbal indication to the competitor, by calling “lost” or “two” in the case of a second barrel hit. The umpire must call loudly enough to be distinctly heard.

### 32. Disqualification

32.1. Disqualification entails the forfeiture by the individual of all entry fees and rights in the competition, plus possible disciplinary measures by the competitor’s home association.

### 33. “Balk”

33.1. A “balk” is any occurrence which, *in the opinion of the umpire*, materially handicaps the competitor after the call of “pull” or verbal release instruction, but then only if it deters the competitor from shooting or distracts at the moment of shooting.

33.2. Only the competitor in question may claim a “balk”.

33.3. Any claim must be made immediately after the incident in question. Later claims, however presented, will not be permitted.

33.4. A claim for “balk” which is upheld constitutes a “no target” and will entitle the competitor to a repeat target.

33.5. A claim for “balk” which is not upheld will be scored accordingly.

### 34. Shoot-Offs

A Competitor who is not present when their name is called in accordance with “Duly Notified” for a “Shoot Off” shall be “Declared Absent” and lose by default.

35. Individual Tie-Break

35.1. All those involved in a tie break will shoot a standard full round, with normal scoring to establish final positions [if there are less than five people involved in a tie-break, Competitor Number One shall start on stand two]. If after the initial round a tie still exists, those Competitors remaining will shoot a further full round, single barrel only, under the same conditions to reach a decision.

35.2. If, after these two tie-break rounds, Competitors are still tied, they will enter into a "sudden death", single barrel, tie-break until the tie is broken.

36. Team Ties

If two or more teams obtain the same scores, the Captain of each team shall nominate three members of their team to take part in the tie-break. The Captain may include themselves as one of the three. The maximum team numbers must be present at the start of the tie-break. Incomplete teams will be disqualified. The team order shall be decided by the tossing of a coin and each team member will shoot at a single target from Peg 3, with no cartridge loaded into the second barrel. The first member of each team will shoot and they will be followed by the second member of each team and then the third in rotation, until all have shot and the total score for each team is determined. Should a tie still exist then the procedure will be repeated until the tie is broken.

37. Unfinished Competition

37.1. Should any competition fail to be completed due to extreme weather, darkness or major equipment failure, then the competition may be curtailed or suspended.

37.2. If curtailed, the award of prizes will be decided at some point in the competition equitable with fair play.